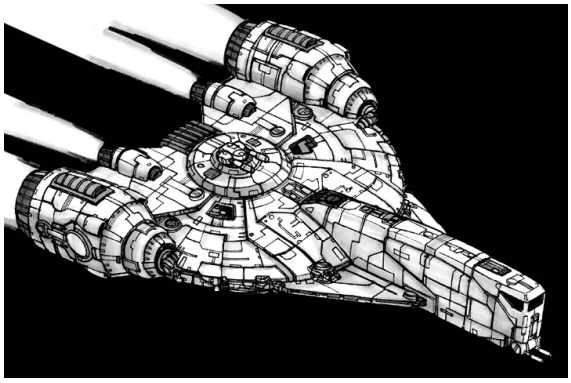
Starships D6 / Corellian Engineering Corpora

YV-100 TRANSPORT



* See below for more information.

Craft: Corellian Engineering Corporation YV-100
Type: Transport
Scale: Starfighter
Dimensions:
-Length: 46.5m
Skill: Space Transports
Crew: 2-3*
-Gunners: 2
-Skeleton: 1/+5
Crew Skill: As per players' skills
Passengers: 10
Cargo Capacity: 150 metric tons
Consumables: 6 months
Cost: 150,000 (Used: 50,000)
Hyperdrive: x3 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 5
-Atmosphere: 305; 880kmh*
Hull: 5D
Defenses:
-Shields: 1D
Sensors:
-Passive: 20/1D
-Scan: 40/1D+2
-Search: 60/2D
-Focus: 3/3D

WEAPONS:
2 Blaster Cannons (Fire-Linked)
Location: Top Center
Fire Arc: Partial Turret (front/right/left)
Crew: 1

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

2 Laser Cannons (Fire-Linked)
Location: Front Cockpit
Fire Arc: Front
Crew: 1 (Pilot)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 5D
Rate Of Fire: 1

DESCRIPTION:

YV Series Starships

Although the YT series continued to sell very well, the designers at Corellian Engineering were not willing to rest on their accomplishments. By going back to the drawing board and redesigning everything from scratch, they created the more modern YV series of ships. The first of these new ships was released during the Rise of the Empire era, and new models continued to come out until the Rebellion era. Although generally superior to YT ships in basic performance, the YV series proved to be less easily modified to take on new roles. For this reason the ships never gained the extraordinary reputation that most other Corellian Engineering Corporation ships seem to acquire. Despite this, the designs are solid and functional, and most YV series owners are very happy. Two sample YV series ships are presented below (YV-100, Emerald Lance YV-330).

YV-100

The first YV series ship shows more of its YT ancestry in the form of its main dish section. However, the tall, narrow bridge sections that became the hallmark of the YVs is clearly in evidence, and the expanded rear section gives it considerable cargo space. Though not an exceptional ship design, the YV-100 serves well as a light freighter and wealthy spacefarers frequently convert it to act as a pleasure craft. It's lack of overall popularity keeps the price of used YVs down, and even late in the Rebellion era several of these ships are in service in Fringe sections of space and on poorer worlds.

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

The original A Legacy of Starships article stat block stated the Crew as 2. But the Wookiepedia page states it as 3 with a minimum crew of 2. I interpret this as the ship can have 2 Crew, and they can operate both weapons too, if the pilot uses the forward-firing weapon mounted at the cockpit, and the second crew member uses the partial turret. A third crew member could use the forward gun while the pilot focuses on flying, or just be available to make repairs and such during combat or be an extra hand to move cargo, etc.

Speed (Atmosphere)

The Wookiepedia page states the ship's atmosphere speed as 880kmh. This is between 850kmh (Space Speed 5) and 950kmh (Space Speed 6). I was going to give it a 6 (D20 Attack speed), but this bit of info made me put the Space Speed at 5, with Atmosphere Speed of 305; 880kmh.

Stats by FreddyB, Descriptive Text from WookieePedia.
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