

Name:

Shark Corvette

Type: Mandalorian Shark Class Corvette

Scale: Capital

Length: 150 Meters

Skill: Capital Ship Piloting: Shark

Crew: 50

Passengers/Troops: 100

Crew Skill: Capital Ship Piloting 6D, Capital

Ship Gunnery 6D+2, Starship Shields 5D

Consumables: 1 Year

Cargo Capacity: 5000 Tons

Hyperdrive Multiplier: X.5

Hyperdrive Backup: X1

Nav Computer: Yes

Space: 7

Atmosphere: 350;900kmh

Maneuverability: 2D

Hull: 6D

Shields: 4D

Sensors:

Passive: 50/2D

Scan: 100/4D

Search: 150/6D

Focus: 20/8D

Cloaking Device : Mandalorian

Fighters: 12

Transports: 2

Weapons:

10 Medium Laser Cannon Turrets

Scale: StarFighter

Fire Arc: 3 Front/Left, 3 Front/Right, 4 Back

Fire Control: 3D

Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 5D

10 Medium TurboLaser Cannon Turrets

Scale: Capital

Fire Arc: 3 Front, 2 Front/Left, 2 Front/Right, 3 Back



Fire Control: 3D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 5D

4 Atomic Compression Missile Launchers

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 2-10/30/60

Atmosphere Range: 4-24/60/120

Damage: 12D

Description: The Shark Class Corvette is one of the newest Mandalorian capital ships to be designed, it is also the smallest. Small, fast and heavily armed the Shark sums up all the Mandalorian tactics in its design, it can outrun any target outfight any ship in its class and requires less people to obtain maximum efficiency.

---

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is from Freespace 2 and is copyright Volition Games.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)