Starships D6 / Nebulon C Frigate

Nebulon C Frigate

Starfighters pose a significant threat to capital warships, when used in large numbers. It is not difficult to amass such a number of statfighters because of their insignificant cost. The Empire considered this threat long and hard after the loss of the first Death Star and came up with the "Lancer" frigate. The "Lancer" design was an utter failure. It lacked the defences and speed which make a good warship. The "Lancer"'s armament, however, was not. The Quad Laser Cannons made the "Lancer" the bane of every starfighter pilot ever born, but did not make up for the "Lancer"'s other deficiencies.

Kuat Drive Yards had always intended for the "Lancer" to be a testbed for the new Quad Lasers and were astounded when the Empire actually bought them. Kuat's real contender was a new version of the venerable "Nebulon" line. Unfortunately, the new ship was not ready until after the death of Emperor Palpatine.

The "Nebulon-C" looks much like the modified "Nebulon-B" with its dual angled ventral fins, but it is 400m long, just like the standard "B". The "C" replaces the "B"'s Laser Cannons with advanced versions of the "Lancer"'s Quad Laser Cannons. In addition, hull plating was thinned slightly to improve speed. To facillitate capture operations, the "C" carries one Skipray Blastboat on an external mount.

Craft: Kuat Drive Yard's "Nebulon-C" frigate
Type: Escort Frigate
Scale: Capital
Length: 400 meters
Skill: Capital Ship Piloting: Nebulon-C
Crew: 869 gunners: 84 skeleton: 307/+10
Crew Skill: Capital Ship Piloting 3D+2, Capital Ship Shields 4D, Sensors 3D+1
Astrogation 3D, Capital Ship Gunnery 4D+1, Starship Gunnery 4D+2
Passengers: 75 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Manueverability: 2D
Space: 6
Atmosphere: 280; 800km/h
Hull: 4D
Shields: 3D ("Nebulon-C" has 2D backup shields)
Sensors:

Passive: 40/0D
Scan: 75/1D
Search: 150/3D
focus: 4/4D+2

Weapons:

12 Medium Turbolasers
Fire Arc: 6 front, 3 left, 3 right
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

12 Quad Laser Cannons
Fire Arc: 6 front, 2 left. 2 right, 2 back
Crew: 3
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 12
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D

Carried Vessels:
1 GAT-12j Skipray Blastboat
12 TIE/ln (or later fighters)
12 TIE/gt (or later fighters)

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