Starships D20 / Rendili StarDrives Reliant Fle

Republic Reliant Fleet Carrier

The Republic's Reliant-class fleet carrier was a short-lived venture by the Republic Navy to create a vessel capable of carrying enough starfighters (both active and reserve) to allow a fleet to maintain deep space operation for an extended period of time without having to constantly ferry out replacement fighters for those lost in combat.

Physically, it is only slightly shorter than the famed Victory Star Destroyer which saw its debute during the Clone Wars, the Reliant fleet carrier featured many of the same design aspects including a command tower almost identical to that which would later appear on the Victory. While not wedge-shaped like the Victory, the Reliant is box-shaped with the bow of the vessel being rounded off in a similar fashion to that of the older Dreadnaught heavy cruisers.

The design is almost identical to that of the Reliant troopship. Rendili simply took the troopship design and converted the hangars to be more suited for starfighters than dropships. In doing so, the vehicle storage areas originally meant for repulsortanks and speeders were converted to store replacement starfighters - up to six full squadrons worth. In the main hangar bay stands ready four full squadrons of operational fighters for use in combat. In a dire emergency, every starfighter on board can be launched but bringing the reserve fighters out of storage is something that can be very time consuming, taking several hours to bring down all six squadrons.

The construction of Reliants was halted when the Galactic Republic turned into the Galactic Empire but those Reliant fleet carriers already in service remained in service of the Imperial Navy for several years before being replaced by KDY's escort carrier.

d20 Stats:

Craft: Rendili StarDrive's Reliant Fleet Carrier
Class: Capital
Cost: Not available for sale
Size: Gargantuan (878 m)
Crew: Minimum 25; maximum 156 (normal +2)
Passengers: 1,200 (troops)
Cargo Capacity: 30,000 metric tons
Consumables: 2 years
Hyperdrive: x2 (backup x12)
Maximum Speed: Cruising

Defense: 16 (-4 size, +10 armor)
Shield Points: 230
Hull Points: 500
DR: 25

Weapon: Double Turbolaser Cannon (3)
Fire Arc: 1 dorsal turret, 1 left turret, 1 right turret
Attack Bonus: +5 (-4 size, +2 crew, +7 fire control)
Damage: 4d10x5
Range Modifiers: PB -6, S -4, M -2, L +0

Weapon: Tractor Beam Projector (2)
Fire Arc: Ventral
Attack Bonus: +6 (-4 size, +2 crew, +8 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M/L n/a

Starship Compliment:

- 3 Kappa Shuttles
- 3 Terra dropship/shuttles
- 48 Starfighters
- 78 Starfighters (reserve)

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