Starships D20 / Altarren Athena Corvette

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 debute), 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 Altarrens 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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