

Name: Republic Gunship
Type: Corellian Engineering Corporation GN-2 Republic Gunship
Scale: Capital
Length: 92 Meters
Skill: Capital Ship Piloting: Republic Gunship
Crew: 125; Skeleton Crew: 30/+10
Crew Skill: Astrogation 4D, Capital Ship Piloting 5D+1, Capital Ship Shields 4D+2, Capital Ship Gunnery 5D+1, Sensors 4D
Passengers: 15 (Troops)
Cargo Capacity: 800 Tons
Consumables: 18 Months
Cost: 1.1 Million (used)
Hyperdrive Multiplier: X5
Hyperdrive Backup: X24
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 350, 950kmh
Hull: 2D+2
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 80/2D
- Focus: 2/3D

Weapons:
- Turbolaser Cannon
  - Scale: Capital
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space: 2-10/24/60
  - Atmosphere: 4-20/48/120 Km
  - Damage: 2D+2
- 2 Twin Laser Cannons
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 3D
  - Space: 1-2/10/20
  - Atmosphere: 1-2/10/20 Km
  - Damage: 4D+1

Description: The Corellian Engineering Corporation Republic Gunship class of capital ship was designed and built between the Sith War and the Mandalorian Wars. These small, fast and heavily armed, for their time, vessels comprised most of the Republic Navy, and served with distinction under the command of the Jedi Revan and Malak, however after the two Jedi turned against the Republic these vessels suffered the brunt of the following war. Capable of carrying 6 Starfighters in external racks, the Gunships also acted as the carriers of the Republic Fleet, but even in this role found themselves seriously outclassed by the masses of StarForge produced Leviathan Class Destroyers and Sith Starfighters. Republic Gunships were the most common capital ship of their era, but the majority were destroyed in the war against the Sith, and few survived the millenia till the rise of the Galactic Empire and those that did were relegated to service on the galactic rim on backwater worlds which could not afford newer and better capital ships.

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