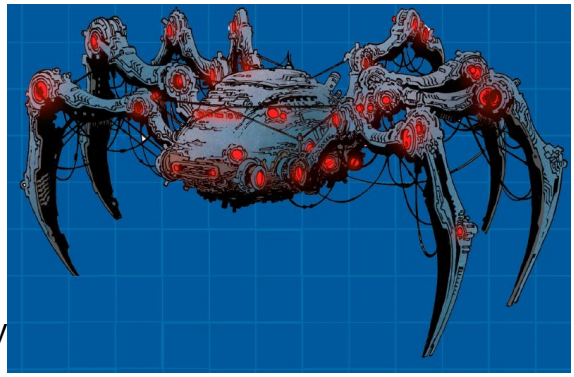
Starships D6 / Spider Cruiser



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.

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