



## Starships D20 / RanCorp Protector-class

### RanCorp Protector-Class Customs Cruiser

The Protector-class customs lighter is a small ship used to board and inspect ships suspected of carrying contraband. The vessels are tiny and fast but carry a decent armament. The ship is widely sold across the galaxy and can be found everywhere.

Craft: RanCorp Protector-class light cruiser

Class: Starfighter

Size: Small (48 m long)

Hyperdrive: x2 (backup x10)

Passangers: None

Cargo Capacity: 200 tons

Consumables: 3 months

Cost: 80,000

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,150 km/h (19 squares/action)

Crew: 2 (Normal +2)

Initiative: +3 (+1 size, +2 crew)

Maneuver: +3 (+1 size, +2 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 60 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

Four Laser Cannons

Fire Arc: 2 front, 2 turret

Attack Bonus: +4 (+1 size, +3 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

Fire Arc: front

Attack Bonus: +5 (+1 size, +4 fire control)

Damage: Special

Range Modifiers: PB/S +0, M/L n/a

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).