Starships D6 / Revenge II Missile Frigate

Revenge II Missile Frigate

The "Revenge"-class is a heavy modification of the failed "Lancer" frigate. It carries a huge battery of Concussion Missile Tubes and a defensive array of Quad Lasers. All critical ship's systems (weapons, engines, shields, and computers) can be shut down from the commanding Star Destroyer if the droids turn. If tampered with, these fail-safes will detonate the ship's fusion reactor and missile magazines. The ship normally goes into combat unpressurized as droids do not need an atmosphere to operate. The "Revenge" is simple enough to be produced at even small shipyards.

After several successful missions using the "Revenge", the Imperial High Command decided to refit all of the remaining vessels and build new ones to an improved design. The Mk.2 adds 12 TIE Drone fighters and 8 Stand-off Missiles on external racks. It also replaces all of the Concussion Missile Launchers with one Concussion Missile Battery with much greater destructive capacity than the individual missile launchers.

Craft: Kuat Drive Yards' "Revenge" Missile Frigate Mk.2
Type: "Revenge"-class Missile Frigate
Scale: Capital
Length: 250 meters
Skill: Capital Ship Piloting: "Revenge"
Crew: Droid Brain, 682 droids gunners: 66 (crew droids are IA R4s and R6s)
Crew Skill:
Driod Brain: Astrogation 3D, Capital Ship Piloting 4D+2, Sensors 3D
Crew Droids: Capital Ship Gunnery 4D+2, Starship Gunnery 5D, Capital Ship Shields 3D, Starship Repair 5D, Computer Programming/Repair 5D
Passengers: 40 (Dark Troopers)
Cargo Capacity: 300 metric tons
Consumables: 6 months (droid consumables only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Manueverability: 1D
Space: 8
Hull: 4D
Shields: 3D (the "Revenge" has 2D backup shields)
Sensors:
- Passive: 40/1D
- Scan: 80/1D+2
- Search: 150/3D
- Focus: 4/3D

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: 4-24/60/120 km
Damage: 3D+1 Death Star
12 Quad Laser Cannons
Fire Arc: 3 front, 3 left. 3 right, 3 back
Crew: 3 (droids)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Tractor Beam Projector
Fire Arc: Front
Crew: 10 (droids)
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D
8 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
Standard Missile: Fuel: 3 turns Damage: 10D 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).

Carried Vehicles:
12 TIE/d (or later drone fighters)

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