Starships D6 / Subjugator Missile Frigate

Subjugator Missile Frigate

The Subjugator Missile Frigate was designed shortly after the Battle of Endor and then went into the construction phase about a year afterwards, just as the New Republic was taking Coruscant. The Subjugator was designed with a single purpose in mind, being a paltform for the launching of Decimator Space Denial Fusion Warheads.

The Subjugator uses a lot of modular space saving design techniques but it still has little cargo capcity left, as what there was of it in the original design was stripped away for extra missile storage bays. The Subjguator has two fire-linked heavy turbolaser batteries capable of dealing a significant punch to any enemy ships who get to close, and thirty anti-fighter laser cannons to prevent Trench Run Syndrome.

Still the main weapon is the fourteen missile batteries spread across the ship directed forward. The Subjugator can fire a wide spread of decimator warheads, causes extensive damage to enemy taskforces or fleets and temporarily putting up a barrier in space ships can't pass through.

The Subjugator didn't find a lot of popularity though as it was an expensive craft to purchase, stock with missiles, and maintain however there were still multiple sales of the craft, including a dozen of them to the Hapes Consortium during the time of the Reborn Emperor.

Craft: Verdant Spaceworks' Subjugator Missile Frigate
Type: Missile Frigate
Era: 1 Post Endor +
Scale: Capital
Length: 445 meters
Skill: Capital ship piloting: Subjugator
Crew: 300, gunners: 82, skeleton: 50/+15
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1, sensors 4D, starship gunnery 4D+2
Cargo Capacity: 500 metric tons
Cost: 6.8 million (new)
Consumables: 2 years
Hyperdrive Multiplier: x1
Nav Computer: Yes
Manuverability: 1D
Space: 5
Hull: 6D+2
Sensors:

Passive: 150/0D
Scan: 200/1D
Search: 300/2D
Focus: 10/3D

Weapons:

2 Heavy Laser Batteries (fire-linked)
Fire Arc: Front
Crew: 5
Skill: Capital ship gunnery
Fire Rate: 1/3
Fire Control: 0D
Space Range: 1-10/20/40
Atmosphere Range: 2-20/40/80 km
Damage: 8D

30 Laser Cannons
Fire Arc: 7 front, 10 left, 10 right, 3 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D

14 Decimator Missile Batteries
Fire Arc: Front
Crew: 3
Scale: Death Star
Fire Control: 3D
Space Range: 1-25/100/250
Atmosphere Range: 2-50/200/500 km
Blast Radius(space): 25/12/7/3
Blast Radius(atmopshere): 50/25/15/5 km
Damage: 2D/1D+2/1D+1/1D
Game Notes: Leaves intense radiation cloud in blast radius for 10 rounds after explosion. Any ships entering this cloud lose 1D from their hull code each round they are in the cloud.

Starfighter Complement: 2 squadrons

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