Starships D6 / Preventer Cruiser

Preventer Cruiser

The Preventer Cruiser was created special order from an Imperial Moff around the Battle of Hoth. Supply and free trade convoys in his sector were being ambushed and raided by Rebels and Pirates constantly. He asked for a ship resembling a transport ship, capable of dealing with large numbers of enemy fighters and holding off against light enemy capital ships. The result is the Preventer Cruiser.

It's a small and fast ship with three quad turbolasers, allowing it to bloody the nose of any capital ships who enagge it, and 4 quad cannons to deal with fighters. The biggest threat the Preventer has though, is the hidden missile launchers. In it's midsection is a large block. This block splits top and bottom into a total of 8 bozes which split away from the cruiser and manuver toward enemy fighters and open up revealing 16 missile tubes. The droid mechanisms inside each launcher are very skilled and the guidance in each warhead is precise so that only very skilled pilots can manage to evade being hit by the warhead. These launchers made the Preventer capabale of wiping out entire wings of enemy fighters in a matter of moments.

Other Imperials took notice of this craft, and looked toward the problem in dealing with the Feydrakin Alliance. The Empire soon contracted Verdant to start producing the ships for them to use against the Feydrakin Alliance's fighters and Mobile Suits.

This was a big gain for Verdant and ensured financial stability for them.

Craft: Verdant Spaceworks' Preventer Cruiser
Type: Light Cruiser
Era: Shadows of the Empire +
Scale: Capital
Length: 115 meters
Skill: Capital ship piloting: Preventer
Crew: 15, gunners: 7, skeleton: 2/+15
Crew Skill: Astrogation 4D+2, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 4D
Passengers: 10
Cargo Capacity: 50 metric tons
Consumables: 1.5 years
Cost: 5,000,000 (new), 2,500,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: none
Nav Computer: Yes
Maneuverability: 1D; 2D With Launchers unloaded

Space: 6, 8 with launchers unloaded
Hull: 3D+2
Shields: 4D
Sensors:
- Passive: 35/1D
- Scan: 70/2D
- Search: 100/3D
- Focus: 5/4D

Weapons:
3 Quad Turbolaser Batteries
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-10/30/60
- Atmosphere Range: 6-20/60/120 km
- Damage: 7D

4 Quad Laser Cannons
- Fire Arc: Turret
- Crew: 1
- Scale: Starfighter
- Skill: starship gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5KM
- Damage: 5D

Automated Missile Launhcers (8)
- Scale: Starfighter
- Space: 2
- Crew skill: Piloting 5D, Missile Weapons 5D
- Manuverability: 4D
- Fire Control: 3D
- Ammo: 16
- Damage: 9D

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