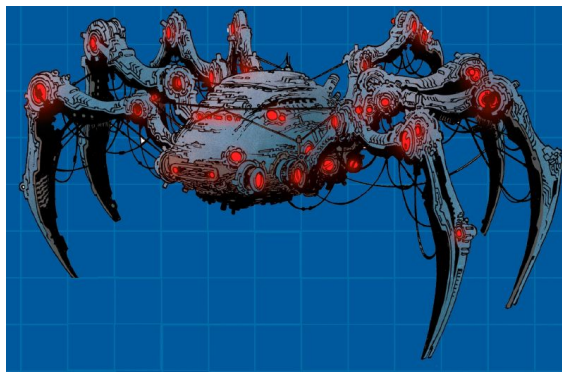


Starships D6 / Spider Cruiser



Name: Spider Cruiser

Type: Nihil Spider Cruiser

Scale: Starfighter

Length: "18 Meters"

Skill: Space Transports: Spider Cruiser

Crew: 20, skeleton 2/+10

Passengers/Troops: 4

Crew Skill: Space Transports 5D+1, Starship Gunnery 4D+2,

Starship Shields 4D+1

Consumables: 1 Week

Cargo Capacity: 2 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Path Drive: x1

Nav Computer: Yes

Space: 5

Atmosphere: 350; 950kmh

Maneuverability: 2D

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 70/3D

Focus: 2/3D+2

Weapons:

4 Medium Laser Cannons

Scale: StarFighter

Fire Arc: Turret

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Spider Legs

Scale: Starfighter

Skill: Starship Gunnery: Spider Legs

Fire Arc: Bottom

Fire Control: 2D

Space: 0

Atmosphere Range: 0

Damage: 4D (can be used to grapple and carry other vessels)

Description: The Spider Cruiser was a class of air and ground transport used by the Nihil marauder group during the High Republic Era. In the aftermath of the Great Hyperspace Disaster, one such vessel traveled to Trymant IV under the command of Eye of the Nihil Marchion Ro to evacuate Tromak, a member of the Elders of the Path, during an Emergence that threatened the planet.

Stats by FreddyB, Descriptive Text from WookieePedia.

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