Starships D6 / Rendili StarDrives Dagger-clas

Craft: Rendili StarDrive's Dagger-class Light Gunboat
Type: Light Gunboat
Scale: starfighter
Length: 25m
Crew: 5, gunners:3, skeleton:2
Passengers: -
Cargo capacity: 20 tons
Consumables: 3 months
Cost: 105,000 (used only)
Hyperdrive: X4
Backup X28
Nav Comp: yes
Manueverability: 1D
Space: 3
Hull: 4D
Shields: 1D
Sensors: 30/0D; 60/1D; 90/1D+2; 3/2D
Weapons:
1 Turbolaser Cannon
fa: turret
Crew:3
fc: 1D
scale: capital
space range: 3-15/35/75
damage: 4D+2

capsule: The Dagger-class gunboat was designed before the clone wars to add versatility to the Republic navy. The idea was that it would be more efficient to have many small vessels rather than a few large ones. The Dagger is a short, stubby craft built around its single turbolaser turret, and the dedicated power generators required by the weapon. By having only a single gun it was thought that admirals would be able to decide exactly how many guns were required for a particular mission, and send out the corresponding number of Daggers. A limited number of Daggers were ordered on a trial basis, but their deficiencies soon became apparant. Chief amongst these was the fact that all of the vessel's systems with the exception of the turbolaser were underpowered. In the only major engagement that Daggers were ever used the slow, clumsy, and weakly shielded ships were easily picked off one by one, and the opposing pirate armada took virtually no casualties, since the Daggers were unable to coordinate their fire to the extent that had been expected. The Daggers were quickly removed from the Republic fleet, and sold off at discounted prices to system militias, and large corporations. In the years since then it has been discovered that a few Daggers operating in concert, and with proper starfighter support, can perform well in small engagements. If Daggers are sent into combat against anything larger than a corvette, however, they are not expected to do well unless they have an exceptional commander.

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