

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.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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