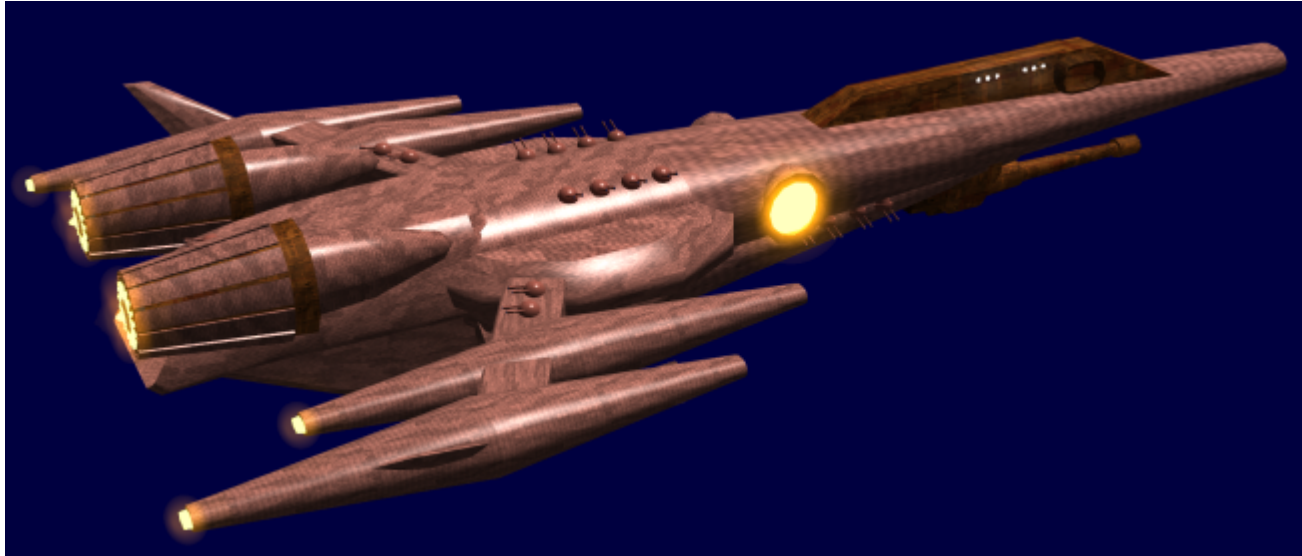


# NMX "Pillager" Light Cruiser

The Pillager is an [NMX](#) warship that first appeared in [YE 33](#). It is primarily used for commerce raiding, but also fills fast-attack front line roles.

