Starships D6 / The Vendetta

The Vendetta

After the disaster on the New Republic world of Teraii and the death of billions of local New Republic citizens, tensions between the local factions of the Palvar Sector have tensed up, causing a military build up toward an all out war.

Having seen this coming for some time now, Palvar Defense Force commander Aarlis Nacirem had already ordered construction of a new flagship that will serve to protect the sovereignty of the Palvar Sector and give the PDF the upper hand during any armed conflict between Imperial and/or New Republic forces.

The Vendetta was designed through the combined efforts of both the Palvar Defense Force and a local corporation by the name of Setec Astronomy. The ship roughly resembles a largely flattened elliptical sphere with a large bridge superstructure protruding from mishipsas well as six massive Setec LS-9 ion drive engines arranged in a triangular fashion along with another five smaller LS-7 ion drive engines on either side of the main drive units.

Model: Kashan Systems/Setec Astronomy KS/SA-HSCV "Vendetta"
Type: Command ship/heavy carrier-cruiser
Scale: Capital
Length: 2,891 meters
Skill: Capital ship piloting: Vendetta
Crew: 56,891, gunners: 431, skeleton 8,560/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D+2
Passengers: 11,880 (navy troops), 120 (army troops)
Cargo Capacity: 50,000 metric tons
Consumables: 5 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Manuverability: 0D
Space: 5
Hull: 7D+2
Shields: 5D
Sensors:
- Passive: 50/1D
- Scan: 90/2D
- Search: 150/3D+1
- Focus: 5/4D+2
- Sensor Mask: +1D to sensor operator's difficulty to detect Vendetta

Weapons:
2 Particle Acceleration Cannons (fire-linked)
- Fire Arc: Front
- Crew: 15
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 5-10/25/50
- Atmosphere Range: 10-20/50/100 km
- Damage: 10D

14 Heavy Turbolasers
- Fire Arc: 2 front, 3 left dorsal turret, 3 left ventral turret, 3 right dorsal turret, 3 right ventral turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 7D

110 Turbolaser Batteries
- Fire Arc: 35 front, 30 left, 30 right, 15 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

22 Pulse Ion Cannons
- Fire Arc: 4 front, 8 left, 8 right, 2 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Fire Rate: 2
- Space Range: 1-9/22/45
- Atmosphere Range: 2-18/44/90 km
- Damage: 5D+2 (ionization)

13 Ion Cannons
- Fire Arc: 3 front, 5 left, 5 right
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 4D (ionization)

40 Quad Laser Cannons
- Fire Arc: 20 dorsal turret, 20 ventral turret
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

22 Tractor Beam Projectors
- Fire Arc: 5 front, 8 left, 8 right, 1 back
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 5D

2 TCM Cruise Missile Launchers (retractable)
- Fire Arc: 1 dorsal turret, 1 ventral turret
- Crew: 6
- Skill: Capital ship gunnery
- Ammo: 4 each
- Fire Control: 5D
- Fire Rate: Up to 4
- Space Range: 1-25/100/250
- Atmosphere Range: 2-50/200/500 km
- Damage: Varies by warhead type
- Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

Starship Complement:
- 144 starfighters, typically:
  - 60 TX-119 Lancer interceptors
  - 48 TX-150 StarKiller starfighters
  - 24 SB-2 Adamant bombers
  - 12 Y-Wing Longprobe recon starfighters
- 4 Skipray blastboats
- 1 assault shuttle
- 2 boarding shuttles
- 5 light transports and shuttles
- 25 landing craft/dropships

Ground/Air Complement:
- 2 prefabricated garisons
- 12 AS-16 combat airspeeders
- 120 Preybird swoops

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