Starships D6 / Chiss Cruiser



CHISS CRUISER

Craft: Chiss Ascendancy Cruiser
Type: Cruiser
Scale: Capital
Dimensions:
-Length: 300m
Skill: Capital ship piloting: Chiss Cruiser
Crew: 150
-gunners: 32
-skeleton: 30/+5
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D, communications 2D+2, sensors 3D+1
Passengers: 30
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Cost: N/A
Hyperdrive: x1 (Backup: x8)
Nav Computer: Yes (also can use Beacon Ship)
Maneuverability: 1D
Speed:
-Space: 4
-Atmosphere: 280; 800kmh
Hull: 4D
Defenses:
-Shields: 2D+2
Sensors:
  Passive: 15/0D
  Scan: 35/1D
  Search: 70/2D+1
  Focus: 3/3D

SHIPS:
-6 Starfighters (various types, 1/2 squadron)

WEAPONS:
  10 Turbolaser Cannons
    Location: Mounted across the hull
    Fire Arc:
    -2 front
    -4 right
    -4 left
    Crew: 2 (2), 3 (8)
    Skill: Capital ship gunnery

Scale: Capital
Fire Control: 2D
Space Range: 3-15/30/75
Atmosphere Range: 6-30/60/150km
Damage: 4D
Ammo: N/A
Rate of Fire: 1/2

2 Concussion Missile Launchers
Location: Mounted in the forward hull
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D
Ammo: 10 missiles per launcher
Rate of Fire: 1/2

DESCRIPTION:
The Chiss Cruiser was an interstellar capital ship used by the CEDF. Its complement of 6 fighters usually consisted of a mix of Advanced Clawcraft, Nssis-class Clawcraft, Chiss Heavy Fighetrs or Chiss Recon Fighters.

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