Starships D6 / The Anodyne



THE ANODYNE

(* has notes below for further reading and explanation)

Craft: The Anodyne
Model: Kuat Drive Yards Nebulon-C escort frigate
Type: Modified escort frigate
Scale: Capital
Dimensions:
-Length: 549.17m
-Width: 195.06m
-Height: 322.24m
Skill: Capital ship piloting: Anodyne
Crew: 170*
-Gunners: 18
-Skeleton: 42
Crew Skill*: Astrogation 4D, capital ship gunnery 5D+1, capital ship piloting 4D+2, capital ship shields 4D, sensors 4D+1, staship gunnery 5D+1
Passengers: 100 (patients)
Cargo Capacity: 6,350 metric tons*
Consumables: 2 years
Cost: Not Available For Sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 4
-Atmosphere: N/A
Hull: 4D
Shields: 2D*
Sensors*:
-Passive: 30/0D
-Scan: 60/1D
-Search: 120/2D
-Focus: 4/3D+1

CRAFT CAPACITY:
-4 U-55 Loadlifters

WEAPONS:
10 Heavy Turbolasers

Fire Arc: 8 front, 4 right, 4 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 5-25/50/75
-Atmosphere: 10-50/100/150km
Damage: 7D
Rate Of Fire: 1

6 Point-Defense Lasers
Fire Arc: 6 front, 4 right, 4 left, 4 back
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/15/30
-Atmosphere: 100-300/1.5/3km
Damage: 5D
Rate Of Fire: 1

2 Proton Torpedo Launchers
Fire Arc: 2 front, 2 right, 2 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 2-12/30/60
-Atmosphere: 4-24/60/120km
Damage: 10D
Ammo: 10 concussion missiles per launcher
Rate Of Fire: 1

DESCRIPTION:

The Anodyne was a modified Nebulon-C escort frigate that served in the Resistance navy during its conflict with the First Order. Originally decommisioned by the New Republic the Anodyne was transfered to a Resistance-friendly salvage yard for repairing. It later served as a medical frigate for the Resistance. It was destroyed by the Supremacy when it ran out of fuel and entered into its range.

GAME NOTES:

*Medical Ship

With all the medical treatment facilities, supplies and equipment the Anodyne has aboard, any

skill rolls of a medical nature performed while using the ship's facilities reduces Difficulties by -5, grants +1D to medical skill rolls, among other benefits (please see below for further details).

GAME DESIGN NOTES:

*Crew

The Anodyne's crew compliment has been reduced in a similar fashion as the raddus, removing non essential systems, and adding in systems for better automation.

*Crew Skill

The members of the Resistance are a cut above the rest, beliving in quality over quntity (not that they have a choice). Resistance ships have +1D to their Crew Skill dice.

*Cargo Capacity and Medical Role

The cargo capacity of the Anodyne is much less than the stock Nebulon-C Frigate. Firstly, much like the Raddus, anything considered nonesential has been removed, while adding modifications, all for the purpose of operating the ship with much less crew. Second, much of that extra crew space was converted back to cargo capacity (Crew -470 = 4,700 metric tons). For simplicity's sake, we'll say automation takes 5 metric tons per person being replaced (where 1 person = 10 metric tons, this takes half that number, but still leaves half for Cargo Capacity). This adjusts the extra cargo space as 2,350 metric tons.

Next, the Anodyne's passenger space, originally for transporting troops, has now been converted into medical treatment space. As passenger space equals 10 metric tons per 1 person, I applied an extra 10 metric tons per person to convert this same space to have all the equipment and supplies to give medical treatment to the same number of Passengers (Cargo Capacity, -1,000 metric tons).

And last, -5,000 metric tons of Cargo Capacity have been directly converted for the Anodyne's role as a medical frigate. Storage for medical supplies of all kinds, from drugs and medicine, tools and various other equipment for treatment (like liquid-filled healing suits that can even heal greivous lightsaber wounds [reducing healing time by half], but tend to leave the body mostly naked).....anyways, these facilities also have equipment like various analytical computers and other specialized systems (+1D to medical skill rolls), medical databases (-5 Difficulty to medical skill rolls), medical droids (they can offer assitance to medical skill rolls), medical repulsor stretchers (to move immovable patients to these facilities to get these advantages, you will NOT lose that arm...), cybernetic prosthetics (...ok, you lost the arm, but you get a new one), and even Bacta Tanks (the and-all, be-all of Star Wars medical treatment before we get into nanites and other mad acience stuff).

All together, -8,350 metric tons to convert the Anodyne into a flying hospital filled with the best second-hand medical ewuipment the galaxy has to offer!

*Sheilds and Sensors

As the Anodyne was saved from decommissioning, she has seen better days. Some things

couldn't be saved, so they were replaced as best as possible. Sensors and Shields are below stock for a standard Nebulon-C Frigate. But considering what this ship's purpose is, as a medical frigate, and how well it performs this role, the trade-off isn't that bad.

*Docking Arm

Can't help but notice that the Nebulon-C has several struts extending from the hull on the starboard right side of the hull. If GMs/players agree, these struts could be emergency docking structures, able to attach to, and dock alongside, other ships. These structures could be where the tractor beams are placed and used for this very purpose. These docking struts could also house equipment for breaching hulls, either for emergencies to save the crew of other ships, or for breaching actions to forcefully board suspicious starships during inspections and when encountering resistance. These boarding struts would be especially useful for the Anodyne, a Nebulon-C modified as a medical frigate, where these boarding structures would allow for quickly moving patients from one ship to the other to receive immediate medical care.

[NOTE!: This write-up is not made based on official information. At the time of this write-up there is little-to-no information available to use, and much of this was made up using info scraps, guesswork, imagination and creativity. Future official info releases may render this write-up incompatible with the Star Wars canon.]

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