Starships D6 / Imperator Fast Attack Cruiser

Imperator Fast Attack Cruiser

The Imperator 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 Imperators 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 Imperators as the military budget could afford. Construction of the Imperators 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 Imperator 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 Imperator's speed and maneuverability made it perform more like a large starfighter than a capital scale warship. To this extent, the Imperator 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 Imperator 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 Imperator 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 "Imperator" 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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