



Starships D20 / Skeet Light Cruiser

Skeet Light Cruiser

The TaggeCo. Skeet cruiser is a strange craft: low-hulled and lightly armed, with a large ion drive mounted each side of the rounded hull. The Skeet also features a very large, rotating sensor dish that provides an additional +4 equipment bonus to sensor checks made by the Skeet's crew. This feature alone has made the Skeet a welcome addition to picket fleets in the Corporate Sector in particular, where its enhanced sensors have aided in the capture of innumerable smugglers and pirates.

Craft: TaggeCo. Skeet light cruiser

Era: Rise of the Empire +

Class: Capital

Cost: 698,000 credits

Size: Large -1

Crew: Skilled +4 (6)

Cargo: 78 metric tons

Consumables: 6 months

Hyperdrive: x3 (backup x12)

Max Speed: Cruising

Defence: 19 (-1 size, +10 armour)

Shields: 100

Hull: 280

DR: 20

Weapon: Heavy Turbolaser cannons (2)

Fire Arc: 1 front, 1 back

Attack Bonus: +7 (-1 size, +4 crew, +4 fire control)

Damage: 4d10x5

Ranges: -2/+0/+0/-2

Weapon: 2 Proton torpedo tubes (3 torpedoes each)

Fire Arc: Front

Attack Bonus: +7 (-1 size, +4 crew, +4 fire control)

Damage: 9d10x2

Ranges: +0/--/--/--

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