



Starships D6 / RanCorp Protector-class

RanCorp Protector-Class Customs Cruiser

The Protector-class customs lighter is a small ship used to board and inspect ships suspected of carrying contraband. The vessels are tiny and fast but carry a decent armament. The ship is widely sold across the galaxy and can be found everywhere.

Craft: RanCorp Protector-class light cruiser

Type: Inter-system customs vessel

Scale: Starfighter

Length: 48 meters

Skill: Space Transports: Guardian cruiser

Crew: 2;8;16 (3 can coordinate)

Crew Skill: Astrogation 3D, sensors 3D+2, space transports 4D+1,
starship shields 3D

Passengers: 6 (prisoners); 8 troops

Cargo Capacity: 200 metric tons; 80 cubic meters

Consumables: 3 months

Cost: 80,000

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 9

Atmosphere: 400; 1150 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/1D

Search: 90/4D

Focus: 4/4D+1

Weapons:

Four Laser Cannons

Fire Arc: 2 front, 2 turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

1 Tractor Beam Projector

Fire Arc: front

Crew: 1

Skill: starship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

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All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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