

Name: Corellian Engineering Corporation Nemesis-Class Patrol Ship

Type: Patrol ship

Scale: Starfighter

Cost: 180,000 credits (95,000 used)[1]

Skill: Space Transports Piloting: Nemesis-Class Patrol Ship

Crew: 4; Skeleton: 2/+10

Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D

Passengers: 10

Cargo Capacity: 5 metric tons

Consumables: 6 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: na

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 290; 830 kmh

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 160/2D+1

Focus: 3/3D

Weapons:

Laser Cannons (4) (can be firelinked for +1 Fire Control and +1D damage)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Complement:

Speeder bikes (6)

Description: The Nemesis-class patrol ship was a patrol ship manufactured by Corellian Engineering Corporation.



Characteristics

The Nemesis-class had advanced sensors and computers, was durable, yet light, and had enough storage space for troops or speeder bikes to be deployed from the craft. The fire-linked guns could be independently operated by dedicated gunners if the ship had a full crew.[1]

History

Created before the Sith–Imperial War, the Nemesis-class was marketed toward smaller worlds and governments in the Outer Rim. In addition to serving local administrations and law enforcement agencies, many Nemesis-class ships ended up in the hands of Black Sun, where they were used in operations in the distant and isolated regions of the galaxy.[1]

Black Sun employed a Nemesis-class patrol ship during the Skirmish on Iego.

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