Starships D6 / Evakmar Trident Frigate

Name:

Trident Frigate

Type: Evakmar Trident Frigate

Scale: Capital

Length: 135 Meters

Skill: Capital Ship Piloting: Trident Frigate

Crew: 1,280; Skeleton 240/+15

Crew Skill: Astrogation 5D+1, Capital Ship Piloting 6D+2, Capital Ship Shields 5D+1, Capital Ship Gunnery 6D+2, Sensors 6D

Passengers/Troops: 480 Cargo Capacity: 1,150 Tons

Consumables: 2 Years Cost: 2.5 Million (used) Hyperdrive Multiplier: X3 Hyperdrive Backup: X20

Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 300; 950kmh

Hull: 4D Shields: 1D Sensors:

> Passive: 50/1D Scan: 90/2D Search: 130/3D Focus: 2/4D

Fighters: 2 Starfighters Shuttles: 4 Shuttles

Weapons:

6 TurboLaser Cannons

Scale: Capital

Fire Arc: 3 Front, 1 Left, 1 Right, 1 Back

Fire Control: 2D Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 4D
TurboLaser Battery
Scale: Capital



Fire Arc: Front Fire Control: 1D Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 6D

6 Medium Laser Batteries

Scale: Starfighter Fire Arc: Turret Fire Control: 1D Space: 1-5/12/25

Atmosphere: 2-10/24/50 Km

Damage: 3D

Description: Before Evakmar consolidated with Kuat Drive Yards they were responsible for many impressive vessels of their own, and even though the Trident Frigate is showing its age it was a revolutionary vessel for its time. The Trident mounts a turbolaser battery in its forward arc as well as three turbolaser cannons allowing it to mount far more powerful attacks on enemy vessels than any other ship of its size could at that time. With only minimal turbolaser cover to other arcs the Trident was vulnerable, but its high speed allowed it to outmanuever enemy vessels, and it was mounted with turreted laser cannons to defend against enemy fighter wings. Although long since retired from production, the Trident continues to serve in fleets across the galaxy taking advantage of its powerful engines even if the vessels are usually refitted to mount a larger quantity of newer weapons.

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