

Name:

Old Republic Ion Frigate

Type: Tagge Industries Shipyards Ltd Ion Frigate

Scale: Capital

Length: 450 Meters

Skill: Capital Ship Piloting: Ion Frigate

Crew: 2850; Skeleton Crew: 1200/+10

Crew Skill: Astrogation 4D+1, Capital Ship

Piloting 5D+2, Capital Ship Shields 4D+1,

Capital Ship Gunnery 5D+2, Sensors 5D

Passengers: 500 (Troops)

Cargo Capacity: 4000 Tons

Consumables: 1 Year

Cost: 2.2 Million (used)

Hyperdrive Multiplier: X4

Hyperdrive Backup: X16

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Atmosphere: None

Hull: 5D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 60/2D

Search: 100/3D

Focus: 3/4D

Fighters: 10 Starfighters

Shuttles: 2 Shuttles

Weapons:

20 Laser Batteries (Fire Separately)

Scale: Starfighter

Fire Arc: 5 Front, 5 Left, 5 Right, 5 Back

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Planetary Range: 2-6/24/50 Km

Damage: 5D



Turbo Ion Cannon

Scale: Capital

Fire Arc: Front

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 4-40/80/120

Planetary Range: 8-80/160/240 km

Damage: 8D

Description: In theory one of the first superweapons ever built, the Ion Frigate was designed around a massive Ion Cannon, and was created to knock out energy generators on planetary surfaces, and to disable capital ships. The weapon is capable of these roles, able to knock out almost any target, even when used against modern vessels such as Star Destroyers it can still pack a punch. However the vessel itself is poor, with the Ion Cannon being its only defence against other capital ships, so while still effective, it has been phased out of service with most governments, and very few remain in operation today.

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