

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 platform 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 capacity left, as what there was of it in the original design was stripped away for extra missile storage bays. The Subjugator has two fire-linked heavy turbolaser batteries capable of dealing a significant punch to any enemy ships who get too 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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