Starships D6 / Vaufthau Shipyards Sulanko F

Sulanko Frigate

The Sulanko frigate was an early model combat vessel dating back several hundred years prior to the outbreak of the Clone Wars. Manufactured and designed by Vaufthau Shipyards, codesigners of the once infamous Invinsible dreadnaughts, the Sulankos once served the same approximate role that the Empire's Star Galleons would.

Designed mainly to support combat fleets during an extended tour of duty by carrying enough supplies to ensure that a planetary layover at a supply depot would not be required. In addition to carrying supplies, the Sulankos were equipped with a pair of massive double turbolaser batteries capable of performing in both vessel-to-vessel combat as well as pinpoint orbital bombardment.

To give the vessel more of a purpose in a military fleet, Vaufthau made sure to incorporate a hangar large enough to store a pair of Apone-class assault shuttles as well as a pair of Ripper-class APCs and a platoon of soldiers - typically twenty army and twenty navy troopers. The shuttles provided the Sulankos with added fire support in combat as well as the ability to deploy squads of troops for both ship boardings and ground operations.

The Sulanko was also an experiment in widespread automation on board of a dedicated deep space combat vessel. The computer systems were anything but a marvel of technology at the time. Highly complicated and somewhat confusing programming and system routings constituted the heart of the Sulanko's automation.

As the years passed, many of the automated systems on board of the typical Sulanko frigate malfunctioned or completely failed in one way or another. The ships became easy targets during combat since one or two well placed hits could cripple the entire vessel. To counter this, the Republic simply shut down most of the automation and replaced some of the smaller cargo holds with crew quarters for additional crew members to take over the once automated tasks.

Those Sulankos which were properly maintained and upgraded regularly had an average life span of nearly two hundred standard years in the Republic Navy. A handful were still in operation in low priority sectors at the time of the Trade Federation's invasion of Naboo.

Craft: Vaufthau Shipyards' Sulanko Frigate
Type: Support frigate

Scale: Capital
Length: 352 meters
Skill: Capital ship piloting: Sulanko frigate
Crew: 12; gunners: 4; Skeleton: 1/+10
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 4D+1, sensors 4D+2
Passengers: 40 (troops)
Cargo Capacity: 67,500 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x28
Nav Computer: Yes
Maneuverability: 0D+1
Space: 3
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

Starship Complement:
- 2 Apone assault shuttles

Ground/Air Complement:
- 2 Ripper APCs

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