



Starships D6 / Crucem Excidium Cruiser

Crucem Excidium Cruiser

The Crucem in their starting days used ships they stole to begin their Jihad of chaos against the galaxy. They used whatever they could steal. Then they began creating their own ships. By the time of the Battle of Hoth they had created the Excidium Cruiser.

The Excidium cruiser is a streamlined ship with powerful engines and an unmatched Hyperdrive system. This hyperdrive system works slightly differently than conventional hyperdrives. It is believed hyperspace is its own dimension. However, the hyperspace accesses by this hyperdrive is different. Rather than the streaking starlines, hyperspace is seen as blue streaking energy winding all around the ship as it bullets forward. These coils of fluorescent energy crackle with charges flaring through it. It is theorized this is a twisting of reality and hyperspace, bedding the two together, possibly even incorporating otherspace as well.

The ship carries heavy turbolasers and concussion missile launchers to deal out heavy damage to enemy ships and ion cannons to disable ships for capture. The pride and joy of the Excidium Cruiser, other than its amazing hyperdrive is its cloaking device. This device works on a different principal than regular cloaking shields. Rather than blocking the ship's own sensors it somehow manages to make hyperspace travel impossible and the energy from the weapon systems is all drained into it so firing weapons while cloaked is impossible.

Craft: Crucem Excidium Cruiser

Type: Crucem Battle Cruiser

Era: ESB +

Scale: Capital

Length: 600 meters

Skill: Capital ship piloting: Excidium Cruiser

Crew: 215, Gunners: 8

Crew Skill: Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 4D, capital ship shields 4D, sensors 5D

Passengers: 350 (Boarding Troops)

Cargo Capacity: 5000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x0.4

Hyperdrive Backup: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 5D+1

Shields: 3D+1

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/3D

Sensor Cloak:

While activated the Excidium Cruiser can only be detected by a Heroic Sensors roll. While Activated the Cruiser may not enter hyperspace or fire weapons however its sensors work perfectly.

Weapons:

24 Heavy Turbolasers

Fire Arc: 12 front, 6 left, 6 right

Crew: 3 Total

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere: 3-15/35/75 km

Damage: 6D

24 Ion Cannons

Fire Arc: Front

Crew: 2 Total

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere: 2-10/30/60 km

Damage: 5D

24 Concussion Missile Launchers

Fire Arc: 16 front, 4 right, 4 left,

Crew: 3 Total

Skill: Capital gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere: 6-30/70/150 km

Damage: 8D

Starfighter Complement: 2 Squadrons

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