

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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