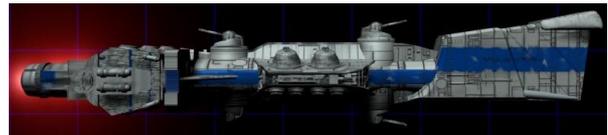


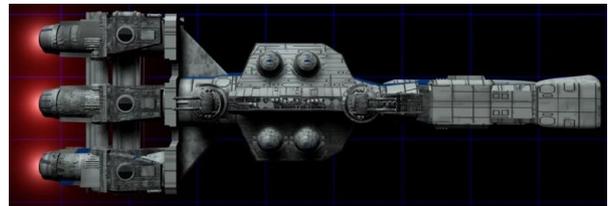
CEC YVG CORVETTE	
	Turbolift
	Ladder Shaft
	Blast Door
	Access Hatch
Room ID	Description
1	Secondary Boarding Ramp
2	Engineering Level 1
3	Reserve Batteries
4	Main Boarding Ramp
5	Gunners' Quarters (2)
6	Power Regulator Operators' Quarters (2)
7	Quartermaster's Office
8	Ventral Docking Airlock
9	Engineering 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	Cargo Assistants' Quarters (2)
18	Cargo Assistant's Quarters (1)
19	Engineering Level 3
20	Chief Engineer's Quarters
21	Engineers' Quarters (2)
22	Engineers' Quarters (2)
23	Gunners' Quarters (2)
24	Power Regulator Operators' Quarters (2)
25	Cooks' Quarters (2)
26	Gunners' Quarters (2)
27	Gunners' Quarters (2)
28	Galley Assistants' Quarters (2)
29	Engineering Level 4
30	Escape Pod and Quad Laser Turret (15 people per pod)
31	Escape Pod and Quad Laser Turret (15 people per pod)
32	Escape Pod and Quad Laser Turret (15 people per pod)
33	Escape Pod and Quad Laser Turret (15 people per pod)
34	Armoury
35	Cargo Bay Top Hatch
36	Starboard Docking Airlock
37	Emergency Air Supplies
38	General Hands' Quarters (2)
39	General Hands' Quarters (2)
40	General Hands' Quarters (2)
41	General Hands' Quarters (2)
42	General Hands' Quarters (2)
43	General Hands' Quarters (2)
44	Sensor Operators' Quarters (2)
45	Armoury
46	Quarters for the Officer of the troops

Room ID	Description
47	Doctor's Quarters
48	Navigation Officer's Quarters
49	Captain's Quarters
50	Shield Operators' Quarters (2)
51	Life Support Operators' Quarters (2)
52	Communications Operators' Quarters (2)
53	Pilots' Quarters (2)
54	Co-pilots' Quarters (2)
55	Executive Officer's Quarters
56	Escape Pod (10 people per pod)
57	Escape Pod (10 people per pod)

Side Profile:



Plan View:



Craft: Corellian Engineering Corporation YVG Corvette
Type: Escort/Patrol Starship
Scale: Capital
Length: 130m
Skill: Capital Ship Piloting: YVG Corvette
Crew: 50 **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: 25 Troops & 10 Brig
Cargo Capacity: 2,500 Tons
Consumables: 1 year
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

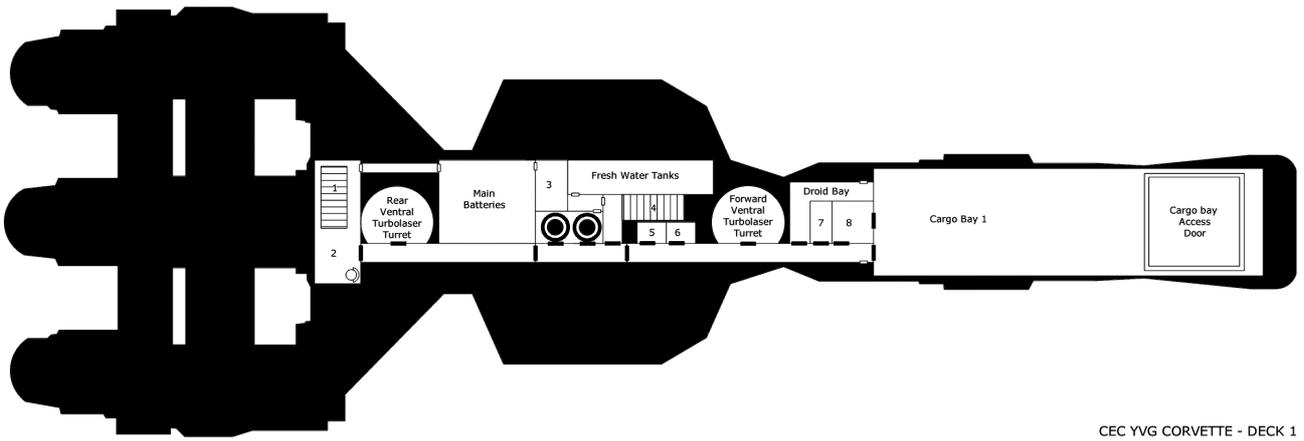
Weapons:

