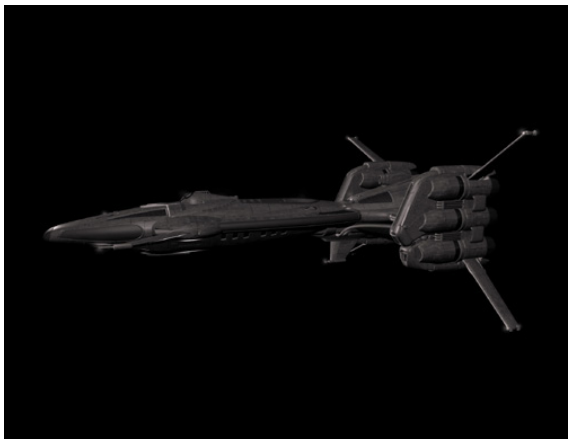
Starships D6 / New Republic Titan Corve



New Republic Titan Corvette

Smaller, faster warships become popular in early days of the New Republic.
Vessels such as the Warrior gunship and the old Corellian corvettes served
a very important role in many combat missions ranging from convoy escort to
picket line formations to direct assaults on larger cruisers.

The New Republic Titan corvette was designed specifically to be used against larger warships. Boasting twelve powerful concussion missile launchers - six tubes on either side of the vessel - the Titan could deliver a deadly broadside blow to even heavy cruisers.

While the Titan was indeed a swift and agile vessel, it did not fair well in direct combat with other ships of its class. Its main ship-to-ship armament was a pair of forward-firing turbolaser cannons, forcing it to acquire a direct line-of-sight in order to make a shot. The concussion missile launchers on either side of the vessel worked well against larger and slower vessels but proved inefficient for targetting smaller picket line warships.

Initial testing of Titan prototypes proved to be extremely successful in simulated combat against vessels ranging from frigates all the way up to star destroyers. However, actual combat results after its introduction into the fleet did not live up to par. A pair of Titans decimated an old Imperial Strike cruiser using broadside tactics but each took heavy damage from TIE fighters due to inadequate anti-starfighter weaponry - the only dedicated anti-starfighter weapon emplacement being a dorsal-mounted quad laser cannon.

While the Titan never proved to be as flexible as the older Corellian corvettes in combat, it did supplement the New Republic fleet well. Working in conjunction with Warrior gunships and other fast attack vessels, the Titans eventually carved a name for themselves. Unfortunately, it was rare to find a Titan serving any other purpose. They were almost never seen in picket line formations and almost never assigned for any sort of escort duties. It was truely an offensive weapon only.

Some years after its initial debute, a handful of Titans began falling into

the hands of pirates and mercenaries who often times changed out the port and starboard missile launchers for other weapons systems such as laser cannons and ion cannons.

Craft: Republic Engineering Corporation's "Titan" Corvette
Type: Corvette
Scale: Capital
Length: 162 meters
Skill: Capital ship piloting: Titan corvette
Crew: 56, gunners: 41, skeleton: 15/+15
Crew Skill: Astrogation 3D, capital ship piloting 3D+2, capital ship gunnery 4D+1, capital ship shields 3D, sensors 3D+1
Passengers: 40 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 3 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Manuverability: 3D
Space: 9
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 85/2D
- Search: 125/3D
- Focus: 4/4D

Weapons:
2 Turbolaser Cannons
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D+2

Quad Laser Cannon
- Fire Arc: Dorsal turret
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

12 Concussion Missile Launchers
Fire Arc: 6 left, 6 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

Era Introduced: Endor + 16 years

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