Starships D6 / Remora Corvette

Remora Corvette

The Remora Corvette was an early rebel ship. It was used before the Alliance had been formed, by one of the larger factions. The Throlm faction was spread out through three sectors and had several shipyard facilites. The Remoras were used as blcokade runners. An experimental weapon was employed by these ships. In addition to turbolaser cannons stolen from corellian corvettes, there were two disruptor beam cannons. Using disruptor technology they would fire long beams of deadly energy across an enemy's ship's hull vaporising large sections, in theory. when firing only one of the two cannons it worked fine, however when both cannons were fired the chances of critical system failures jumped exponentially.

The ships have a very uniqe design which was put together by a group of engineers of both sullustan and mon calamari origin. The ship has a very sleek mid-section which is an elongated cylinder with the back ventral side scrooped out and engines stuck in. The hull continues over the engines looking like a tale, while the front curves down with the bridge viewports and turbolaser cannons forming the apperance of a face almost on the front. On either side of the bridge are slightly flattened yo-yo like attachments. Their midline matches up flush against the bridge viewports so that they curve out in front of and away from the bridge. These discs house the two disruptoir beam cannons which slide along a track along the horizontal center. The track is set in a groove so that the cannons are not exposed but can slide freely along it to hit targets anywhere except above or below the ship.

The ships met with some limited success at first, using their turbolasers to pound any smaller customs or pirate vessels, and the powerful disruptor beam cannons to bloody the nose of any of the larger vessels that might try to stop the flight of the vessel. However, soon the vessels began suffering from repeated failures when using the cannons. Maintenence costs grew to be staggering for the rebl faction. Then the Empire brought the heavy end of the Hammer down.

To demonstrate their superiority the Empire brought in their Star Destroyers. When a group of 3 Remoras dropped out of hyperspace to be surrounded by 5 Imperial-class star Destroyers, they struck out wildly. They fired their Disruptor beam Cannons. Indeed this caused damage to the Star Destoryers, however one ship's cannons both failed after firing once, another suffered power fluxuations, and the lead ship's systems totaly went offline. Despite the damage done by the attacks, the Star Destroyers still had plenty of firepower and made short work of the Remoras. Three more similair incidents

occured. The effect was totally devastating.

The Throlm Faction couldn't afford to replace the ships it lost much less the people, and the maintenance costs on the ships they had left was sucking all their reserves dry. In the end, the Throlm Faction's own pride and joy destroyed them. The Empire found msot of the shipyards by tracking supplies to them. They ground the faction and it's bases under their bootheel. Some of the Remoras were later found in the hands of pirate factions, and it's rumored that some of the production facilities are still out there for them.

Craft: Throlm Spaceworks Remora-class Corvette
Type: Blcokade Runner
Scale: Capital
Length: 150 meters
Skill: Capital Ship piloting: Remora Corvette
Crew: 58
Crew Skill: Astrogation 3D, capital ship piloting 4D+2, Capital ship gunnery 4D+1, capital ship shields 3D, sensors 3D+1
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not Available For Sale
Hyperdrive Multiplier: x2
Nav Computer: yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 100/3D
- Focus: 5/4D

Weapons:
2 Disruptor-Beam Cannons
- Fire Arc: 1 Front, Left, Back; 1 Front, Right, Back
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 2D
- Fire Rate: 1/4
- Space Range 5-25/40/95
- Atmosphere Range: 10-50/110/150 km
- Damage: 7D+1
- Game Notes: Roll 1D everytime both cannons are fired. On a 5-6 everything is fine. A 4 and there is a power fluxuations, all systems at -1D for this round and the next. A 3 and one of the two cannons overheats and goes offline. A 2 and both cannons go offline. On a 1 there is a feedback and the ship's systems go offline. It will take 3 rounds to restart.

5 Double Turbolaser Cannons
- Fire Arc: 2 Front, 3 Back

Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+2

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