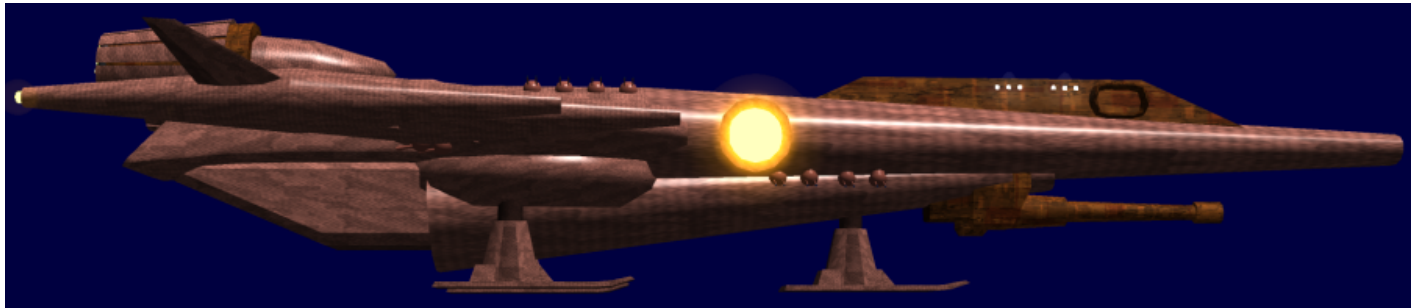
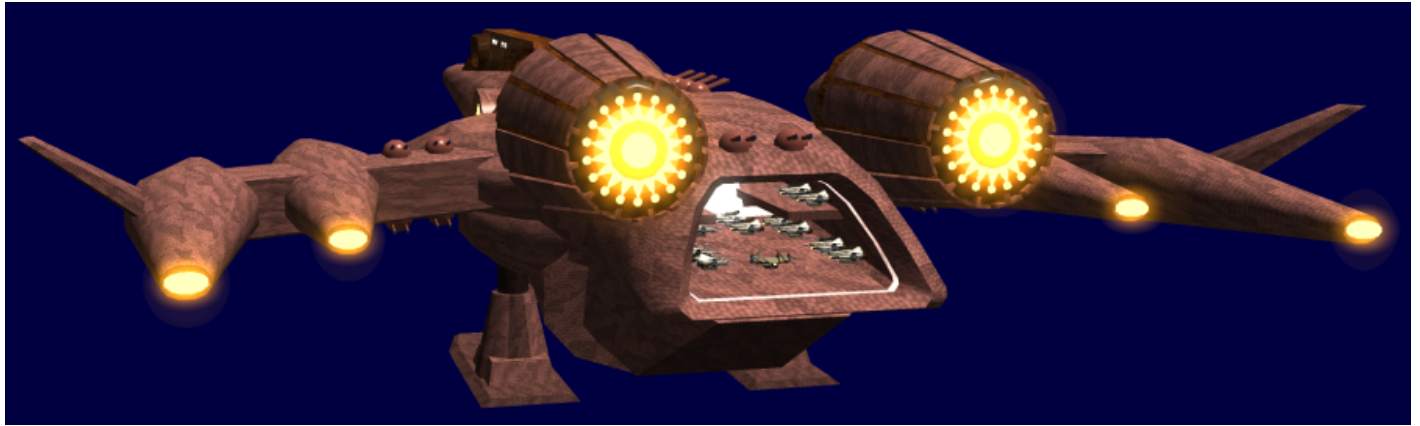


## About the Design

Instead of the quick victory they had intended, the NMX were drawn into a costly war of attrition. With their enemies beginning to mobilize counter-offensive operations, the NMX looked for a cheap way to further harm enemy economic stability. They began designing the Pillager in [YE 32](#), but dismissed it as a plausibly cheap warship. But after the defeat at South Gate and the subsequent months of expensive gains, they came back to the design. They added a volumetric outer projection system, hoping to help blend it in amongst civilian ships, and increased its size and cargo-hauling capability. What their end-product was a hard-hitting fast-attack cruiser that was stuck somewhere in between a front line or heavy pirating role with great longevity and speed. It is important to note that, while the SMX were prone to have wide swathes of organic matter in their corridors and compartments, that because of the mostly Nekoalkyrja population aboard this ship and in the interest of preservation of uniforms that it is, for the most part, done away with inside of the ship.<sup>[1\)](#)</sup>

## Appearance

The Pillager Light Cruiser is 250 meters long, uses the standard NMX Hull<sup>[2\)](#)</sup>, and has a sleek body with a flattened nose. Underslung beneath its nose is its main armament, and on top is the bridge. Behind it are small glass portholes in the corridors from which observers may look outside. At its rear it has two massive engines, and along its wings there are four pylons in total, each carrying an engine and torpedo tube. Its rear also has a Launch Bay for Battlepods and Smallcraft, and beneath that also cargo bay with a deployable ramp. It also has deployable landing gear so that it may land on planets.



## Statistics and Performance

### Crew Capacity

- Crew: 100
- Maximum Capacity: 400 If the cargo bays are clear.