4 Double Turbolaser Cannons

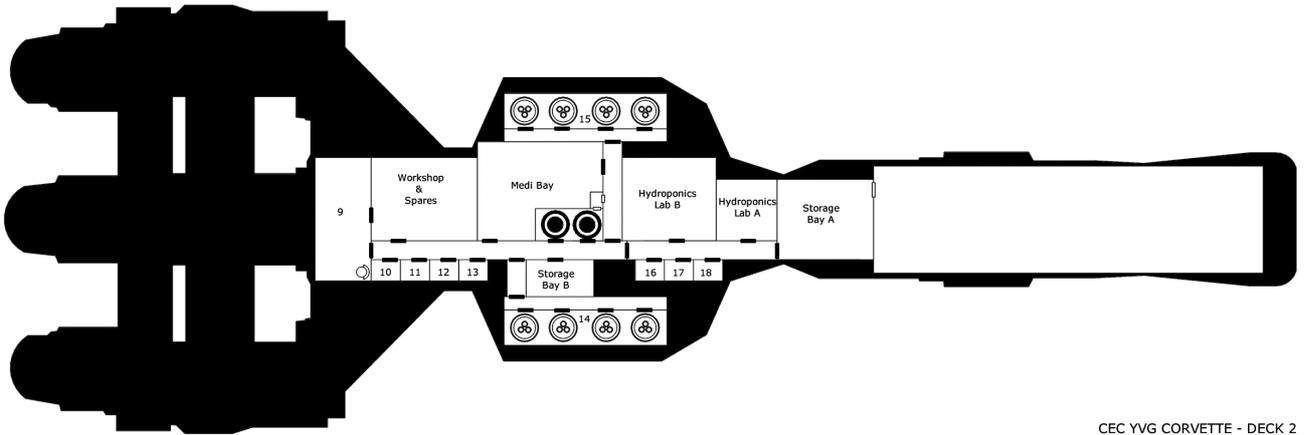
Fire Arc: 4 Turrets
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

4 Quad Laser Cannons

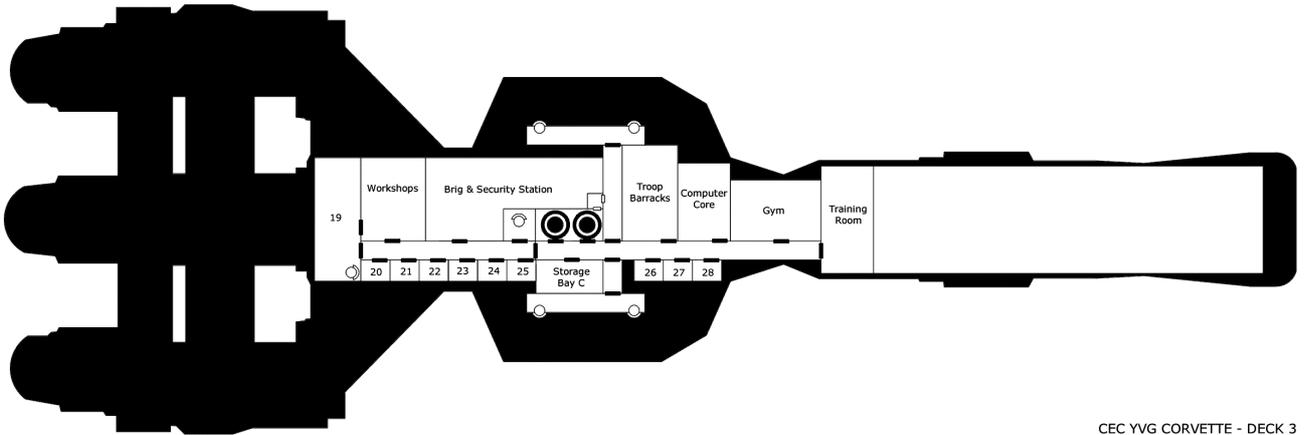
Fire Arc: 2 Front/Left/Back, 2 Front/Right/Back
Scale: Starfighter
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D



