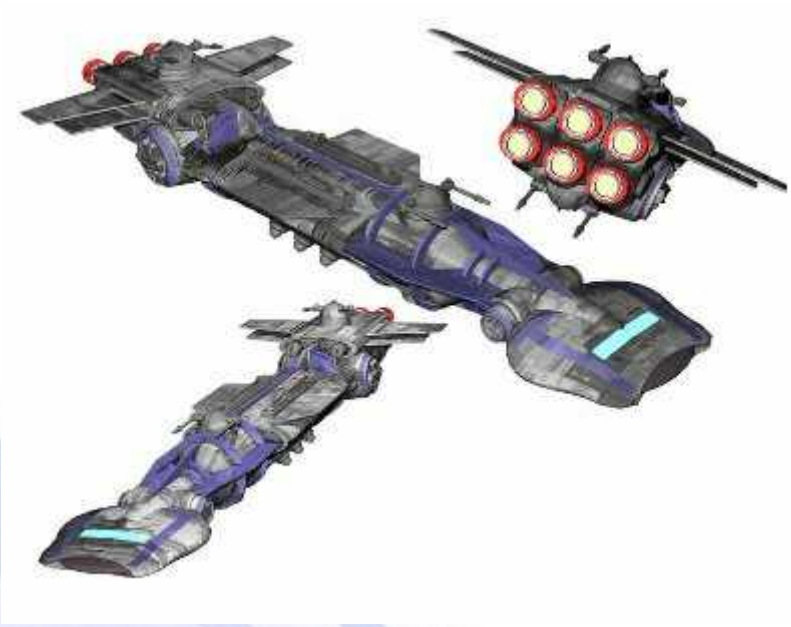

Name: Y-Head Corvette
Type: Corellian Engineering Corporation Y-Head Corvette
Scale: Capital
Length: 165 Meters
Skill: Capital Ship Piloting: Y-Head Corvette
Crew: 73; Skeleton Crew: 15/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 200
Cargo Capacity: 3,300 Tons
Consumables: 1 Year
Cost: 3.4 Million (new); 1.4 million (used)
Hyperdrive Multiplier: X2
Hyperdrive Backup: X12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 300; 900kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 120/3D
- Focus: 3/4D

Shuttles: 1 Shuttle

Weapons:
- 4 Twin Turbolaser Cannons
  - Scale: Capital
  - Fire Arc: Turret
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 6D
- 2 Anti-Starfighter Laser Cannons
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space: 1-5/12/25
  - Atmosphere: 2-10/24/50 Km

Damage: 5D

Description: The Y-Head Corvette is an older CEC design, built with traditional Corellian standards of combat worthiness, spacious interiors and good sublight speeds. The age of this vessel however stands against it as a combat vessel with it lacking as many weapons, as much drive power and as powerful shields as the newer Corellian Corvette. However the correspondingly lower price makes it popular with free traders and those interested in piracy and privateering, making it a competitor for Bulk Transports which have larger cargo holds but are much weaker in combat. Y-Head's are common throughout the galaxy, and are widely seen plying the spacelanes in a variety of roles and with a varity of modifications.

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