Starships D6 / 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
Type: Corvette
Scale: Capital
Length: 325 meters; width: 40 meters
Skill: Capital ship piloting: Athena corvette
Crew: 826; gunners: 118; Skeleton: 145/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D
Passengers: 40 (troops)
Cargo Capacity: 17,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x3.8
Hyperdrive Backup: x26
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 280; 800 kmh (high atmosphere only)
Hull: 4D
Sensors:

Passive: 35/0D+1
Scan: 60/1D+2
Search: 110/2D
Focus: 4/3D

Weapons:

12 Heavy Laser Pulse Batteries
Fire Arc: 4 front, 3 right, 3 left, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 2-7/24/57
Atmosphere Range: 200-700/2.4/5.37 km
Damage: 3D

40 Laser Pulse Cannons
Fire Arc: 8 front, 15 right, 15 left, 2 back
Crew: 1
Skill: Capital ship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-5/12/23
Atmosphere Range: 100-500/1.2/2.3 km
Damage: 3D+2

18 Concussion Missile Launchers
Fire Arc: 3 front, 7 left, 7 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 5-25/40/80
Atmosphere Range: 500-2.5/4/8 km
Damage: 3D - 8D (depending upon warhead)

Starship Complement:
2 RB34 light transports

Designer Notes: Based off of the Corvette Athena in Starship Troopers.

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