

CEC YVG CORVETTE *Hammer*



Turbolift



Ladder Shaft



Blast Door



Access Hatch

Room ID

Description

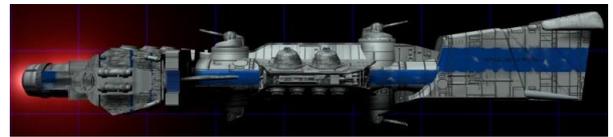
1	Secondary Boarding Ramp
2	Engineering Level 1
3	Reserve Batteries
4	Main Boarding Ramp
5	Gunners' Quarters (2)
6	Power Regulator Operators' Quarters (2)
7	Pilot's Ready Room
8	Ventral Docking Airlock
9	Engineering Level 2
10	Engineers' Quarters (2)
11	Engineers' Quarters (2)
12	Engineers' Quarters (2)
13	Engineers' Quarters (2)
14	Escape Pods (5 people per pod)
15	Escape Pods (5 people per pod)
16	Medics' Quarters (2)
17	Fighter Pilots' Quarters (2)
18	Cargo Assistant's Quarters (1)
19	Hangar Bay Crew's Quarters (4)
20	Deck Officer's Quarters
21	Engineering Level 3
22	Chief Engineer's Quarters
23	Engineers' Quarters (2)
24	Engineers' Quarters (2)
25	Gunners' Quarters (2)
26	Power Regulator Operators' Quarters (2)
27	Cooks' Quarters (2)
28	Gunners' Quarters (2)
29	Gunners' Quarters (2)
30	Galley Assistants' Quarters (2)
31	Engineering Level 4
32	Escape Pod and Quad Laser Turret (15 people per pod)
33	Escape Pod and Quad Laser Turret (15 people per pod)
34	Escape Pod and Quad Laser Turret (15 people per pod)
35	Escape Pod and Quad Laser Turret (15 people per pod)
36	Armoury
37	Cargo Bay Top Hatch
38	Starboard Docking Airlock
39	Emergency Air Supplies
40	General Hands' Quarters (2)
41	General Hands' Quarters (2)
42	General Hands' Quarters (2)
43	General Hands' Quarters (2)
44	General Hands' Quarters (2)
45	General Hands' Quarters (2)
46	Sensor Operators' Quarters (2)

Room ID

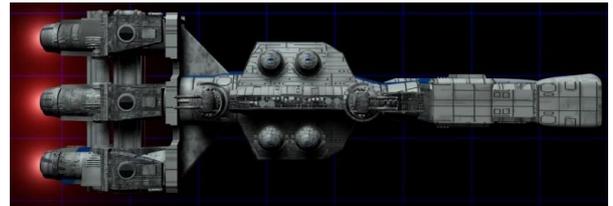
Description

47	Armoury
48	Quarters for the Officer of the troops
49	Doctor's Quarters
50	Navigation Officer's Quarters
51	Captain's Quarters
52	Shield Operators' Quarters (2)
53	Life Support Operators' Quarters (2)
54	Communications Operators' Quarters (2)
55	Pilots' Quarters (2)
56	Co-pilots' Quarters (2)
57	Executive Officer's Quarters
58	Escape Pod (10 people per pod)
59	Escape Pod (10 people per pod)
60	Captain's Office

Side Profile:



Plan View:



