



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/--/--/--

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Jonathan Burnett, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).