

## 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 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 maneuverable, 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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