Starships D6 / Corellian Engineering Corpora

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

Model: Corellian Engineering Corporation's Scout
Type: Scout
Scale: Capital
Length: 114 meters
Skill: Capital ship piloting: Corellian scout
Crew: 12; skeleton: 2/+15
Crew Skill: Astrogation 4D, capital ship piloting 4D, sensors 4D
Passengers: 4
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x4.3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D

Shields: 1D
Sensors:
Passive: 45/1D
Scan: 75/2D
Search: 160/3D
Focus: 5/3D+2

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