

## Nebulon C Frigate

Starfighters pose a significant threat to capital warships, when used in large numbers. It is not difficult to amass such a number of starfighters because of their insignificant cost. The Empire considered this threat long and hard after the loss of the first Death Star and came up with the "Lancer" frigate. The "Lancer" design was an utter failure. It lacked the defences and speed which make a good warship. The "Lancer"'s armament, however, was not. The Quad Laser Cannons made the "Lancer" the bane of every starfighter pilot ever born, but did not make up for the "Lancer"'s other deficiencies.

Kuat Drive Yards had always intended for the "Lancer" to be a testbed for the new Quad Lasers and were astounded when the Empire actually bought them. Kuat's real contender was a new version of the venerable "Nebulon" line. Unfortunately, the new ship was not ready until after the death of Emperor Palpatine.

The "Nebulon-C" looks much like the modified "Nebulon-B" with its dual angled ventral fins, but it is 400m long, just like the standard "B". The "C" replaces the "B"'s Laser Cannons with advanced versions of the "Lancer"'s Quad Laser Cannons. In addition, hull plating was thinned slightly to improve speed. To facilitate capture operations, the "C" carries one Skipray Blastboat on an external mount.

Craft: Kuat Drive Yard's "Nebulon-C" frigate

Type: Escort Frigate

Scale: Capital

Length: 400 meters

Skill: Capital Ship Piloting: Nebulon-C

Crew: 869 gunners: 84 skeleton: 307/+10

Crew Skill: Capital Ship Piloting 3D+2, Capital Ship Shields 4D, Sensors 3D+1

Astrogation 3D, Capital Ship Gunnery 4D+1, Starship Gunnery 4D+2

Passengers: 75 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Manueverability: 2D

Space: 6

Atmosphere: 280; 800km/h

Hull: 4D

Shields: 3D ("Nebulon-C" has 2D backup shields)

Sensors:

Passive: 40/0D

Scan: 75/1D

Search: 150/3D

focus: 4/4D+2

Weapons:

12 Medium Turbolasers

Fire Arc: 6 front, 3 left, 3 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

12 Quad Laser Cannons

Fire Arc: 6 front, 2 left, 2 right, 2 back

Crew: 3

Skill: Starship Gunnery

Scale: Starfighter

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 Tractor Beam Projectors

Fire Arc: Front

Crew: 12

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 4D

Carried Vessels:

1 GAT-12j Skipray Blastboat

12 TIE/In (or later fighters)

12 TIE/gt (or later fighters)

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