Starships D6 / Rendilli StarDrives Star Siege

Star Siege Frigate

Shortly after the Great Sith War led by Ulic Quel-Droma and Exar Kun, the Republic commissioned ships built using technology stolen from the broken Mandalore clans. The first ship of this new wave, was the Star Siege Frigate.

It was a rugged, although not very fast, ship with shields that were fairly strong for that time and a moderate amount of hull plating. The turbolasers were more powerful than those typicaly seen on a ship that size at the time. Also new more powerful, rapid fire, anti-fighter laser cannons were added. To top it off Atomic Compression Warhead launchers were added along the sides and in the front and back. There were a couple front and back just in case but they were mainly put in with broadsiding in mind. That is to say, the Star Siege would get up alongside an enemy ship and open up with the warhead launchers. One broadside volley from the Star Siege could bring down practically any ship that would oppose it.

Long after the Star Siege became outdated it was still used. Even during the time of the Galactic empire, the ship was used by various pirates as a reliable craft.

Craft: Rendilli StarDrives Star Siege Frigate
Type: Assault Frigate
Era: Shortly After Sith War
Scale: Capital
Length: 487 meters
Skill: Capital ship piloting: Star Siege Frigate
Crew: 967, gunners: 42, skeleton: 356/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1
Passengers: 80 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 3D
Shields: 2D
Sensors:
Passive: 35/1D

Scan: 70/2D
Search: 120/3D
Focus: 3/4D

Weapons:

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

16 Laser Cannons
Fire Arc: 4 front, 5 left, 5 right, 2 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 3
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 3D+2

Atomic-Compression Fusion Warhead Launchers
Fire Arc: 3 Front, 6 left, 6 right, 2 back
Crew: 2
Skill: Missile weapons
Ammo: 4 each
Fire Control: 2D
Range: 3-10/15/35
Damage: 10D

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