Starships D6 / Revenge Missile Frigate

Revenge Missile Frigate

A thirst for vengance often motivates a population segment to put greater effort into a war. Many aliens thirst for vengeance from the Yuuzhan Vong, but what population segment has been genocidally massacred in every Vong planetary invasion? Droids. Thus it was formulated that ship with a sophisticated central computer and crewed with droids would be effective and expendable. But only if informed of what had been done to their fellow droids by the Yuuzhan Vong.

The "Revenge" class frigate is the product of that thought. The "Revenge"-class is a heavy modification of the failed "Lancer" frigate. It carries a huge battery of Concussion Missile Tubes and a defensive array of Quad Lasers. All critical ship's systems (weapons, engines, shields, and computers) can be shut down from the commanding Star Destroyer if the droids turn. If tampered with, these fail-safes will detonate the ship's fusion reactor and missile magazines. The ship normally goes into combat unpressurized as droids do not need an atmosphere to operate. The "Revenge" is simple enough to be produced at even small shipyards.

Craft: Kuat Drive Yards' "Revenge" Missile Frigate Type: "Revenge"-class Missile Frigate Scale: Capital Length: 250m Skill: Capital Ship Piloting: "Revenge" Crew: Droid Brain, 682 droids gunners: 86 (crew droids are IA R4s and R6s) Crew Skill: Driod Brain: Astrogation 3D, Capital Ship Piloting 4D+2, Sensors 3D Crew Droids: Capital Ship Gunnery 4D+2, Starship Gunnery 5D, Capital Ship Shields 3D, Starship Repair 5D, Computer Programming/Repair 5D Passengers: 40 (Dark Troopers) Cargo Capacity: 300 metric tons Consumables: 6 months (droid consumables only) Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Manueverability: 1D Space: 8 Hull: 4D Shields: 3D (the "Revenge" has 2D backup shields)

Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 150/3D Focus: 4/3D Weapons: 20 Concussion Missile Tubes Fire Arc: Front Crew: 2 (droids) Skill: Capital Ship Gunnery Fire Control: 2D Space Range: 2-12/30/60 Atmosphere Range: 4-24/60/120km Damage: 9D 12 Quad Laser Cannons Fire Arc: 3 front, 3 left. 3 right, 3 back Crew: 3 (droids) Skill: Starship Gunnery Scale: Starfighter Fire Control: 4D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5km Damage: 4D Tractor Beam Projector Fire Arc: Front Crew: 10 (droids) Skill: Capital Ship Gunnery Fire Control: 4D Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60km Damage: 9D

> Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Matthew Kubinec, 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.