Starships D20 / Corellian Engineering Corpor

Corellian Starfire Battlecruiser

The Corellian Starfire once served the Republic with dignity for over a century until its eventual decommisionment. It was the pride of the fleet, wielding an impressive array of weaponry designed to be implemented against any space-bound enemy.

A combination of turbolaser cannons and batteries for both ship-to-ship combat and planetary bombardment combined with six anti-starfighter concussion missile batteries made the Starfire so successful that it didn't take long before the Republic had them deployed to every sector of controlled space.

Massive Corellian ion drives and maneuvering thrusters made the Starfire one of the more agile starships of its size. The Class Four hyperdrive was standard of the era in which it was designed, allowing it to conduct interstellar travel in what was once considered optimal time.

Extensive shielding and reinforced hull armor combined with ingenious system placement and routing gave the vessel an uncanny ability to absorb impressive amounts of fire with only minimul to moderate damage. It wasn't an uncommon sight for a Starfire to continue fighting even with extensive damage to what was widely considered critical areas.

The Starfires were slowly brought out of service more than a century following their debute as the Republic moved toward its next generation of warships. Some were sold off to private institutions such as major corporations and planetary militias while the majority of the Starfires were scrapped or converted into troop and cargo transports.

Introduced: 900 years prior to the Battle of Yavin

Craft: Corellian Engineering Corporation's Starfire
Class: Capital
Cost: Not available for sale
Size: Huge (498 meters long)
Crew: Minimum 829, maximum 8,269 (Skilled +4)
Passengers: 200 (troops)
Cargo Capacity: 13,600 metric tons
Consumables: 2 years
Hyperdrive: x4 (backup x28)
Maximum Speed: Cruising
Defense: 18 (-2 size, +10 armor)
Shield Points: 160
Hull Points: 460

DR: 20

Weapon: Turbolaser cannons (12)
Fire Arc: 2 front, 5 left, 5 right
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 2d10x5
Range Modifiers: PB -4, S -2, M/L +0

Weapon: Quad turbolaser cannons (15)
Fire Arc: 5 front, 5 left, 5 right
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 4d10x5
Range Modifiers: PB -4, S -2, M/L +0

Weapon: Turbolaser batteries (10)
Fire Arc: 5 left, 5 right
Attack Bonus: +4 (-2 size, +4 crew, +2 fire control)
Damage: 7d10x5
Range Modifiers: PB -4, S -2, M +0, L n/a

Weapon: Concussion missile launchers (6)
Fire Arc: 1 front, 2 left, 2 right, 1 back
Attack Bonus: +4 (-2 size, +4 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB -4, S -2, M/L n/a

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