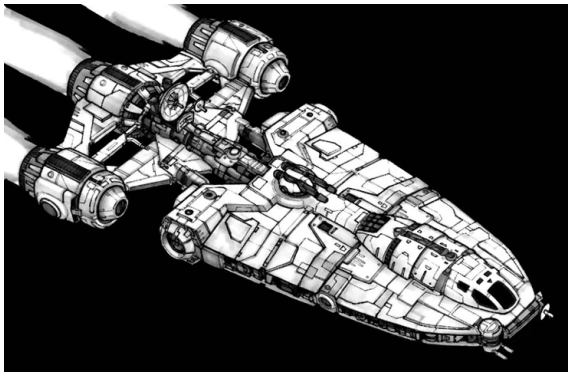
Starships D6 / The Aeon Ranger (Corellian Er



THE AEON RANGER

* See below for more information.

Craft: Corellian Engineering Corporation YG-4210
Type: Heavily modified transport
Scale: Starfighter
Dimensions:
-Length: 24 meters
Skill: Space Transport Piloting
Crew: 4
-Gunners: 2
-Skeleton: 1/+10*
Crew Skill: Per Player Character Skills
Passengers: 12
Cargo Capacity: 10 metric tons
Consumables: 1 year
Cost: 40,000 (used)
Hyperdrive: x3
Nav Computer: Yes
Maneuverability: 2D+2*
Speed: *
-Space: 4
-Atmosphere: 280; 800kmh
Hull: 7D
Defenses:
-Shields: 2D
Sensors:*
-Passive: 30/1D
-Scan: 60/2D
-Search: 90/3D
-Focus: 4/4D

WEAPONS:
2 Blaster Cannons (fire-linked)
Location: Lower Right Front
Fire Arc: Partial Turret (front, right, left)
Crew: 1

Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D*
Range:
-Space: 1-5/10/17
-Atmosphere: 100-500/1/1.7 km
Damage: 4D
Rate Of Fire: 1

2 Light Ion Cannons (fire-linked)
Location: Center Top
Fire Arc: Turret
Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D*
Range:
-Space: 1/3/7
-Atmosphere: 100-300/700/3.6km
Damage: 4D
Rate Of Fire: 1

Heavy Concussion Missile Launcher
Location: Rear
Fire Arc: Back
Crew: 1 (pilot/co-pilot)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 0D*
Range:
-Space: 1/3/7
-Atmosphere: 30-100/300/700m
Speed: 7*
Damage: 9D
Ammo: 1
Rate Of Fire: 1

DESCRIPTION:

YG-Series

The YG series dates back to the early centuries of galactic exploration. Most were built-to-order specialty ships, constructed for specific purposes. Many were transports and freighters, but some were exploration craft. The modular design that marks all later Corellian ships began with the YG series. Each ship was designed to be endlessly refitted and modified by a long strong of owners. Although the last YGs came off the production lines centuries ago, a very few are still functional, having been rebuilt and refurbished dozens of times. None of these ships match their original specifications anymore, but they are still identifiable as stout Corellian vessels. An example of an old YG ship is presented below.

The Aeon Ranger

The Aeon Ranger is an extremely old ship with the hull of a YG-4210 and the engines of a YG-5000. It has been modified on scores of occasions, and bears parts taken from hundreds of ships and scrap yards. No one knows what it was originally designed to do, but the Aeon Ranger is now a well balanced, independent small ship capable of acting as a small transport, a military scout, a bounty hunter's personal craft or even a patrol ship (and in fact has been used for most of these purposes). Though slow by modern standards, the Aeon Ranger is remarkably maneuverable. It is extremely resilient, and has a thoroughly modern sensor system. Its compartments are roomy and comfortable, a hold over from a more opulent time in space travel. Its weapon selection is fairly standard, with the exception of the "escape missile", a single heavy concussion missile with a rear-facing arc.

