Starships D20 / Admiral Corvette

Admiral Corvette

For many years the old Corellian Gunship was the Empire's main weapon against starfighter attacks and also a favorite of the Rebels. But its age has begun to show in the arena of modern space warfare. To replace the old Correlian Gunships the Empire has begun producing the Admiral-class Corvette. Its speed and weapons are unmatched for its size and class but it is not very effective against other capital ships, but it is against fightercraft that it is the most lethal. These ships will serve as escorts for larger slower vessels to keep starfighter attacks from distracting them from engaging the larger enemy vessels.

Craft: Kashan Systems' Admiral-class Corvette
Class: Capital
Cost: 4.5 million (new), 3 million (used)
Size: Large (135 meters long)
Crew: Minimum 30, maximum 92 (normal +2)
Passengers: 20 (troops)
Cargo Capacity: 600 metric tons
Consumables: 1 year
Hyperdrive: x2 (backup x14)
Maximum Speed: Attack
Defense: 16 (-1 size, +10 armor)
Shield Points: 200
Hull Points: 400
DR: 20

Weapon: Heavy Turbolasers (2)
Fire Arc: 2 front
Attack Bonus: +2 (-1 size, +2 crew, +4 fire control)
Damage: 7d10x5
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Laser Cannons (7)
Fire Arc: 2 front, 2 left, 2 right, 1 back
Attack Bonus: +4 (-1 size, +2 crew, +6 fire control)
Damage: 5d10x2
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Tractor Beam Projectors
Fire Arc: Dorsal turret
Attack Bonus: +2 (-1 size, +2 crew, +4 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M/L n/a

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