



Starships D6 / Rendilli StarDrives Star

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 typically 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Long after the Star Siege became outdated it was still used.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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