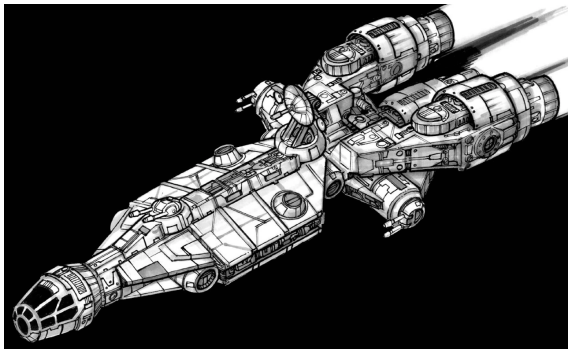
Starships D6 / Corellian Engineering Corpora

YZ-775 TRANSPORT



* See below for more information.

Craft: Corellian Engineering Corporation YZ-775
Type: Medium Transport
Scale: Starfighter (-ish?)
Dimensions:
-Length: 52m
Skill: Space Transports
Crew: 8*
-Gunners: 2+
-Skeleton: 2/+5
Crew Skill: As per players' skills
Passengers: 14*
Cargo Capacity: 400 metric tons
Consumables: 6 months
Cost: 500,000 (new); 350,000 (used)
Hyperdrive: x1 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 7D
Defenses:
-Shields: 6D*
Sensors*:
-Passive: 20/1D
-Scan: 40/2D
-Search: 60/3D
-Focus: 3/4D

WEAPONS:
2 Turbolaser Cannons* (Fire-Linked)
Location: Mid Hull Sides
Fire Arc: Partial Turret (Front/Right/Left)
Crew: 1

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

2 Twin Laser Cannons
Location: Front Upper/Lower Hull
Fire Arc: Turret
Crew: 2
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

2 Proton Torpedo Tubes*
Location: Front Lower Hull
Fire Arc: Front
Crew: 1 (Pilot/Co-Pilot)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700m
Speed: 7*
Damage: 10D*
Ammo: 12 torpedoes each (24 total)
Rate Of Fire: 1

DESCRIPTION:

The YZ Series.

When the Empire came to power, there was a shift in the starship buying patterns across the galaxy. Armed vessels, especially modifiable armed vessels, were suddenly a hit commodity. The Empire, however, was not about to allow civilian shipyards to start turning out armed ships by the dozen, and cracked down on ship designs that seemed geared for combat. The Corellian Engineering Corporation, however, had a long and respectable tradition of ship designs that were easily converted to numerous purposes, and had very little trouble getting such designs approved by the Imperial Bureau of Shipyards and Construction. While the Corellians have always denied that the YZ series of ships were intended to be converted to paramilitary vessels, such claims are

generally taken with a grain of salt. Two YZ series ships are presented below (Above, YZ-775 and YZ-900).

The YZ-775.

The YZ-775 is a half-step between most armed transports and actual capital class ships such as the Corellian corvette. It's larger than most small freighters, measuring fifty-two meters from nose to stern. Its cockpit is almost twice the size of a YT-1300, and has room for the ship's entire 8-person crew. The midships section has two decks, with cargo in the upper deck and state rooms* and electronics below. The vessel's powerful engines supply plenty of energy for its compliment of guns and military shields and weaponry. Some small planetary forces have converted YZ-775s for use as customs and inspection craft, but most are used by independent cargo haulers, many ex-Rebellion warriors.

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, Passengers, and State Rooms

If state rooms are converted to Cargo Capacity, each one equals 30 metric tons. Also, the

available information for the ship does not explain if the state rooms are solely for the crew, or if this also includes the passenger space. Until further info states otherwise, the state rooms in this write-up are solely for the crew. If any of these are converted into standard crew quarters, each one will free up 20 metric tons of extra Cargo Capacity.

Crew

-1 Captain.
-1 Pilot.
-1 Co-Pilot.
-2 Engineers.
-1 Cargo Master.
-2 Gunners.

