Traducer Fast Cruiser

The Traducer Fast Cruiser was designed in YE 36 by NMX designers on Ukk. It was conceived as a blockade runner and raiding ship, able to disguise its outline false parts and stealth materials.

Key Features

- Sections of ship easily modified
- Light Armor, Heavy Firepower
- Faster than most cruisers of its size

Mission Specialization

- Blockade Running
- Commerce Raiding
- Infiltration

Appearance

The Traducer is composed of three blocky sections. Its mid-section has two short stubby wings extending from it. The aft section houses the engine compartment and enlisted crew quarters. It has a smooth surface, dotted with bulbous blisters, which house the various weapons systems.

History and Background

This ship was designed by the NMX on Ukk for an NMX warlord, it was intended to be used as a blockade runner and commerce raider. In the former role, it was to break out and set up a new NMX base in some hinterland of the galaxy. For the latter role, the Traducer was to have false structures built onto its hull to resemble various merchant ships and attack merchant shipping with the goal of creating tension between the current powers.

It features many advanced technologies developed by the NMX towards the end of the war. This makes each unit costlier and more complex to produce, leading to fewer units constructed. In turn, each ship's commanding officer is selected carefully for its traits. *Every* ship is captained by a Mishhu whose loyalty and competence are beyond question.

Statistics and Performance

The Traducer is designed to be faster and more heavily armed than the opposition. Armor is sacrificed for

increased shielding and speed.

General

- Class: N/A
- Type: Fast Cruiser
- Designers: NMX at Ukk
- Manufacturer: NMX at Ukk
- Fielded by: NMX at Ukk

Passengers

Crew: 220 minimum, 350 optimal

Maximum Capacity: There are accommodations for 120. A total of 850 may fit on board though the ship will be extremely cramped.

Dimensions

- Length: 275 meters (902 feet)
- Width: 120 meters (394 feet), wingtip to wingtip
- Height: 100 meters (328 feet)
- Decks: 5 (5 meters each)

Propulsion and Range

- Continuum Distortion Drive: 450,000c (485 663 781 960 000 km/h)
- Hyperspace Fold Drive: 450,000c (485 663 781 960 000 km/h)
- Sublight Engines: .385c (415,512,347 km/h)
- Range: 16 months
- Lifespan: Unknown
- Refit Cycle: After each mission

Damage Capacity

See Damage Rating (Version 3) for an explanation of the damage system.

- Hull: 28
- Shields: 30 (Threshold 4)

Inside the Ship

Deck Layout

Decks listed in descending order.

- DECK ONE
- NMX Bridge Compartment
- NMX Corridors
- Fighting Compartments for weapons batteries
- NMX Mishhuvurthyar Cabins
- Standard Mishhuvurthyar Organic Computer[1]

- DECK TWO
- NMX Corridors
- NMX Armory
- NMX Medical Bay
- Fighting Compartments for weapons batteries
- 6 NMX Engine Room

- DECK THREE
- NMX Nekovalkyrja Barracks
- NMX Armory
- Fighting Compartments for weapons batteries
- NMX Galley
- NMX Kitchens
- NMX Corridors

- DECK FOUR
- NMX Cargo Bay
- Standard Life Support
- NMX Prisoner Containment
- NMX Corridors
- Aether Generator

- DECK FIVE
  - NMX Cargo Bay
  - Standard Life Support
  - Fighting Compartments for weapons batteries
  - NMX Nekovalkyrja Barracks
  - NMX Corridors
  - NMX Launch Bay

Ship Systems

Hull and Armor

- NMX Standard Hull
- NMX Standard Light Armor as top layer

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 s.[2]
- NMX Elevators

Sensors

- Basic Sensor Array

Computer Systems

- Standard Mishhuvurthyar Organic Computer
- Communications Array

Power and Shields

- Aether Generator
- Enhanced Standard Shielding

Propulsion

- 6 Aether Plasma Drive
- Mishhu designed Hyperspace Fold Engine

Weapons Systems

- 5 x NMX Twin 105mm Railgun batteries; Tier 11, Medium Anti-Starship-5
- 12 x NMX Quadruple Particle Beam Cannon batteries; Tier 12, Heavy Anti-Starship
- 3 x NMX Anti-Starship Torpedo Tubes (2 fore, 1 aft)
- 18 x Point Defense Weapons

Vehicle Complement

- 3 x [NMX Landing Ship](#)

[1)]

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

[2)]

Unless otherwise specified in a compartment article.

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