Starships D6 / Shark Class Corvette



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.

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