

Starships D6 / Kinakil Collective Assemblies

Techno Union Attack Frigate

Craft: Ki?nak?il Collective Assemblies Skirmisher-class Assault Ship

Type: Attack frigate

Scale: Capital

Length: 425 meters

Skill: Capital Ship Piloting: Skirmisher Assault Ship

Crew: 1,428; Gunners: 80, Skeleton Crew: 450 / +10

Crew Skill: Astrogation 3D+2, Capital Ship Piloting 4D+1,

Capital Ship Gunnery 4D+2, Capital Ship Shields 4D,

Sensors 4D

Passengers: 280 (troops)

Cargo Capacity: 4,000 metric tons

Consumables: 9 months

Cost: 118 million credits

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 2D+2

Space: 6

Atmosphere: 300; 950 kmh

Hull: 4D+1

Shields: 2D

Sensors:

Passive: 25 / 0D+2

Scan: 50 / 2D

Search: 85 / 2D+2

Focus: 3 / 4D

Fighters: 24 starfighters (manned)

Shuttles: 3 shuttles

Weapons:

4 Heavy Turbolaser Cannons

Fire Arc: turret

Crew: 4 each

Fire Control: 3D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

24 Light Turbolaser Batteries

Fire Arc: 8 forward, 6 left, 6 right, 4 back

Crew: 1 (12), 2 (8), 3 (4)



Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+1

4 Concussion Missile Tubes

Fire Arc: front
Crew: 6 each
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 7D

Description:

As the corporate powers allied themselves with Count Dooku and talks began of secession from the Republic, they knew armed conflict with the Republic was likely. Separatist military strategists analyzed all the warships used by the allied companies, and the CIS Council decided to focus their combined resources on producing the best designs among them. In the years leading up to the Clone Wars, the Techno Union used Skirmisher assault ships to help escort the Union's interstellar convoys of raw materials. Based on the attack frigate's fine service record, the CIS decided to give the attack frigate a modest role in their combined navy.

The Skirmisher assault ship was designed and manufactured by Ki'nak'il Collective Assemblies, a small subsidiary of the Techno Union located on the Noe'hoe homeworld. KCA used the vast slave caste of Noe'a'hoe to secure low bid military contracts, for everything from small arms and construction vehicles to starfighters and small capital ships. The Skirmisher attack frigate sold on the open market as a patrol and picket ship before the CIS purchased the entire production run.

Designed for patrol and interception, the assault ship boasts modest engines and decent maneuverability. With heavy turbolaser cannons and concussion missiles, squadrons of assault frigates have the firepower to handle smaller destroyers and cruisers. Although underpowered, its light turbolasers serve as a capable defense against light frigates, corvettes, and smaller raiding vessels. Often, Skirmisher Assault Ships are outfitted with squadrons of the Collective Assemblies' Eviscerator heavy fighters.

The assault ship played a minor role in the Separatist Navy, although it did have a larger presence in the Outer Rim battles. Republic attacks late in the Clone Wars devastated the shipyards at Noe'a'hoe, crippling the Collective Assemblies' military production. However, the Skirmisher frigate could still be seen in Mid and Outer Rim planets' defense patrols for decades after the end of the war.