Starships D6 / Trade Federation Battleship

Trade Federation Battleship

The Trade Federations once mighty battleships caught the unsuspecting world of Naboo by great surprise. The blockade of Naboo would prove to be a major turning point in galactic history, helping to pave the path of then Senator Palpatine's rise to emperor.

While nearly twice the size of the later Imperial Star Destroyers, the Trade Federation's battleships were really nothing more than converted container ships boasting less than adequate armament for its size.

Armed with a mere forty-two short-range retractable quad laser batteries, the impressive looking vessels stood little chance in combat against the much smaller Dreadnaught heavy cruisers which made up the bulk of the Republic Fleet.

What made these battleships lethal was its impressive complement of combat oriented droids. Standard battleships carried nearly 265,000 ground oriented battle droids as well as 1,500 droid starfighters (lethal in both the vacuum of space as well as on the surface of a planet).

Attacking starships faced massive swarms of droid starfighters working in waves - the droid starfighters could only operate in flight mode for 35 minutes before exhausting its fuel cell.

However, with roughly 1,500 droid starfighters operating for only 35 minutes each, there were problems. Fighters running low on fuel would have to return to the battleship for refueling. This created a great hazard. Droid fighters would have to avoid collisions with each other as backup fighters were being launched from the same hangars the returning fighters were docking in.

Massive racks along the ceiling of the hangars provided storage for the fighters. They would hang from these racks in much the same way a bat would hang from the ceiling of a cave. The racks would refuel and power the droids constantly. It is widely rumored that the soon-to-be introduced TIE starfighter was designed as a "storage saver" after the great success of the Trade Federation's droid fighter racks.

For surface assaults, entire legions of battledroids, tanks, transports and STAPs could be ferried to a planetary surface with the utmost haste via the fifty C-9979 landing ships carried on board. These landing ships could be broken down for deep storage and reassembled during the loading process just prior to launch.

Crewed almost entirely by droids, performance of the battleships during the most dire of times was very efficient. That is, of course, if the commanding Neimoidians were able to remain calm and give sound orders to their droid crew.

Craft: Modified Hoersch-Kessel Drive's Container Ship
Type: Battleship
Scale: Capital
Length: 3,170 meters (diameter)
Skill: Capital ship piloting: Trade Federation battleship
Crew: 12,520 (mostly droids); gunners: 134 (droids); skeleton: 200/+15
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 4D, sensors 4D
Passengers: 264,450 (battle droids)
Cargo Capacity: 20,000 metric tons (750,000 metric tons unloaded)
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x28
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 7D
Shields: 5D
Sensors:
- Passive: 25/1D
- Scan: 55/1D+2
- Search: 120/2D+1
- Focus: 3/3D

Weapons:
42 Quad Laser Batteries (retractable)
- Fire Arc: 18 front, 12 left, 12 right
- Crew: 3
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-5/17/45
- Atmosphere Range: 100-500/1.7/4.5 km
- Damage: 6D

4 Tractor Beam Projectors
- Fire Arc: Front
- Crew: 4
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 4D

Starship Complement:
- 1,500 droid fighters
- 50 C-9979 landing ships

Ground/Air Complement:

- 550 MTTs (large transports)
- 6,250 AATs (battle tanks)
- 1,500 troop carriers

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