Starships D6 / Olanar Corporations Corvette

Olanar Corvette

Olanar Corporation's model O-31337 corvette was one of the first successful starship designs created by the company. It was placed on the market roughly fifty years prior to the Trade Federation's invasion of Naboo making it not much older than the Corellian cruiser (a.k.a. Republic Cruiser).

The corvette was advertised as being the best ship on the market for the price - this was not all that far from the truth. It's maneuverability and overall speed were on par with what the Corellian corvette would later demonstrate and its armaments made it a decent combat starship for a fleet picket line or for escort duties.

The Republic Navy deployed the ships in a variety of roles ranging from the previously mentioned picket lines and escort duties to troop transport. The Republic cruisers were often reserved for passenger transport of all sorts due to a lack of armaments on the majority of the vessels in service, the Olanar corvette did the same job while adequately defending the passengers inside.

A stock Olanar corvette carried a massive triple turbolaser cannon mounted on the vessel's chin along with seven laser cannons mounted in various positions along the length of the ship to defend against starfighter attacks.

In form, the Olanar corvette was typical of the time period in which it was designed. The design allowed for the installation of widespread automation and slave rigging to reduce the overall manpower required to operate the vessel - the Republic actually opted not to invest in automating the Olanar corvettes in the fleet.

The corvettes were still available to purchased used into the early days of the New Republic for greatly discounted prices. However, many of these vessels were highly modified from their original stock versions and are often times in need of overhauls and major repairs.

Craft: Olanar Corporation's Corvette O-31337
Type: Corvette
Scale: Capital
Length: 155 meters
Skill: Capital ship piloting: Olanar corvette
Crew: 18; gunners: 9; Skeleton: 3/+15
Crew Skill: Astrogation 4D, capital ship piloting 4D, capital ship shields 4D, sensors 3D, starship gunnery 3D
Passengers: 30

Cargo Capacity: 1,500 metric tons
Consumables: 1 year
Cost: 3 million (new), 1.2 million (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 85/3D
- Focus: 3/3D+2

Weapons:
Triple Turbolaser Cannon
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 1D+1
- Space Range 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 6D

7 Laser Cannons
- Fire Arc: 2 ventral turrets, 2 left turrets, 2 right turrets, 1 back
- Scale: Starfighter
- Crew: 1
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-5/15/45
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 3D

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