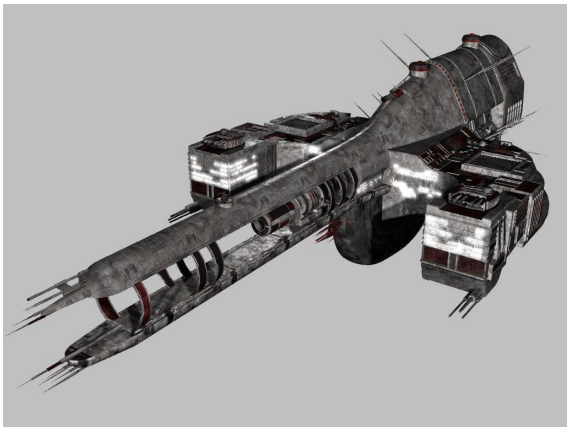
Starships D6 / Peacekeeper Vigilante



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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