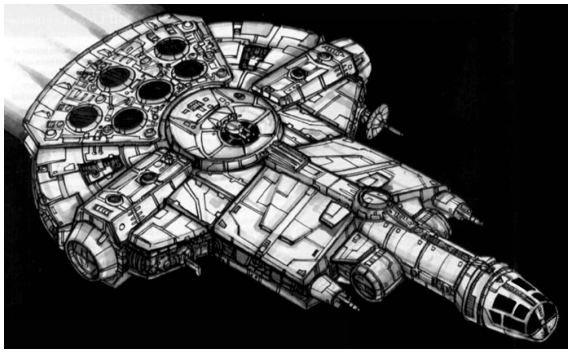
Starships D6 / The Courageous (Corellian En

THE COURAGEOUS



* See below for more information.

Craft: Corellian Engineering Corporation YT-1300
Type: Heavily modified transport
Scale: Starfighter
Dimensions:
-Length: 29 meters
Skill: Space Transports: The Courageous
Crew: 4
-Gunners: 2
-Skeleton: 1/+10*
Crew Skill: As per players' skills
Passengers: 2
Cargo Capacity: 2 metric tons
Consumables: 1 month
Cost: Likely valued at 150,000 credits
Hyperdrive: x3 (Backup: x13)
Nav Computer: Yes
Maneuverability: 2D+1
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 5D
Defenses:
-Shields: 1D
Sensors*:
-Passive: 20/1D
-Scan: 40/2D
-Search: 80/3D
-Focus: 4/4D

WEAPONS:
2 Heavy Turbolasers* (Fire-Link Optional)
Location: Front sides
Fire Arc: Front
Crew: 1

Skill: Capital Starship Gunnery
Scale: Capital
Fire Control: 2D
Range:
-Space: 3-15/35/75
-Atmosphere: 6-30/70/150km
Damage: 4D
-Fire-Linked: 5D
Rate Of Fire: 1

Double Laser Cannon
Location: Top Center
Fire Arc: Turret
Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 4D
Rate Of Fire: 1

DESCRIPTION:

YT-1300

The YT series of transports and small freighters is among the most popular line of starships ever built. The venerable YT-1300, already old during the Rise of the Empire era, is a staple of many small trading houses' fleets as well as being popular among smugglers and independent merchants. The modular nature of the 1300 made conversions easy, and some refurbished 1300s bear little resemblance to their original forms. By the time of the New Jedi Order era, very few YT-1300s can be found that still look the part. Other YT models may never have gained the vast acceptance of the YT-1300, but remain fairly common sights in space docks throughout the galaxy. Examples of a modified YT-1300 and a different YT model are presented below (above).

The Courageous

The Courageous is a heavily modified T-1300 that has been owned by pirates, planetary defense forces and even a bounty hunter. It underwent massive overhaul shortly after coming off the assembly line during the time of Supreme Chancellor Valorum's leadership of the Old Republic. It has been modified several times since, and the stats presented below (above) are just one common configuration of this ship.

The Courageous is designed to be a vessel of war. It has sacrificed most of its cargo capacity for additional power generators for its numerous guns and powerful shields*. The entire front half of the Courageous has been rebuilt to reinforce its keel and spine*. This allows the ship to mount two massive turbolasers taken off a Nubulon-B frigate, the massive capacitors required to power consume almost all the ship's available space. The ship's other weapons have changed with

almost every owner, but a double laser cannon in a topside turret mount is reasonably standard. Unlike most transports converted for military use, the Courageous has no concussion missile launchers or proton torpedo tubes, having used too much space for the heavy turbolasers.

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)

Due to the extreme changes made in the ship's modifications, Difficulty for5 Skeleton Crew increases and extra +5 (to +10, standard is +5).

Sensors

Sensors are supposed to be military grade. They were made better than the YU-410 (a stock light freighter), but not as good as the Aeon Range (a ship often used for exploration).

2 Heavy Turbolasers

The Heavy Turbolaser's Damage is accurately converted, and those from a Nebulon-B really are

4D. Their Fire Control is listed as 2D from the Starship Pricing guide for most turbolasers, however it is listed as 3D in the stats for Nebulon-B frigate (GMs can alter this if they see fit to do so, and with how heavily modified this ship is this may make sense).

Fire-linking was not mentioned in original text, but has been added here as an option since most doubled weapons are treated as such, or often have the option to do so.

Double Laser Cannon

The Double Laser Cannon has had its Damage converted accurately from Star Wars D20. But when looking at similar weapons, double laser cannons usually have a Damage of 5D. Since this ship's weapons are mentioned to be "powerful", GMs may want to increase this to 5D.

Shields

The ship's shields are also mentioned as being "powerful", though when converted they came out as 1D. Considering the strength of a starfighter scale transport having capital scale weapons, maybe this should be left as is. But GMs who want this higher might increase it to 2D.

Keel and Spine

Since the ship's Hull Dice converted to 5D, that's pretty tough for a light freighter transport and doesn't really need to be increased.

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