

Starships D6 / CX Dagger Vessel

Craft: Rendili StarDrive's New Republic Dreadnaught Class: Capital Cost: Not for Sale Size: Gargantuan (700m) Crew: 3890 (Maximum)/ 1480 (Minimum) Passengers: 3000 Cargo Capacity: 7000 Tonnes **Consumables: 2 Years** Hyperdrive: x1 (X10 Backup) Maximum Speed: Cruising Defence: 16 (-4 (size) + 10 (armour)) Shield Points: 500 Hull Points: 700 DR: 25 Weapon: 30 TurboLaser Cannons Fire Arc: 15 Left, 15 Right Attack Bonus: 5 (-4 (size) + 9 (fire control)) Damage: 4d10x5 Range Modifiers: PB NA, S/M/L +0 Weapon: 40 Quad TurboLaser Cannons Fire Arc: 12 Front, 14 Left, 14 Right Attack Bonus: 2 (-4 (size) + 6 (fire control))

Damage: 6d10x5

Damage: 8d10x5

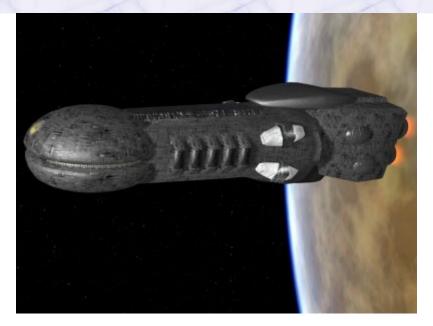
Range Modifiers: PB NA, S/M +2, L +0

Attack Bonus: -1 (-4 (size) + 3 (fire control))

Weapon: 20 TurboLaser Cannons Batteries

Range Modifiers: PB NA, S/M/L +0

Fire Arc: 10 Front, 10 Back



Description: After the Dark Fleet disappeared and the related publicity debacle, the Dreadnaught design was abandoned by the Republic and the Newly emerging Empire. However the Rebellion was so desperate for ships that it made good use of these vessels, refitting and modifying them as necessary. So as the Rebellion gained respectability and legitimacy as it became the New Republic they put out a request to the original manufacturer of the Dreadnaught, Rendili StarDrive, to produce a new version for their use. The new design built on the older version, adding heavier armour, shields and weapons, bringing the design completely up to date and making it a powerful offensive vessel for the fledgling government.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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