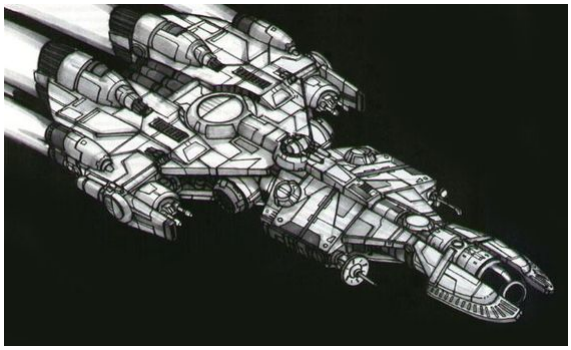
Starships D6 / The White Wing (Modified Cor



THE WHITE WING

* See below for more information.

Craft: Corellian Engineering Corporation YZ-900
Type: Modified Medium Transport
Scale: Starfighter
Dimensions:
-Length: 54.5m
Skill: Space Transports: White Wing
Crew: 1-3
-Gunners: 2
-Skeleton: 1/+0*
Crew Skill: Per players' skills
Passengers: 14
Cargo Capacity: 500 metric tons
Consumables: 9 months
Cost: 300,000 (used)
Hyperdrive: x1 (Backup: x4)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 8D
Defenses:
-Shields: 5D*
Sensors:
-Passive: 20/1D
-Scan: 40/2D
-Search: 60/3D
-Focus: 4/4D

WEAPONS:
2 Heavy Twin Laser Cannons*
Location: Mid Upper/Lower Hull
Fire Arc: Turret
Crew: 1 (2)

Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 3D*
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 6D
Rate Of Fire: 1

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

DESCRIPTION:

The White Wing is a modified YZ-900 freighter. It is actually more lightly armed than a standard YZ-900, locking down its wing guns to forward firing arcs and removing the concussion missile tubes that fired fore and aft. Its primary modification is the use of droid automation* to reduce its crew requirements. With the canopy shroud sensors feeding information directly into a series of astromech droids, it's possible for a single pilot to fly the White Wing, although they still need gunners if they want to fire more than one weapon at a time. It also uses droid augmentation for its fire control computers*, giving it extremely accurate weaponry.

The White Wing was spotted making runs in and out of Hutt Space during the later years of the Empire. It's speculated that it was used as a courier ship by the Alliance, allowing small teams of commandos to make raids deep into Hutt and Imperial held systems. The truth of this may never be known, as the White Wing ended up on the auction block after the Battle of Endor, to pay off docking fees it had amassed when its last owner abandoned it. Although the White Wing is somewhat lightly armed, the ability of a single pilot to run it effectively is sure to make it attractive to someone, even well into the New Jedi Order era.

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.

Droid Automation

Using astromech droids (4-8) connected to the ship's sensors, the usual required crew (4-8) is negated, and a pilot can fly the ship without any increase in Difficulty. This does not include use of all weapons and gunners are still needed. However, the droid automation does grant +1D to the weapon's usual Fire Control bonuses.

Players/GMs wanting to use this for other ships must purchase astromech droids to replace crewmates, 1-for-1, and roll a Moderate Droid Program/Repair AND Space Transports skill rolls to link them all together and to the ship.

To improve weapons' Fire Control, purchase droid brains (astromech droid brains work well). Pay for dice in the relevant weapon skill as one would for droids, but at x3 price for extra coding as this will be used as a component for the Fire Control (1,050 credits per +1D per weapon). Then connect them to the weapon's Fire Control computer with a Difficult Droid Program/Repair AND Space Transports Repair skill rolls. Every +1D after the first +1D makes the installation Difficulty increase by +5 due to the necessary software and hardware in the droid brain becoming more complex with each increase and complications between the droid brain and Fire Control computer begin to arise (GMs, if players want to do this anyway....get creative!).

Shield Generator

This ship's shield generator (5D) is powerful for the kind usually installed in starfighter scale freighters, even after modification. Based on the technology used in the YZ-775 Medium transport that came before it, the Chainmail shield generator was an attempt to keep the C.E.C. plan going to produce transports that could easily be converted into combat ships for organizations like the Rebel

Alliance in their fight against the Galactic Empire. While the stock YZ-900s did not have these installed as a standard due to Imperial scrutiny after the production of the YZ-775 Medium Transports, several "Chainmail" shield generators were designed and constructed and distributed to various sources before the ISB began snooping around C.E.C. holdings.

If players wish to acquire one of these powerful shield generators for their own ship, it will cost around 65,000 credits and require 30 metric tons to install. Based on the shield generator developed for the YZ-775 Medium Transport, this was a product of the time, pushing shield technology for space transports further than standard technologies allowed during the Rise of the Empire era, and combined with their rarity, this is why they are so expensive, and so large, and also why not many ship owners ever get their hands on one, let alone use them. They simply may not have the funds or the room to do so.

GMs who feel this shield generator is too powerful, feel free to lower it to 3D (this was a result of converting Star Wars D20 shield points back to D6).

Weapons

When converted the Heavy Twin Laser Cannons and Twin Laser Cannons had the same stats (except Fire Arc), including Damage. So I looked at Starship Pricing. Heavy Laser Cannons there are 5D, Laser Cannons are 4D. Twinning weapons seems to add +1D, which fits the Laser Cannon conversion. So I increased the Twin Heavies +1D to make them match "heavy" weapons, and to help differentiate the two.

Stats by FreddyB, Descriptive Text from WookieePedia.
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