### Dimensions

- Length: 250 meters
- Width: 145 meters(Wingtip to Wingtip)
  - Height: 50 meters
- Decks: 4 (Corridors = 5 Meters Tall)

### Propulsion and Range

- Sublight Engines: .375c
- FTL: 447,066c (0.85 ly/m)

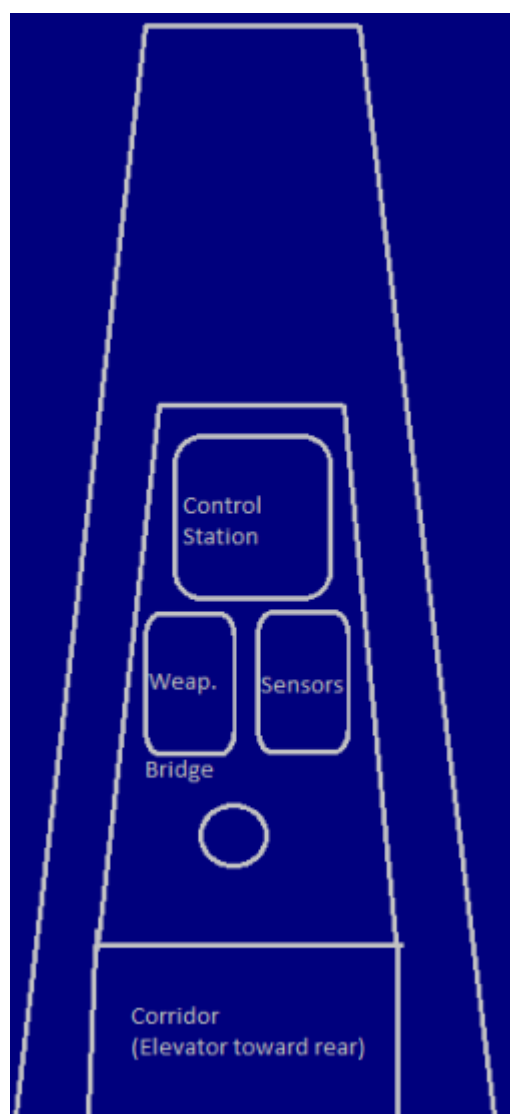
## Damage Capacity

Please see the [DR Guidelines](#).

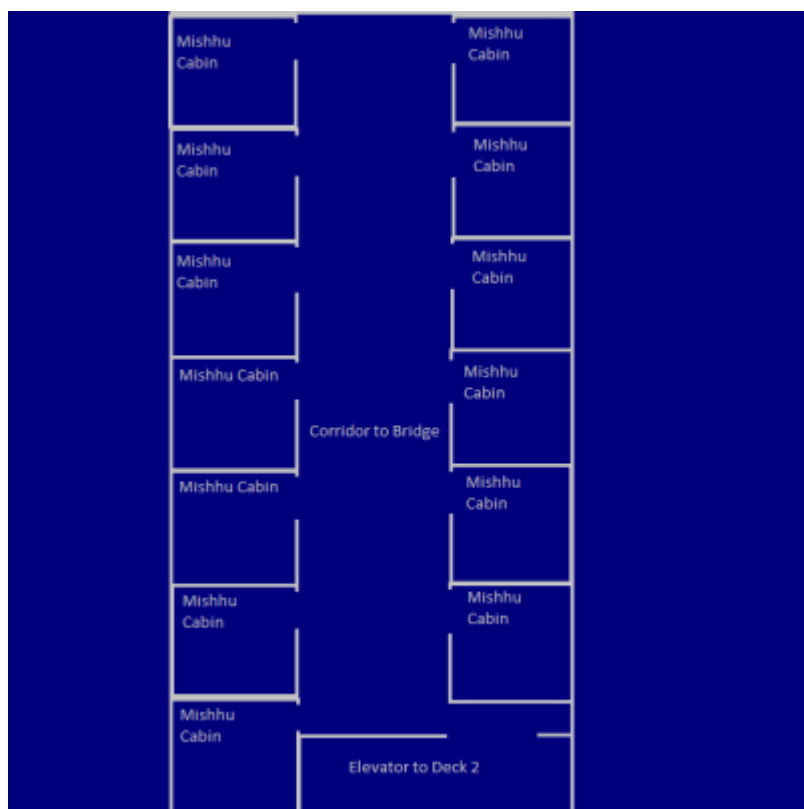
- Hull: 25 SP
  - Armor: 20 SP
- Shields: 25 (Threshold 2)

## Inside the Ship

These are rough sketches of the interior deck layout.



