



# Starships D6 / Cron Horizon Corporation

## Salvation Ion Frigate

Shortly before the outbreak of the Clone Wars, the growing Cron Horizon Corporation built the Salvation ion Frigate for the Republic. It as designed entirely around the use of the use of the ion cannon to disable and capture ships. Other than ion cannons and tractor beams the only weapon systems were two double turbolaser batteries mounted on dorsal and ventral turrets.

When the Cron Horizon Corporation first showed the ship to the Republic, the Republic laughed at them. Heavily discouraged and embarassed, the Cron Horizon Corporation had to face the chagrin of failure. They had already started construction of 8 of the frigates, anticipating the Republic would love the ship. They completed the ships and sold all 8 of them to a pirate group.

Shortly there after the pirate group attacked a Republic convoy, and stole not only the cargo, they stole the transport ships AND the military escorts guarding the convoy. The Repbulic was thoroughly embarassed at this incident.

They hunted down and wiped out the pirate group but they were forced to admit the Salvation had SOME use. They gave the Cron Horizon Corporation a smalltime contract for the ships in order to keep them from telling the public about the incident.

Craft: Cron Horizon Corporation Salvation Ion Frigate

Type: Support frigate

Era: Pre- Clone Wars

Scale: Capital

Length: 352 meters

Skill: Capital ship piloting: Sulanko frigate

Crew: 20; gunners: 114; Skeleton: 5/+10

Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 4D+1, sensors 4D+2

Passengers: 80 (troops)

Cargo Capacity: 67,000 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x18

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 30/1D

Search: 40/2D

Focus: 2/2D+1

Weapons:

2 Double Turbolaser Batteries

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-20/40/80

Atmosphere Range: 6-40/80/160 km

Damage: 5D

50 Ion Cannons

Fire Arc: 20 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D+1

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

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