

RPGGamer.org Starships D6 / Imperial Arrestor Cruiser

Name: Imperial Arrestor Cruiser

Scale: Capital

Length: 800 Meters

Skill: Capital Ship Piloting: Imperial Arrestor Cruiser

Crew: 2,680; skeleton 480/+15

Passengers/Troops: 300

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1

Consumables: 1 Year

Cargo Capacity: 600 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X18

Nav Computer: Yes

Space: 6

Maneuverability: 0D

Hull: 4D

Shields: 3D

Sensors:

Passive: 45/1D

Scan: 90/3D

Search: 180/4D

Focus: 4/4D+2

Fighters: 6

Weapons:

10 Medium Laser Cannon Turrets

Scale: StarFighter

Fire Arc: 4 Front/Left, 4 Front/Right, 2 Back

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 TurboLaser Batteries

Scale: Capital

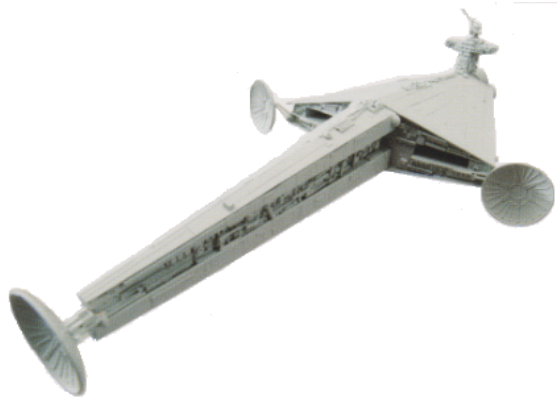
Fire Arc: 1 Front/Left, 1 Front/Right

Fire Control: 2D+2

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 5D



3 Tractor beam projectors

Scale: Capital

Fire Arc: 1 Front, 1 Front/Left, 1 Front/Right

Fire Control: 5D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 6D

Description: The Imperial Arrestor Cruiser was a type of cruiser used by the Imperial Navy. It featured powerful tractor beam projectors which it used to steer traffic away from construction zones. One was notably featured in an Imperial recruitment film played on Corellia.

A model of cruiser, the Imperial Arrestor Cruiser resembled an arrow with three dish-shaped appliances affixed to its outside. It also featured powerful tractor beam projectors.

Stats by FreddyB, descriptive text from WookieePedia

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