



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 engage 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 maneuver 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 capable 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 Launchers (8)

Scale: Starfighter

Space: 2

Crew skill: Piloting 5D, Missile Weapons 5D

Maneuverability: 4D

Fire Control: 3D

Ammo: 16

Damage: 9D

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