Starships D6 / Lornonar Light Assault Star De

Light Assault Star Destroyer

The original Imperial Interdictor cruiser was designed for a time when rebels and pirates had only the ships they could buy or steal. This Star Destroyer has the interdiction capabilities of the Interdictor, with the modular efficiency of the Strike Cruiser. Its primary function of assault against capital ships meant that the Imperial classes large support units could be left out to save on space. The Light Assault Star Destroyer is a fearsome vessel indeed. Capable of pulling rebel convoys or warships out of hyperspace, it no longer needs other vessels to aid in the process of destroying them. This Star Destroyer simply locks on tractor beams and destroys or boards anything which opposes it. On the battlefield, it fills the role of the Interdictor, making sure enemy forces do not escape. While it is still much smaller than some of the New Republic craft, it is more than able to take care of itself when necessary and is a valuable addition to the Imperial fleet.

Craft: Lornonar Light Assault Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,100 meters
Skill: Capital ship piloting: Light Assault Star Destroyer
Crew: 13,285, gunners: 154, skeleton 2,150
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D, capital ship shields 5D, sensors 4D
Passengers: 2,300 (troops)
Cargo Capacity: 15,500 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Manuverability: 1D
Space: 7
Hull: 4D+1
Shields: 3D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/3D+2
- Focus: 6/4D+2

Weapons:
35 Turbolaser Cannons
- Fire Arc: 15 front, 10 left, 10 right
- Crew: 2

Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

35 Ion Cannons
Fire Arc: 10 front, 10 left, 10 right, 5 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

4 Gravity Well Projectors
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Starfighter Complement:
24 TIE/ln
12 TIE Bombers

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