

Corellian System Patrol Craft

Much like the famed Corellian corvette and Corellian space cruiser, the Corellian patrol craft was a highly reliable starship which could easily continue to serve its intended role for many decades with the proper maintenance and still be on the cutting edge of modern warships.

Used according to its designated role, this system patrol craft would be used to apprehend smuggling vessels, regulate space lanes and serve as a planet's first line of defense during an attack.

It was built to engage in "pre-jump" combat, making maximum use of speed and maneuverability to catch fleeing vessels before they can escape into hyperspace. Like many other system patrol craft, the Corellian version was not equipped with hyperdrive engines, instead it was forced to rely on its powerful sublight engines to make its way through a star system.

The crew of this vessel would spend long periods off-world, patrolling the borders of their star system. The ships would be called upon to respond quickly to any ships leaving the system with stolen or smuggled goods, making the crews remain on constant watch for threats.

The Corellian patrol craft could spend up to two full months on patrol in a star system, ready to react to any threat from within the system or from beyond.

Craft: Corellian Engineering Corporation's Patrol Craft

Class: Capital

Cost: Not available for sale

Size: Large (132 meters long)

Crew: Minimum 2, maximum 11 (Skilled +4)

Passengers: 16 (troops)

Cargo Capacity: 250 metric tons

Consumables: 2 months

Hyperdrive: None

Maximum Speed: Cruising

Defense: 19 (-1 size, +10 armor)

Shield Points: 300

Hull Points: 300

DR: 10

Weapon: Turbolaser cannons (3)
Fire Arc: 1 front, 1 left, 1 right
Attack Bonus: +7 (-1 size, +4 crew, +4 fire control)
Damage: 4d10x5
Range Modifiers: PB -2, S/M +0, L -2

Weapon: Quad laser cannons (2)
Fire Arc: 1 dorsal turret, 1 ventral turret
Attack Bonus: +11 (-1 size, +4 crew, +8 fire control)
Damage: 4d10x2
Range Modifiers: PB -2, S +0, M/L n/a

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