

Prototype Name: CR90-XP3 Assault Corvette

Type/Category: Space Vehicle / Corvette

Proposed Shop: Arx Fleet Systems

Rarity: Uncommon

Cost: 4,500,000 Credits

Description:

The CR90-XP3 is a modified version of the classic design by the Corellian Engineering Corporation. Measuring at 145 meters (18 more than a baseline CR90), the XP3 model is designed as an assault ship specialized for penetrating the hulls of target ships and pouring troops into them from the breach(es). Due to these needs, the ship is hyperdrive capable and boasts moderate armor and shielding, average speed, but low maneuverability due to the added weight that it must throw around in one direction or another.

Three key features (other than length) differentiate the CR90-XP3 from its origin model. First are the *penetrator gantries*: 18 meter long protrusions to either side of the familiar “hammerhead” bow of the CR90. These hardened pieces of manufacturing are designed to be rammed into the hull of an enemy vessel, pierce the outer layers of durasteel skin, and complete the breach with an explosive charge. This opens up the interior passage for the troops assembled within to pour into the attacked vessel.

The second key feature is in the general redesign of the hammerhead itself. Its interior was converted to act as an impact buffer — with the forward sections being heavily armored and designed to disperse the force of ramming — and as a troop compartment. At maximum capacity, the CR90-XP3’s *boarding area* can hold around 150 troops (or roughly one standard infantry company) to deploy from its gantries.

Supporting these aspects are the third major modification in the form of its reinforced dorsal and ventral spines. The reinforcement forced the removal of the classic CR90’s two dual turbolaser turrets, as well as the ability for the midsection of the craft to separate into a lifeboat in the event of necessary evacuation. The reinforcement has, however, left it capable of withstanding a greater degree of incoming fire, allowing it to close with a ship and fulfill its assault and boarding role. As the bow of the ship is designed to impact another vessel, the ship’s midsection likewise houses the command suite, requiring camera-fed input to see outside the ship.

Armament

4 turbolaser turrets

Complement

75 crew for full effectiveness

200 troops

2500 metric tons of cargo

- Company (0/1)
- Item Slots: 1 *Clan Fleet Upgrade* slot of capacity 1, allowing items of type *Clan Fleet Upgrade*
- Aspect/Upgrade Slots: 1 slot allowing Aspects of type *Space Vehicle Cosmetic*