



# Starships D6 / Spitball Corvette

## Spitball Corvette

This lovely ship by Verdant Spaceworks, was essentially a CEC CR-90 Corvette that was slightly modified. Some of the cargo space was taken out and a few of the weapons were stripped away and in their place banks of concussion missile launchers were installed. These launchers could fire separately or in linked banks for maximum firepower. The ship gets its name from a popular maneuver for pirates to use with this vessel, where they roll the ship to keep fresh launchers pointed at the enemy ship. This can be used once to fire a single "spitball" of concussion missiles at the target to cover the launch of the fighters from the small ventral bay built into the ship.

Model: Verdant Spaceworks CR-90 Corvette

Type: Light Torpedo Cruiser

Era: Shadows of the Empire (Endor - 3 months)

Scale: Capital

Length: 154 meters

Skill: Capital Ship piloting: Corellian corvette

Crew: 80

Cargo Capacity: 500 metric tons

Consumables: 1 year

Cost: 3.5 million

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Turbolaser Cannons

Fire Arc: 2 left dorsal turret, 2 right dorsal turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

50 Concussion Missile Launchers (linked in 5 banks of 10)

Fire Arc: 20 left, 20 right, 10 Front

Crew: 8 (per launcher)

Skill: Capital ship gunnery

Fire Control: 2D (single), 0D (fired in banks)

Space Range: 3-10/15/35

Atmosphere Range: 6-20/30/70 km

Damage: 7D (single), 15D (linked in a bank)

Starfighter Capacity: 1 Squadron

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