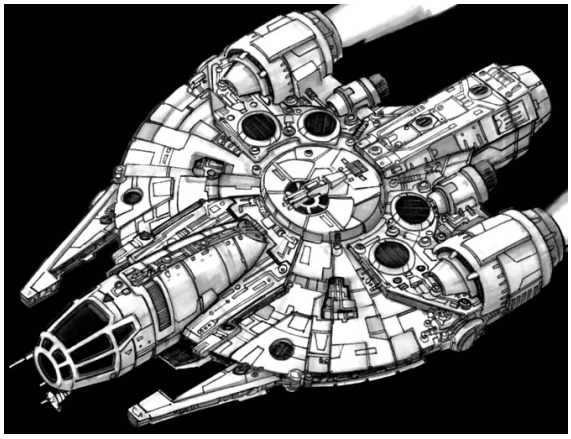
Starships D6 / Corellian Engineering Corpora

YT-1760 SMALL TRANSPORT



* See below for more information

Craft: Corellian Engineering Corporation YT-1760
Type: Modified transport
Scale: Starfighter
Dimensions:
-Length: 26.5m
Skill: Space Transports
Crew: 1-2
-Gunners: 1*
-Skeleton: 1/+0*
Crew Skill: As per players' skills.
Passengers:8
Cargo Capacity: 10 metric tons
Consumables: 2 months
Cost: 80,000 (Used: 20,000)
Hyperdrive: x1 (Backup: x15)
Nav Computer: Yes
Maneuverability: 2D*
Speed:
-Space: 7
-Atmosphere: 346; 990kmh*
Hull: 3D
Defenses:
-Shields: 1D*
Sensors*:
-Passive: 15/0D
-Scan: 30/1D
-Search: 45/2D
-Focus: 3/3D

WEAPONS:
2 Laser Cannons*
Location:
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:

The YT-1760 is a somewhat newer model than the 1300, and was released at about the same time as the events in Episode 1: The Phantom Menace (32 BBY). The design of the 1760 was specifically aimed at overcoming problems common to older models, such as a lack of power in the sublight drives, poor maneuverability and slow hyperdrive speed, making the 1760 a more effective transport and shuttle ship. Unfortunately the upgrades in those areas came at the cost of durability and cargo capacity. While the YT-1760 is very popular with independent traders, smugglers and pirates, its lack of cargo space made it unpopular with larger trade guilds and transport companies. Although a fair number of 1760s were produced, the less sturdy nature caused them to have high maintenance costs. Most of the original 1760s are in scrap yards by the time of the Rebellion era, although some of the small business owners who have 1760s wouldn't trade them for anything.

Like most Corellian Engineering designs, the YT-1760 is easily modified for any number of purposes. Although it was produced without any armament, most owners quickly added two laser cannons in turret mounts similar to the YT-1300s. Another common modification is to convert some of the 1760's limited cargo space to install shield generators. While it's not usually possible to install military grade shields, even commercial shields increase the 1760's survivability significantly. It's also possible to remove the small bunks built into the 1760 and replace them with more comfortable state rooms, but doing so cuts the number of possible passengers in half*.

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, Gunners and Weapons

The Crew (1 or 2) implies there would only be 1 gunner, therefor only 1 weapon, either a laser cannon or double laser cannon. The Description and the Weapon details from the original D20 stat block imply instead that there are two separate weapons in turret mounts "similar to the YT-1300s", so probably 1 in the top center, and 1 in the bottom center. It's ultimately up to the GM to have them with 1 or two of the weapons. The 1760 could have 1, and another could be added after acquiring the ship, with a third gunner simply occupying passenger quarters. Also, don't forget that this ship as it is listed is already a "modified" YT-1760. A stock version should cost less, minus the weapon(s) and shields.

Crew (Skeleton)

Due to the ship's small size, and its small crew, there is no increased Difficulty for having a single pilot flying the ship, as it seems to be expected to operate this way anyway.

Stock Version

To figure out the stock version of a YT-1760, look at source prices for 1D starfighter scale shields and 2 laser 4D laser cannons, reduce this from the ship's cost, and this should be the price for a stock YT-1760.

State Rooms

This ship's description gives a clear precedent for converting space into more roomy, spacious and comfortable state rooms, requiring 2 Passenger spaces to be converted and added to 1 Crew space to make a state room. 10 metric tons = 1 Crew/Passenger quarters (Galaxy Guide 6 Tramp Freighters), So 30 metric tons = 1 Crew/Passenger state room.

Maneuverability

Since the Description says that Maneuverability was an issue being addressed in the this design and improved up, it has a 2D, which is decent, not bad, not the best, and nothing really implies it should be impressive. GMs/players can change it up to 3D if they feel otherwise.

Speed (Atmosphere)

The "standard" I made for converting speeds would give this ship Space Speed 8 (Ramming = Space 8/Atmosphere 365; 1,050kmh). But when looking on this ship's Wookiepedia page, it has an "maximum atmospheric speed" of 990kmh listed. This is close to 1,000kmh, which means Space Speed 7. So that's what I will use for this ship's Speed numbers.

Sensors

Nothing made the sensors stand out, so I looked at the Lambarian Crab in D6 Stock Ships, and adjusted to make the sensors weaker, but better ranged than a stock YT-2400.

Stats by FreddyB, Descriptive Text from WookieePedia.
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