

Emperor Fast Attack Cruiser

The Emperor fast attack cruiser was originally developed to counter the smaller and faster cruisers of the Rebel Alliance. However, by the time that the first operational Emperors left the shipyards, the war had taken a drastic turn for the worse over a small forested moon of Endor.

The Empire, while struggling to maintain its weakening grip over the galaxy continued to produce as many Emperors as the military budget could afford. Construction of the Emperors ended abruptly when the New Republic took control of Coruscant some two and a half years following the emperor's death.

Initial design tests of the Emperor clearly showed that it performed well above all expectations. It would efficiently serve as a fast attack vessel, hitting enemy warships, space stations and convoys with deadly speed and blistering firepower.

The Emperor's speed and maneuverability made it perform more like a large starfighter than a capital scale warship. To this extent, the Emperor was armed heavily to defend against what was considered to be its main threat: Rebel starfighters. The ten Corellian quad laser cannon turrets provided intense anti-starfighter fire, making any fighter pilot think twice about getting too close.

In form, the Emperor had a semi spherical, saucer shaped fuselage with two massive Setec f-U12 ion drive engines on the lower portion of either side. The three forward firing concussion missile launchers are located on the nose of the ship and the heavy turbolaser batteries are located in pairs directly in front of each engine. The bridge is located on the top and center of the ship with the main shield generators located under reinforced armor directly behind it.

Plans for a W1B Emperor that included backup shielding, but as a result of the Empire's collapse due to feuding beaurocrats and warlords, the design was never completed.

Craft: Kuat Drive Yards' W1A "Emperor" Attack Cruiser

Type: Fast attack vessel

Introduced: Shortly before the Battle of Endor

Scale: Capital

Length: 190 meters

Crew: 77, Gunners: 31, Skeleton: 30/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship pPiloting
5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 10 (troops)

Cost: Not available for sale

Cargo Capacity: 60 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 2D+2

Space: 10

Atmosphere: 350; 1,000 kmh

Hull: 3D+2

Shields: 5D

Sensors:

Passive: 50/1D+2

Scan: 100/2D+2

Search: 180/3D+2

Focus: 4/4D+1

Weapons:

4 Heavy Turbolaser Cannons (fire-linked)

Fire Arc: Front

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

4 Double Turbolaser Cannons

Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 600-3/7/150 km

Damage: 4D+2

10 Quad Laser Cannons

Fire Arc: 2 front, 4 ventral turret, 4 dorsal turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

4 Concussion Missile Launchers

Fire Arc: 3 front, 1 back

Crew: 2

Skill: Capital ship gunnery

Ammo: 10 per launcher

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

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