



Starships D6 / Corellian Engineering C

Corellian Starfire Battlecruiser

The Corellian Starfire once served the Republic with dignity for over a century until its eventual decommissionment. 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 minimal 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 debut 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).