This information is pulled from the Wookiepedia page.

Shield Generator

A product of the time during the Rise of the Empire era before the Galactic Civil War, the "Platemail" shield generator is one of the few, if not the only, model of shield generator of this strength to ever be released on the market for starfighter scale starships, for either civilian or military grade ships. As such, it is bulkier than probably any other shield generator of this scale, and usually cannot get through Imperial scrutiny without be sold with the YZ-775 Medium transport as a whole package.

Players may wish to acquire this shield generator (6D) separately for their own ships. The shield generator itself costs 75,000 credits or more (and more still on the black market), and requires Cargo Capacity of 35 metric tons to install. Further, due to its energy requirements, GMs may wish to have players either modify their ship's existing power source, or install a new one that can handle the power load (if the desired ship does not have the heft of a near-capital scale ship like the YZ-775 Medium transport, otherwise there may be no need for such modifications).

-Modify Existing Power Source: 3,000 credits per Hull Die (500 per pip); +3 metric tons per Hull Die (+1 metric ton per pip); Difficult Space Transports Repair skill roll for a similar sized ship to a YZ-775 (around 50 meters long); Very Difficult skill roll for ships between 1/2 to 3/4 the YZ-775 size (25m to 40m long); Heroic skill roll for ships between 1/4 to 1/2 the size (15m to 25m long); Moderate skill roll for larger ships up to half +1 1/2 the size (60m-100m long); smaller ships and starfighters cannot install this shield generator. Larger ships can install it with easier Difficulty, but if they are capital scale, they may be better off purchasing a capital scale shield generator.

-Purchase New Power Source: 5,000 credits per Hull Die (1,000 per pip); +5 metric tons per Hull Die (+1 metric ton per pip); Installation Difficulty is 1 level lower than those stated above as long as the crew has the proper facilities and equipment and a technician/engineer crew to aid the process, or the GM could allow installation to be part of the purchase price (or charge more for it).

-Old Power Source: The old power source can be sold to reduce the price of the new one. 1,000 credits per Hull Die (200 per pip); 3 metric tons per Hull Die (1 metric ton per pip).

GMs who feel this shield generator is too powerful (and who would blame you!?), feel free to reduce it to 3D.

Sensors

Sensors were figured by placing them somewhere in the middle between a stock YT-2400 and a PB-950 Patrol Boat, powerful for a civilian ship, but not full military level, and leaving room to be improved or replaced later.

Turbolaser Cannons

These were figured out from D6 to D20 Conversion Rules (Damage), Starship Pricing (Fire Control, Cost (12,000 credits)) and Star Wars Rulebook Revised Expanded and Updated (Mon Calamari Cruiser, confirms weapon stats). If players/GMs wish to remove these weapons, they would free up 30 metric tons of Cargo Capacity each (60 metric tons total) (This is figured by looking at the D6 to D20 conversion rules and forming a basis that capital scale version of starfighter scale gear could roughly have a x3 modifier for pricing and weight).

Starfighter Scale to Capital Scale Conversion

If upscaling weapons and equipment from starfighter to capital scale, x3 cost, weight and other factors.

Proton Torpedo Tubes

Information on the Wookiepedia page says they can also use Concussion Missiles. This means these are some form of Variable Payload Launchers. GMs/players may allow these to use other forms of missiles and torpedoes, such as Anti-Shield Plasma Torpedoes, etc.

While these weapons do not mention being fire-linked in the original D20 article or the Wookiepedia page, the 10D Damage implies that perhaps they were (standard proton torpedoes usually do 9D Damage). GMs may wish to either fire-link the weapons to explain the higher Damage, or say that these use a higher yield warhead (which will cost more to replace). Note that most starfighters with fire-linked pairs of proton torpedoes have 9D Damage, but Galaxy Guide 6 Tramp Freighters has singular torpedoes also doing 9D Damage.

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 relevant Atmosphere Speed). 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).

Stats by FreddyB, Descriptive Text from WookieePedia.
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