

# Nariel Assault Battlecruiser

Elysia Novus Shipyards Nariel Assault Battlecruiser

## Background and History

The battlecruiser was first encountered in [YE 24](#).

## Statistical Data

Government: [Elysian Celestial Empire](#) Ship Type: Mid-Range Assault Cruiser Class: "Nariel" Type 1  
Designer: Elysian Celestial Weapons Manufacturer: Veritas Shipyards Crew: 250 total

Length: 2000 feet Width: 450 feet Height: 450 feet Mass: 190,000 tons


Speed Data Speed (Max): 5,000c Speed (Sublight): .175c Planet-Bound: Mach 1 Maximum Range:  
Unknown Lifespan: Unknown

## Weapons Data

### Main Gun System (1):

The four booms that thrust forward from the front of the ship's main body are part of the ships massive forward weapons system. If one or two are destroyed, the gun will function at 50% range; if three of the four booms are destroyed, the weapon cannot function.

Primary Purpose: Anti-starship Secondary Purpose: Assault Damage: Tiers 13 through 15, Light Anti-

Capital Ship through Heavy Anti-Capital Ship ( **Fix Me!**): Staff needs to determine which)  
Range: 50,000,000 miles Rate of Fire: Once every thirty seconds. Payload 36 payloads each for a total of 72.

### Beam Eyes (100):

The ship's hull has 20 eyes on each side of the hull and 10 on the front and rear. These powerful beam projectors are used from anything to destroying missiles to cutting holes in starships.

Primary Purpose: Anti-starship Secondary Purpose: Anti-mecha/Anti-fighter Damage: Tier 10, Light Anti-Starship Range: 2,000,000 miles Rate of Fire: 5 times a second Payload Effectively unlimited, so long as

the ship provides power.

## Systems Data (known)

Hull: The Elysian “scale” armor nests thousands of super-durable plates in an a self-regenerative base.

- Armor Type: Heavy
- Structural Points: 50

Cloaking Devices: The ship is equipped with an advanced cloaking device, which renders it invisible to aetheric-energy sensors and mass detectors.

Shield Systems: Fairly powerful unified shield system is stronger in the front of the ship.

- Shield Points: 40 (Stopping power 4)

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