

## 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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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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