



# Starships D6 / Trade Federation Droid Control Ship

## Trade Federation Droid Control Ship

The Trade Federations droid control starships were virtually identical to their battleships. In fact, at first glance, they appear to be one and the same. The only major difference was the addition of power transmitters and receivers designed specifically relay command to entire armies of both space bound and planetary bound droid combat forces. During a major operation, the droid control ship was the most essential vessel in a fleet.

Craft: Modified Hoersch-Kessel Drive's Container Ship

Type: Droid control ship

Scale: Capital

Length: 3,170 meters (diameter)

Skill: Capital ship piloting: Trade Federation battleship

Crew: 12,570 (mostly droids); gunners: 134 (droids); skeleton: 200/+15

Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship  
gunnery 4D, capital ship shields 4D, sensors 4D

Passengers: 264,450 (battle droids)

Cargo Capacity: 80,000 metric tons (190,000 metric tons unloaded)

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x28

Nav Computer: Yes

Maneuverability: 0D

Space: 2

Hull: 7D

Shields: 5D

Sensors:

Passive: 23/1D

Scan: 60/2D

Search: 170/3D

Focus: 4/3D+2

Weapons:

42 Quad Laser Batteries (retractable)

Fire Arc: 18 front, 12 left, 12 right

Crew: 3

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/17/45

Atmosphere Range: 100-500/1.7/4.5 km

Damage: 6D

#### 4 Tractor Beam Projectors

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

\* Special: The droid control transmitters and receives have an effective range of up to 16,500 kilometers in both space in atmosphere.

#### Starship Complement:

1,500 droid fighters

50 C-9979 landing ships

#### Ground/Air Complement:

550 MTTs (large transports)

6,250 AATs (battle tanks)

1,500 troop carriers

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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