Starships D6 / Terror of Tenoo



Name: Terror of Tenoo
Type: Dreadnaught
Scale: Capital
Length: 136 meters
Skill: Capital Ship Piloting: Terror of Tenoo
Crew: 100. Skeleton: 1/+15
Crew Skill: Astrogation 3D. Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 4D, Sensors 2D+2
Passengers: 300 troops
Cargo Capacity: 4500 tons
Consumables: 5 years
Navigation Computer: Y
Hyperdrive Multiplier. x2
Hyperdrive Backup: x9
Maneuverability: 1D
Space: 5
Atmosphere: 300: 700 kmh
Hull: 6D
Shields: 2D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 3/4D

Weapons:
- Heavy turbolaser batteries (5)
  - Scale: Capital
  - Fire Arc: 2 Front, 1 Left, 1 Right, 1 Back
  - Fire Control: 2D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 5D
- Point-defense laser cannon batteries (12)
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-5/12/25
  - Atmosphere: 20-100/1.2/2.5 Km
  - Damage: 4D
- Grapple Hook Batteries (2)
  - Scale: Capital
  - Fire Arc: 1 Front, 1 Rear
  - Fire Control: 1D

Space Range: 1/2/3
Planetary Range: 20-100/300/600m
Damage: 3D

Complement::

Hangar Bay for Fighters or Transports

Description: The Terror of Tenoo was a cruiser operated by the pirate Blackbolt during the High Republic Era.

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