

The Vendetta

After the disaster on the New Republic world of Teraii and the death of billions of local New Republic citizens, tensions between the local factions of the Palvar Sector have tensed up, causing a military build up toward an all out war.

Having seen this coming for some time now, Palvar Defense Force commander Aarlis Nacirem had already ordered construction of a new flagship that will serve to protect the sovereignty of the Palvar Sector and give the PDF the upper hand during any armed conflict between Imperial and/or New Republic forces.

The Vendetta was designed through the combined efforts of both the Palvar Defense Force and a local corporation by the name of Setec Astronomy. The ship roughly resembles a largely flattened elliptical sphere with a large bridge superstructure protruding from miships as well as six massive Setec LS-9 ion drive engines arranged in a triangular fashion along with another five smaller LS-7 ion drive engines on either side of the main drive units.

Model: Kashan Systems/Setec Astronomy KS/SA-HSCV "Vendetta"

Type: Command ship/heavy carrier-cruiser

Scale: Capital

Length: 2,891 meters

Skill: Capital ship piloting: Vendetta

Crew: 56,891, gunners: 431, skeleton 8,560/+15

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

Passengers: 11,880 (navy troops), 120 (army troops)

Cargo Capacity: 50,000 metric tons

Consumables: 5 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Manuverability: 0D

Space: 5

Hull: 7D+2

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 90/2D

Search: 150/3D+1

Focus: 5/4D+2

Sensor Mask: +1D to sensor operator's difficulty to detect Vendetta

Weapons:

2 Particle Acceleration Cannons (fire-linked)

Fire Arc: Front

Crew: 15

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 5-10/25/50

Atmosphere Range: 10-20/50/100 km

Damage: 10D

14 Heavy Turbolasers

Fire Arc: 2 front, 3 left dorsal turret, 3 left ventral turret, 3
right dorsal turret, 3 right ventral turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

110 Turbolaser Batteries

Fire Arc: 35 front, 30 left, 30 right, 15 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

22 Pulse Ion Cannons

Fire Arc: 4 front, 8 left, 8 right, 2 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2

Fire Rate: 2

Space Range: 1-9/22/45

Atmosphere Range: 2-18/44/90 km

Damage: 5D+2 (ionization)

13 Ion Cannons

Fire Arc: 3 front, 5 left, 5 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D (ionization)

40 Quad Laser Cannons

Fire Arc: 20 dorsal turret, 20 ventral turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

22 Tractor Beam Projectors

Fire Arc: 5 front, 8 left, 8 right, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

2 TCM Cruise Missile Launchers (retractable)

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 6

Skill: Capital ship gunnery

Ammo: 4 each

Fire Control: 5D

Fire Rate: Up to 4

Space Range: 1-25/100/250

Atmosphere Range: 2-50/200/500 km

Damage: Varies by warhead type

Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

Starship Complement:

144 starfighters, typically:

60 TX-119 Lancer interceptors

48 TX-150 StarKiller starfighters

24 SB-2 Adamant bombers

12 Y-Wing Longprobe recon starfighters

- 4 Skipray blastboats
- 1 assault shuttle
- 2 boarding shuttles
- 5 light transports and shuttles
- 25 landing craft/dropships

Ground/Air Complement:

- 2 prefabricated garisons
- 12 AS-16 combat airspeeders
- 120 Preybird swoops

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