



Starships D20 / Altarren Athena Corve

Altarren Athena Corvette

The Athena corvettes were the last capital scale spacecraft developed by Altarren Fleet Systems. Like the rest of Altarren's designs, the Athena only saw construction and deployment within the Minar sector located in the Mid Rim territories.

The Athena was to serve a more specific role than the Ares starships in the Altarren Navy. Satisfied with the number of Ares starships constructed over the past seventy years (only four other Ares were constructed after the Athena's debut), they turned to create a faster vessel oriented more to space combat than planetary assault.

The Athena featured an improved stardrive system which was supplemented by improved lateral thrusters. The Class Four hyperdrive, which was standard on the Ares, was replaced by a Class 3.8 on the Athena class vessels.

The Athenas filled their intended role as a heavy escort and patrol vessel well. With a fleet full of their own Ares and Athena class vessels combined with a variety of smaller craft purchased from outside sources, the Altarens believed they would be well-defended against any attack - the Empire would later prove them wrong.

Era Introduced: 530 years before the Battle of Yavin

Craft: Altarren Fleet Systems' SC1 Athena Corvette

Class: Capital

Cost: Not available for sale

Size: Huge (325 meters long, 40 meters wide)

Crew: Minimum 145, maximum 944 (normal +2)

Passengers: 40 (troops)

Cargo Capacity: 17,000 metric tons

Consumables: 5 years

Hyperdrive: x3.8 (backup x26)

Maximum Speed: Cruising

Defense: 10 (-2 size, +8 armor)

Shield Points: 0

Hull Points: 400

DR: 16

Weapon: Heavy Laser Pulse Cannons (12)

Fire Arc: 4 front, 3 right, 3 left, 2 back

Attack Bonus: +2 (-2 size, +2 crew, +6 fire control)

Damage: 3d10x5

Range Modifiers: PB -4, S -2, M +0, L n/a

Weapon: Laser Pulse Cannons (40)

Fire Arc: 8 front, 15 right, 15 left, 2 back

Attack Bonus: +3 (-2 size, +2 crew, +6 fire control)

Damage: 2d10x5

Range Modifiers: PB -4, S -2, M/L n/a

Weapon: Concussion Missile Launchers (18)

Fire Arc: 3 front, 7 left, 7 right, 1 back

Attack Bonus: +8 (-4 size, +2 crew, +2 fire control)

Damage: 3d10x2 - 8d10x2 (varies by warhead)

Range Modifiers: PB -2, S +0, M/L n/a

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