

Name:

Dreadnaught Class Corvette

Type: NSO Laplace NSO-929x Dreadnaught-Class Corvette

Scale: Capital

Length: 162 Meters

Skill: Capital Ship Piloting: Corellian Frigate

Crew: 49; Skeleton Crew: 6/+20

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

5D+2, Capital Ship Shields 4D+1, Capital Ship

Gunnery 5D+2, Sensors 5D

Passengers: 6

Cargo Capacity: 600 Tons

Consumables: 1 Year

Cost: 6 Million (new), 2.8 Million (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: X18

Nav Computer: Yes

Maneuverability: 4D

Space: 7

Atmosphere: 350,1000kmh

Hull: 5D

Shields: 4D

Sensors:

Passive: 35/1D

Scan: 65/2D

Search: 90/3D

Focus: 3/4D

Weapons:

2 x Particle Beam Cannon

Scale: Capital

Fire Arc: 1 Front, 1 Back

Fire Control: 3D

Space: 2-10/24/60

Atmosphere: 4-20/48/120 Km

Damage: 6D

2 Concussion Missile Launchers (24 Missile Magazine Each)

Scale: Starfighter

Fire Arc: 1 Front, 1 Back

Fire Control: 3D



Space: 1/3/7

Atmosphere: 50-100/300/700m

Damage: 7D

2 Ion Missile Launchers (10 Missile Magazine Each)

Scale: Capital

Fire Arc: 1 Front, 1 Back

Fire Control: 3D

Space: 1/3/7

Atmosphere: 100-200/600/1.4km

Damage: 7D

Tractor Beam Projector

Scale: Capital

Fire Arc: Turret

Fire Control: 3D

Space: 1-5/15/30

Atmosphere: 2-10/30/60 km

Damage: 4D

Description: Although many consider the Dreadnaught Class underarmed for a combat vessel, considering its small size, and the power of the weapons that it does carry, these starships are extremely effective combat vessels. Due to the small crew size, these were prime targets for thieves, and many found themselves stolen and added to pirate fleets, where a common modification was to swap one of the weapon arms around to focus all the weapons onto the forward fire arc making them a powerful attack ship. The Dreadnaught was designed with combat in mind, and although it is capable of long patrols away from base, the vessels interior is cramped as all available space is occupied with drive systems, weapons, shields, sensors and other combat related systems. One feature that made the vessel extremely popular with crews was the fact that both the cockpit area which housed the 6 man flight crew, and the crew quarters and living area were both capable of acting as lifeboats, ejecting from the vessels hull and moving at slow sublight speeds, with enough supplies and power to support the crew for many weeks until help arrived. Dreadnaughts are still popular combat vessels even a decade after the design was launched, selling well to independent governments and to mercenary fleets although the major galactic powers have shown no interest in purchasing these extremely efficient fighting ships.

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