Starships D6 / Sienar Design Systems Valkyr

Valkyrie Missile Frigate

The Valkyrie missile frigate was a light capital support vessel used for escort duty in several sectors by the Republic. They are small for capital ships - several design aspects were later incorporated into the first Skipray blastboats - boasting extremely durable armor and an advanced HALO mini-missile launching system.

The Valkryies were deployed to escort combat active starfleets during the height of the Clone Wars. While hyperspace capable, the Valkryies weren't meant for long-term space deployment. They only carried enough consumables to last for a week due to space restrictions placed upon the vessel by the advanced HALO mini-missile launchers.

For long-term deployment to a fleet the Valkyries are usually stored upon a heavy fleet carrier or in specially modified bulk freighters and only launched in the event of an attack.

The HALO mini-missile launching system is an odd combination of the Republic using high tech to deploy a low tech concept. However, it is this system which makes the Valkyrie worth while. A single Valkyrie can lay down an impressive amount of fire over a large area more effectively than many heavy star cruisers could ever dream of. With this system, many frigates have been credited with the destruction of entire starfighter squadrons - it's a common tactic for Valkyries to hide behind larger cruisers and wait for a group of enemy vessels to fly right into the path of a missile barrage unknowingly - and many Valkyrie crews retired with more kills than the most battle active starships in the galaxy.

The Valkyrie itself was retired by the Imperial Navy very early in the Empire's history and the majority were scrapped while a small percentage were converted into light transports and sold off to the public.

Craft: Sienar Design Systems' Valkyrie Missile Frigate
Type: Light support missile frigate
Scale: Capital (due to power output)
Length: 65 meters
Skill: Capital ship piloting: Valkyrie missile frigate
Crew: 2; Skeleton: 1/+10
Crew Skill: Capital ship piloting 4D, capital ship gunnery 4D, missile weapons 5D
Cargo Capacity: 100 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x3

Hyperdrive Backup: x24
Nav Computer: Limited to 4 jumps
Maneuverability: 1D+1
Space: 6
Atmosphere: 280; 800 kmh
Hull: 3D
Sensors:
- Passive: 10/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 3/3D

Weapons:
2 HALO Mini-Missile Launchers (fire-linked)
- Fire Arc: Front
- Crew: 1 (co-pilot)
- Scale: Starfighter
- Skill: Missile weapons: HALO mini-missile launcher
- Ammo: 30 per launcher
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D (per missile)
- Game Notes: The HALO system fires not one missile per shot, but several per shot in order to adequately cover a large area with missile fire. There are two fire modes, standard and spread. In standard mode, the missiles are fired as if it were a standard concussion missile launcher. However, in spread mode, the missiles are fired in massive volleys (3 per launcher per round for a total of 6 shots per round) covering a cone-shaped area with a 45 degree angle - directly in front of the vessel. In this mode, the gunner must roll for each individual missile separately with a -2D modifier being applied to the fire control.

Laser Cannon
- Fire Arc: Front
- Crew: 1 (pilot)
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 2D

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