Starships D20 / Assassin Class Corvette

Assassin Corvette (Corellian CR-95 Corvette)

The Corellian Corvette was a common multipurpose vessel. It was a modular design and could be configured for cargo transport, passenger liner service, or even military duty. The Corellian Corvette was so common among legitimate shipping, passenger, and government interests that many pirates and smugglers had taken to using it for their own purposes.

The Empire, vastly dependent on its numerous short-ranged TIE starfighters, often found itself inventing new ways of transporting TIEs in situations that were not important enough to warrant the deployment of a carrier or escort frigate.

Convoys often times fell under Rebel and pirate attack, sometimes with little to no protection, simply due to the fact that the Imperial Navy did not wish to divert any capital ships for escort duty. Those convoys lucky enough to have at least minimul Imperial protection had much higher survival rates.

Why was this? Imperial TIE fighters. TIEs outmatched many of the ragtag starfighteres which were commonly used by many pirate and Rebel outfits. If the TIEs could hold of attacking starfighters and serve as a nice distraction against any larger vessels, the convoy could usually escape into hyperspace.

After the Imperial Navy began deploying the Corellian corvette and Corellian gunship as convoy escorts it soon began experimentally outfitting a handful of corvettes with starfighter racks to carry TIEs. Corporate bigwigs at CEC, being aware of the Empire's need for a light starfighter carrying starship, offered up a more combat-oriented version of its famed corvette, the Assassin.

The Assassin resembled the original corvette but with a more streamlined hull. The dorsal and ventral double turbolaser turrets remained, as they had proven to be highly effective in combat. However, the four turbolaser cannons were replaced by four laser cannons for anti-starfighter work to support its own carried starfighters. In addition, increased hull armor and a more efficient shield generator made the Assassin and overall better combat starship.

What really made the Assassin worthy of the Imperial Navy was its ability to carry a flight of four TIE starfighters. The small hangar bay was modularly designed and only required slight modification to enable the Assassin to carry larger starfighters like the assault gunboat. The bay could also be fitted to carry an assortment of light transports or shuttles should the mission call for it.

Assassins were most commonly seen being deployed as convoy escorts, although some commanders used them in combat lines. They were typically deployed in groups ranging from two to four.

Craft: Corellian Engineering Corporation CR-95 Corvette
Class: Capital
Cost: 4 million (new), 1.8 million (used)
Size: Large (156 meters long)
Crew: Minimum 12, maximum 62 (Normal +2)
Passengers: Up to 600
Cargo Capacity: 500 metric tons=
Consumables: 1 year
Hyperdrive: x2
Maximum Speed: Attack
Defense: 19 (-1 size, +10 armor)
Shield Points: 260
Hull Points: 430
DR: 20

Weapon: Double turbolaser cannons (2)
Fire Arc: 1 dorsal turret, 1 ventral turret
Attack Bonus: +7 (-1 size, +2 crew, +6 fire control)
Damage: 5d10x5
Range Modifiers: PB -2, S/M +0, L -2

Weapon: Laser cannons (4)
Fire Arc: 2 left dorsal turret, 2 right dorsal turret
Attack Bonus: +9 (-1 size, +2 crew, +8 fire control)
Damage: 4d10x2
Range Modifiers: PB -2, S +0, M/L n/a

Starship Capacity:
4 TIE fighters (or fighters of equivalent size)
OR
1 light transport (no more than 30 meters long and 10 meters tall)

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