



# Starships D6 / Modified Corellian Engine

## Republic Patrol Cruiser

The direct predecessor to the well-armed Corellian corvette, the Republic cruisers were assembled in the great orbital shipyards of Corellia, and served as a testament to the quality and fame of Corellian spacecraft design.

The most notable feature of the Corellian space cruisers, the interchangeable salon pod, served as the mounting point for a pair of powerful fire-linked turbolaser cannons. While the diplomatic cruisers carry a formal conference room within their salon pod, the patrol cruisers' salon pods were entirely turbolasers and targeting sensors with a cramped space for the gunners. The patrol cruisers also boast a pair of Corellian quad laser cannon turrets for point defense against starfighters and other small starships.

These patrol cruisers were most commonly found as light escorts for convoys and larger warships but many served as system defense and patrol vessels, policing a localized area of space and protecting against piracy and small time smuggling.

In order to communicate with any alien vessels it may encounter, the Republic patrol cruisers sport a variety of dishes and antennas similar to, but not identical to, those on the diplomatic Republic cruisers. On board the patrol cruiser, two communications officers specialize in operating the communication computers, deciphering strange languages and decoding the complex signal pulses of unorthodox alien transmissions.

Roughly forty years old at the time of the Trade Federation invasion of Naboo, the Corellian star cruisers became quite a common sight throughout much of the galaxy before finally being replaced by the Corellian corvettes.

Craft: Modified Corellian Engineering Corporation's Space Cruiser

Type: Armed space cruiser

Scale: Capital

Length: 115 meters

Skill: Capital ship piloting: Republic cruiser

Crew: 8; gunners: 8; skeleton: 2/+15

Crew Skill: Capital ship piloting 4D, capital ship gunnery 4D, starship gunnery 4D

Passengers: 8 (troops)

Cargo Capacity: 50 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x3.2

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 35/1D

Scan: 70/2D

Search: 90/3D

Focus: 3/3D+2

Weapons:

2 Turbolaser Cannons (fire-linked)

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Damage: 3D

2 Quad Laser Cannons

Fire Arc: 1 dorsal turret, 1 ventral turret

Scale: Starfighter

Crew: 2

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

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