

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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