Starships D6 / CEC Interceptor Frigate Type I



Interceptor IV Frigate
The Interceptor IV frigate was a commonly used starship in the Zann Consortium's naval forces. It was effective against starfighters and small capital ships. It was an upgrade of the Interceptor-class frigate widely used by pirate forces. With superior shielding and improved weaponry, as well as the "full salvo" missile capabilities that allowed the frigate to fire a barrage of missiles at its target, the Interceptor was a cheap, yet versatile, vessel. The ship's weakness was its lightly armored hull.

Name: Interceptor IV Frigate
Type: Corellian Engineering Corporation Interceptor Frigate Type IV
Scale: Capital
Length: 150 Meters
Skill: Capital Ship Piloting: Interceptor Frigate Type IV
Crew: 20, gunners 8, skeleton 5/+10
Passengers/Troops: 50 (troops)
Crew Skill: Astrogation 3D, Capital Ship Piloting 3D+2, Capital Ship Gunnery 4D+1, Starship Shields 3D, Sensors
3D+1
Consumables: 1 Years
Cargo Capacity: 5,000 Tons
Hyperdrive Multiplier: X1.5
Hyperdrive Backup: X10
Nav Computer: Yes
Space: 4
Atmosphere: 280,800kmh
Maneuverability: 1D
Hull: 3D
Shields: 4D+2
Sensors:
Passive: 50/0D+1
Scan: 90/1D+1
Search: 160/3D+1
Focus: 5/5D
Weapons:
2 Turbolasers
Scale: Capital
Fire Arc: Turret
Fire Control: 2D
Space: 2-10/20/50
Atmosphere Range: 4-20/40/100km
Damage: 5D
8 Proton Concussion Missile Launchers (5 Missiles Each/Fire-link option for „full salvo“ mode)

Scale: Starfighter
Fire Arc: Front
Fire Control: 3D
Space: 2-10/30/60
Atmosphere Range: 2-10/30/60km
Damage: 7D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
Adaption by Frank Voigt (www.spiritspiders.com), text stolen at Wookiepedia, HTML and logos done by FreddyB
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.