Starships D6 / Fedtra Interdictor

Fedtra Interdictor

The Triceraton Republic's Saurian hyperspace distorter. This unique ship has the ability to pull ships out of hyperspace and keep them in a certain area. The thing that is unique about this ship is that it doesn't fool the other ship's nav computer, it actually causes a disterbance between realspace and hyperspace, often creating a lighting spectacle in the target area. Any ships passing through there will immediatly be reverted to realspace. This technique often damages the ship in more ways than one. This was only one of the mysterious weapons used in the Saurian/Human wars.

Model: Triceraton Republic Fedtra Interdictor
Type: Interdiction starship
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Fedtra interdictor
Crew: 29,054; Gunners: 83; Skeleton: 6,590/+15
Crew Skill: Varies widely
Passengers: 1,200 (troops)
Cargo Capacity: 8,300 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 5D
Shields: 4D
Sensors:
- Passive: 60/1D
- Scan: 85/3D
- Search: 150/4D
- Focus: 5/4D+2

Weapons:
5 Double Turboblaster Batteries
- Fire Arc: 1 front, 2 left, 2 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/30/60
- Atmosphere Range: 6-30/60/120 km
- Damage: 4D+1

10 Quad Laser Cannons

Fire Arc: 3 front, 3 left, 3 right, 1 back
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

2 Tractor Beam Projectors
Fire Arc: Turret
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

5 Gravity Well Projectors
Fire Arc: Turret
Crew: 10
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Starfighter Complement:
2 squadrons (various starfighters)
4 light transports

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