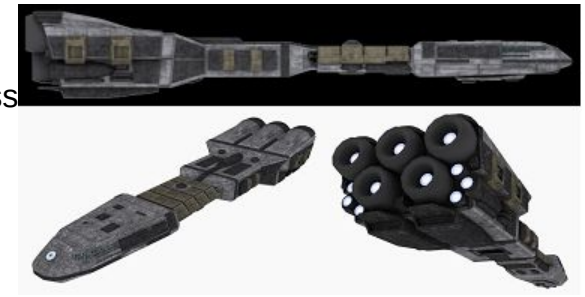
Starships D6 / Modified Rendili StarDrive Invi



Alliance Patrol Cruiser
Craft: Modified Rendili StarDrive Invincible-class Dreadnaught
Type: Modified heavy cruiser
Scale: Capital
Length: 2,011 meters
Skill: Capital Ship Piloting: Invincible Dreadnaught
Crew: 16,870; Gunners: 162, Skeleton Crew: 8,900
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 4D+2, Capital Ship Gunnery 4D+1, Capital Ship Shields 4D, Sensors 4D
Passengers: 5,000 troops
Cargo Capacity: 1500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x22
Nav Computer: Yes
Maneuverability: 0D+2
Space: 4
Hull: 4D+2
Shields: 2D+2
Sensors:
Passive: 30 / 1D+1
Scan: 50 / 2D+2
Search: 90 / 3D+2
Focus: 4 / 4D+1

Fighters: 36 starfighters
Transports: 2 transports

Weapons:
Prow Heavy Turbolaser Cannon
Fire Arc: forward
Crew: 8
Fire Control: 2D
Space Range: 3-15/36/75
Damage: 6D

20 Turbolaser Cannons
Fire Arc: 6 forward, 6 left, 6 right, 2 back
Crew: 2 each
Fire Control: 1D
Space Range: 1-3 / 12 / 25
Damage: 4D

30 Quad Laser Cannons
Fire Arc: 6 forward, 10 left, 10 right, 4 back
Crew: 1 each
Scale: Starfighter
Fire Control: 2D
Space Range: 1-5 / 10 / 17
Damage: 5D

12 Concussion Missile Tubes
Fire Arc: 4 forward, 4 left, 4 right
Crew: 5 each
Fire Control: 1D
Space Range: 1-10/25/50
Damage: 5D

6 Tractor Beams
Fire Arc: 2 forward, 2 left, 2 right
Crew: 4 each
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 4D

Description:
As the pockets of resistance against Palpatine?s New Order began to coalesce into the Alliance to Restore the Republic, the Rebellion?s leaders began strategizing how to secure key military hardware at a time when armed forces across the galaxy were being centralized into the Imperial Army and Navy. In these early years, the Rebel fleet got capital warships by either buying antiquated vessels or discretely acquiring mutinous ships from sector and planetary defense forces.

Once the Corellian Treaty was signed, Bail Organa tasked his chief aides with finding ways to covertly funnel Alderaan?s resources to the fledgling Rebellion. During the auction of a fleet of Invincible-class Dreadnaughts, recently decommissioned from a Mid-Rim sector force, a front company was used to buy a squadron of the vessels with Alderaanian credits, while the rest of the ships fell into the hands of the Corporate Sector Authority.

Organa turned to a Core World ally, Duro, to help make the ancient ships a viable opponent to the modern warships of the Empire. The Duros lost much power during the Emporer?s human-centric restructuring, and many were ready to assist in the Alliance?s struggle. Rebel sympathizers in the Duros government scheduled a deep-space shipyard for long-term overhaul, but the yards were actually used to upgrade the Invincible Dreadnaughts for modern combat. The result was the Alliance Patrol Cruiser.

While no match for a state-of-the-art warship of equal size, the patrol cruiser was armed and armored well enough to take on smaller capital ships. A prow turbolaser cannon (scavenged from scrapped Munificent Frigates from the Clone Wars) and concussion missiles give the Patrol Cruiser a fighting chance against Imperial ships smaller than a Victory Star Destroyer. As more advanced warships entered the Alliance fleet, the Patrol Cruiser was well used on the Outer Rim and Frontier, capable of handling pirates and outlaws who might harass Rebel bases.

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