Starships D20 / Kuat Drive Yards Nebulon EF

Republic Nebulon Frigate

The Republic's Nebulon frigates are the direct ancestor to the Nebulon-B frigates which would later be developed by the Imperial Navy to be sent against Alliance starfighters. The original Nebulon EF60 model was first introduced into the Republic Navy shortly before the outbreak of the Clone Wars which swept the Republic into a vicious and prolonged conflict.

The Nebulons were most commonly found in the picket lines of armadas, escorting the main line cruisers and defending against attack by either starfighters or capital warships.

In form, the Nebulon frigates resemble the more modern Nebulon B escort frigates greatly and are even propelled via the same engine array. The Republic's Nebulon frigates did lack the powerful antenna arrays that made the Nebulon B frigates such an asset as a command vessel in the Rebel Alliance.

The Nebulon frigate was armed with ten powerful turbolaser batteries for use against other capital starships, sixteen laser cannons for use against starfighters and light transports and a single tractor beam projector to aid in capturing enemy vessels.

Many of the Republic's Nebulons were lost throughout the Clone Wars and their manufacture was cut back as Damorian Manufacturing introduced its Carrack-class light cruiser just prior to the rise of the Galactic Empire.

Craft: Kuat Drive Yards' Nebulon EF60 Frigate
Class: Capital
Cost: Not available for sale
Size: Huge (287 meters long)
Crew: Minimum 356, maximum 1,019 (normal +2)
Passengers: 40 (troops)
Cargo Capacity: 10,500 metric tons
Consumables: 1 year
Hyperdrive: x3 (backup x18)
Maximum Speed: Cruising
Defense: 16 (-2 size, +8 armor)
Shield Points: 200
Hull Points: 300
DR: 18

Weapon: Turbolaser Batteries (10)
Fire Arc: 4 front, 3 left, 3 right

Attack Bonus: +7 (-2 size, +2 crew, +4 fire control)
Damage: 3d10x5
Range Modifiers: PB -3, S -1, M/L +0

Weapon: Laser Cannons (16)
Fire Arc: 4 front, 5 left, 5 right, 2 back
Attack Bonus: +3 (-2 size, +2 crew, +4 fire control)
Damage: 2d10x2
Range Modifiers: PB -3, S -1, M/L n/a

Weapon: Tractor Beam Projector (1)
Fire Arc: Front
Attack Bonus: +4 (-2 size, +2 crew, +4 fire control)
Damage: Special
Range Modifiers: PB -4, S -2, M/L n/a

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