Starships D6 / Rendili StarDrives Protector II

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

Craft: Rendili StarDrive's Protector II
Type: Light destroyer
Scale: Capital
Length: 500 meters long
Skill: Capital ship piloting: Protector light destroyer
Crew: 10,000, gunners: 142, skeleton: 5,000/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 5D, starship gunnery 4D+2
Passengers: 500 (troops)
Cargo Capacity: 2,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Maneuverability: 1D
Space: 5
Atmosphere: 280; 800 kmh (upper atmosphere only)
Hull: 5D
Shields: 2D+1
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/3D

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

18 Quad Turbolaser Cannons
- Fire Arc: 4 front, 7 left, 7 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-20/40/80
- Atmosphere Range: 6-40/80/160 km
- Damage: 4D

10 Turbolaser Batteries
- Fire Arc: 4 front, 2 left, 2 right, 2 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-10/30/60
- Atmosphere Range: 6-20/60/120 km
- Damage: 7D

20 Laser Cannons

Fire Arc: 5 front, 7 left, 7 right, 1 back
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D

Starfighter Complement:
12 Z-95 Headhunters

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