Setec Light Battlecruiser

The Setec-class battlecruiser was supposed to be Setec Astronomy's greatest accomplishment. Instead, it was a mediocre failure. Slow, poorly armed, and with cheap fire-control computers, the Setec-class was rejected by the Imperial presence in the system. Instead, the three Setecs produced went to SA's defense fleet.

The major Imperial rejection of the Setec-class doesn't mean it isn't formidable to smaller craft, however. It simply failed as a battlecruiser. Had it been manufactured by KDY, for example, it might have been the most effective piracy deterrent this side of the Slice.

Craft: Setec Astronomy's Setec-class Light Battlecruiser
Type: Light battlecruiser
Scale: Capital
Length: 875 meters
Skill: CS piloting: Setec Battlecruiser
Crew: 3,160, gunners: 75, skeleton 960/+10
Crew Skill: Astrogation 4D, CS gunnery 4D+1, CS piloting 5D, CS
shields 4D, sensors 4D+1
Passengers: 770 (troops)
Cargo Capacity: 12,500 metric tons
Consumables: 4 months
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Manuverability: 1D+1
Space: 4
Hull: 6D
Shields: 2D+2
Sensors:
Passive: 30/2D
Scan: 60/2D+2
Search: 150/3D+1
Focus: 4/4D
Weapons:
16 Turbolaser Batteries
Fire Arc: 8 front, 5 left, 5 right
Crew: 3

Skill: CS gunnery
Fire Control: 3D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
20 Quad Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 2
Skill: SS gunnery
Fire Control: 4D
Space Range: 2-12/25/50
Atmosphere Range: 4-24/50/100 km
Damage: 5D
2 Tractor Beam Projectors
Fire Arc: Turret
Crew: 6
Skill: CS gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Starfighter Complement:
1 TIE squadron
1 Z-95 squadron
1 assault shuttle
Ground/Air Complement:
10 CAVs
2 Floating Fortresses

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