Starships D6 / Corellian Engineering Corpora

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
Type: System patrol craft
Scale: Capital
Length: 132 meters
Skill: Capital ship piloting: Corellian patrol craft
Crew: 3, gunners: 8, skeleton: 2/+15
Crew Skill: Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 3D, starship gunnery 4D
Passengers: 16 (troops)
Cargo Capacity: 250 metric tons
Consumables: 2 months
Cost: Not available for sale
Maneuverability: 2D
Space: 8
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 3D
Sensors:

Passive: 50/1D
Scan: 100/2D
Search: 150/3D
Focus: 5/3D+2

Weapons:

3 Turbolaser Cannons
Fire Arc: 1 front, 1 left, 1 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 3D+2

2 Quad Laser Cannons
Fire Arc: 1 dorsal turret, 1 ventral turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

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.