Starships D6 / Subpro Recover-class Salvage

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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