Starships D6 / Revenge Missile Frigate

Revenge Missile Frigate

A thirst for vengance often motivates a population segment to put greater effort into a war. Many aliens thirst for vengeance from the Yuuzhan Vong, but what population segment has been genocidally massacred in every Vong planetary invasion? Droids. Thus it was formulated that ship with a sophisticated central computer and crewed with droids would be effective and expendable. But only if informed of what had been done to their fellow droids by the Yuuzhan Vong.

The "Revenge" class frigate is the product of that thought. 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.

Craft: Kuat Drive Yards' "Revenge" Missile Frigate
Type: "Revenge"-class Missile Frigate
Scale: Capital
Length: 250m
Skill: Capital Ship Piloting: "Revenge"
Crew: Droid Brain, 682 droids gunners: 86 (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:

20 Concussion Missile Tubes

Fire Arc: Front

Crew: 2 (droids)

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

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: 100-300/1.2/2.5km

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: 2-10/30/60km

Damage: 9D

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