Starships D6 / Sabers Legacy (Nadwell IV P.D



"Saber's Legacy"
Craft: Nadwell IV P.D.F. Daedalus Class Battlecruiser.
Type: All-purpose battlecruiser.
Scale: Capital
Length: 583m.
Crew: 600
Passengers: 200 (troops); 100 (variable, as needed)
Consumables: 1 year
Cost: N/A
Cargo Capacity: 14,000 metric tonnes
Hyperdrive: x1 (Backup: x12)
Nav. Computer: Yes
Space: 8
Atmosphere: 415; 1,200kmh
Maneuverability: 2D
Hull: 6D
Shields: 3D (Backup Shields: 3D)
Sensors:
  Passive: 1D/40
  Scan: 2D/70
  Search: 3D/150
  Focus: 4D+2/4
Fighters:24
Aegis Combat Shuttles: 2 (can carry 4 if needed, but this takes up all available ready-to-launch space)
Viper Probe Droids: 12 (with 6 additional probe droid carriers, carries 2 viper droids each, along with hyperdrive and adittional armaments)
Weapons:
  Phalanx Battery System:
    Scale: starfighter
    Fire Arc: turrets
    Fire Control: 2D (drone control: 10D)
    Space: 1-3/12/25
    Atmosphere: 100-300/1.2/3.5km
    Damage: 4D
  12 Rail Cannons:
    Fire Arc: turret (can be twin-linked into groups of 2 each)
    Fire Control: 4D
    Space: 3-30/72/150
    Atmosphere: 6-60/145/300
    Damage: 7D (8D when twin-linked, negative ion charge negates shields)
  10 Heavy Ion Cannons:
    Fire Arc: turret (twin-linked into groups of 2)

Fire Control: 4D
Space: 1-10/25/50
Atmosphere: 2-20/50/100
Damage: 5D

6 Tactical Fusion Missle Tubes (12 missles each):
Fire Arc: front (twin-linked into groups of 2)
Scale: capital
Fire Control: 3D
Space: 2-12/30/60
Atmosphere: 4-24/60/120
Damage: 10D (11D when twin-linked)
Tracking: 6D (if the missles miss the target, they have a skill of 6D to reaquire the target)

Dragoon System (16 drones)
Fire Arc: turret (mobile)
Scale: starfighter
Fire Control: 2D (Drone Control: 10D)
Space (range): 1-3/12/25
Space (speed): 8
Atmosphere: N/A
Damage: 4D
Hull: 2D+2

Description: Somewhere in the Outer Fringe of the galaxy lies a planet named Nadwell IV and it's planetary system, along with its rival system, Torn. Both vied for economic power in a sector ripe for the picking. Eventually, this rivalry led to open hostility, and from there to war. Unfortunately, Torn had the Galctic Empire on their side, and it became a one-sided fight; Nadwell IV's planetary defence force were outmatched in almost every way. Almost. Seeing the lost victory with enough time to delay the Torn and Imperial forces, the PDF loaded all military personnel and hardware they could and left the system. They knew that torn wanted the resources more than the people, and hoped all civilians would be left out of harm's way. Meanwhile, the PDF planned for the day they would return and free their homeworld.

As time passed, the PDF gained much in the way of knowledge, allies and resources. Seeing that their ships were highly outdated in most ways, it was decided that the time had come to pull all of these newly founded resources, and build ships that could take the fight to the enemy and hold their ground against Torn and the Empire's best. Contacting any technical support they could get ahold of, including many outlaw techs who had a grudge against the Empire, designs were made, budgets planned, shipyards prepared, and the work was begun. The result, after many many months of non-stop work and construction: the Daedalus Class Battlecruiser.

During their exile from home, some members of the PDF had modified their ships to be automated to an extreme degree, freeing up the need for the amounts of crew needed to fly their capital class vessels. The Daedalus class was built from the very beginning to make as much use of this automation as possible, making the ship run by less crew than a ship that size would usually need, while freeing up space for more specialized equipment and heavy weapons. This also allowed for a rather large amount of cargo space, allowing the ship to be modified further in the future if needed, or for captains to make full use of their privateering skills and make away with whatever they could get their hands on from the enemy. With all this free space and computerization, powerful repulsorlift engines could also be installed for atmospheric maneuvers, something else vessels of this size are usually not capable of.

