



Starships D6 / Fedtra Interdictor

Fedtra Interdictor

The Triceraton Republic's Saurian hyperspace distorter. This unique ship has the ability to pull ships out of hyperspace and keep them in a certain area. The thing that is unique about this ship is that it doesn't fool the other ship's nav computer, it actually causes a disturbance between realspace and hyperspace, often creating a lighting spectacle in the target area. Any ships passing through there will immediatly be reverted to realspace. This technique often damages the ship in more ways than one. This was only one of the mysterious weapons used in the Saurian/Human wars.

Model: Triceraton Republic Fedtra Interdictor

Type: Interdiction starship

Scale: Capital

Length: 600 meters

Skill: Capital ship piloting: Fedtra interdictor

Crew: 29,054; Gunners: 83; Skeleton: 6,590/+15

Crew Skill: Varies widely

Passengers: 1,200 (troops)

Cargo Capacity: 8,300 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: Yes

Maneuverability: 2D

Space: 5

Hull: 5D

Shields: 4D

Sensors:

Passive: 60/1D

Scan: 85/3D

Search: 150/4D

Focus: 5/4D+2

Weapons:

5 Double Turboblaster Batteries

Fire Arc: 1 front, 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/30/60

Atmosphere Range: 6-30/60/120 km

Damage: 4D+1

10 Quad Laser Cannons

Fire Arc: 3 front, 3 left, 3 right, 1 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

5 Gravity Well Projectors

Fire Arc: Turret

Crew: 10

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

Starfighter Complement:

2 squadrons (various starfighters)

4 light transports

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

All text and stats by Brian Gavel, 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](#).