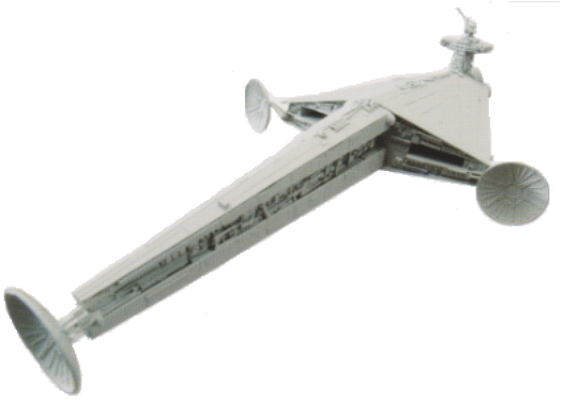
Starships D6 / Imperial Arrestor Cruiser



Name: Imperial Arrestor Cruiser
Scale: Capital
Length: 800 Meters
Skill: Capital Ship Piloting: Imperial Arrestor Cruiser
Crew: 2,680; skeleton 480/+15
Passengers/Troops: 300
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 1 Year
Cargo Capacity: 600 Tons
Hyperdrive Multiplier: X2
Hyperdrive Backup: X18
Nav Computer: Yes
Space: 6
Maneuverability: 0D
Hull: 4D
Shields: 3D
Sensors:
- Passive: 45/1D
- Scan: 90/3D
- Search: 180/4D
- Focus: 4/4D+2

Fighters: 6

Weapons:
- 10 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 4 Front/Left, 4 Front/Right, 2 Back
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 2 TurboLaser Batteries
  - Scale: Capital
  - Fire Arc: 1 Front/Left, 1 Front/Right
  - Fire Control: 2D+2
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km
  - Damage: 5D
- 3 Tractor beam projectors
  - Scale: Capital
  - Fire Arc: 1 Front, 1 Front/Left, 1 Front/Right
  - Fire Control: 5D

Space: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 6D

Description: The Imperial Arrestor Cruiser was a type of cruiser used by the Imperial Navy. It featured powerful tractor beam projectors which it used to steer traffic away from construction zones. One was notably featured in an Imperial recruitment film played on Corellia.

A model of cruiser, the Imperial Arrestor Cruiser resembled an arrow with three dish-shaped appliances affixed to its outside. It also featured powerful tractor beam projectors.

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