



Starships D6 / 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 Correllian 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

Type: Anti-starfighter vessel

Scale: Capital

Length: 135 meters

Skill: Capital ship piloting: Admiral Corvette

Crew: 78, gunners: 15, skeleton: 30/+10

Crew Skill: Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

Passengers: 20 (troops)

Cargo Capacity: 600 metric tons

Consumables: 1 year

Cost: 4.5 million (new), 3 million (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D+2

Space: 8

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 75/2D

Search: 100/3D

Focus: 5/3D+2

Weapons:

2 Heavy Turbolasers

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

7 Laser Cannons

Fire Arc: 2 front, 2 left, 2 right, 1 back

Crew: 1

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Tractor Beam Projector

Fire Arc: Turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

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