Starships D6 / Kuat Drive Yards Nebulon EF6

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
Type: Escort starship
Scale: Capital
Length: 287 meters
Skill: Capital ship piloting: Nebulon frigate
Crew: 967, gunners: 42, skeleton: 356/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1
Passengers: 40 (troops)
Cargo Capacity: 10,500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D

Space: 4
Hull: 3D
Shields: 2D
Sensors:
- Passive: 35/1D
- Scan: 70/2D
- Search: 120/3D
- Focus: 3/4D

Weapons:
10 Turbolaser Batteries
- Fire Arc: 4 front, 3 left, 3 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 3D+2

16 Laser Cannons
- Fire Arc: 4 front, 5 left, 5 right, 2 back
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 2D

Tractor Beam Projector
- Fire Arc: Front
- Crew: 6
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 4D

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