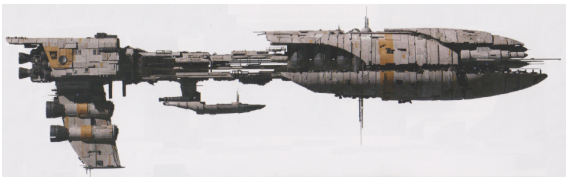
Starships D6 / The Vigil



THE VIGIL

(* has notes below for further reading and explanation)

Craft: The Vigil
Model: Kuat Drive Yards Vakbeor-class cargo frigate
Type: Cargo frigate/supply transport
Scale: Capital
Dimensions:
-Length: 496.92m
-Width: 79.88m
-Height: 154.46m
Skill: Capital ship piloting: Vakbeor frigate
Crew: 26
-Skeleton: 5/+5
Crew Skill*: Astrogation 5D, capital ship piloting 5D, capital ship shields 4D, sensors 3D
Passengers: N/A
Cargo Capacity*: 100,000 metric tons
Consumables: 6 months
Cost: Not Available For Sale
Hyperdrive Multiplier: x2*
Hyperdrive Backup: x12*
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 3
-Atmosphere: N/A
Hull: 4D
Shields: 1D
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 3/3D

CRAFT CAPACITY:
-4 U-55 Loadlifters

WEAPONS:

4 Laser Cannons
Fire Arc: 2 Front/Left/Back, 2 Front/Right/Back

Crew: 1 (4)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-5/15/30
-Atmosphere Range: 100-500/1.5/3km
Damage: 4D
Rate Of Fire: 1

2 Tractor Beam Projectors
Fire Arc: 1 Front, 1 Back
Crew: 1 (2)
Skill: Starship gunnery
Fire Control: 3D
Range:
-Space: 1-5/15/30
-Atmosphere Range: 2-10/30/60km
Damage: 5D
Rate Of Fire: 1

DESCRIPTION:

The Vigil was a Vakbeor-class cargo frigate manufactured by Kuat Drive Yards. It was captured by Resistance commandos from pirates during a battle off the Chasidron Shoals. It then became part of the Resistance fleet under the command of Vice Admiral Jotis during their war against the First Order. It was one of the four vessels that the Resistance forces on the planet D'Qar evacuated on after they were attacked by First Order forces following the destruction of Starkiller Base. After the Resistance successfully destroyed the First Order Dreadnought Fulminatrix above D'Qar, the Vigil jumped to lightspeed along with the Raddus, the Anodyne and the Ninka. The First Order was able to track the Resistance fleet through lightspeed and followed them, attacking them once they arrived at their destination and quickly destroying the Vigil as it tried to flee.

GAME NOTES:

*Crew Skill and stick Vakbeor-class cargo frigate

This ship is specifically statted out as a ship of the Resistance. If GMs/players want a stock NPC version of the Vakbeor-class, all they have to do is reduce the crew skill dice by -1D. The rest of the ship is left as is. While this may seem too simple, the info goven on this ship implies it was used as-is and not modified (at least not too much). The lack of modifications, but the expansive cargo capacity, leaves a lot of potential for this ship in the hands of crafty players. Also, the original Vakbeor-class may have had a slower hyperdrive (x4), and perhaps not even a backup (closer to a Gallofree transport).

*Cargo Capacity and Cargo Pods

While this ships lists 100,000 metric tons for Cargo Capacity, it has a slim hull. Many ships designed this way in Star Wars often have the ability to attach cargo pods to the outer hull to expand their Cargo Capacity. If not designed with this in mind, a ship like the Vakbeor-class could easily (and cheaply) be modified to do so. If done, the ship can carry another 50,000 to 100,000 metric tons externally. GMs keep in mind, doing this may also reduce Speed and Maneuverability (-1 each per 50,000 metric tons added via cargo pods).

*Hauling Cargo

As the Vigil was not seen landing on D'Qar when helping the Resistance evacuate their base, and also as it has a design not suited for it, it can be assumed that the Vigil cannot land on a planet. The Resistance made extensove use of U-55 Loadlifter transports during this time, and the Vigil has four for the purpose of transporting cargo and personnel.

GAME DESIGN NOTES:

For this ship, I used the Nebulon-B Escort Frigate and the Bulk Cruiser from the Rebel Alliance Sourcebook, as well as the Gallofree Yards Transport from the Star Wars Trilogy Special Edition Sourcebook, as reference ships. Moreso the Gallofree, as the Vigil was meant as a straightforward capital class cargo ship.

With the math I used to figure out cargo capacity on the Supremacy and the Raddus (and stock MC85 Star Cruiser), this ship would have had over 2,000,000 metric tons. Due to having a slim hull and being much smaller than the Raddus, I cut this down to 500,000. But this was similar to the stock MC85, so I cut this again to 250,000. A smaller ship intended for hauling cargo, this seemed somewhat fitting. But looking again at the Bulk Cruiser and Nebulon-B Frigates from the Rebel Alliance sourcebook, comparing general sizes and shapes, as well as other factors like crew numbers, I realized this was still way too high. Tempting to make it 10,000 to be higher than these two ships, I realize the Gallofree, a much smaller ship, had more cargo capacity than that. So I ended this by making it 100,000 metric tons.

Beyond this, the Vigil is nothing special, but a devoted capital scale cargo transport would have been very handy for the Resistance, and the Rebel Alliance before it, and often this was actually the case when the Rebellion fought the Galactic Empire.

If GMs/players want a stock NPC Vakbeor-class cargo frigate, simply reduce the crew skill dice by -1D each, and you're ready to go.

[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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