Starships D6 / Righteous Fury Battlecruiser

Righteous Fury Battlecruiser

The Righteous Fury-Class battlecruiser is one of the main reasons the Trianii Confederation has managed to withstand the power of the Corporate Sector Authority for so long. These Clone War veterans are actually reconditioned and rearmed Rendili Stardrive Berserker-Class ships. The Trianii acquired these ships quite by accident while exploring a supposedly uninhabited star system out on the far edge of their space. Here they found thirty-six old Berserkers flying in formation around the only known squadron of Warlock-Class Star Destroyers built by Rendili in hopes of capturing the contract for the standard Imperial Star Destroyer. Shortly after Kuat Drive Yards was awarded the contract all twelve Warlocks mysteriously disappeared. An Imperial investigation turned up nothing but questions regarding the incident, and since it was obvious Rendili Stardrive was at a total loss to explain the disappearance, the matter was quietly ignored. The truth of the story was that the Warlock design team had, in a last ditch effort to gain the contract and save their jobs, rigged the Warlock squadron with an improved slave-rig system similar to what the ancient Katana Fleet had been equipped with. Unfortunately the slave-rig system worked no better now than it had then and the Warlocks, along with three squadrons of Berserkers which had been linked into the system, disappeared into hyperspace and were never seen again.

Never seen, that is, until a Trianii scouting expedition found them in a stable orbit around a dying brown dwarf star in what was thought to be a completely desolate system. Delighted at this galactic windfall, the Trianii soon found that the Berserkers would require extensive work to become useful to them. The immense massdriver that was the main weapon of the vessel was simply too much trouble to warrant keeping it in service. Fortunately the designers at Rendili had constructed the weapon in pre-constructed modules, so removing the huge cannon was relatively simple. Replacing it was to be only slightly more difficult as the Trianii now had working examples of some of the most powerful turbolaser emplacements ever mounted on a warship in their hands. The main guns of the Warlocks were studied intensively and not more than 12 months after the ships were found, they had been re-armed with single-mount versions of the big dual-mounts on the Warlocks. The Berserker's big hellbore cannons were also deemed too dangerous to maintain due to the radiation hazard they presented. This problem was solved by the simple expedient of removing the guns and replacing them with more conventional triple turbolaser batteries. While lacking the punch of the hellbores, the triple turbolasers had better range and weren't nearly as dangerous to the crew. The removal of the huge ammunition chambers for the massdrivers and hellbore cannons freed up so

much room that the Trianii found they could add half a meter of armor plating to the hull of the ship as well as expand the landing bays by more than triple their original size. Even after these modifications were complete, the ship's overall mass had been reduced so much that it was actually faster and more maneuverable than it had been originally. The final touch to the reconditioning was the rewiring of the hyperdrives. Removing the Class 26 backup drive with a modern Class 2 drive, the Trianii wired the controls to engage this drive as the primary and the old Class 4 main drive as the backup. This improved hyperlight speed made the vessels much more flexible in terms of rapid deployment. Renamed the Righteous Fury-Class Battlecruiser, these powerful vessels have served the Trianii well in their fight against the Corporate Sector.

Era Introduced: The reconditioned ships were finished approximately six months after the Battle of Yavin

Craft: Tress'elvar Shipyards' Righteous Fury-Class Battlecruiser
Type: Reconditioned Anti-Capital Ship Battlecruiser
Scale: Capital
Length: 750 meters
Skill: Capital Ship Piloting
Crew: 4,554, Gunners: (Skeleton: 1,048/+10)
Passengers: 240 (Troops)
Cargo Capacity: 2,500 metric tons
Consumables: 3 months
Cost: 300 million credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x4
Nav Comp: Yes
Maneuverability: 1D
Space: 8
Atmosphere: N/A
Hull: 6D
Shields: 4D
Sensors:
- Passive: 30/0D
- Search: 50/1D
- Scan: 100/2D
- Focus: 4/3D

Weapons:
Axial Anti-Capital Ship Turbolaser
- Fire Arc: Front
- Crew: 5
- Skill: Capital Ship Gunnery
- Fire Control: 5D
- Space Range: 5-25/75/150
- Atmosphere Range: 10-50/150/300 km
- Damage: 15D

18 Triple Turbolaser Cannons
- Fire Arc: Turret
- Crew: 3 Each

Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D

36 Double Turbolaser Cannons
Fire Arc: 6 Front, 12 Left, 12 Right, 6 Back
Crew: 3 Each
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

12 Anti-Starfighter Laser Batteries
Scale: Starfighter
Fire Arc: 3 Front, 3 Left, 3 Right, 3 Back
Crew: 2 Each
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

32 Concussion Missile Batteries
Fire Arc: 8 Front, 8 Left, 8 Right, 8 Back
Crew: 2 Each
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D
Ammunition: 64 Missiles Per Battery

16 Proton Torpedo Batteries
Scale: Starfighter
Fire Arc: 4 Front, 4 Left, 4 Right, 4 Back
Crew: 1 Each
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Ammunition: 144 Missiles Per Battery

Support Craft:
48 Z-95 Headhunters
6 Trianii RX-4 Patrol Ships
2 Katarn-Class Boarding Shuttles

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