Starships D6 / Commerce Guild Preside

Commerce Guild Frigate

Type: Commerce Guild Presidente-Class Frigate
Scale: Capital
Length: 500m Long by 1Km Wide
Skill: Capital Ship Piloting: Commerce Guild Frigate
Crew: 5,210; Skeleton Crew: 1380/+10
Crew Skill: Astrogation 5D, Capital Ship Piloting 4D+2, Capital Ship Shields 3D+1, Capital Ship Gunnery 5D+2, Sensors 4D
Passengers: 11,000 (Troops)
Cargo Capacity: 8,000 Tons
Consumables: 2 Years
Cost: Not available for sale
Hyperdrive Multiplier: X2
Hyperdrive Backup: X12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 6D
Shields: 5D
Sensors:
- Passive: 25/1D
- Scan: 50/2D
- Search: 100/3D
- Focus: 4/5D

Shuttles: 20 Shuttles

Weapons:
- 60 Twin Turbolaser Batteries (Fire Separately)
  - Scale: Capital
  - Fire Arc: 30 Front, 10 Back, 10 Left, 10 Right
  - Skill: Capital Ship Gunnery
  - Fire Control: 1D
  - Space Range: 3-12/30/60
  - Planetary Range: 6-24/60/120 Km
  - Damage: 5D
- 30 Twin Laser Cannons
  - Scale: Starfighter
  - Fire Arc: 15 Front, 5 Back, 5 Left, 5 Right

Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Planetary Range: 100-300/1.2/2.5Km
Damage: 5D

Description: The Presidente-Class Frigate was the frontline battle cruiser of the Commerce Guilds, designed to defend their interests across the galaxy. Unlike the vessels of the Trade Federation, the Presidente Class is a custom designed military vessel, and when the Commerce Guild joined with the Banking Clans, the Trade Federation and the Techno Union, the Commerce Guilds vessels were the only pure combat vessels the Confederation had to use against the Republic. Although smaller than most of the other capital ships in use at the time, the Presidente-Class manages to outclass the majority of ships used in the Clone Wars, but this was not enough to swing the wars for the Confederation, and the majority of Presidente-Class Frigates were hunted down and destroyed by the newly operational Star Destroyers of the Empire. However a few crews mutinied, and stole their ships rather than fighting the hopeless war against the emerging Galactic Empire, so some of the vessels ended up being sold of to fringe worlds as defence vessels, and others remain as pirate ships raiding the trade routes they once protected, but even so these vessels are now outdated and no match for modern front-line combat starships.

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