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 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
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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