Starships D20 / Rendili StarDrives Guargantu

The Guargantua

Implementing massive battleships designed to terrify an enemy into submission through sheer size wasn't a concept that the Empire invented, the Republic had tried it more than once.

The first such vessel of this magnitude was the Guargantua, flagship of the Old Republic's fleet for several decades. For its size, it was not armed heavily or gifted with the ability to carry endless numbers of starfighters. The Guargantua was simply an impressive sight to behold.

Like the Empire's Super Star Destroyers (which were still more than a thousand years away), it was able to win conflicts without firing a single shot. No ship or planet dared to challenge the Republic flagship. That is, until a group of small pirate cruisers and frigates decided they wouldn't run. The Guargantua came out victories, nonetheless, but took a great deal of damage in during the skirmish. Rumors spread through the fringe and the hype surrounding the vessel's size soon died down, it was no longer that impressive.

The Guargantuan, unforunately, would go down in history not as a majestic ship of war, but as one of the worst space disasters in the history of the Republic. For reasons unknown, a rapid and catastrophic power failure rendered the ship crippled in space and adrift in deep space along the Corellian Trade Route. All hands were lost and all bodies were found at their battle stations. The computers had been wiped and no record as to what happened were ever found. The ship itself was had no visible external damage, but evidence of intense small arms fire was found throughout the interior.

Publically the Republic released a statement saying that the Guargantua was victim to a generator malfunction which destroyed the vessel. However, the truth is that the vessel was either boarded by an unknown group (as only the bodies of the ship's crew was found on board) or there was an attempted mutiny gone horribly wrong. Internal damage to the ship's reactor and life support systems proved too costly to repair, so the ship was retrofitted with a series of cheap solid-fuel engines to propell it into the nearest star, insuring that the public would never find out the true fate of the Guargantua.

Introduced: 1,600 years prior to the Battle of Yavin

Craft: Rendili StarDrive's Guargantuan-class Star Cruiser
Class: Capital
Cost: Not available for sale
Size: Colossal (5,920 meters long)
Crew: Minimum 64,062, maximum 3,922 (Skilled +4)

Passengers: 14,150 (troops)
Cargo Capacity: 60,750 metric tons
Consumables: 2 years
Hyperdrive: x4 (backup x24)
Maximum Speed: Cruising
Defense: 12 (-8 size, +10 armor)
Shield Points: 260
Hull Points: 730
DR: 35

Weapon: Turbolaser cannons (90)
Fire Arc: 15 front, 35 right, 35 left, 5 right
Attack Bonus: +0 (-8 size, +4 crew, +4 fire control)
Damage: 3d10x5
Range Modifiers: PB -6, S -4, M -2, L +0

Weapon: Quad pulse cannons (30)
Fire Arc: 7 front, 10 left, 10 right, 3 back
Attack Bonus: +0 (-8 size, +4 crew, +4 fire control)
Damage: 5d10x2
Range Modifiers: PB -6, S -4, M/L n/a

Weapon: Concussion missile launchers (30)
Fire Arc: 8 front, 10 left, 10 right, 2 back
Attack Bonus: -2 (-8 size, +4 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB -6, S -4, M/L n/a

Weapon: Tractor beam projectors (14)
Fire Arc: 4 front, 4 left, 4 right, 2 back
Attack Bonus: +0 (-8 size, +4 crew, +4 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M/L n/a

Starship Complement:
- 36 starfighters
- 12 shuttles/light transports
- 30 dropships

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.