Starships D6 / Remote Missile Battery

Remote Missile Battery

The Kuat Drive Yards' Remote Battery is a small support vessel intended to maximize the effectiveness of the new "Resurgence" and "Eternal" class Star Destroyers.

The Remote Battery is a derivative of the "Revenge" Mk.2 droid frigate. While the "Revenge" was under development someone at the DMR thought that it would be neat if the new Concussion Missile Battery could be used on a larger ship. The design of the "Resurgence" was already frozen, so it could not be added. Then the same wise person had the idea of adding the Battery in an external pod.

The Remote Missile Battery incorporates an advanced stealth system so that it cannot be detected until it fires. "Resurgence" Star Destroyers can carry two and "Eternal" Super Star Destroyers can carry four. The mission plans of the Imperial High Command call for the Star Destroyer to drop its Remote Batteries when it exits hyperspace. The Batteries are then to move to adventageous firing positions under their own power. When the Star Destroyer requests fire support, the Batteries are to unload all of their ammunition into the most dangerous enemy ships. They will then wait for pickup by their mothership, or self-destruct if threatened.

Remote Batteries have the same security measures as the "Revenge" class droid frigates.

Craft: Kuat Drive Yards' Remote Missile Battery
Type: Remote Missile Battery
Scale: Capital
Length: 100 meters
Skill: Capital Ship Piloting: "Revenge"
Crew: Droid Brain, gunners: 20 (crew droids are IA R4s and R6s)
Crew Skill:
Driod Brain: Capital Ship Piloting 4D+2, Sensors 3D
Crew Droids: Capital Ship Gunnery 4D+2, Capital Ship Shields 3D, Starship Repair 5D, Computer Programming/Repair 5D
Passengers: 9 (Dark Troopers)
Consumables: 2 days (droid consumables only)
Manueverability: 1D
Space: 2
Hull: 8D
Sensors:
- Passive: 40/1D
- Scan: 80/1D+2

Search: 150/3D
Focus: 4/3D
Stealth: 10+/+20

Weapons:

Concussion Missile Battery
Fire Arc: Front
Crew: 16 (droids)
Skill: Capital Ship Gunnery
Fire Control: 5D
Ammunition: 4
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 3D+1 Death Star

4 Stand-off Missiles (only one missile can be controlled at a time)
Fire Arc: Front
Crew: 4 (droids)
Skill: Capital Ship Gunnery: Stand-off Missile
Fire Control: 4D
Speed: 50/turn
Range: 5-25/75/150
Heavy Missile: Fuel: 2 turns Damage: 15D Ignores shields
The fire control system of the Missile Tubes can only see 150 space units and while all of the missiles travel at the same speed, they may not be able to reach this distance, or may exceed it. Difficulty is based on the fire control's range, not the missile's. If the missile travels beyond fire control range, it flies in a straight line until it runs out of fuel. The Fuel statistic determines how many turns the missile can fly for. It takes a moderate Capital Ship Gunnery: Stand-off Missile roll to redirect a missile in flight (fire control is included in the dice used for this roll).

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