

## Starships D6 / Subpro Recover-class S

Name: Recover-class Salvage Ship  
Craft: Subpro Recover-class Salvage Vessel  
Type: Salvage Vessel  
Scale: Capital  
Length: 350 meters  
Crew: 475  
Passengers: 100  
Cargo Capacity: 500 tons  
Consumables: 1 year  
Cost: 1.1 million (new); 500,000 (used)  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x6  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 6  
Atmosphere: -  
Hull: 5D  
Shields: 3D\*  
Sensors:  
    Passive 50/ 1D+2  
    Scan 100/2D+2  
    Search 200/4D+1  
    Focus 6/4D+2

### Weapons:

4 Quad Laser Cannons (fire separately)  
    Scale: Starfighter  
    Fire Arc: Turret  
    Fire Control: 2D  
    Space Range: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5km  
    Damage: 4D

3 Turbolasers (fire separately)  
    Fire Arc: Turret  
    Fire Control: 2D  
    Space Range: 3-15/36/75  
    Atmosphere Range: 6-30/72/150  
    Damage: 5D

### 6 Tractor Beams (fire separately)

Fire Arc: Turret

Fire Control: 2D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5

Damage: 3D+2

### Ion Shield\*\*

Fire Arc: all

Fire Control: -

Space Range: .5

Atmosphere Range: 50

Damage: 6D ionization

Starfighter Complement: 6 tugs

\*: This class of ship uses Mon Cal technology and has 6D of back up shields. When a die of shields is lost, if the operators can make an Easy - Capital Ship Shields total, one of the back up die code of shields can be brought up to increase the shield back to 3D.

\*\* This ship is equipped with ion shields, which, when activated, disable all vessels within a 50 meter radius from the ship. These shields are used mainly when a piece of salvage does something to endanger the ship (such as engines firing suddenly). Shields and weapons cannot be used when ion shields are active.

Description: The recover class salvage ship is used by a number of organizations: Pirates, junk yard operators, Rebels and the Empire to recover parts of or whole ships and transport them to a shipyard for repairs. It can carry an object of 450 meters or less through hyperspace. The ship uses magnetic clamps to hold the ship in place until it arrives at its destination. Salvage is guided into place by its 6 tractor beams and carried tugs. Operations to secure a ship to its hull take roughly 10 minutes per 150 meters of salvage.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by Knighthamer253.

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