Starships D6 / Lornonar Corporations Torped

Torpedo Saucer

The Torpedo Saucer was the direct predecessor to the Empire's Torpedo Spheres. First implemented by the Old Republic on an experimental scale, the handful of Torpedo Saucers (five) soon filled a very specific and important role within the Republic Navy: the disabling of planetary defense shields.

Physically, a Torpedo Saucer resembled a giant flying disc. Circular in form with the massive ion drives protruding from the rear, oversized quad laser turrets, numerous concussion missile lanuchers and thousands of various sensor receptors gave the Torpedo Saucers an ominous appearance.

A dedicated planetary siege platform, the Torpedo Saucer was designed only to take down planetary shields (and conduct surface bombardment if needed), not for ship-to-ship combat. Torpedo Saucers required escort while in combat zones, but were armed with twenty quad laser cannon turrets to fend off enemy fighters. All other weapon systems were dedicated to the ship's main task.

The Torpedo Saucer's main weapons system was its sixty forward-firing concussion missile launchers, designed specifically for use against planetary shields and for planetary bombardment. Mounted just beneath these launchers is a pair of heavy turbolaser batteries which were mainly used to pinpoint surface targets (shield generators and surface-to-space weapons). The quad laser cannons were evenly spaced out and placed along the outskirts of the vessel, providing little space for starfighters to slip into blind spots.

The entire vessel was covered with thousands of small dedicated energy receptors (DERs), designed to detect and analyze all shield emissions. Planetary shields are not perfect. They experience power anomalies and energy fluctuations just like other devices. The Torpedo Saucer (generally grouped in pairs for full scale actions) would sit in orbit above the target world with its DERs focusing on the planet's defense shield, searching for a weak point.

The destruction of a planetary shield system was a relatively simple concept. Once a weak spot was found with the ship's DERs, the Torpedo Saucer would fire multiple vollies from its concussion missile banks. This salvo of concussion missiles would knock a hole in the shields just long enough for the turbolasers to fire on the shield generators. Once this was accomplished, the planet was left open for bombardment or invasion.

However, the process was not as all that simple. It often took several hours (sometimes more than a day) to locate a weak spot in the shields. Then once the spot was found, the ship had to reposition itself in such a way as to be able to have a direct line-of-sight through the momentary gap in the shields

to the generators themselves - turbolaser blasts travel in a straight line and cannot alter trajectory like missiles. This is also assuming the location of the shield generators was known and a weak spot occurred in a convient location. Often times, a gap would close before a line-of-fire could be achieved - gaps in the shields caused by the Torpedo Saucers lasted only a few seconds on the average.

Standard operational procedure called for heavy reconnaissance on the target world before a Torpedo Saucer would be moved into the system. This was to gather adequate information on surface-to-space weaponry as well as the exact location of shield generators. Attempting to take down the shields without knowing the location of the generators (as generators could easily be hidden within mountains, forests, major cities, etc.) would make any attempt at taking down the shields futile. Although, in one instance during the height of the Clone Wars, a Torpedo Saucer repeatedly punched holes the defensive shields of a forest moon which allowed troop transports and assault fighters to slip in to assault enemy encampments.

The concussion missile launchers were designed for continuous and relentless bombardment of the target world. With this in mind, designers developed a missile feeding system in which missiles are transported via specialized tracks and automatically fed into empty launch tubes. Each bank is fed by its own track makinga total of six tracks for all six banks (each of which located on its own deck at the front of the vessel). The tracks originate from a pair of missile storage and loading rooms (one on either side of the launchers) which can store up to 350 concussion missiles each, providing a constant ammunition feed for the launchers. For extended sieges, the Torpedo Saucers could carry up to several thousand more reserve concussion missiles within its cavernous cargo holds to constantly refill the missile storage rooms.

The five Torpedo Saucers saw various fates. Two were destroyed during the Clone Wars, another damaged beyond repair. The final two ended up serving within the Imperial Navy until the introduction of the superior Torpedo Spheres. The fate of these two vessels after this is unknown.

Introduced: 130 years prior to the Battle of Yavin

Craft: Lornonar Corporation's Torpedo Saucer
Type: Dedicated siege platform
Scale: Capital
Length: 1,720 meters (diameter); 240 meters (height)
Skill: Capital ship piloting: Torpedo Saucer
Crew: 24,643; gunners: 204; skeleton: 2,515/+15
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 4D
capital ship shields 4D, sensors 4D
Passengers: 120 (troops)
Cargo Capacity: 100,000 metric tons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x3.5
Hyperdrive Backup: x26

Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 7D
Shields: 2D
Sensors:
- Passive: 50/1D
- Scan: 75/3D
- Search: 150/3D+1
- Focus: 4/4D

Weapons:
2 Heavy Turbolaser Batteries
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

20 Quad Laser Cannons
- Fire Arc: 10 dorsal turret, 10 ventral turret
- Crew: 1
- Skill: Capital ship gunnery
- Scale: Starfighter
- Fire Control: 2D
- Space Range: 1-5/10/19
- Atmosphere Range: 100-500/1/1.9 km
- Damage: 5D

60 Concussion Missile Launchers (linked in 6 banks of 10)
- Fire Arc: Front
- Crew: 18 (per bank)
- Skill: Capital ship gunnery
- Fire Control: 2D (single), 0D (fired in banks)
- Space Range: 3-10/15/35
- Atmosphere Range: 6-20/30/70 km
- Damage: 7D (single), 15D (linked in a bank)
- Game Notes: Designed specifically for use against planetary shields and other planetary targets. When used against other starships, the missiles cannot be fired in banks.

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