Name: Corellian Defense Vessel
Craft: Corellian Engineering Corporation Defense Vessel
Type: Combat Corvette
Scale: Capital
Length: 255 m
Crew: 175
Passengers: 100
Cargo Capacity: 800 mt
Consumables: 1.5 years
Cost: 4 million (new); 2 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 300; 800kmh
Hull: 4D+1
Shields: 2D+2
Sensors:
- Passive 30/1D
- Scan 50/2D
- Search 80/3D
- Focus 4/4D

Weapons:
- 8 Quad Laser Cannons
  - Scale: Starfighter
  - Fire Arc: 2F, 2L, 2R, 2B
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5
  - Damage: 5D
- 2 Ion Cannons
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space Range: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6
  - Damage: 4D+1
- Tractor Beam
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space Range: 1-3/7/15
  - Atmosphere Range: 100-300/700/1.5km
  - Damage: 3D

Starfighter Complement: 6 starfighters

Capsule: After seeing their Corellian Corvette work so well as a fighting vessel for the Empire, New Republic, Planetary governments, Corporations, Pirates, and just about anyone else, CEC decided to create a dedicated light combat ship that could be used as a blockade runner/planetary defense ship. The Corellian defense ship is just one example of this endeavor. While not as versatile as the Corellian Corvette, the Corellian defense vessel does have its advantages, such as its ability to carry a small number of fighters. While it hasn't caught on yet, CEC is still confident that the little ship will become popular.

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