

Starships D6 / Nadwell 4 PDF Prometheus Class

Craft: Nadwell 4 PDF Prometheus Class Frigate
Type: Multi-Purpose Heavy Frigate
Scale: Capital
Length: 305 meters
Skill: Captial Ship Piloting: Prometheus Frigate
Crew: 400 (with automation mods)/ 700 (without automation mods), gunners:32
Passengers: 100 (troops), 50 variable as needed
Cargo Capacity: 6000 metric tons (with automation mods), 8000 metric tons (before automation mods)
Consumables: 1 year
Cost: N/A
Hyperdrive: x1 (backup x12)
Nav Computer: Yes
Maneuverability: 1D (before updates), 3D (after updates)
Space: 6
Atmosphere: 330; 950 km/h
Hull: 4D+2 (before updates), 5D (after updates)
Shields: 2D (after updates 2D backup shielding added)
Starfighters: 8
Transports: 1 Aegis Combat Shuttle
Sensors:
Passive: 40/0D
Scan: 75/1D
Search: 150/3D
Focus: 4/4D+2
Weapons:

8 Rail Cannons:
Fire Arc: turret (can be twin-linked into groups of 2 each)
Crew: 3 (per twin-linked or single emplacement)
Fire Control: 4D
Space: 3-30/72/150
Atmosphere: 6-60/145/300
Damage: 7D (8D when twin-linked, negative ion charge negates shields)

4 Heavy Ion Cannons:
Fire Arc: turret
Crew: 1
Fire Control: 4D
Space: 1-10/25/50
Atmosphere: 2-20/50/100
Damage: 4D



2 Tactical Fusion Missile Tubes (8 missiles each):

Fire Arc: turret (can be twin-linked)

Crew: 4

Scale: capital

Fire Control: 3D

Space: 2-12/30/60

Atmosphere: 4-24/60/120

Damage: 10D (11D when twin-linked)

Tracking: 6D (if the missiles miss the target, they have a skill of 6D to reacquire the target)

Phalanx Battery System: (6 turrets)

Scale: starfighter

Fire Arc: turrets

Fire Control: 2D (drone control: 10D)

Space: 1-3/12/25

Atmosphere: 100-300/1.2/3.5km

Damage: 4D

Description: When the order was given to proceed with The Daedalus Project, Nadwell 4 PDF was already in the process of developing 2 new classes of ships due to the out-dated nature of their fleet. As the Daedalus Project began construction, these new class of ships were finished. The proto-types being sent to Safe Harbor. Upon reaching Safe Harbor and comparing the new ships to the still under construction Daedalus it was obvious these ships were already out-classed before the new standard Daedalus was completed. However after many of the tech crews seeing these ships fly in they saw much potential (including the outlaw tech Max who was responsible for the Daedalus Project's success) decided to dig to the design and present an updating plan to the Nadwell 4 PDF fleet commander Admiral Alexander Sturmovich. The updates including adding in the famous automation modifications used throughout the Daedalus Class cruisers, new hull plating, backup shielding, and improved maneuvering thrusters to make this ship stand tall on the battlefield. With these updates, the Prometheus can hold its own in a battle as compared to the Daedalus.

Side Note: If you have any questions on the weapon systems in the Prometheus's weapon systems, please check the posted stats for the Daedalus Class: Saber's Legacy.

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