

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 off 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and others remain as pirate ships raiding the trade routes they once protected, but even so these vessels are now outdated and no match for modern front-line combat starships.

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