Starships D20 / Corellian Engineering Corpor

Corellian Scout

The Corellian scout served as the Old Republic's standard reconnaissance and scout vessel for many centuries. Like many Corellian starships, the scout was a fine example of Corellian engineering and quality.

In design, the scout was perhaps the earliest precursor to some later and well known designs - namely the star cruiser (Republic Cruiser), corvette and gunship - sporting many similar design aspects.

In appearance, the scout shares closely resembles the Corellian star cruiser which would make its debute many centuries later. Two massive ion drives propelled the vessel through the blackness of space while a wide array of communications transmitters and receivers were placed along various points of the hull. Later ships such as the corvette would require only a single transmitter/receiver as the Empire standardized communication throughout the galaxy - something the Republic never did.

The scouts were used very frequently, often being sent to investigate the validity of rumors for Fleet Command to prevent the mobilization of forces when the situation really does not require such. Other common uses for the scout included everything from ambassadorial transport to the mapping of unexplored space.

Introduced: 300 years prior to the Battle of Yavin

Craft: Corellian Engineering Corporation's Scout
Class: Capital
Cost: Not available for sale
Size: Large (114 meters long)
Crew: Minimum 2, maximum 12 (Normal +2)
Passengers: 4
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Hyperdrive: x4.3 (backup x18)
Maximum Speed: Cruising
Defense: 16 (-1 size, +4 armor)
Shield Points: 100
Hull Points: 300
DR: 14

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