Starships D6 / Modified Corellian Engineering



Name: Modified Corvette
Type: Modified Corellian Engineering Corporation Corvette
Scale: Capital
Length: 155 Meters
Skill: Capital Ship Piloting: Corellian Corvette
Crew: 105; Skeleton Crew: 18/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 400
Cargo Capacity: 3,500 Tons
Consumables: 1 Year
Cost: 3.8 Million (new); 1.6 million (used)
Hyperdrive Multiplier: X1
Hyperdrive Backup: X15
Nav Computer: Yes
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D
Shields: 3D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 100/3D
- Focus: 5/4D

Fighters: 12 Starfighters
Shuttles: 1 Shuttle

Weapons:
- 2 Turbolaser Cannons
  - Scale: Capital
  - Fire Arc: Turret
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 4D+2
- 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: 4D

Twin Proton Torpedo Launcher
Scale: Capital
Fire Arc: Turret
Fire Control: 1D
Space: 1/3/7
Atmosphere: 2/6/14km
Damage: 9D

Description: The Corellian Corvette has been a successful design for many decades, but as the Galactic Civil War dragged on, these vessels which were once considered fast and well armed became average, then poor combat vessels, and for the small cargo holds they contain, they were also considered to be too expensive for transport vessels. However, never one to to let their sales decline, the Corellian Engineering Corporation began selling this modified variant of the Corvette, slightly more bulky than the original and therefore less manuverable, the design made up for it in other areas. With faster engines capable of outrunning Star Destroyers, more cargo and passenger capacity, and a wider variety of weaponry, the Modified Corvette is still not capable of equalling a front line battlecruiser or destroyer, but is more than capable of handling itself as a fast transport or courier, especially with the new added landing bays which can carry up to 12 starfighters for defending the vessel. The weaponry carried by the Modified Corvette is light for a military vessel, but with long ranged Turbo Lasers for dealing with Capital Ships, Anti Starfighter Cannons for close defence, and a heavy hitting Dual Proton Torpedo Launcher, the Modified Corvette is well rounded for a transport vessel.

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