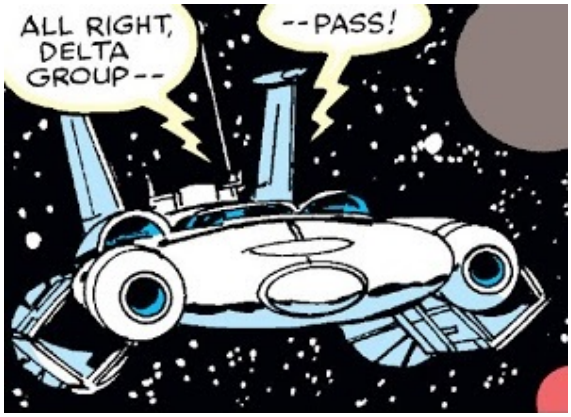
Starships D6 / Imperial sentry ship



Name: Imperial sentry ship
Scale: Starfighter
Length: 48 Meters
Skill: Space Transports - Imperial sentry ship
Crew: 4 + 6 Gunners (skeleton 1 / +5)
Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 3D, Sensors 4D, Astrogation 4D
Passengers: 12
Consumables: 3 Months
Cargo Capacity: 60 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: x 8
Nav Computer: Yes
Space: 6
Atmosphere: 300;900kmh
Maneuverability: 2D
Hull: 4D
Shields: 3D

Sensors:
- Passive: 70/1D
- Scan: 145/2D
- Search: 180/3D
- Focus: 3/4D

Weapons:
- 4 Laser Cannons
  - Fire Arc: Turrets
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- Proton Torpedo Launcher x2
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 9D

Description: An Imperial sentry ship was a craft used to protect a secure area from intruding spacecraft.

These ships patrolled the perimeter of the Imperial armada commanded by Admiral Mils Giel during the mission to transport the Teezl to the Imperial capital.

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