

## Starships D6 / Kuat Drive Yards Raide

Name: Kuat Drive Yards Raider-class corvette

Scale: Capital

Length: 150 meters

Skill: Capital Ship Piloting: Raider-class corvette

Crew: 92(15 officers and 77 enlisted); Skeleton Crew: 2/+10

Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D

Cost: 3,000,000 credits

Passengers: 30 (Troops)

Cargo Capacity: 700 Tons

Consumables: 3 Months

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1000kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 36/0D+2

Scan: 72/1D+1

Search: 144/2D

Focus: 2/3D

Weapons:

Chin-mounted Twin Light Turbolasers (4)

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 5D

Dual heavy laser cannons (6)

Scale: Starfighter

Fire Arc: Turret



Fire Control: 2D

Space: 1-5/12/25

Atmosphere: 2-10/24/50 Km

Damage: 6D

Chin-mounted Ion Cannon Cannons

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 1-3/18/36

Atmosphere: 2-6/36/72 Km

Damage: 5D

Concussion missile launchers (6)

Scale: Starfighter

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere: 2/6/14 Km

Damage: 7D

Fighters: 2 (Tie Fighters)

Equipped With: At least 3 escape pods

Description: The Raider II-class corvette was a model of the Raider-class corvette. The Corvus, which belonged to Inferno Squad, was one such ship.

The Corvus had a hangar bay that was seen storing a maximum of two TIE/In space superiority starfighters and two X-wing starfighters. It also had a sizeable command bridge. The corvette had three landing gear legs and one boarding ramp. The boarding ramp was accessed from the hangar bay and was part of the hangar floor when it was retracted. This means that there couldn't be a ship landed on the part of the floor that is the boarding ramp for it to be used. It is unknown if this was a standard loadout or a modified version for special forces.

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