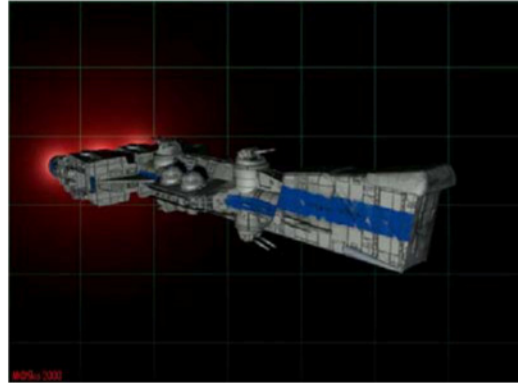


## YVG Corvette

The YVG Corvette is a member of Corellian Engineering Corporation's most recent product range - the YV generation. The YVG Corvette shares many similarities with CEC's standard Corvette but rather than being a Multipurpose vessel the YVGC is designed to serve as an escort and a patrol vessel.

The YVG Corvette's prow shares the long, tall and narrow hull design, which is the hallmark of the YV generation. Whilst, the central and aft portions of the hull share a number of the designs incorporated in the standard Corvette. The most noticeable difference is the design of the engine block, which only houses three very powerful engines opposed to the eleven engines mounted on the standard Corvette. Some other noticeable differences include the addition of an extra pair of double turbolaser turrets and the removal of the large sensor arrays, which are now located in the prow of the vessel.

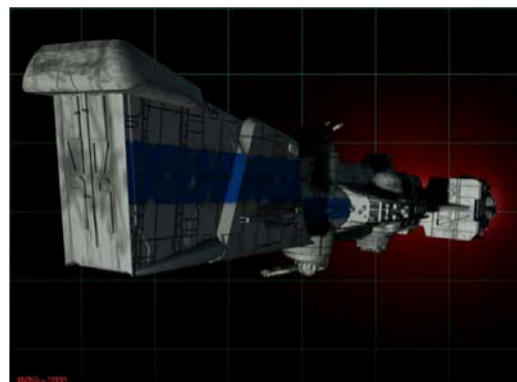


The prow contains the main hold (capable of holding 2,000 tons), the vast majority of the crew and passenger compartments, the bridge, various utility rooms, a ventral retractable docking tube and the main boarding ramp. The central portion of the vessel contains weapon stations, escape pods (like the standard Corvette the YVGC's escape pods they also double up as weapon stations), the security section, the brig, the secondary hold (capable of holding 500 tons) and the medical ward. The aft portion of the vessel contains main engineering, some crew compartments (used primarily by the engineers), a small repair facility and the secondary boarding ramp.



For such a small vessel the YVGC has quite an impressive armament, which is made up of four double turbolaser turrets and four anti-starfighter turrets. This weapon arrangement enables the YVGC to handle a wide range of opponents. In addition to its weapons array, the YVGC has heavy armour plating and a powerful shield generator. The vessel also boasts a backup shield generator, enabling it to soak up considerable firepower. Aside from its combat superiority over the standard Corvette it also benefits from relatively low crew requirements.

The typical command staff of a YVGC consists of a Captain, a 1<sup>st</sup> Officer, a Chief Engineer, a Navigation Officer, a Doctor and a Cargo Master. The typical crew complement consists of 6 Engineers, 3 Cooks, 3 Pilots, 3 Shields Operators, 3 Sensors Operators, 3 Communications Operators, 3 Nurses, 6 General Hands and 12 Gunners. The Crew typical work on a three-shift system, with each shift consisting of 2 Command members, 8 crewmembers and 4 gunners.



While the YVGC is intended for light combat duty, it can easily be converted to other roles like most other CEC vessels. A common modification is the conversion of the main hold into a fighter bay, which can hold two fighters up to 13 meters in length. Another favourite is the conversion of the main hold into a troop compartment, which can hold up to 75 troops.

The YVGC is seeing use with the Empire, the Alliance and a number of planetary customs agencies. There have been recent reports of pirates using them as well.

**Craft:** Corellian Engineering Corporation YVG Corvette

**Type:** Escort/Patrol Starship

**Scale:** Capital

**Length:** 130m

**Skill:** Capital Ship Piloting: YVG Corvette

**Crew:** 36 **Gunners:** 12

**Crew Skill:** Astrogation 3D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 3D, Sensors 3D, Starship Gunnery 4D+1.

**Passengers:** 20 Troops & 10 Brig

**Cargo Capacity:** 2,500 Tons

**Consumables:** 1 year

**Cost:** Not available for sale (**Black Market Cost:** 5 Million Credits)

**Hyderdrive Multiplier:** x1

**Hyderdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 5D

**Shields:** 2D\*

\*YVG Corvettes have 1D of backup shields. When a die of shields is lost, if the shield operators can make an *Easy Capital Ship Shields* roll, the backup die can be brought up to increase the shields back to 2D.

**Sensors:**

*Passive:* 40/1D

*Scan:* 90/2D

*Search:* 130/3D

*Focus:* 5/4D

**Weapons:**

#### **4 Double Turbolaser Cannons**

*Fire Arc:* 4 Turrets

*Crew:* 2

*Skill:* Capital Ship Gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150km

*Damage:* 5D

#### **4 Quad Laser Cannons**

*Fire Arc:* 2 Front/Left/Back, 2 Front/Right/Back

*Scale:* Starfighter

*Crew:* 1

*Skill:* Starship Gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5km

*Damage:* 5D