



# 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 distinguishing 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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