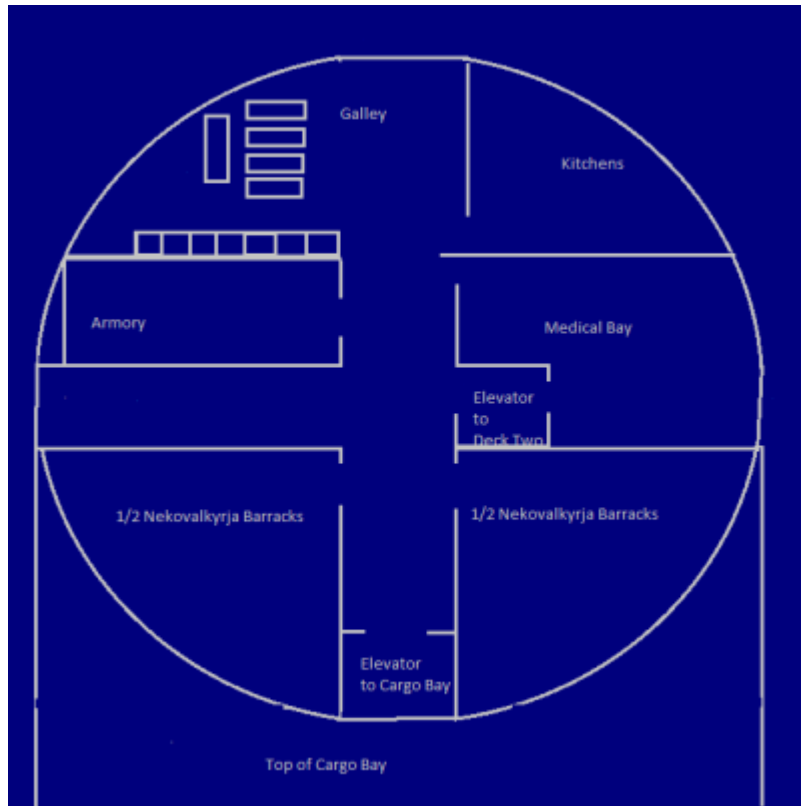
- Front End of Deck One



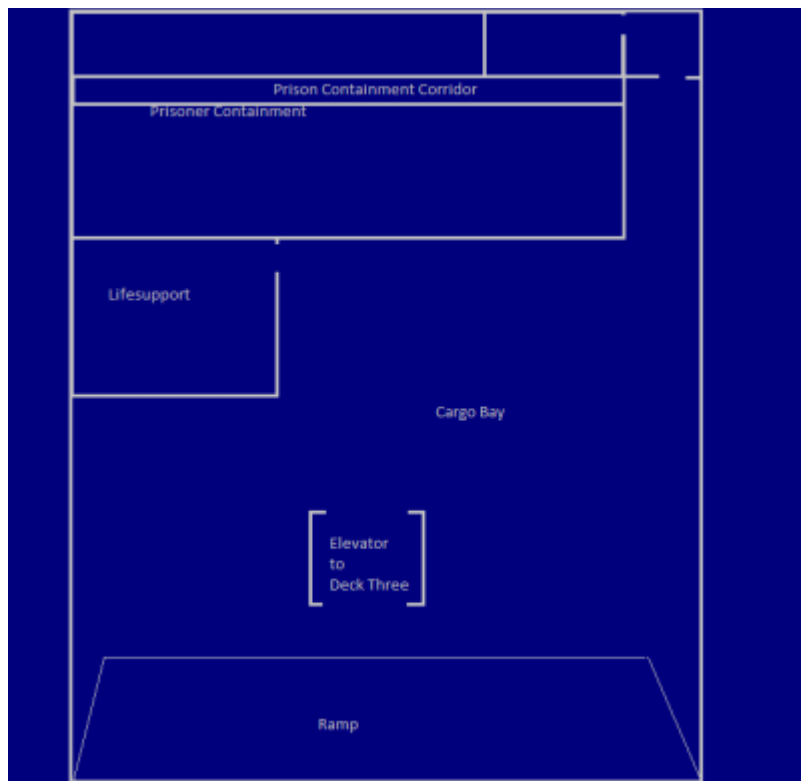
- Deck One



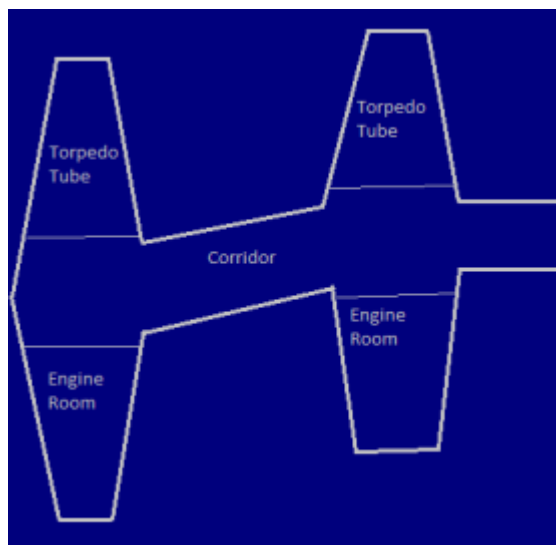
- Deck Two



- Deck Three



- Deck Four



- Left Wing Section (Right wing is simply reversed)

## Compartment and Deck Listings

Decks listed in descending order...

- DECK ONE
  - [NMX Bridge Compartment](#)
  - [NMX Corridors](#)
  - [NMX Mishhuvurthyar Cabins](#)
  - Standard Mishhuvurthyar Organic Computer<sup>3)</sup>
- DECK TWO
  - [NMX Corridors](#)
  - [NMX Nekovalkyrja Barracks](#)
  - [NMX Armory](#)
  - [NMX Launch Bay](#)
  - 6 [NMX Engine Room](#)
- DECK THREE
  - [NMX Medical Bay](#)
  - [NMX Nekovalkyrja Barracks](#)
  - [NMX Armory](#)
  - [NMX Galley](#)
  - [NMX Kitchens](#)
  - [NMX Corridors](#)
- DECK FOUR
  - [NMX Cargo Bay](#)
  - Standard Life Support
  - [NMX Prisoner Containment](#)
  - [NMX Corridors](#)

- Aether Generator

## Ship Systems

### Hull and Armor

- [NMX Standard Hull](#)
- [NMX Standard Medium Armor](#)

### Life support and Damage Control

- Standard Life Support
- The hatchways all double as blast shutters.
- Damage Control Stations by every door; All include five tightly-packed AMES and [Fire Extinguisher](#) <sup>s.</sup><sup>4)</sup>
