

## Starships D6 / Trade Federation Droid

Droid Control Ship

Type: Trade Federation Droid Control Ship

Scale: Capital

Length: 3,170 Meters

Skill: Capital Ship Piloting: Trade Federation

Capital Ship

Crew: 12,180; Skeleton Crew: 3,500/+10

Crew Skill: Astrogation 4D, Capital Ship

Piloting 4D+2, Capital Ship Shields 3D+1,

Capital Ship Gunnery 5D+2, Sensors 4D

Passengers: 25,000 (Troops)

Cargo Capacity: 50,000 Tons

Consumables: 1 Year

Cost: Not available for sale

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Hull: 6D

Shields: 5D

Sensors:

Passive: 30/0D

Scan: 60/2D

Search: 110/3D

Focus: 2/3D+2

Fighters: 120 Droid Starfighters

Shuttles: 15 Shuttles

Other: (has room aboard for two vessels up to 150 meters in length).

Weapons:

48 Quad Turbolaser Batteries (Fire Separately)

Scale: Capital

Fire Arc: 12 Front, 12 Back, 12 Left, 12 Right

Skill: Capital Ship Gunnery

Fire Control: 2D



Space Range: 3-12/30/60

Planetary Range: 6-24/60/120 Km

Damage: 5D

80 Laser Cannons

Scale: Starfighter

Fire Arc: 20 Front, 20 Back, 20 Left, 20 Right

Skill: Starship Gunnery

Fire Control: 0D

Space Range: 1-2/10/15

Planetary Range: 2-4/20/30 Km

Damage: 4D

Capsule: The Droid Control Ships used by the Trade Federation to control its Droid armies were converted Hoersch-Kessel Freighters which the Trade Federation already used in massive numbers. This allowed them to transfer crew from transport duties to combat duties without significant retraining, and to allow parts to be bought in bulk, lowering costs as was so popular within the Trade Federation's entire philosophy. The control ship was lighter armed than other Trade Federation Battleships, but contained the massive computers and communications facilities needed for controlling up to a millions individual droids whether they be Battle Droids or Droid Starfighters. This made the Droid Control Ship an obvious target for resistance to Trade Federation forces, so the Trade Federation equipped the Control Ships with very powerful shield generators capable of holding up to anything except other capital ships. But after the success by forces at Naboo in destroying the Control Ship, the Trade Federation began moving away from centrally controlled droid forces meaning that the Control Ships were becoming outdated quickly by the time the Clone Wars began, however since all vessels were needed by both sides in the war, Droid Control Ships continued to see heavy use up until the defeat of the Trade Federation. Very few of these vessels survived the Clone Wars, mainly being converted back into Cargo Transports, however a couple are known to survive and are used by Pirate and Independent worlds as attack ships, but are slow and weak compared to newer vessels.

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