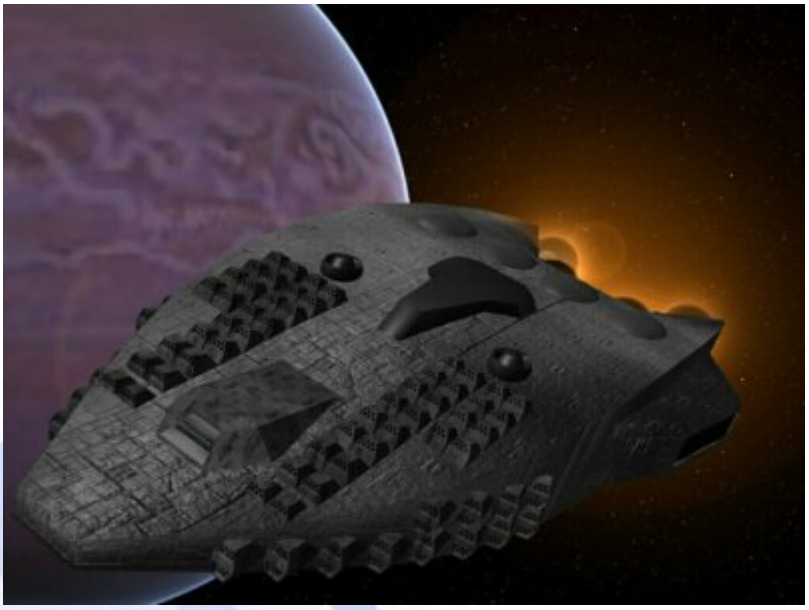
Starships D6 / KDY Imperial Torpedo Frigate



Name: Imperial Torpedo Frigate
Type: Kuat Drive Yards Imperial Torpedo Frigate
Scale: Capital
Length: 120 Meters
Skill: Capital Ship Piloting: Imperial Torpedo Frigate
Crew: 135 ;skeleton 40/+10
Passengers/Troops: 60
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 8 Months
Cargo Capacity: 500 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X12
Nav Computer: Yes
Space: 7
Maneuverability: 1D
Hull: 5D
Shields: 3D
Sensors:
- Passive: 50/1D
- Scan: 90/2D
- Search: 170/3D
- Focus: 4/4D

Fighters: 18
Shuttles: 2

Weapons:
- 152 Proton Torpedo Launchers (5 Torpedos Each)
  - Scale: Capital
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 2-10/30/60
  - Atmosphere Range: 2-10/30/60km
  - Damage: 7D

Description: An uprated version of the Imperial Missile Frigate, the Torpedo frigate takes advantage of newer technology and more conventional Kuat Drive Yards parts making the vessel cheaper to operate. Although lacking any defensive weapons, the Torpedo Frigate does have the facilities to launch and house its own fighter escort which will defend the frigate from attack from fighters allowing it to use its own powerful torpedo launchers against capital ships. The launchers carry five

missiles each which in theory could be launcher simultaneously, allowing the frigate to launch all of its 760 torpedos at the same time, however in practice this is never done because the vessel lacks the computer power to target all those missiles. The launchers can be manually reloaded from the ships magazine, but this is a time consuming process, although enough spare torpedoes are carried to reload the launchers twice (1520 spare torpedoes), so the Torpedo Frigate may appear to have exhausted its weapons, only to return hours later full armed once more.

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