

Craft:

Rendili StarDrive's New Republic

Dreadnaught

Class: Capital

Cost: Not for Sale

Size: Gargantuan (700m)

Crew: 3890 (Maximum)/ 1480 (Minimum)

Passengers: 3000

Cargo Capacity: 7000 Tonnes

Consumables: 2 Years

Hyperdrive: x1 (X10 Backup)

Maximum Speed: Cruising

Defence: 16 (-4 (size) + 10 (armour))

Shield Points: 500

Hull Points: 700

DR: 25

Weapon: 30 TurboLaser Cannons

Fire Arc: 15 Left, 15 Right

Attack Bonus: 5 (-4 (size) + 9 (fire control))

Damage: 4d10x5

Range Modifiers: PB NA, S/M/L +0

Weapon: 40 Quad TurboLaser Cannons

Fire Arc: 12 Front, 14 Left, 14 Right

Attack Bonus: 2 (-4 (size) + 6 (fire control))

Damage: 6d10x5

Range Modifiers: PB NA, S/M +2, L +0

Weapon: 20 TurboLaser Cannons Batteries

Fire Arc: 10 Front, 10 Back

Attack Bonus: -1 (-4 (size) + 3 (fire control))

Damage: 8d10x5

Range Modifiers: PB NA, S/M/L +0



Description: After the Dark Fleet disappeared and the related publicity debacle, the Dreadnaught design was abandoned by the Republic and the Newly emerging Empire. However the Rebellion was so desperate for ships that it made good use of these vessels, refitting and modifying them as necessary. So as the Rebellion gained respectability and legitimacy as it became the New Republic they put out a request to the original manufacturer of the Dreadnaught, Rendili StarDrive, to produce a new version for their use. The new design built on the older version, adding heavier armour, shields and weapons, bringing the design completely up to date and making it a powerful offensive vessel for the fledgling government.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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