

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

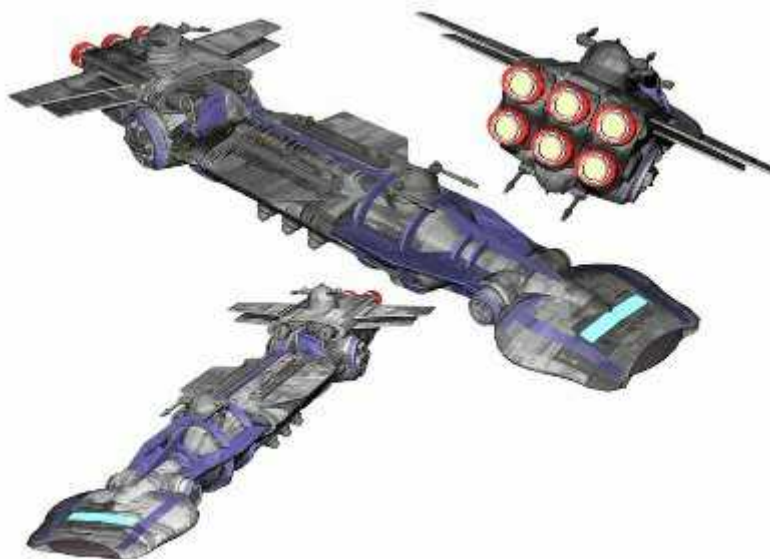
Space: 3-15/36/75

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 variety of modifications.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by Unknown based on work by Dark Horse Comics, copyright resides with the Artist.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)