Starships D6 / 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
Type: Light destroyer
Scale: Capital

Length: 450 meters long
Skill: Capital ship piloting: Protector light destroyer
Crew: 12,000, gunners: 82, skeleton: 5,600/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 5D
Passengers: 1,000 (troops)
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Maneuverability: 2D
Space: 6
Atmosphere: 280; 800 kmh (upper atmosphere only)
Hull: 4D+2
Shields: 2D
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/3D

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

16 Quad Turbolaser Cannons
- Fire Arc: 4 front, 6 left, 6 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

6 Turbolaser Batteries
- Fire Arc: 4 front, 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

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