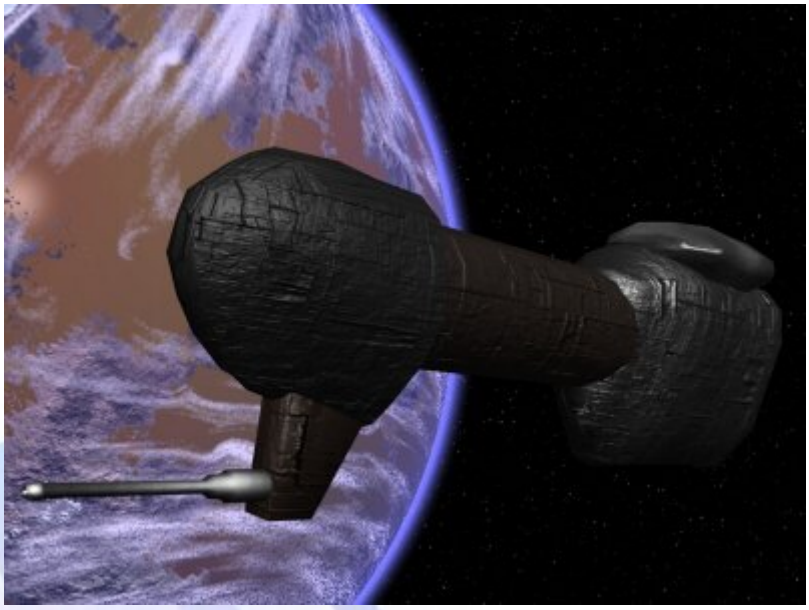
Starships D6 / Tagge Industries Shipyards Lt



Name: Old Republic Ion Frigate
Type: Tagge Industries Shipyards Ltd Ion Frigate
Scale: Capital
Length: 450 Meters
Skill: Capital Ship Piloting: Ion Frigate
Crew: 2850; Skeleton Crew: 1200/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 500 (Troops)
Cargo Capacity: 4000 Tons
Consumables: 1 Year
Cost: 2.2 Million (used)
Hyperdrive Multiplier: X4
Hyperdrive Backup: X16
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: None
Hull: 5D
Shields: 1D
Sensors:
- Passive: 25/0D
- Scan: 60/2D
- Search: 100/3D
- Focus: 3/4D

Fighters: 10 Starfighters
Shuttles: 2 Shuttles

Weapons:
- 20 Laser Batteries (Fire Separately)
  - Scale: Starfighter
  - Fire Arc: 5 Front, 5 Left, 5 Right, 5 Back
  - Skill: Starship Gunnery
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Planetary Range: 2-6/24/50 Km
  - Damage: 5D
- Turbo Ion Cannon
  - Scale: Capital
  - Fire Arc: Front
  - Skill: Capital Ship Gunnery
  - Fire Control: 4D

Space Range: 4-40/80/120
Planetary Range: 8-80/160/240 km
Damage: 8D

Description: In theory one of the first superweapons ever built, the Ion Frigate was designed around a massive Ion Cannon, and was created to knock out energy generators on planetary surfaces, and to disable capital ships. The weapon is capable of these roles, able to knock out almost any target, even when used against modern vessels such as Star Destroyers it can still pack a punch. However the vessel itself is poor, with the Ion Cannon being its only defence against other capital ships, so while still effective, it has been phased out of service with most governments, and very few remain in operation today.

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