

Name:

Modified Corvette

Type: Modified Corellian Engineering

Corporation Corvette

Scale: Capital

Length: 155 Meters

Skill: Capital Ship Piloting: Corellian Corvette

Crew: 105; Skeleton Crew: 18/+10

Crew Skill: Astrogation 4D+1, Capital Ship

Piloting 5D+2, Capital Ship Shields 4D+1,

Capital Ship Gunnery 5D+2, Sensors 5D

Passengers: 400

Cargo Capacity: 3,500 Tons

Consumables: 1 Year

Cost: 3.8 Million (new); 1.6 million (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: X15

Nav Computer: Yes

Maneuverability: 1D+2

Space: 7

Atmosphere: 350; 1000kmh

Hull: 4D

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Fighters: 12 Starfighters

Shuttles: 1 Shuttle

Weapons:

2 Turbolaser Cannons

Scale: Capital

Fire Arc: Turret

Fire Control: 3D

Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 4D+2

2 Anti-Starfighter Laser Cannons



Scale: Starfighter
Fire Arc: Turret
Fire Control: 1D
Space: 1-5/12/25
Atmosphere: 2-10/24/50 Km
Damage: 4D

Twin Proton Torpedo Launcher

Scale: Capital
Fire Arc: Turret
Fire Control: 1D
Space: 1/3/7
Atmosphere: 2/6/14km
Damage: 9D

Description: The Corellian Corvette has been a successful design for many decades, but as the Galactic Civil War dragged on, these vessels which were once considered fast and well armed became average, then poor combat vessels, and for the small cargo holds they contain, they were also considered to be too expensive for transport vessels. However, never one to let their sales decline, the Corellian Engineering Corporation began selling this modified variant of the Corvette, slightly more bulky than the original and therefore less maneuverable, the design made up for it in other areas. With faster engines capable of outrunning Star Destroyers, more cargo and passenger capacity, and a wider variety of weaponry, the Modified Corvette is still not capable of equalling a front line battlecruiser or destroyer, but is more than capable of handling itself as a fast transport or courier, especially with the new added landing bays which can carry up to 12 starfighters for defending the vessel. The weaponry carried by the Modified Corvette is light for a military vessel, but with long ranged Turbo Lasers for dealing with Capital Ships, Anti Starfighter Cannons for close defence, and a heavy hitting Dual Proton Torpedo Launcher, the Modified Corvette is well rounded for a transport vessel.

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