

Prototype: Dreadnaught-class Heavy Cruiser Mk. II

Type: *Space Vehicle*

Category: *Cruiser*

Rarity: Rare

Cost: 17,500,000 credits



The Dreadnaught Mark II is a modified Dreadnaught-class Heavy Cruiser. Since it is built on the standard Dreadnaught-class Heavy Cruiser, it inherits the standard Dreadnaught capability such as a class 4.0 hyperdrive and heavy armor, but also its weakness: light shielding, poor maneuverability and speed. The main difference between the standard and Mk II is the addition of a big Beam Cannon located under the main cargo hold. The Beam Cannon fires a sustained, high-damage laser that pass through enemy capital ships' shields for a few moments. It is primarily used to target enemy subsystems while shields are still active.

The drawbacks of the Beam Cannon are it needs time to be charged up before firing, and it also causes the Dreadnaught unstable for a short time due to the recoil effect. Furthermore, since the Beam Cannon needs high power to operate, the Dreadnaught armaments are cut to half with no missile launcher. The Beam Cannon equipment also takes a lot of space, about one-fourth of the main cargo hold capacity.

Armament

10 quad laser turrets

5 turbolaser turrets

5 laser turrets

1 Beam Cannon

Complement

12,605 crews

6750 metric tons of cargo

3000 passengers/troops

1 squadron of starfighters

Source:

<https://www.eurobricks.com/forum/index.php?/forums/topic/111615-the-thrawn-trilogy-dreadnought-heavy-cruiser/>

<https://miniset.net/sets/dfg-15la-002>

<https://www.darkjedibrotherhood.com/items/76958-dreadnaught-class-heavy-cruiser>

https://squadrons.fandom.com/wiki/Beam_Cannon