Craft: Corellian Engineering Corporation YVG Corvette *Hammer*

Type: Escort/Patrol Starship

Scale: Capital

Length: 130m

Skill: Capital Ship Piloting: YVG Corvette

Crew: 55 **Gunners:** 12

Passengers: 25 Troops & 10 Brig

Cargo Capacity: 2,500 Tons

Consumables: 10 Months

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

Hyperdrive Multiplier: x1

Hyperdrive 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

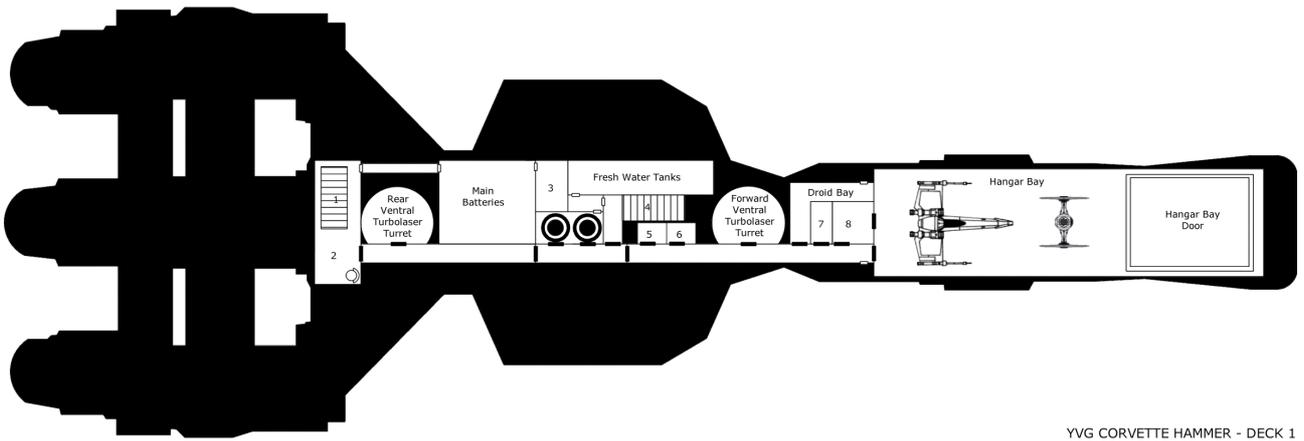
Skill: Starship Gunnery

Fire Control: 3D

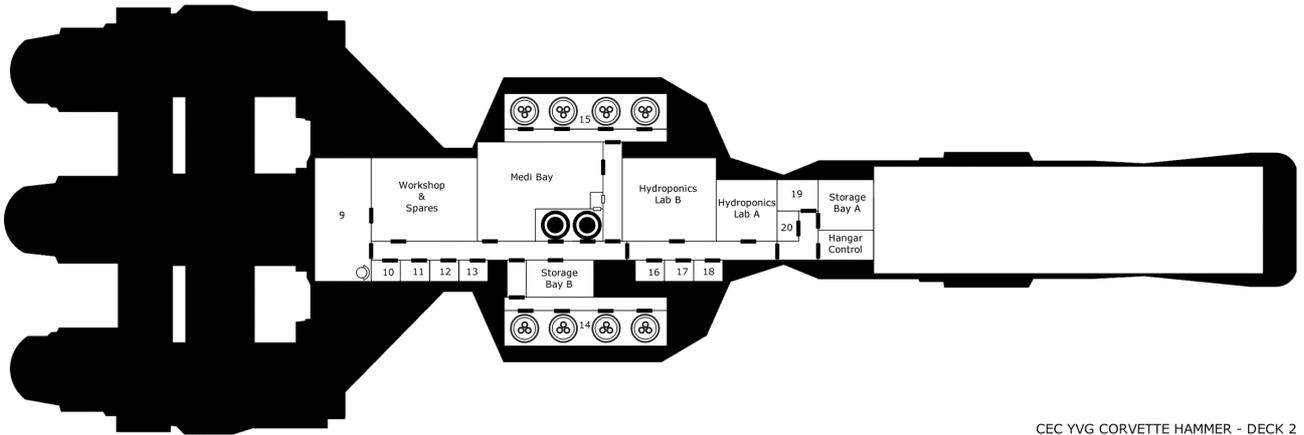
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

