

Starships D6 / Longbeam cruiser

Name: Longbeam cruiser

Scale: Capital

Skill: Capital Ship Piloting: Longbeam cruiser

Crew: 30; Skeleton Crew: 3/+15

Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2,

Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2,

Sensors 5D

Passengers: 24

Cargo Capacity: 250 Tons

Consumables: 2 Years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 300; 900kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/0D

Scan: 80/1D

Search: 120/2D

Focus: 3/3D

Weapons:

Turbolaser (8)

Scale: Capital

Fire Arc: Front (Turreted)

Fire Control: 2D

Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 4D

Tractor Beam (2)

Scale: Starfighter

Fire Arc: 1 Front, 1 Back

Fire Control: 3D

Space Range: 1-5/15/30

Planetary Range: 2-10/30/60 km

Damage: 4D

Missiles (6)



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

Complement:

Valkeri Enterprises Jedi Vector Starfighters
Z-28 Skywings

Description: The Longbeam cruiser was a type of cruiser utilized by the Galactic Republic, a brand-new design at the time of the Great Hyperspace Disaster during the High Republic Era. They were multi-purpose craft that could be used for combat, search and rescue, transport, or other purposes. Longbeams were constructed at the Republic shipyards on Hosnian Prime. Their shape reminded Nautolan Captain Finial Bright of the hammerfish of Glee Anselm: a blunt "skull" tapering into a sinuous shape reminiscent of a tailfin. Longbeam armaments included a total of six missiles. Many of the ships, including Bright's Aurora IX, were used during the Republic and Jedi effort to save the Hetzal system during the Great Disaster.

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