

Starships D6 / Hammerhead corvette

Name: Hammerhead corvette
Scale: Capital
Length: 160 Meters
Skill: Capital Ship Piloting: Hammerhead corvette
Crew: 2; Skeleton Crew: 1/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2,
Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2,
Sensors 5D
Passengers: 30
Cargo Capacity: 2,500 Tons
Consumables: 1 Year
Hyperdrive Multiplier: X4
Hyperdrive Backup: None
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 300; 900kmh
Hull: 5D
Shields: 1D
Sensors:
 Passive: 30/0D
 Scan: 60/1D
 Search: 90/2D
 Focus: 3/3D

Weapons:

3 Dual laser cannons
 Scale: Capital
 Fire Arc: 2 Front, 1 Back
 Fire Control: 3D
 Space: 3-15/36/75
 Atmosphere: 6-30/72/150 Km
 Damage: 6D



Description: Hammerhead corvettes were a model of corvette that saw wide use in the period leading up to and during the Galactic Civil War, where they would be fielded by a multitude of different rebel cells as well as the Alliance to Restore the Republic.

Hammerhead corvettes were inspired by a starship design that dated back centuries prior to the Age of the Empire. Throughout its existence, at least two different variants of the Hammerhead corvette existed. The one most commonly seen utilized by several different rebel cells as well as by their successor, the Alliance to Restore the Republic, featured its characteristic vertically-elongated bridge, a large ventral cargo bay, three dual laser cannons, and three engine units.

By 0 BBY, the Alliance had either modified its previous Hammerheads or had begun utilizing a slightly different model. This Hammerhead was structurally the same, although it featured the several new additions. These included two extra modules mounted to the port and starboard of the craft, six escape pods in place of the cargo bay, and a fourth sublight drive mounted on top of the primary three, giving it enough power to single-handedly move a disabled Star Destroyer. This was the version used the most during the Battle of Scarif.

After learning of the rebels losses at the battle on Garel, Imperial senator Bail Organa of Alderaan dispatched his adopted daughter, Princess Leia Organa, along with three Hammerhead corvettes-P1, P2 and P3-to Lothal to expand the rebel fleet, under the guise of delivering relief supplies to the people of Lothal. The princess planned for the rebels to steal them to conceal Alderaan's involvement with the rebellion, but Lieutenant Yogar Lyste installed gravity locks to prevent the corvettes from taking off. With the help of former Lothal governor Ryder Azadi, who had constructed the locks while he was in prison, the rebels were able to commandeer the corvettes and add them to their growing fleet.

In 2 BBY, the former Sith Lord Maul assaulted one of the rebellion's corvettes. He interrogated the crew, leading to Maul capturing the Ghost personnel in order to unlock holocrons.

Later, Phoenix Squadron escorted one of their transports to evacuate rebel sympathizers at Mykapo in front of an imminent Imperial takeover. The same transport, the red-painted P2, was later destroyed during the Battle of Atollon.

After the rebellion was reorganized into the Alliance to Restore the Republic, several modified Hammerheads partially made up the motley assortment of vessels that was the nascent Alliance Fleet. One such ship was the Lightmaker, which was a part in Admiral Raddus' fleet just prior to the Battle of Yavin, under the command of Kado Oquoné. The vessel was present at the Battle of Scarif. During the battle, Raddus ordered it to ram into the side of the disabled Imperial I-class Star Destroyer Persecutor, causing it to crash into a second Star Destroyer, the Intimidator, and then into the Shield Gate, allowing the Death Star plans to be transmitted from the planet's surface. After the transmission is received by the fleet, several Hammerhead corvettes, along with some of the fleet began the jump into hyperspace just before the arrival of the Devastator.

At least one Hammerhead was still in the Alliance Fleet shortly after the Siege on Tureen VII.[]

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