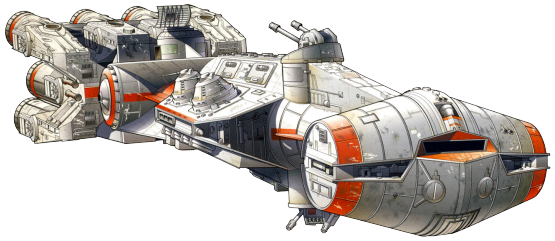
Starships D6 / Corellian Engineering Corpora



Name: Corellian Engineering Corporation CR90 corvette
Scale: Capital
Length: 150 meters
Width: 48.6 meters
Height/depth: 32.6 meters (including upper communications antenna)
Skill: Capital Ship Piloting: Corellian Corvette
Crew: 165; 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: 3,000 Tons
Consumables: 1 Year
Cost: 3,500,000/2,700,000 credits (new) / 1,500,000 credits (used)
Hyperdrive Multiplier: X2
Hyperdrive Backup: X15
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 100/3D
- Focus: 5/4D

Fighters: 3 RZ-1 A-wing interceptors (docked externally)

Weapons:
- Taim & Bak H9 dual turbolasers (x2)
  - Scale: Capital
  - Fire Arc: Turret
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 4D
- Taim & Bak H9 single turbolasers (x4)
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-5/12/25
  - Atmosphere: 2-10/24/50 Km

Damage: 5D

Description: The CR90 corvette, commonly referred to as the Corellian corvette or the Rebel blockade runner, also known as an Alderaan cruiser, was a small, multi-purpose capital ship manufactured by Corellian Engineering Corporation.

The CR90 had a wide variety of users throughout the galaxy, from pirates to corporations to galactic navies, and had a known operational life from at least as early as 52 BBY to as late as 137 ABY. It possessed the same legendary adaptability as other CEC products, which allowed it to serve in roles as mundane as freight hauling or as a high-profile diplomatic escort.

Characteristics

A versatile starship, the CR90 was used extensively across the galaxy by governments and private interests. The interior of the CR90 featured a modular design to allow for easy reconfiguration of the Corellian corvette from one function to another. Some older model corvettes, like the CR70, could easily be upgraded with retrofit packages like the Vanguard c20 to become CR90s.

Common configurations included a troop carrier, light escort vessel, cargo transport, or passenger liner. Its ease of modification was a trademark of CEC and increased the corvette's resale value. One of the rarer variants could carry starfighters, such as the Night Caller and Constrictor.

The weapon systems varied, although the standard configuration mounted two Taim & Bak H9 dual turbolasers and four single turbolasers. CR90 corvettes could carry as many as eight turbolasers, six laser cannons, and four ion cannons. Under the standard configuration, these turrets were unable to hit anything directly behind the corvette's engines, so CR90 corvettes featured a well-known axial blind spot.

A common configuration for combat-oriented corvettes consisted of six H9 dual turbolasers. A similar armament was mounted on the CR92a Assassin-class corvette, a successor of the CR90 that was designed exclusively for combat roles.

The ship was capable of sustaining acceleration up to 2,100 G and could carry 600 passengers. However, its class 2 hyperdrive was slow compared to many ships of similar size. The standard crew was made up of 8 officers and 38 enlisted crew, but could range from 30 to 165 total, depending on its configuration.

Interestingly, the CR90 could be piloted by as few as two people, as shown when Han Solo and Chewbacca flew a series of corvettes bearing the name Jaina's Light, or even one person if necessary via a steering yoke, as Wedge Antilles demonstrated when he flew the modified corvette Night Caller.

The 150 meter-long craft could reach atmospheric speeds of 950 kilometers per hour.

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