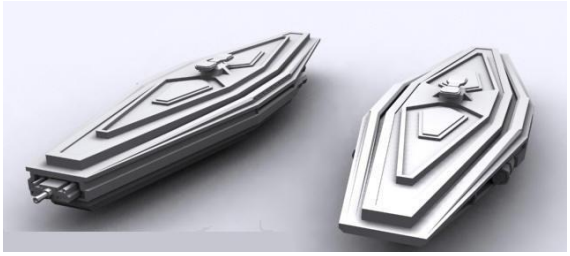
Starships D6 / Chiss Assault Cruiser



CHISS ASSAULT CRUISER

Craft: Chiss Ascendancy Assault Cruiser
Type: Assault ship
Scale: Capital
Dimensions:
-Length: 200m
Skill: Capital ship piloting: Chiss Assault Cruiser
Crew: 100
-gunners: 46
-skeleton: 20/+5
Crew Skill: Astrogation 2D+2, capital ship gunnery 3D, capital ship piloting 3D, capital ship shields 2D, communications 3D+1, sensors 4D
Passengers: 20
Cargo Capacity: 600 metric tons
Consumables: 1 year
Cost: N/A
Hyperdrive: x1 (Backup: x8)
Nav Computer: Yes (can also rely on Beacon Ship)
Maneuverability: 1D+2
Speed:
-Space: 4
-Atmosphere: 280; 800kmh
Hull: 3D
Defenses:
-Shields: 2D
Sensors:
  Passive: 15/0D
  Scan: 30/1D+1
  Search: 60/2D+2
  Focus: 3/4D

WEAPONS:
  6 Megamaser Cannons
    Location: Mounted across the hull
    Fire Arc:
    -2 front
    -2 right
    -2 left
    Crew: 3 (2), 4 (4)
    Skill: Capital ship gunnery
    Scale: Capital
    Fire Control: 2D
    Space Range: 3-10/30/60

Atmosphere Range: 6-20/600/120km
Damage: 10D
Ammo: N/A
Rate of Fire: 1/3

6 Maser Cannons
Location: Scattered about the hull
Fire Arc:
-2 front
-2 right
-2 left
Crew: 4
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80km
Damage: 6D
Ammo: N/A
Rate of Fire: 1/2

Shock Net Launcher
Location: Mounted in the forward hull
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 1-3/12/24 (1km wide)
Damage: 6D
Ammo: 1 shock net (2 spares)
Rate of Fire: 1/3 (2 rounds to reload the shock net)

DESCRIPTION:
The Chiss Assault Cruisers were dark silver cruisers used by the CEDF. They were capable of atmospheric entry.

GAME NOTES

SHOCK NETS: The Chiss, lacking ion weapons technology, instead developed shock nets. These are launched by missile at a target, then unfurl in a net-shaped swathe of highly charged gassamer material. When it hits a ship it discharges, causing damage like an ion weapon and affecting the ship as usual on the Vehicle/Starship Damage Table. When unfurled, the nets are a kilometer wide, requiring the pilot to make a defensive dodge roll against the roll to hit their ship at +5 to the Difficulty of the roll. They are also easier to conceal in a ship than an ion weapon, at -1 to the Difficulty to do so. Also, because shock nets have a physical component, they are resisted if a ship is using shields. However, the shock net's damage is inflicted upon the shields first, like an ion weapon. If and when the shields are lost, the damage is then inflicted against the hull dice of the target ship, again like an ion weapon. This is done against shield and hull dice separately, not

together. Also, if a target ship's crew is canny enough, they could attempt to shoot the shock net missile out of the sky before it reaches them and unfurls.

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