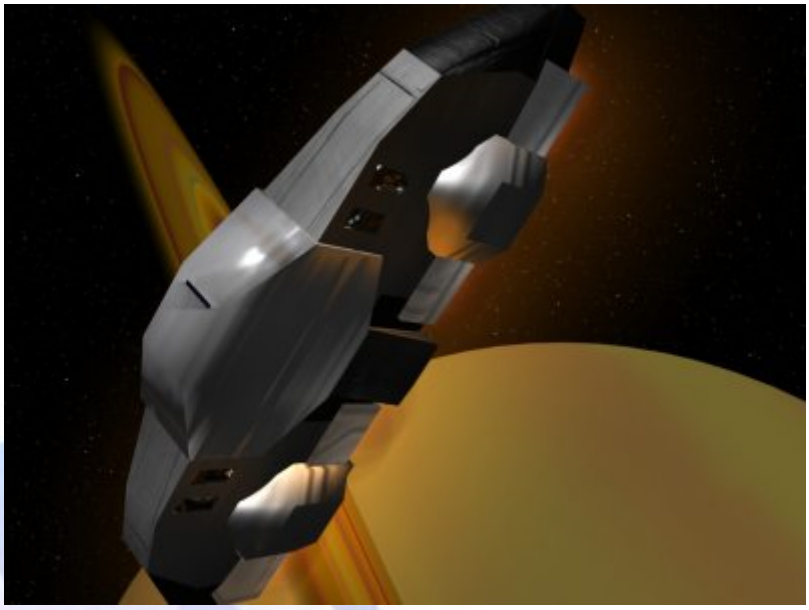
Starships D6 / VenteX Construction Yards Fir



Name: Fire-Runner
Type: VenteX Construction Yards Fire Runner Corvette
Scale: Capital
Length: 125 Meters
Skill: Capital Ship Piloting: Fire Runner
Crew: 85; Skeleton Crew: 15/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 150
Cargo Capacity: 2,500 Tons
Consumables: 6 Months
Cost: 4.5 Million (new); 1.8 million (used)
Hyperdrive Multiplier: X1
Hyperdrive Backup: X5
Nav Computer: Yes
Maneuverability: 2D
Space: 11 / 7 *
Atmosphere: 350;1000kmh
Hull: 5D
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 120/3D
- Focus: 4/4D

Shuttles: 2 Shuttles

Weapons:
- 2 * Heavy Turbolaser Cannons
  - Scale: Capital
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 6D
- 2 * Anti-Starfighter Laser Cannons
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-5/12/25
  - Atmosphere: 2-10/24/50 Km
  - Damage: 5D

4 * Concussion Missile Launchers
Scale: Capital
Fire Arc: Front
Fire Control: 2D
Space: 1/3/7
Atmosphere: 2/6/14km
Damage: 7D

* : The Engines of the Fire-Runner can run at Space Speed 11 for 8 rounds, allowing the vessel to hopefully get out of the range of enemy vessels, however if they are run at this higher setting for more than 8 rounds the engines will burn out leaving the vessel only able to move on its manuevering thrusters at space speed 1, these thrusters are not capable of landing or launching the vessel from a planetary surface. The vessels engines normally provide a space speed of 7.

Description: As smugglers, pirates and rebels used their starships for avoiding Imperial blockades and patrols, demands for fast vessels capable of outrunning Star Destroyers and Interdictor Cruisers increased. Although the Corellian Corvette was a popular choice for this kind of operation, VenteX Construction Yards came up with this design for the same role, capable of high speeds for a short time, these vessels were designed specifically to race through blockades, and to outdistance gravity wells to keep the vessels passengers and cargo out of Imperial hands. Although not heavily armed, the addition of concussion missiles, allows the vessel to hit very hard at anyone in its way, and the high speed of the engines even when not on their boost setting means that the Fire-Runner matches speed with even modified Corvettes. Although never as popular as the competition, the Fire-Runner managed to attract a few high profile purchases, and managed to attract the attention and disapproval of the Imperial authorities which managed to attract even more sales.

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