Starships D6 / Assault Corvette

Assault Corvette

The Assault Corvette was a short lived joint project by Corellian Engineering Corporation and Wereling Spaceworks in an attempt to design an effective convoy escort craft. The final designs produced a bulky ship with the infamous 'hammerhead' bridge at the front of the ship which is the main distinquishing feature on the older Corellian Corvettes.

A pair of prototypes was produced, one by Corellian Engineering Corporation and another by Wereling Spaceworks. CEC was quick to dismiss the craft as slow, bulky, and cumbersome, not at all living up to their reputation and pulled out of the project seeing it as a waste of money and time. Wereling, however, found the Assault Corvette to be just what they wanted.

Wereling soon built several more of the ships and deployed them to convoy escort duty and soon found that its bulky size and large turbolaser turrets often alone scared off pirate raids.

Not long after adequately deploying the ships to protect its vital supply convoys, Wereling began selling the ship on the open market only to find its high price tag often made customers turn to the old, yet reliable, Corellian Corvettes.

Craft: Corellian Engineering Corporation/Wereling Spaceworks' Corvette
Scale: Capital
Type: Corvette
Length: 175 meters
Skill: Capital ship piloting: Assault Corvette
Crew: 150, gunners: 10, skeleton: 25/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 4D
Passengers: 100 (troops)
Cargo Capacity: 4,500 metric tons
Consumables: 1.5 years
Cost: 5,000,000 (new), 2,500,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: none
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 3D+2
Shields: 4D
Sensors:
Passive: 35/1D

Scan: 70/2D
Search: 100/3D
Focus: 5/4D

Weapons:

3 Quad Turbolaser Batteries
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/30/60
Atmosphere Range: 6-20/60/120 km
Damage: 7D

2 Ion Cannons
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

Starfighter Complement: 4 starfighters under 18 meters in length

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