

Interceptor IV Frigate

The Interceptor IV frigate was a commonly used starship in the Zann Consortium's naval forces. It was effective against starfighters and small capital ships. It was an upgrade of the Interceptor-class frigate widely used by pirate forces. With superior shielding and improved weaponry, as well as the "full salvo" missile capabilities that allowed the frigate to fire a barrage of missiles at its target, the Interceptor was a cheap, yet versatile, vessel. The ship's weakness was its lightly armored hull.



Name: Interceptor IV Frigate

Type: Corellian Engineering Corporation Interceptor Frigate Type IV

Scale: Capital

Length: 150 Meters

Skill: Capital Ship Piloting: Interceptor Frigate Type IV

Crew: 20, gunners 8, skeleton 5/+10

Passengers/Troops: 50 (troops)

Crew Skill: Astrogation 3D, Capital Ship Piloting 3D+2, Capital Ship Gunnery 4D+1, Starship Shields 3D, Sensors

3D+1

Consumables: 1 Years

Cargo Capacity: 5,000 Tons

Hyperdrive Multiplier: X1.5

Hyperdrive Backup: X10

Nav Computer: Yes

Space: 4

Atmosphere: 280,800kmh

Maneuverability: 1D

Hull: 3D

Shields: 4D+2

Sensors:

Passive: 50/0D+1

Scan: 90/1D+1

Search: 160/3D+1

Focus: 5/5D

Weapons:

2 Turbolasers

Scale: Capital

Fire Arc: Turret

Fire Control: 2D

Space: 2-10/20/50

Atmosphere Range: 4-20/40/100km

Damage: 5D

8 Proton Concussion Missile Launchers (5 Missiles Each/Fire-link option for „full salvo“ mode)

Scale: Starfighter

Fire Arc: Front

Fire Control: 3D

Space: 2-10/30/60

Atmosphere Range: 2-10/30/60km

Damage: 7D

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