Starships D6 / Hydra Experimental Fighter Ca

Hydra Experimental Fighter Carrier

The Hydra is an experiment between the Kuat Drive Yards and Sienar Fleet Systems engineers who also designed the earlier Siren and Banshee ships. The Hydra utilises droid starfighters under the control of a central tactical computer housed within the fighter's mothership. The tactic was used unsuccessfully by the Trade Federation before the fall of the Old Republic, but Korben of Kadnarr (a high ranking engineer at KDY) ‘acquired' one of the Trade Federation's LD-3210 Battleships after their dissolution.
It was Korben's son: Kusama of Kadnarr who proposed the technology be used in conjunction with Sienar's experimental TIE droid fighters.
A KDY/SFS Enforcer hull was chosen again (as with the Siren cruiser).
During the last months of the Hydra's construction, Kuat of Kuat devised a shield-projection system which was immediately incorporated into the Hydra and its fighters (Lando Calrissian would later use a similar system for his ‘Belt-Runner' scheme [NJO]). This enables the Hydra to not only enhance the combat abilities of its fighters but also to project (out to a limited range) its shields on them (though this reduces the Hydra's own protection). An undisclosed number of Hydra's were constructed.

Craft: Kuat Drive Yards / Sienar Hydra-class Fighter-carrier/controller
Type: Droid starfighter Command and Control / Co-ordination Cruiser
Scale: Capital Ship
Length: 600 meters
Skill: Capital Ship Piloting
Crew: 3,500, Gunners: 60, Skeleton: 1000/+10
Troops: 150 troops
Cargo Capacity: 6,000 metric tons
Consumables: 1.5 years
Hyperdrive Multiplier: x2
Hyperdrive Back-up: x10
Nav Computer: Yes
Manoeuvrability: 1D+2
Space: 6
Hull: 5D
Shields: 3D (see below)
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:

4 Turbolaser Batteries (Fire Separately)
- Fire Arc: 2 Front, 1 Left, 1 Right
- Crew: 1 to 2
- Skill: Capital Ship Gunnery
- Scale: Capital
- Fire Control: 4D
- Space Range: 3-15 / 36 / 75
- Atmosphere Range: 6-15 / 72 / 150km
- Damage: 3D

14 Quad Laser Cannons (Fire Separately)
- Fire Arc: 4 Front, 4 Left, 4 Right, 2 Back
- Crew: 1 to 2
- Skill: Capital Ship Gunnery
- Scale: Starfighter
- Fire Control: 2D
- Space Range: 1-5 / 12 / 25
- Atmosphere Range: 100-500 / 1200 / 2500m
- Damage: 4D

4 Tractor Beamers (Fire Separately)
- Fire Arc: 2 Front, 1 Left, 1 Right
- Crew: 2
- Skill: Capital Ship Gunnery
- Scale: Capital
- Fire Control: 2D+2
- Space Range: 1-5 / 15 / 30
- Atmosphere Range: 100-500 / 1500 / 3000m
- Damage: 4D

Fighter Compliment:
The Hydra carries 24 Sienar TIE / D2 Automated Fighters

Special:
The Hydra possesses the ability to increase the Starfighter Piloting or Starship Gunnery of its fighters by 1D for each 1 pip of manoeuvrability it sacrifices each turn. Thus at most it can sacrifice its 1D+2 manoeuvrability (5 pips) to increase ONE ability of five droid starfighters.

The Hydra can also project its shields onto the Droid Starfighters. For each pip of shields it sacrifices it can project 1D of shields onto a fighter. Hence it's 3D of shields can provide 1D of starfighter-scale shields to 9 Droid fighters (though the Hydra itself will be unshielded).

These ability projections are NOT compatible and CANNOT be stacked. Thus a fighter can have shields projected onto it OR have its Piloting increased OR have its Gunnery increased. Each ability may be projected or re-assigned each turn.

As a side effect of the control method the Droid starfighters must remain within 100 SU of the mothership, beyond this range the Droid

starfighters are unpowered and dead in space.

Also the abilities can only be projected onto Droid starfighters within 50 SU of the Hydra.

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