- [NMX Elevators](#)

### Sensors

- [NMX Sensor Suite](#)

### Computer Systems

- Standard Mishhuvurthyar Organic Computer

### Power and Shields

- Aether Generator
- [NMX Standard Shielding](#)

### Propulsion

- 6 Aether engines
- Mishhu designed [Hyperspace Fold Engine](#)

### Weapons Systems

- [NMX Furious Main Cannon](#)
- 28 [NMX Anti-Smallcraft Turrets](#)
- 4 [NMX Anti-Starship Torpedo Tubes](#) It carries 40 Rounds for each Tube. Twenty are kept on hand,

and the other twenty are kept in the Cargo Bay.

- Outer Volumetric Projection System<sup>5)</sup>

## Vehicle Compliment

- 16 NMX Battlepod (Type 30A)
- 3 Shuttles (During the [Second Mishhuvurthyar War](#), it was common for these to be captured [Ke-T4 "Fox" Combat Aeroshuttle](#))
- 5 NMX Battle Buggy (Type 31)
- 3 NMX Cargo Truck (Type 31)

<sup>1)</sup>

With obvious exceptions.

<sup>2)</sup>

which has been modified to include and advanced volumetric projection system.

<sup>3)</sup>

Bridge, accessed through a panel on the floor of the command nest.

<sup>4)</sup>

Unless otherwise specified in a compartment article.

<sup>5)</sup>

Only works while shields are on and will be powered down for combat.

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