Starships D6 / Corellian Engineering Corpora

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

Model: Corellian Engineering Corporation's Starfire
Type: Heavy battlecruiser
Scale: Capital
Length: 498 meters
Skill: Capital ship piloting: Starfire battlecruiser
Crew: 8,152; gunners: 117; Skeleton: 829/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D
Passengers: 200 (troops)
Cargo Capacity: 13,600 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x4

Hyperdrive Backup: x28
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D+2
Shields: 1D+2
Sensors:
- Passive: 30/0D
- Scan: 55/1D
- Search: 120/2D
- Focus: 4/3D

Weapons:
12 Turbolaser Cannons
- Fire Arc: 2 front, 5 left, 5 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+1
- Space Range: 3-15/35/75
- Damage: 2D

15 Quad Turbolaser Cannons
- Fire Arc: 5 front, 5 left, 5 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-20/40/80
- Damage: 4D

10 Turbolaser Batteries
- Fire Arc: 5 left, 5 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-10/30/60
- Damage: 7D

6 Concussion Missile Launchers
- Fire Arc: 1 front, 2 left, 2 right, 1 back
- Crew: 3
- Scale: Starfighter
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 5-13/20/45
- Atmosphere Range: 500-1.3/2/4.5 km
- Damage: 6D

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