Starships D20 / Skeet Light Cruiser

Skeet Light Cruiser

The TaggeCo. Skeet cruiser is a strange craft: low-hulled and lightly armed, with a large ion drive mounted each side of the rounded hull. The Skeet also features a very large, rotating sensor dish that provides an additional +4 equipment bonus to sensor checks made by the Skeet's crew. This feature alone has made the Skeet a welcome addition to picket fleets in the Corporate Sector in particular, where its enhanced sensors have aided in the capture of innumerable smugglers and pirates.

Craft: TaggeCo. Skeet light cruiser
Era: Rise of the Empire +
Class: Capital
Cost: 698,000 credits
Size: Large -1
Crew: Skilled +4 (6)
Cargo: 78 metric tons
Consumables: 6 months
Hyperdrive: x3 (backup x12)
Max Speed: Cruising
Defence: 19 (-1 size, +10 armour)
Shields: 100
Hull: 280
DR: 20

Weapon: Heavy Turbolaser cannons (2)
Fire Arc: 1 front, 1 back
Attack Bonus: +7 (-1 size, +4 crew, +4 fire control)
Damage: 4d10x5
Ranges: -2/+0/+0/-2

Weapon: 2 Proton torpedo tubes (3 torpedoes each)
Fire Arc: Front
Attack Bonus: +7 (-1 size, +4 crew, +4 fire control)
Damage: 9d10x2
Ranges: +0/--/--/--

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