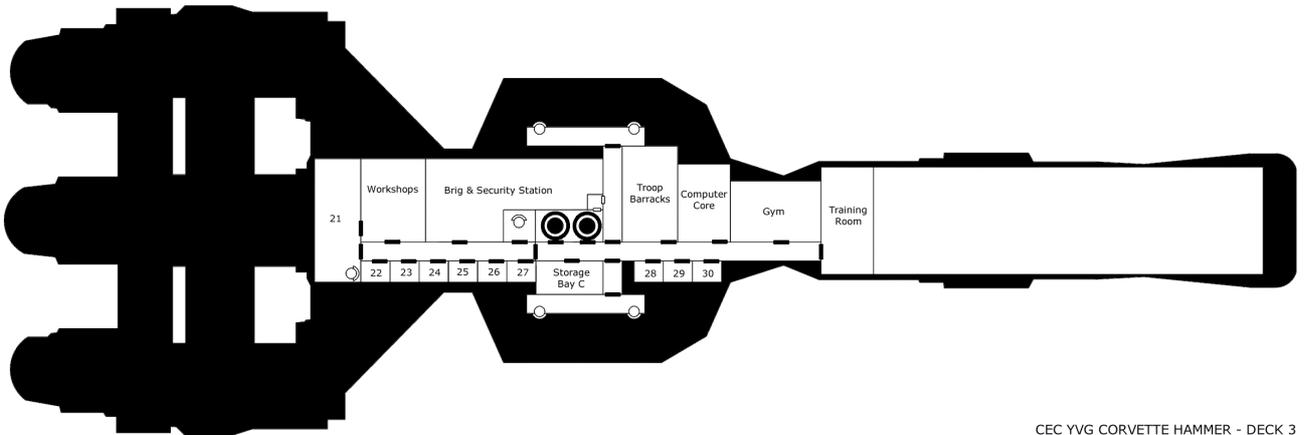
Damage: 5D



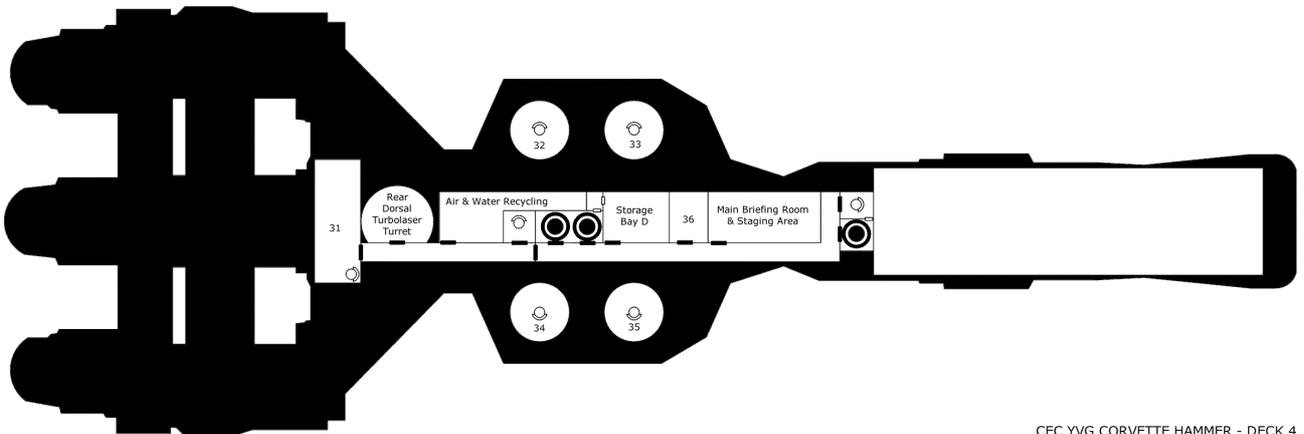
YVG CORVETTE HAMMER - DECK 1



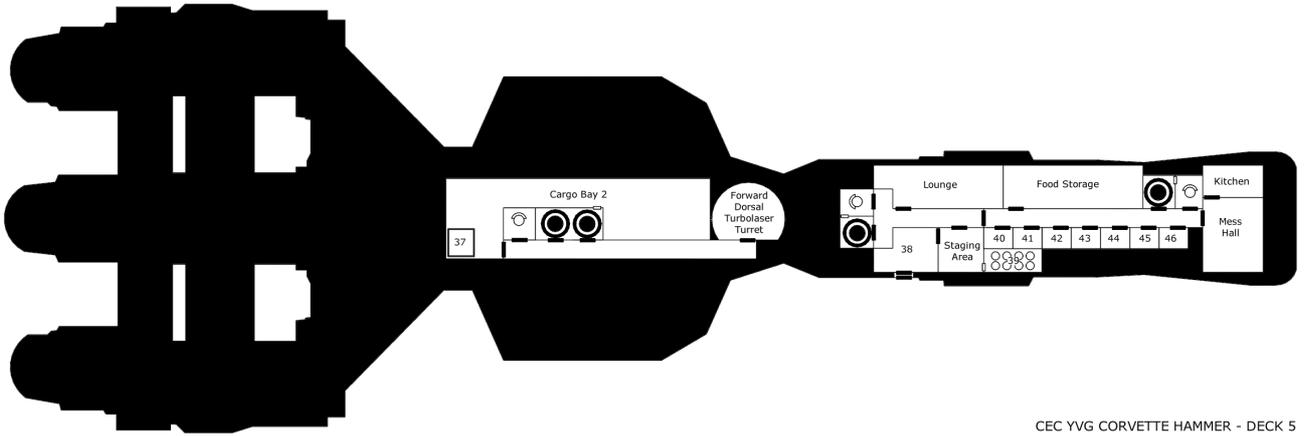
CEC YVG CORVETTE HAMMER - DECK 2



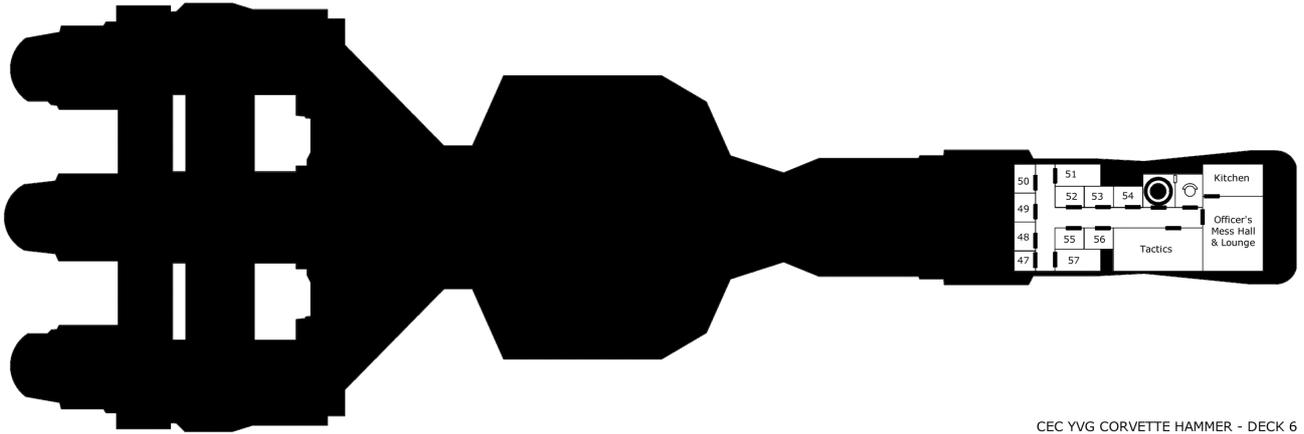