The Daedalus class' hull design was inspired by the discovery of an Old Republic Battlestar, specifically the hull plating used in the old design. While most of the older ship's technology was behind the game, the alloy used in the hull is some of the best ever conceived, and after not being used for combat vessels for so long, it's formula was apparently lost. Until now.

Over the time of their exile and while searching for resources of any kind they could use, members of the PDF eventually made their way to the Corporate Sector. On the trip, they heard much of the Mon Calamari and their star cruisers, who's sector was relatively nearby considering the long trip itself. After learning of their fabled backup shielding, this too was worked into the design from the ground up, made to work as a natural part of the ship instead of a later modification.

The sensor package ranks up with some of the best military vessels out there, and is even ready to use by a science team when of board, complete with extensive data software for both needs.

The Phalanx Battery System is a step up from the usual anti-starfighter turrets found on most vessels. Instead of continuous normal-rate fire from the same barrels, they use a spinning gatling system allowing for more shots and chances to hit the target. Since they use multiple barrels, overheating is almost non-existant. While able to be used individually by the crew, the entire Phalanx is connected to an automated drone control computer system, and can be used if crew are not available or busy with other tasks.

To support the Phalanx Battery system and reach where it's turrets cannot, the Dragoon System was added to the ship's overall design, made up of several drones attached and blended into the battlecruiser's hull and controlled by the same systme that utilizes the Phalanx. These drones are like starfighetrs, but since they have no cockpit (and all the systems needed by a pilot in one), they have much less space than one and are much smaller, really little more than an engine with thrusters, some hull plating, weaponry, and of course the drone brain that controls it all. Where the Phalanx cannot reach, when more defences are needed as the battlecruiser's starfighters are preoccupied elsewhere, or just for shear extra firepower, the Dragoon system covers all the extra needs.

The Rail Cannons are one of the Battlecruiser's best features. During the PDF's exile, members eventually aquired a railgun sniper rifle, very powerful, nearly unstoppable when it made contact with it's intended target, and with a range so great that by the time enemies found the sniper's position, they would be long gone and off-world by then. So, it was only a matter of time before someone came up with the question, "why not make this for a ship?". And the Rail Cannon was made. Unlike Turbolasers, which released an intense beam of energy that reach only as far as their ability to focus that beam, a Rail Cannon launches a solid slug at super-velocity speeds, which has enough built raw kinetic energy to rip through anything, even the toughest starship hulls, and since it stays on the trajectory it is given and never diverts from that path, it has a much greater range than even the Empire's strongest turbolasres. This weapon gives the Daedalus class the ability to engage enemy ships at long range, while staying out of range of their own weapons, which are more than likely beam-based.

Last but nowhere near the least are the tactical Fusion Missles. While making allies and discovering new ground to set up bases in the Minos Cluster and the Kathol Outback, members of the PDF encountered a world who'se military made use of these massively strong weapons. After much diplomacy, most of which went to the PDF's favor after dispatching the local moff and allowing freedom throughout the sector, the designs for these missles was aquired, and launch tubes for them were built into the battlecruiser. When long range rail cannons lack the strength to take out the enemy from a distance, these missles can be brought to bear at a closer range and pack the hardest punch these ships have to offer. While a throwback to a more primative time of nuclear power on some worlds, these missles represent the most advancement one could ever expect or hope for from such crude technology, making the most use of energies released from highly reactive fusionable materials, while leaving absolutely no fallout radiation whatsoever after the detonation. In short, a missle that does it's damage with the cosmic heat of a sun.

The first Daedalus Battlecruiser out of the Safe Harbor shipyards was named the Saber's Legacy and given to Admiral Zath Maser, also a Jedi Knight, entrusted to a man who would use its powerful weaponry to best effect against the enemy, while also holding the strongest moral aptitude, and more vessels are slated to be constructed as soon a possible, as well as various

other ship designs for various other purposes. After the project was completed and the first ship produced, the outlaw tech who pulled the project off, a kid simply named 'Max', decided to stay with the Nadwell IV PDF R&D branch, and has been busy devising new ideas for them ever since.

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