

RPGGamer.org Starships D6 / Peacekeeper Vigilante

VIGILANTE

Craft: Peacekeeper Vigilante

Type: Multi-purpose light capital ship

Scale: Capital

Dimensions:

-Length: 300m

Skill: Capital ship piloting: Vigilante

Crew: 500

-gunners: 74

-skeleton: 50/+5

Crew Skill: Capital ship gunnery 5D, capital ship piloting 4D+1, capital ship shields 4D, starship gunnery 5D

Passengers: 1,000 (troops; other personnel)

Cargo Capacity: 800 metric tons

Consumables: 2 years

Cost: Not available for sale (42,000,000 currency pledges)

Hetch Drive: 7

Nav Computer: Yes

Maneuverability: 1D

Speed:

-Space: 4

Hull: 4D

Defenses:

-Defense Screens (Shields): 2D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 100/3D

Focus: 5/4D

COMPLIMENT:

-Prowlers: 24 (2 squadrons)

-Marauders: 12 (1 squadron)

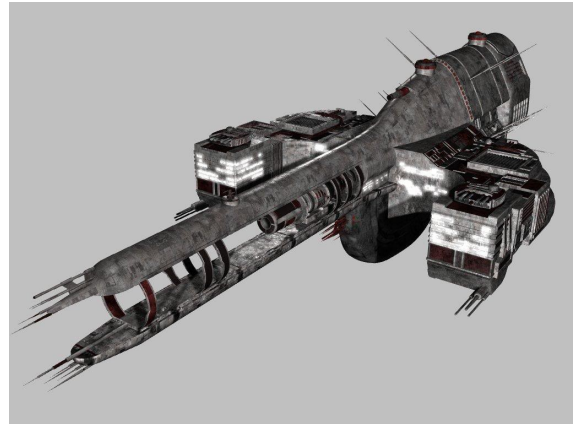
WEAPONS:

Rail Gun

Location: Mounted to the forward hull

Fire Arc: Front

Crew: 4



Skill: Capital ship gunnery

Scale: Capital

Fire Control: 2D

Space Range: 5-20/40/60

Atmosphere Range: 10-40/80/120km

Damage: 8D

Ammo: 40 slugs

Rate of Fire: 1/2

2 Heavy Pulse Cannons

Location: Mounted to the forward hull

Fire Arc: Front

Crew: 4 (2)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 4D

Space Range: 5-10/20/40

Atmosphere Range: 10-20/40/80km

Damage: 6D

Ammo: N/A

Rate of Fire: 1

6 Small Pulse Cannons

Location: Mounted along the outer ring

Fire Arc: 3 right, 3 left

Crew: 2 (6)

Skill: Capital starship gunnery

Scale: Capital

Fire Control: 3D

Space Range: 3-12/24/40

Atmosphere Range: 6-24/48/80km

Damage: 2D

Ammo: N/A

Rate of Fire: 1

20 Defensive Pulse Turrets

Location: Mounted along the hull

Fire Arc: 4 front, 6 right, 6 left, 4 rear

Crew: 1 (4), 2 (12), 3 (4)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Space Range: 1-3/12/24

Atmosphere Range: 50-300/1.2/2.4km

Damage: 5D
Ammo: N/A
Rate of Fire: 1

2 Torpedo Launchers

Location: Mounted forward and aft
Fire Arc: 2 front
Crew: 5 (2)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 3-15/30/60
Atmosphere Range: 300-1.5/3/6km
Missile Speed: 10 (1km) per round
Damage: 6D/4D/2D
Blast Radius: 0/1/2
Ammo: 10 torpedoes
Rate of Fire: 1/2

DESCRIPTION:

Vigilantes were a class of mid-sized Peacekeeper warships. At presumably several hundred meters in length these ships were dwarfed by the Command Carriers whom they were often seen escorting. In addition to convoy escort duty Vigilantes are also used to lead retrieval squads to capture escaped prisoners or Leviathans. Vigilantes had their own living quarters, room for large quantities of supplies, could carry Prowlers and presumably one or more Marauders as well, making them autonomous warships that could act independently from Command Carriers or bases for extended periods of time. When acting in groups Vigilantes could take on far larger warships such as Scarran Dreadnoughts, but even on their own they were a threat to less powerful species.

Many squadrons of Vigilante ships were seen during The Peacekeeper Wars engaging Scarran Dreadnoughts, and succeeding in bringing them down with massed fire from their main weapons.

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