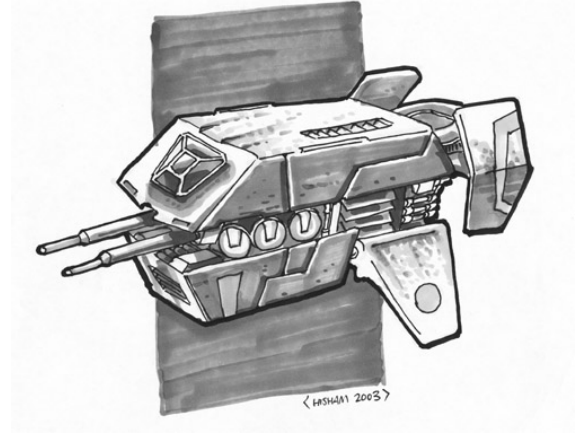


Starships D6 / RanCorp Preserver-class



Preserver Rescue Craft

The preserver is a survivor rescue and medevac shuttle. It can hold up to 40 patients in it's medbay. It is used for evacuating compromised bases, rescue survivors from destroyed ships, finished battles or simply moving the wounded up to a ME-8 medfrigate. These ships are a common sight in extended battles.

Craft: RanCorp Preserver-class Rescue Craft

Type: Medevac Shuttle

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Preserver rescue craft

Crew: 3

Crew Skill: Astrogation 4D+2, sensors 6D, space transports 5D, starship shields 4D+2, first aid 6D+1

Passengers: 5(medics), 40(patients), 2 (2-1B med droids)

Cargo Capacity: 2 metric tons

Consumables: 1 month

Cost: 53,000

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 130/2D

Focus: 6/3D

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, OverLord, 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](#).