Starships D6 / Rendili Stardrive Citadel-Class

Era: The Citadel first entered service about 29 years after the Battle of Endor
Craft: Rendili Stardrive's Citadel-Class Planetary Assault Cruiser
Type: Mobile Garrison Base
Scale: Capital
Length: 1,000 meters in diameter
Skill: Capital Ship Piloting
Crew: 1,124; Gunners: 126 (Skeleton: 384/+10)
Passengers: 8,650 Pilots, Vehicle Gunners, Technicians, and Support Personnel;
25,000 Troops
Cargo Capacity: 2,500 metric tons
Consumables: 1 Year
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Cost: 250 million credits (Support Craft cost an additional 333 million or 330.2 million
if using XR-85 tank droids instead of Colossus tank droids)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 9D
Shields: 6D
Sensors:
Passive: 250/3D
Scan: 800/4D
Search: 1,500/5D
Focus: 18/6D
Weapons:
24 Super Heavy Turbolaser Batteries
Scale: Capital
Fire Arc: Turret
Crew: 2 Each
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 4-20/40/80
Atmosphere Range: 8-40/80/160 km
Blast Radius: 100 meters
Damage: 12D

48 Heavy Quad Pulse Laser Cannons
Scale: Starfighter
Fire Arc: Turret
Fire Rate: 40
Crew: 1 Each

Skill: Starship Gunnery
Fire Control: 6D for Fire Suppression or 3D For Sustained Fire
Space Range: 2-6/24/50
Atmosphere Range: 200-600/2.4/5 km
Blast Radius: 20 meters
Damage: 10D For a single four-bolt strike (17D For Sustained Fire)

12 Heavy Tractor Beam Generators
Scale: Starfighter
Fire Arc: Turret
Crew: 2 Each
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 2-10/30/60
Atmosphere Range: 200-2/3/6 km
Damage: 9D

1 KDY v180 Planet Sentinel Super Heavy Ion Cannon
Scale: Capital
Fire Arc: Turret
Crew: 30
Skill: Capital Ship Gunnery
Fire Control: 7D
Space Range: 1-15/50/100
Atmosphere Range: 10-150/500/1,000 km
Blast Radius: 100 meters
Damage: 20D

Support Craft: 25 Trailblazer-Class Command Transports
25Colossus-Class Tank Droids*
250 Shepherd-Class Armored Personnel Carriers
250 Ibliton-Class Infantry Fighting Vehicles
500 Stormfire-Class Armored Aerospace Gunships
1,500 Avenger-Class Power Armor Units

Note: When used in concert with a Tarkin II-Class Star Dreadnought all Citadel support craft are figured into the total support craft compliment of the Tarkin
II mothership.
Additional Notes: When sold to governments other than the Keltarrin Protectorate a Citadel carries 50 Arakyd XR-85 Tank Droids instead of the Colossus-Class Tank
Droids. Colossus droids are NEVER sold to anyone but the Keltarrin Protectorate.
Capsule: Rendili Stardrive's Citadel-Class planetary assault cruiser was first designed and built on government contract with the Keltarrin Protectorate. The Citadel was
required to be a modular "plug-in" cruiser for specific use with the Tarkin II-Class Star Dreadnought. Despite being massive vessels in their own right, the Citadel was
meant to dock with the Tarkins via a special docking receptacle in the underside of the Tarkin that the Citadels would align with when docking much like a customs
vessel aligns it's airlock hatch with that of a freighter. The Citadel is an odd looking vessel resembling an enormous spacegoing version of the old standard Imperial garrison base from the

Palpatine Era. Despite being turret mounted the Citadels weapons have an arc of fire restricted by their location. Each corner of the hexagonal vessel sports four super heavy turbolaser battery turrets, eight heavy quad pulse laser cannons in turret mounts, and two turret-mounted tractor beams. The huge KDY v180 Planet Sentinel Super Heavy Ion Cannon is mounted in the center of the craft on a raised tower giving it a three hundred and sixty degree arc of fire whether in flight or grounded. While able to function very well as a warship, the Citadel is not meant for space combat. It is designed to land on a planet and serve as a garrison base. The ship typically lands with with the crew necessary for operation of the ship as well as the eight thousand six hundred and fifty personnel needed to operate the Citadel's support craft. The troop complement lands separately via dropships which usually disembark from the mothership at the same time as the Citadel itself. Standard procedure for a landing utilizes starfighter cover for both the Citadel and the accompanying dropships with one squadron assigned to the Citadel and another squadron assigned to escort the dropships. While originally intended for use with the Tarkins, the Citadel has gained widespread acceptance with many other governments in need of a first rate planetary occupation vessel. Even the New Republic, which is usually loathe to utilize anything favored by an Imperial splinter faction, has begun quietly purchasing these fine vessels. While the operational crew capacity when landed includes the twenty-five thousand troops, these troops cannot be carried aboard ship while in space flight because the power devoted to the hyperdrive and ion engines as well as the other spaceflight-related systems prevents the life support system from being able to handle the extra load. Once the Citadel has landed the unnecessary systems are shut down and the power is rerouted to life support. Some critics of the Citadel cite this as a serious flaw but it was a necessary design sacrifice made to allow the enormous complement of support craft to be carried. The trade-off was deemed acceptable by the Keltarrin Protectorate since the troop complement for the Citadels is easily carried by the giant Tarkins.

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