Starships D20 / Rendili StarDrives Protector I

Protector 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 original Protector I was armed and configured much like a Dreadnaught, using the same sensor package, many of the same weapons and was designed to perform the same mission profile - just at a lower cost.

Stretching approximately 450 meters in length, the Protector was more than 150 meters shorter than its bigger brother, the Dreadnaught. However, this smaller size gave it increased speed and maneuverability, making it a strong and valuable asset to the fleet.

Boasting heavy armor and more than adequate shielding, the Protector could engage ships much larger than itself, absorbing punishment while dealing out damage with its own arsenal of turbolasers. Lacking anti-starfighter weapons, the Protector found itself vulnerable to enemy fighters and bombers, often times being deployed with a light carrier to provide starfighter support.

A large series of experimental and powerful repulsorlift generators were installed along the ventral surface of the ship, giving it the ability to enter the upper atmosphere of a planet for more precise targetting during a bombardment operation. Field testing of this would later lead to a more complex repulsor system to be installed on the later Victory destroyers.

This initial design variant of the Protector would be manufactured in large numbers and be deployed in Republic fleets across the galaxy, providing added fire support for Dreadnaughts and precision planetary bombardment capabilities. With the introduction of the Victory some years later, Rendili would cease manufacture of the Protector.

Era Introduced: 100 years prior to the Battle of Yavin

Craft: Rendili StarDrive's Protector I
Class: Capital
Cost: Not available for sale

Size: Huge (450 meters long)
Crew: Minimum 5,600, maximum 12,000 (Skilled +4)
Passengers: 1,000 (troops)
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Hyperdrive: x2 (backup x18)
Maximum Speed: Cruising
Defense: 18 (-2 size, +10 armor)
Shield Points: 200
Hull Points: 460
DR: 20

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

Weapon: Quad turbolaser cannons (16)
Fire Arc: 4 front, 6 left, 6 right
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 4d10x5
Range: PB -4, S -2, M +0, L +0

Weapon: Turbolaser batteries (6)
Fire Arc: 4 front, 2 back
Attack Bonus: +4 (-2 size, +4 crew, +2 fire control)
Damage: 7d10x5
Range: PB -4, S -2, M +0, L n/a

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.