Starships D20 / Rendili StarDrives Protector I

Protector II Light Destroyer

At a time when Dreadnaught heavy cruisers ruled the spacelanes and dominated the Republic Fleet, there were a number of other cruisers in service which served the same purpose as the mighty Dreadnaught. Rendili's Protector series of light star destroyer was almost as successful as the Dreadnaught itself.

The Protector was designed using a radical new wedge shape, which would later be incorporated into Rendili's Victory star destroyers and even later in all of the Empire's star destroyers. This wedge shape made the Protector highly recognizable across the galaxy.

The Protector II variant would prove to not only be an upgrade of the original Protector, but a ship capable for performing a much broader range of mission profiles. With the addition of a small hangar to house a squadron of fighters, the Protector no longer required a dedicated carrier escort - thus creating a ship capable of operating on its own for extended periods.

While built off of the basic spaceframe of the original Protector, the Protector II featured an extended superstructure, heavy armor and more powerful shield generators.

Designers, seeing the vulnerability of the original Protector to fighter attack, installed twenty laser cannon emplacements along the ship as well as improving upon aft firepower.

The increased size of the superstructure provided an alternative location for barracks inside of the vessel, clearing up space for storage of additional consumables. This allowed the Protector II to operate in deep space for up to two full years without resupply.

With all of the armor and shield enhancements, the expanding of the superstructure and the power drain of additional weapons emplacements, the maneuverability and speed of the Protector II was significantly less than the original Protector. This placed the Protector II in the same class of vessel as the Dreadnaught. However, the Republic Navy opted to continue using it in the role of a light destroyer rather than of a main line heavy cruiser.

This second design variant of the Protector would be manufactured in moderate numbers and be deployed in Republic fleets across the galaxy, usually filling in the same role that a Dreadnaught served. With the introduction of the Victory some years later, Rendili would cease manufacture of the Protector.

Era Introduced: 90 years prior to the Battle of Yavin

d20 Stats:

Craft: Rendili StarDrive's Protector II
Class: Capital
Cost: Not available for sale
Size: Huge (500 meters long)
Crew: Minimum 5,000, maximum 10,000 (Skilled +4)
Passengers: 500 (troops)
Cargo Capacity: 2,000 metric tons
Consumables: 2 years
Hyperdrive: x2 (backup x14)
Maximum Speed: Cruising
Defense: 18 (-2 size, +10 armor)
Shield Points: 230
Hull Points: 500
DR: 20

Weapon: Turbolaser cannons (10)
Fire Arc: 2 front, 3 left, 3 right, 2 back
Attack Bonus: +8 (-2 size, +4 crew, +6 fire control)
Damage: 2d10x5
Range: PB -4, S -2, M/L +0

Weapon: Quad turbolaser cannons (18)
Fire Arc: 4 front, 7 left, 7 right
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 4d10x5
Range: PB -4, S -2, M/L +0

Weapon: Turbolaser batteries (10)
Fire Arc: 4 front, 2 left, 2 right, 2 back
Attack Bonus: +4 (-2 size, +4 crew, +2 fire control)
Damage: 7d10x5
Range: PB -4, S -2, M +0, L n/a

Weapon: Laser cannons (20)
Fire Arc: 5 front, 7 left, 7 right, 1 back
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 4d10x2
Range: PB -4, S -2, M/L n/a

Starfighter Complement:
12 Z-95 Headhunters

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