

Name:

New Republic Dreadnaught

Type: Rendili StarDrive's New Republic
Dreadnaught

Scale: Capital

Length: 700 Meters

Skill: Capital Ship Piloting; NR Dreadnaught

Crew: 3,890, Skeleton; 1,480/+10

Passengers/Troops: 3,000

Consumables: 2 Years

Cargo Capacity: 7,000 tons

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 7

Hull: 7D

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/4D

Fighters: 24

Transports: 6

Weapons:

30 Turbo Laser Cannons

Scale: Capital

Fire Arc: 15 Left, 15 Right

Fire Control: 3D

Space: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 4D

40 Quad TurboLaser Cannons

Scale: Capital

Fire Arc: 12 Front, 14 Left, 14 Right

Fire Control: 2D

Space: 3-20/40/80

Atmosphere Range: 6-40/80/160km

Damage: 6D



20 TurboLaser Batteries

Scale: Capital

Fire Arc: 10 Front, 10 Back

Fire Control: 1D

Space: 3-10/30/60

Atmosphere Range: 6-20/60/120km

Damage: 8D

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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