

Starships D6 / Earthforce Olympus Cor

OLYMPUS CORVETTE

Craft: Earthforce Olympus Class Corvette

Type: Corvette

Scale: Capital

Dimensions:

-Length: 444.25m

Skill: Capital ship piloting

Crew: 240

-Gunners: 12

-Troops: 20

-Skeleton: 30/+15

-Emergency Evac: 500/

Crew Skill: Astrogation 4D, Capital ship gunnery 3D+2, Capital ship piloting 4D+2, Sensors 4D, Starship gunnery 5D+2

Passengers: 60

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperspace Jump Engine: No

Nav Computer: Yes

Maneuverability: 1D

Speed:

-Space: 7

-Atmosphere: N/A

Hull: 4D+1

Shields: N/A

Sensors:

-Passive: 25/0D

-Scan: 50/1D

-Search: 100/2D

-Focus: 3/3D

AUXILIARY CRAFT CAPACITY:

-2 shuttles (any type)



-2 Starfuries (any type)

WEAPONS:

4 Railguns

Location: Mounted in forward hull

Fire Arc: Front

Crew: 2 (4)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 3D

Range:

-Space: 3-12/24/50

-Atmosphere: 6-24/48/100km

Damage: 4D

Ammo: 100 per weapon

Rate Of Fire: 1

2 Antiship Missile Tubes

Location: Mounted in hull sides

Fire Arc: Front

Crew: 3 (2)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 2D

Range:

-Space: 2-10/20/40

-Atmosphere: 4-20/40/80km

Damage: 7D

Ammo: 10 per tube

Rate Of Fire: 1/2

2 Antifighter Missile Batteries (4 launchers per battery)

Location: Mounted in top hull

Fire Arc: Turrets (indirect fire)

Crew: 2 (2)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 2D

Range:

-Space: 1/3/6

-Atmosphere: N/A

Damage: 8D+2 (7D individual)

Ammo: 20 missiles per launcher

Rate Of Fire: 1

4 Pulse Discharge Cannons

Location: Mounted around forward hull

Fire Arc: 2 front, 2 back

Crew: 2 (4)

Skill: Capital starship gunnery

Scale: Capital

Fire Control: 3D

Range:

-Space: 2-12/24/50

-Atmosphere: 4-24/40/100km

Damage: 4D

Rate Of Fire: 2

8 40mm Pulse Cannons

Location: Mounted around mid hull

Fire Arc: 8 turrets

Crew: 1 (8)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Range:

-Space: 1-3/12/25

-Atmosphere: 100-300/1.2/2.5km

Damage: 5D

Rate Of Fire: 3

4 Interceptors

Location: Mounted along hull

Fire Arc: 4 turrets

Crew: 1 (4)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 4D

Range:

-Space: 1-4/16/35

-Atmosphere: 100-400/1.6/3.5km

Damage: 2D

Rate Of Fire: 4

DESCRIPTION:

The Olympus class corvette was one of the older classes of ship in use by Earthforce at the beginning of the Third age.

GAME NOTES:

-GRAVITY: This class of ship has no artificial gravity or rotating sections. The crew operate in zero-g. If they use the available straps to stay seated, they can operate with no penalties. Otherwise, they incur all the penalties for operating in zero-g.

-JUMP ENGINES: Instead of Hyperdrives, most ships in the Babylon 5 setting have Hyperspace Jump Engines. Instead of the ship instantly accelerating at faster than light speeds and be partially or fully in hyperspace in an instant, this drive opens an aperture, or "jumpgate", into Hyperspace. The ship enters Hyperspace and flies as though it were normal space, locking onto Hyperspace beacons that mark the destination to desired coordinates (though Hyperspace has conditions of its own that can cause hazards for ship travel). When a jumpgate is opened, the ship must still maneuver and fly into the aperture. This can leave an opening for the ship to be attacked before leaving the area (unlike Star Wars where a ship can leave immediately once the Hyperdrive is engaged). Instead of the ship's speed through Hyperspace being determined by the quality of the Hyperdrive, it is the ship's own flight speed that determines how fast it travels through Hyperspace. Also, Astrogation is used differently. Instead of doing calculations to plot Hyperspace coordinates, Astrogation is used to locate and lock on to Hyperspace beacons. If the signal from these beacons is ever lost, a ship could wind up lost in hyperspace forever.

History

These ships saw service during the Earth-Minbari War, but as with other Earth warships they were hopelessly outclassed by the Minbari ships and were easily destroyed. Despite this, large numbers of Olympus class corvettes survived the war to see action during the final Battle of the Line.

After the Earth-Minbari War several Olympus class corvettes were a part of the fleet that defended Earth during the Drakh attack of 2266. Some of this class were still in service as late as 2281, one of which was present at the decommissioning of Babylon 5.

Behind the Scenes

The Olympus class corvette was one of three ships designed by Tim Earls especially for the TV movie *In the Beginning*, though it was the only one to make it into the final movie.

Game Design Notes

The first stats for the Corvette only had the pulse weapons, and only half of those listed here now. The reason is because when I first wrote up the Olympus, I had very little info to go on, and the only pic I could look at did not show much in the way of weapons. Later, I found info that said the Olympus had pulse weapons, missiles and railguns. The stats here have been altered to include these. The power of these weapons have been stated out in consideration of power and game balance in relation to other ships, like the Hyperion, Nova and Omega, and with a sense of being aged compared to newer classes of Earth Alliance starships. Feel free to leave comments and opinions if you disagree, as these could lead to variants in the Olympus class. Also, if you liked the weapons setup the Olympus had previously, that

could easily be considered a "light corvette" variant of the Olympus. With the heavier weapons removed, simply increase the cargo capacity to match the extra space.

OTHER INFO:

Status: Active (as of 2281)

Affiliation: Earthforce

Class: Corvette

Length: 444.25m

Gravity: No

Weapons: Unknown type (Blue-colored pulsed bolts; several emplacements)

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