

New Republic Star Avenger

JDS Corporation's v110 Avenger-class Star Cruiser is one of the newest warship designs to be incorporated into the New Republic arsenal. JDS 'borrowed' the wedge-shaped design feature that Kuat Drive Yards used in their Imperial Star Destroyer line and modified it with a pair of lengthy extension housing several tractor beam projectors. There are two massive ventral fighter bays that house the 144 starfighters carried on board. The bridge is located within the ship's superstructure instead of being an extension off of it like most other ships, this keeps the command crew safe from enemy fire and doesn't make the bridge a nice target for enemy warships.

Craft: JDS Corporation's v110 Avenger-class Star Cruiser Type: Star cruiser Scale: Capital Length: 1,600 meters Skill: Capital ship piloting: Star Avenger Crew: 38,000, gunners: 605, skeleton: 1,350/+10 Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1 Passengers: 4,098 (troops) Cargo Capacity: 40,000 metric tons Consumables: 4 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 2D Space: 7 Hull: 7D Shields: 6D Sensors: Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D Weapons: 80 Turbolaser Batteries Fire Arc: 25 front, 20 left, 20 right, 15 back Crew: 3

Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 4D 10 Ion Cannon Batteries Fire Arc: 3 front, 2 left, 2 right, 3 back Crew: 3 Skill: Capital ship gunnery Fire Control: 3D Space Range: 1-10/25/50 Atmosphere Range: 2-20/50/100 km Damage: 3D 40 Tractor Beam Projectors Fire Arc: 10 front, 10 left, 10 right, 10 back Crew: 2 Skill: Capital ship gunnery Fire Control: 2D+2 Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km Damage: 4D

Starfighter Complement:

4 wings of 3 squadrons each (always include one recon squadron)

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