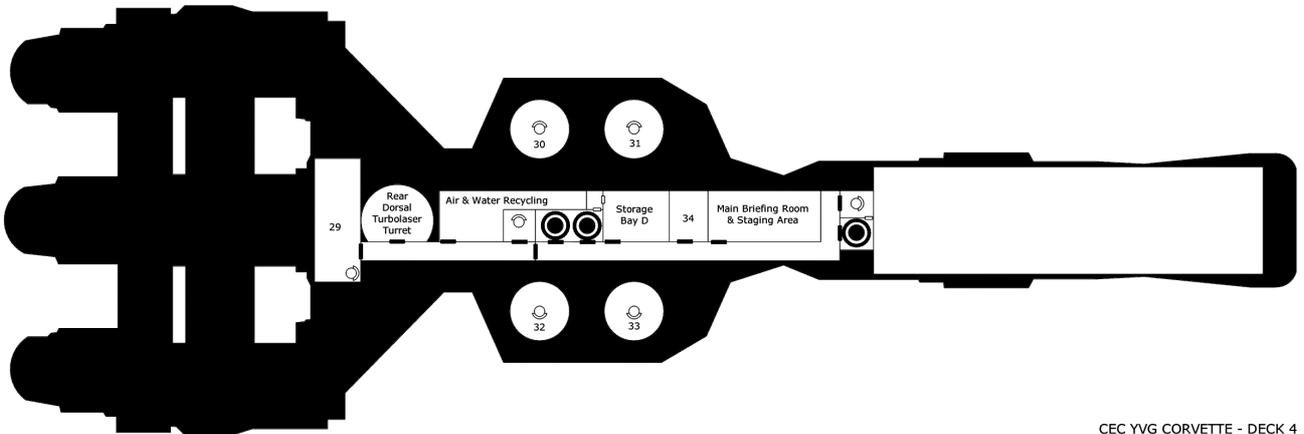
CEC YVG CORVETTE - DECK 1



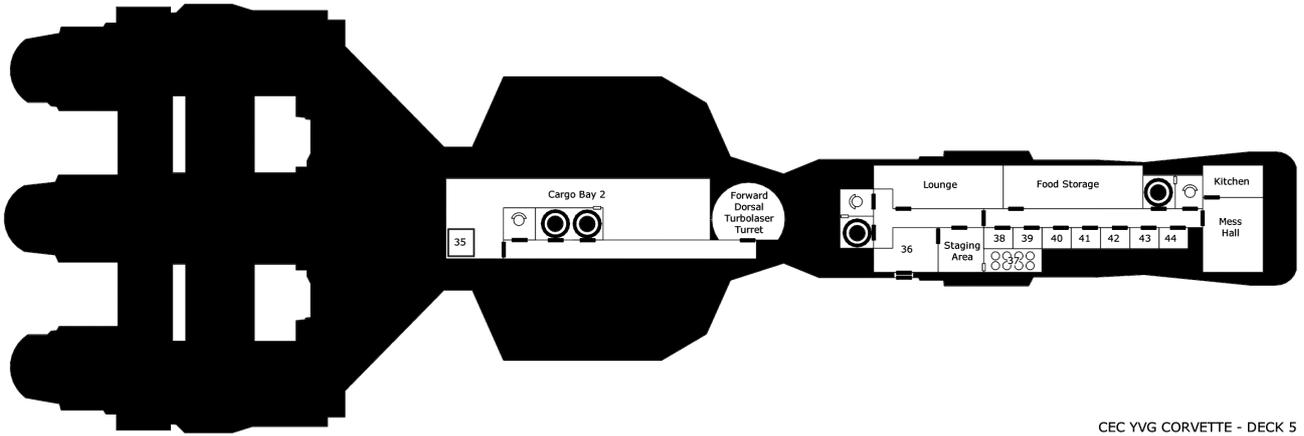
CEC YVG CORVETTE - DECK 2



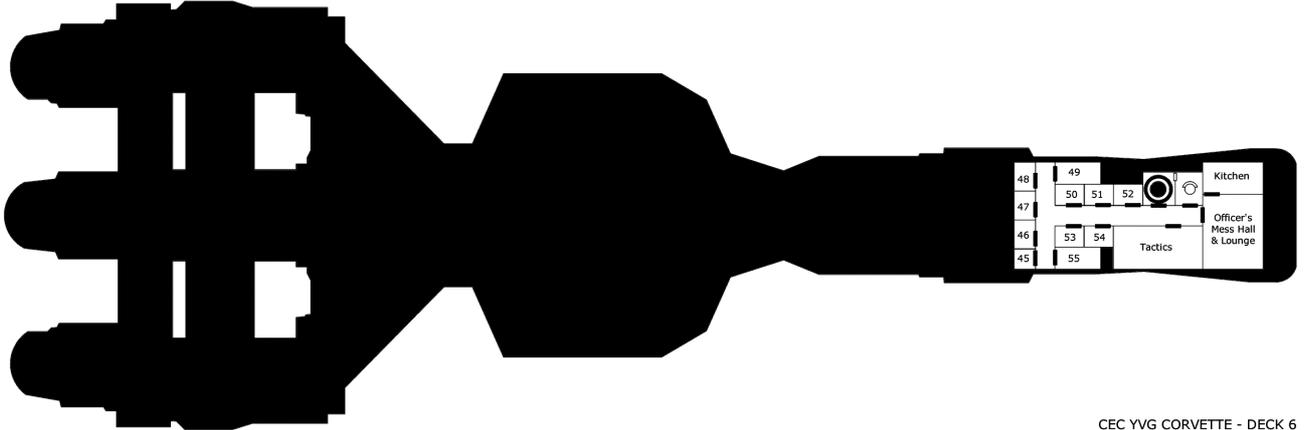
