



# Starships D6 / Lornonar Light Assault Star

## Light Assault Star Destroyer

The original Imperial Interdictor cruiser was designed for a time when rebels and pirates had only the ships they could buy or steal. This Star Destroyer has the interdiction capabilities of the Interdictor, with the modular efficiency of the Strike Cruiser. Its primary function of assault against capital ships meant that the Imperial classes large support units could be left out to save on space. The Light Assault Star Destroyer is a fearsome vessel indeed. Capable of pulling rebel convoys or warships out of hyperspace, it no longer needs other vessels to aid in the process of destroying them. This Star Destroyer simply locks on tractor beams and destroys or boards anything which opposes it. On the battlefield, it fills the role of the Interdictor, making sure enemy forces do not escape. While it is still much smaller than some of the New Republic craft, it is more than able to take care of itself when necessary and is a valuable addition to the Imperial fleet.

Craft: Lornonar Light Assault Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,100 meters

Skill: Capital ship piloting: Light Assault Star Destroyer

Crew: 13,285, gunners: 154, skeleton 2,150

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D, capital ship shields 5D, sensors 4D

Passengers: 2,300 (troops)

Cargo Capacity: 15,500 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Manuverability: 1D

Space: 7

Hull: 4D+1

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/3D+2

Focus: 6/4D+2

Weapons:

35 Turbolaser Cannons

Fire Arc: 15 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

35 Ion Cannons

Fire Arc: 10 front, 10 left, 10 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

4 Gravity Well Projectors

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

Starfighter Complement:

24 TIE/In

12 TIE Bombers

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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