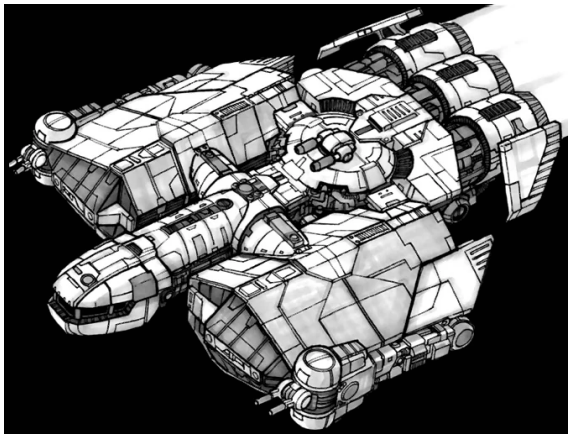
Starships D6 / Corellian Engineering Corpora

YU-410 LIGHT FREIGHTER



* See below for more information

Craft: Corellian Engineering Corporation YU-410
Type: Transport/Light Freighter
Scale: Starfighter
Dimensions:
-Length: 44 meters
Skill: Space Transports
Crew: 8
-Gunners: 4
-Skeleton: 1/+5
Crew Skill: As per players' skills.
Passengers: 12
Cargo Capacity: 250 metric tons
Consumables: 2 months
Cost: 200,000 new (80,000 used)
Hyperdrive: x2 (Backup: x12)
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 4
-Atmosphere: 280; 800kmh
Hull: 4D+2
Defenses:
-Shields: N/A
Sensors:*
-Passive: 10/0D
-Scan: 20/1D
-Search: 40/2D
-Focus: 2/3D

WEAPONS:

4 Double Laser Cannons
Location:
-1 top center

-1 bottom center
-1 front/right
-1 front/left
Fire Arc:
-2 turrets
-1 partial turret (front/right
-1 partial turret (front/left)
Crew: 1 (4)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 4D

DESCRIPTION:

Shortly after the 1300 model provided to be such a success, the Corellian Engineering Corporation tried to improve upon their success with the larger and more extensive YU series. Unfortunately, part of the great success of other Corellian series has always been their extremely modular and modifiable nature, which the entire YU series lacks*. The ships appealed to small businesses as they were designed to, but were not the ships of choice for people looking to make some changes or improvements. The YU series ships were also slow and ungainly, making them inappropriate for trips through dangerous systems. The most common YU series ship, the YU-410, is presented above.

The 410 is the best known and most popular of all the YU series freighters. Almost twice as big as a YT-1300 and with more than double the cargo capacity, the double-hulled 410 is very popular among small transport companies and independent merchants. It can manage much longer trips, thanks to its well-appointed state rooms*, and has a little extra space for entertainment computers, droids, and personal recreation*. For its stated purpose of helping small, legitimate companies make long hauls of large shipments it is very well suited.

The 410 was the most heavily armed of the YU series, with two double laser turrets mounted one above and two below, and two partially turreted double laser cannons mounted left and right*. But this armament stretched the 410's power supply and internal bracing to the limit, and it was unable to support any extra weapons*. With only a limited market appeal, the 410 was only produced in limited numbers, and is mostly restricted to cargo companies located in the core of the galaxy.

GAME NOTES:

Ship Modifications

Attempting to modify this ship has +5 Difficulty, harder but not impossible.

State Rooms

Galaxy Guide 6 Tramp Freighters states that it 10 metric tons of cargo capacity can be converted to make crew quarters. Using this as a guideline, these state rooms could be converted back to extra cargo capacity. Due to their more spacious nature, they would equal +30 metric tons each if converted this way.

Recreation Space

If converted into extra Cargo Capacity these would equal: entertainment computers = 10 metric tons; droids = 10 metric tons each (lets say 4 droids, so 40 metric tons total); personal recreation = 50 metric tons (lets say its a gym, though if players/GMs can make a valid explanation, this could possibly be higher).

Extra Weapons

If players/GMs wish to add more weapons, this may be difficult, but not impossible. Use the modification charts found in Galaxy Guide 6 Tramp Freighters, the last official Star Wars Roleplaying Game D6 rulebook, or the Revised, Expanded and Updated fan-made version (very well made successor to the last official rulebook!). Use the weapon damage modification chart(s) that increase by +1 pip at a time (and mace out at +5 pips, or rather +1D+2) on both the ship's Hull dice AND its power source. For every +1 pip added to both, a new weapon can be added (provided the ship also has the Cargo Capacity space to add the new weapon). This could also be used to add other equipment that relies on power needs and structural integrity for installation and usage.

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.

Sensors

Made similar to those of a stock YT-2400.

Double Laser Cannons

The stat block says there are four of these weapons, but the Description made it seem like there are five with the way it was originally worded (which was reprinted here word-for-word out of respect). The stat block also lists the Crew being "4+4 gunners", so I went with this and kept the weapon count as four total.

Stats by FreddyB, Descriptive Text from WookieePedia.
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