

Corvette Class Starships

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Ship Table: [Monitor](#), [Cutter](#), [Corvette](#), [Frigate](#), [Destroyer](#), [Cruiser](#), [Battlecruiser](#), [Flagship](#), [Explorer](#), [Dreadnought](#)

While the small [Cutter](#) and [Monitor](#) classes are fast and gun heavy ships, the Corvette is clearly the king of this range of ships. Its still too small to be considered a Capital ship, but is edging in on it, with the next class up taking that prize (the [Frigate](#). These ships can be rigged for any range (meaning they may have enough backups to support long travel without service), but most often are medium range and capable of travelling a couple months without service of any kind or supplies. A corvette rigged for long range will lose a point of capacity, and one rigged for short range will gain a point of capacity.

Specifications

- Scale: 3 (7H)
- Range: Any, Medium is most common
- Crew: 80-120
- Superstructure: 8-12
- Capacities:
 - Sublight: 3
 - Lightspeed: 3
 - Weaponry: 3
 - Defenses: 2
 - Hold: 2

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