

## Starships D6 / Corellian Engineering C

Name: Republic Frigate

Type: Corellian Engineering Corporation FR-5 Republic Frigate

Scale: Capital

Length: 245 Meters

Skill: Capital Ship Piloting: Republic Frigate

Crew: 692; Skeleton Crew: 240/+10

Crew Skill: Astrogation 4D+1, Capital Ship

Piloting 5D+2, Capital Ship Shields 4D+1,

Capital Ship Gunnery 5D+2, Sensors 5D

Passengers: 60 (Troops)

Cargo Capacity: 2,000 Tons

Consumables: 1 Year

Cost: 2.1 Million (used)

Hyperdrive Multiplier: X4

Hyperdrive Backup: X24

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 300, 900kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 100/2D

Focus: 2/4D

Weapons:

2 Turbolaser Cannons

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 2-10/24/60

Atmosphere: 4-20/48/120 Km

Damage: 3D

4 Twin Laser Cannons



Scale: Starfighter  
Fire Arc: Turret  
Fire Control: 2D  
Space: 1-2/10/20  
Atmosphere: 1-2/10/20 Km  
Damage: 4D

Tractor Beam Projector

Scale: Capital  
Fire Arc: Turret  
Fire Control: 3D  
Space: 1-5/15/30  
Atmosphere: 2-10/30/60 km  
Damage: 4D

Description: After the chaos of the Sith War caused by Exar Kun and Ulic Quel-Droma the newly solidified Republic started to form a powerful fleet using the latest technology. The Republic Frigate was one of the classes of vessels that were put into service, provided by the Corellian Engineering Corporation, and put into service in time for the Mandalorian Wars. A fleet of these vessels and their companion gunships under the command of the Jedi Malak and Revan fought against the invading Mandalorians who thought they were taking advantage of the Republics weakened state after the Sith War. The tactical genius of Revan led these vessels to success after success, allowing them to survive through to the resurgence of the Sith under Revan and Malak after they turned to the Dark Side of the Force. While many of the crews defected to the Sith cause along with Malak and Revan, the vessels weren't taken in any great quantities due to the creation of destroyers copied from the defected Leviathan by the alien artifact the StarForge. This left these excellent, but less advanced vessels fighting an ever increasing tide of Leviathan Class Destroyers, something which led to most examples of this class being destroyed in combat, although a few survived through until the Imperial Era when the design was somewhat revived and updated by CEC.

---

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

Text completely by FreddyB. Image is from Knights of the Old Republic, and copyright remains with BioWare / LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)