

Created by: Colonel Kenath Zoron Ad Vizsla

Name: *Hell Lance*-class Anti-Starfighter Corvette

Suggested Rarity: **Uncommon**

Suggested Cost: 3,675,000

Brief Description: The *Hell Lance*-class corvette is a 79-meter stripped-down anti-fighter capital ship designed as a sort of mobile point-defence supplement to lightly armed carriers. The ship has a hexagonal cross-section to allow its quad-laser turrets to have heavily overlapped fields of fire and a surprisingly robust shield system. This is countered by poor speed and working conditions that make the “hell” part of the class the operative descriptor.

Armament: 12 quad-laser turrets (2 per side)

Complement: 28 crew, 12 metric tons of cargo (generally in the form of supplies), no smaller craft, no troop-carrying capacity

Long Description: The *Hell Lance*-class corvette is an attempt by the Tenixir Revenant to create a dedicated anti-starfighter escort craft to attach to carrier fleet assets. The dedication of a small capital ship to starfighter defense allows the carrier’s fighter group to dedicate greater resources to offensive missions.

Unlike similar anti-starfighter capital ships like the DP20 or the *Braha’tok*-class, the designers have completely foregone any illusion of using this ship against other capital ships. With that in mind, they have exchanged turbolasers turrets for smaller, agile, faster-firing quad laser turrets. A major advantage of this is that the smaller laser turrets require significantly less energy, allowing for more to be packed into the stripped-down ship.

At a compact 79 meters long, the power plant and shield generators occupy a significant percentage of the corvette’s internal space. The ship’s skeleton gives a hexagonal cross-section, with two turret mounts pushed out from the hull on each of the six sides. This allows for a pair of the quad-laser turrets to be attached to each side of the ship, split fore and aft, to give impressive firing arcs that complement and overlap their sister sides.

Another benefit of focusing on the smaller, single-crewed quad laser turrets is a drastically smaller crew complement than those fielding the turbolasers turrets. As such, the crew complement is full at 28, broken down as follows:

- 16 gunners (4 reserve members act as damage control party during engagements)
- 2 gunnery officers (1 fore, 1 aft)
- 3 pilots (1 active, 2 reserve fill roles as comms and navigators during engagements)
- 1 commanding officer (junior rank officer – generally for Lieutenant-Commander or equivalent seniority)
- 4 engine crew
- 2 shield technicians

While the ship's power core is easily capable of powering the weapons and its above-average shields, the engines are barely average for a corvette-sized ship. This cost-cutting (and power-saving) measure follows the principle that the *Hell Lance* is not meant to be chasing other ships, but instead its mission profile is to place itself between its assigned carrier and incoming enemy fighters and ordinance. Furthermore, the hyperdrive is rated at only a class 3, meaning the ship generally has to jump ahead of the rest of the fleet or group in order to time their arrival simultaneously.

Additionally, in order to conserve space and maximize the power plant and shield generators, there are no shuttle docks or launch bays. If the crew need to abandon ship, there is only a single escape pod capable of carrying a maximum of ten crew members – reflecting the designer's belief that any damage significant enough would likely result in most of the gunners being killed already along with many of the other crew members. The ship's artificial gravity generators are focused primarily on the command compartment and crew's habitation area, leaving the primary work areas for most crew in zero-gravity. The crew's rest and habitation facilities are best described as sparse, and most crew members elect to take leave from the ship to one of the larger craft in the carrier group whenever possible. These living conditions, spartan even for a military ship, lead to the crew members placing an emphasis on the "hell" in the ship's class designation.