CEC YVG CORVETTE - DECK 3



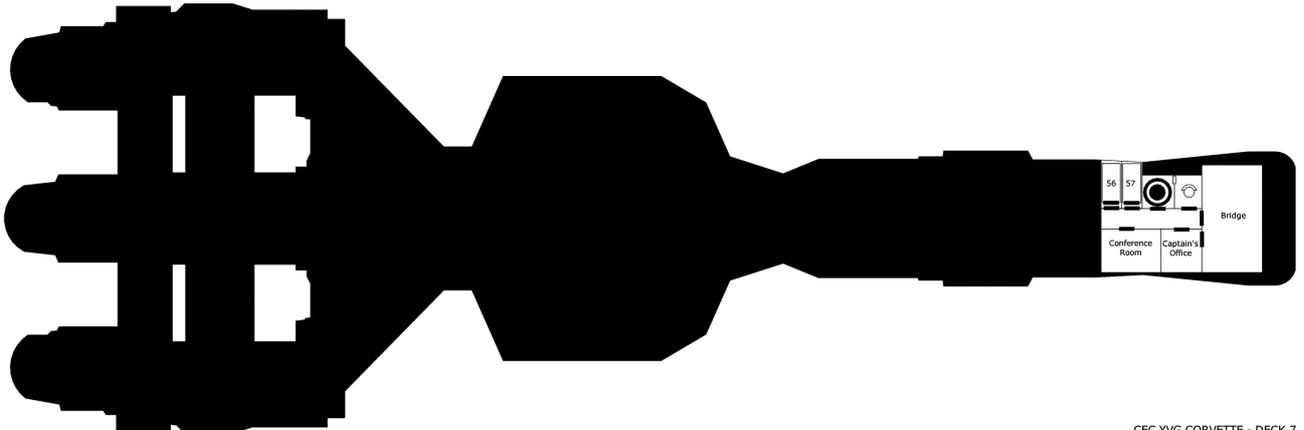
CEC YVG CORVETTE - DECK 4



CEC YVG CORVETTE - DECK 5



CEC YVG CORVETTE - DECK 6



CEC YVG CORVETTE - DECK 7