CEC YVG CORVETTE HAMMER - DECK 3



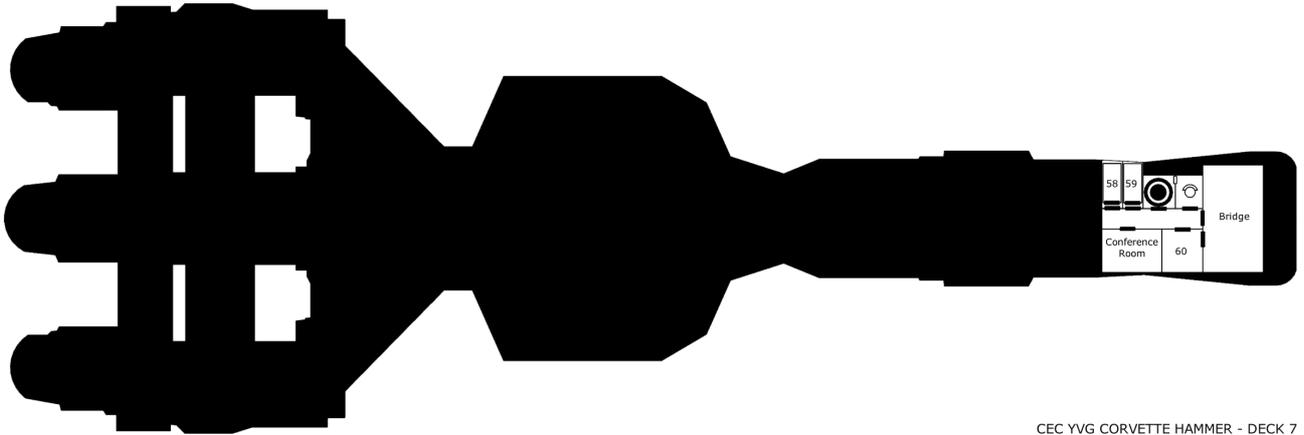
CEC YVG CORVETTE HAMMER - DECK 4



CEC YVG CORVETTE HAMMER - DECK 5



CEC YVG CORVETTE HAMMER - DECK 6



CEC YVG CORVETTE HAMMER - DECK 7