Starships D6 / Cron Horizon Corporation Salv

Salvation Ion Frigate

Shortly before the outbreak of the Clone Wars, the growing Cron Horizon Corporation built the Salvation ion Frigate for the Republic. It as designed entirely around the use of the use of the ion cannon to disable and capture ships. Other than ion cannons and tractor beams the only weapon systems were two double turbolaser batteries mounted on dorsal and ventral turrets.

When the Cron Horizon Corporation first showed the ship to the Republic, the Republic laughed at them. Heavily discouraged and embarassed, the Cron Horizon Corporation had to face the chagrin of failure. They had already started construction of 8 of the frigates, anticipating the Republic would love the ship. They completed the ships and sold all 8 of them to a pirate group.

Shortly there after the pirate group attacked a Republic convoy, and stole not only the cargo, they stole the transport ships AND the military escorts guarding the convoy. The Repbulic was thoroughly embarassed at this incident.

They hunted down and wiped out the pirate group but they were forced to admit the Salvation had SOME use. They gave the Cron Horizon Corporation a smalltime contract for the ships in order to keep them from telling the public about the incident.

Craft: Cron Horizon Corporation Salvation Ion Frigate
Type: Support frigate
Era: Pre- Clone Wars
Scale: Capital
Length: 352 meters
Skill: Capital ship piloting: Sulanko frigate
Crew: 20; gunners: 114; Skeleton: 5/+10
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 4D+1, sensors 4D+2
Passengers: 80 (troops)
Cargo Capacity: 67,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 3D+2

Shields: 1D
Sensors:
- Passive: 10/0D
- Scan: 30/1D
- Search: 40/2D
- Focus: 2/2D+1

Weapons:
2 Double Turbolaser Batteries
- Fire Arc: 1 dorsal turret, 1 ventral turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-20/40/80
- Atmosphere Range: 6-40/80/160 km
- Damage: 5D

50 Ion Cannons
- Fire Arc: 20 front, 10 left, 10 right, 10 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 4D+1

10 Tractor Beam Projectors
- Fire Arc: 6 front, 2 left, 2 right
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 6D

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