Starships D6 / Rendili StarDrives Reliant Flee

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.

Model: Rendili StarDrive's Reliant Fleet Carrier
Type: Heavy troopship
Scale: Capital
Length: 878 meters
Skill: Capital ship piloting: Reliant fleet carrier
Crew: 156, gunners: 8, skeleton: 25/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D+2
Passengers: 1,200 (troops)
Cargo Capacity: 30,000 metric tons
Consumables: 2 years
Cost: Not available for sale

Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 5D
Shields: 2D+1
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 110/2D
- Focus: 4/3D

Weapons:
3 Double Turbolaser Cannons
- Fire Arc: 1 dorsal turret, 1 right turret, 1 left turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D+2

2 Tractor Beam Projectors
- Fire Arc: Ventral
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 3D

Starship Complement:
- 3 Kappa shuttles
- 3 Terra dropship/shuttles
- 48 starfighters
- 72 starfighters (reserve storage)

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