Fedtra Interdictor

The Triceraton Republic's Saurian hyperspace distorter. This unique ship has the ability to pull ships out of hyperspace and keep them in a certain area. The thing that is unique about this ship is that it doesn't fool the other ship's nav computer, it actually causes a disterbance between realspace and hyperspace, often creating a lighting spectacle in the target area. Any ships passing through there will immediatly be reverted to realspace. This technique often damages the ship in more ways than one. This was only one of the mysterious weapons used in the Saurian/Human wars.

Model: Triceraton Republic Fedtra Interdictor
Type: Interdiction starship
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Fedtra interdictor
Crew: 29,054; Gunners: 83; Skeleton: 6,590/+15
Crew Skill: Varies widely
Passengers: 1,200 (troops)
Cargo Capacity: 8,300 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 5D
Shields: 4D
Sensors:
 Passive: 60/1D
 Scan: 85/3D
 Search: 150/4D
 Focus: 5/4D+2
Weapons:
5 Double Turboblaster Batteries
 Fire Arc: 1 front, 2 left, 2 right
 Crew: 3
 Skill: Capital ship gunnery
 Fire Control: 3D

Space Range: 3-15/30/60

Atmosphere Range: 6-30/60/120 km

Damage: 4D+1

10 Quad Laser Cannons

Fire Arc: 3 front, 3 left, 3 right, 1 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

5 Gravity Well Projectors

Fire Arc: Turret

Crew: 10

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

Starfighter Complement:

2 squadrons (various starfighters)

4 light transports