

Excalibur Frigate

The Excalibur-class fast frigate is a built to perform the missions of anti starfighter escort and fleet flank protection. These missions was earlier performed by Nebulon-B:s and other escort frigates but they were too slow to operate with Imperial SD:s and Aegis SC:s so this new ship was constructed. Using a shrinked version of the Immobilizer hull the engineers where able to construct this class in only 2 months.

Craft: Sienar Fleet Systems Excalibur Type: Fast Frigate Scale: Capital Period: Empire (Hoth) Length: 300 meters Skill: Capital Ship Piloting: Excalibur Crew: 3730; Gunners: 250 Skeleton Crew: 1200/+15 Crew Skill: Astrogation 4D, Capital Ship Piloting 5D Capital Ship Shields 4D, Capital Ship Gunnery 4D+2 Sensors 4D Passengers: 200 (troops) Cargo Capacity: 5,000 metric tons Consumables: 3 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D Space: 8 Hull:3D Shields: 2D Sensors: Passive: 50/1D Search: 200/4D Scan: 100/3D Focus: 6/4D+2 Weapons: **10 Turbolaser Batteries** Fire Arc: 4 Front, 3 Left, 3 Right Crew: 2 Skill: Capital Ship Gunnery Fire Control: 1D

Space/Orbit Range: 3-15/35/75, 6-30/70/150 km Damage: 7D 20 Double Heavy Laser Cannons Fire Arc: 5 Front, 5 Left, 5 Right, 5 Rear Crew: 1 Skill: Starship Gunnery Fire Control: 2D Space/Orbit Range: 1-5/12/25, 2-10/24/50 km Damage: 6D (Starfighter) 10 Ion Cannons Fire Arc: 4 Front, 2 Left, 2 Right, 2 Rear Crew: 4 Skill: Capital Ship Gunnery Fire Control: 4D Space/Orbit Range: 1-10/25/50, 2-20/50/100 km Damage: 4D 8 Concussion Missile Launcers Fire Arc: 4 Front, 2 Left, 2 Right Crew: 2 Skill: Capital Ship Gunnery Fire Control: 2D Space/Orbit Range: 2-12/30/60, 4-24/60/120 km Damage: 9D 2 Tractor Beam Projectors Fire Arc: 2 Front Crew: 4 Skill: Capital Ship Gunnery Fire Control: 2D Space/Orbit Range: 1-5/15/30, 2-10/30/60 km Damage: 6D

Fighters: 2 Squadrons, Total 24 TIE/In and TIE Interceptor Shuttles: 2 Shuttles, 1 Drop Ship, 1 Assault Shuttle

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