



## Starships D6 / Cron Horizon Corporation

### 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 was 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 embarrassed, 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 Republic was thoroughly embarrassed 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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