

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.

Stats by FreddyB, Descriptive Text from WookieePedia.

Image copyright LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).