Starships D6 / Modified Corellian Engineering

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 interchangable 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 indentical 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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