Starships D6 / Republic StarForge Mobile Sta

Republic StarForge Mobile Station

The Republic, much like the Empire, depended heavily upon mobile deepdocks to service badly damaged warships. However, it was often impracticle to divert such a valuable resource to save perhaps only a single warship. With that in mind, the Republic Navy contracted Rendili StarDrive to design a smaller, more versatile mobile station to service single warships in deep space. The result was the StarForge-1.

Stretching for over 1,400 meters in overall length, the StarForge was a ungainly, bulky and incredibly underpowered for its class. Rectangular in form, the StarForge's main identifying characteristic was the large unfolding docking columns on both the port and starboard sides which were capable of docking a vessel up to the size of a Victory-class star destroyer.

Each docking apparatus itself was very similar to that found on most modular deepdocks of the time. They would be deployed around the docking vessel and securely locked into place by worker droids. Once this was accomplished, the boarding tubes would be attached so that any surviving crew on board could be transferred to the StarForge for the duration of the repairs.

Each StarForge was equipped with extensive cargo holds carrying almost every imaginable starship part and enough supplies to adequately resupply a warship on the spot.

Sector commanders who had the privelage of having a StarForge at under their command used them quite frequently to repair warships damaged in skirmishes with outlaws and pirate bands. Many commanders took advantage of the weapons load of the StarForge and threw them into the fighting itself. Unfortunately, it was unwise decisions like this that left to the loss of many of the stations.

Craft: Rendili StarDrive's StarForge-1
Type: Mobile battle/service station
Scale: Capital
Length: 1,484 meters
Skill: Capital ship piloting:
Crew: 24,510, gunners: 203, skeleton: 4,141/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1
Passengers: 6,000 (troops)
Cargo Capacity: 50,000 metric tons
Consumables: 1 year
Cost: Not available for sale

Hyperdrive Multiplier: x4
Hyperdrive Backup: x32
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Hull: 7D
Shields: 6D
Sensors:
- Passive: 35/1D
- Scan: 70/2D
- Search: 120/3D
- Focus: 3/4D

Weapons:
50 Turbolaser Batteries
- Fire Arc: 15 front, 15 left, 15 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D+2

85 Laser Cannons
- Fire Arc: 20 dorsal turret, 20 ventral turret, 15 front, 10 right, 10 left, 10 back
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 3D

2 Heavy Tractor Beam Projectors
- Fire Arc: 1 left, 1 right
- Crew: 9
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 6D+2

Era Introduced: Yavin -75 years

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