GAME DESIGN NOTES:

Source

This ship was originally presented in the article "A Legacy of Starships" in Star Wars Gamer magazine issue #2, by Owen K.C. Stephens, illustrated by Jeff Carlisle, and appeared early in Star Wars D20. This is an attempt to convert it to Star Wars D6 using the D6 to D20 conversion rules presented in the back of the first Star Wars D20 rulebook. I also use these sources to help with anything that does not convert directly: Galaxy Guide 6 Tramp Freighters; Pirates & Privateers; and the Starship Pricing guide (starship construction rules from the D20 Starships of the Galaxy converted back to D6); Other D6 ships and sources here and there for comparison, such as for sensors, weapons, speed, hull/shields, etc.

Weapon Damage dice will be converted with the D6 to D20 conversion rules, but other traits such as range and Fire Control may be taken directly from Starship Pricing for simplicity, unless they need a more involved touch, then other sources may be listed in their write-up and stat block.

Maneuverability

If there is no bonus listed in the D20 rules, Maneuverability will be listed as 1D (military ships will be listed as 2D). If a bonus is listed, I am torn between making every +1 = 1D, or having every +2 = 1D. To be safe, I will use the lower option, but GMs/players have the option to either increase this when using the ship, or modify it to be better after acquiring the ship.

Speed

Star Wars D20's early books had something like Movement Speed categories (Cautious/Docking = 1/2 Speed; Cruising Speed = Normal Speed; High/Attack = x2 Speed; All-Out/Ramming = x4 Speed), but they never had a Speed number to go with the ship stat blocks, so all ships seemed to have the same speed. A simple conversion is: Cautious = Space 2; Cruising = Space 4; High Speed = Space 6; and All-Out = Space 8 or higher.

Crew (Skeleton)

The Difficulty for operating old/archaic or heavily modified ships alone is +10 Difficulty to skill rolls due to the ship's age or that it's been made so unrecognizable from the original stock

version. GMs may raise this number (+15) if they see reason too, but this Difficulty should lower over time as players/characters become more familiar with the ship that is new to them, eventually being 1/+5. GMs may have this +5 be present even with full crew due to this unfamiliarity. (NOTE: Think of Han Solo and the Millennium Falcon. The Falcon is somewhat different due to mods, but Han and Chewbacca know the ship like the back of their hand).

Maneuverability

Originally, this number was made by taking the D20 system Piloting skill bonus (Ex: +4) and converting it pip-for-pip to the D6 system (+4 = +1D+1). However, the ship's description says it is slow but maneuverable, so I increased this to +2D to represent this (so a formula could be every D20 +2 Piloting skill bonus = +1D D6 bonus), perhaps even +3D due to the statement of the ship being slow but maneuverable. However, it shouldn't be +4D because it's still not even close to being like an A-Wing, and while these are meant as player hero ships, they're still meant to have room for improvement.

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Sensors

For the sensors, I was looking in Pirates & Privateers at the time, specifically the PB-950 Patrol Boat. At first I was going to tone down the sensors to Passive 20, Scan 30, Search 60, Focus 3. Then I looked at several other ships in that general portion of the book, many having the same ranges, so I increased them back to the same range as those ships, since the Ranger states having good sensors, but left the bonuses the same as it is a civilian ship, and those bonuses are still good.

Missile Speed

If you are using traditional Star Wars D6 rules, just ignore this, it's no big deal. However, if you want your missile weapons to work more like other scifi franchises, and/or a little IRL, then use this optional rule: When fired, the missile does not stop at space range 7. Instead, it keeps traveling, using this range as the missile's Space Speed (and relavent Atmosphere Speed). In this case, since the missile is fired behind the ship to deter chasers from following, the chasing craft moves forward at its speed, while the missile moves back towards the chaser at its speed. If another combat round follows, the missile keeps traveling in that direction at this speed (if it did not hit anything last round, like if the chaser was just out of range). While this means missiles can be more useful, it also means moving targets like ships will have more time to figure out what to do against the incoming missile(s).

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