

Craft: Rendili StarDrive's Dagger-class Light Gunboat

Type: Light Gunboat

Scale: starfighter

Length: 25m

Crew: 5, gunners:3, skeleton:2

Passengers: -

Cargo capacity: 20 tons

Consumables: 3 months

Cost: 105,000 (used only)

Hyperdrive: X4

Backup X28

Nav Comp: yes

Manueverability: 1D

Space: 3

Hull: 4D

Shields: 1D

Sensors: 30/0D; 60/1D; 90/1D+2; 3/2D

Weapons:

1 Turbolaser Cannon

fa: turret

Crew:3

fc: 1D

scale: capital

space range: 3-15/35/75

damage: 4D+2

capsule: The Dagger-class gunboat was designed before the clone wars to add versatility to the Republic navy. The idea was that it would be more efficient to have many small vessels rather than a few large ones. The Dagger is a short, stubby craft built around its single turbolaser turret, and the dedicated power generators required by the weapon. By having only a single gun it was thought that admirals would be able to decide exactly how many guns were required for a particular mission, and send out the corresponding number of Daggars. A limited number of Daggars were ordered on a trial basis, but their deficiencies soon became apparant. Chief amongst these was the fact that all of the vessel's systems with the exception of the turbolaser were underpowered. In the only major engagement that Daggars were ever used the slow, clumsy, and weakly shielded ships were easily picked off one by one, and the opposing pirate armada took virtually no casualties, since the Daggars were unable to coordinate their fire to the extent that had been expected. The Daggars were quickly removed from the Republic fleet, and sold off at discounted prices to system militias, and large corporations. In the years since then it has been discovered that a few Daggars operating in concert, and with proper starfighter support, can perform well in small engagements. If Daggars are sent into combat against anything larger than a corvette, however, they are not expected to do well unless they have an exceptional commander.

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