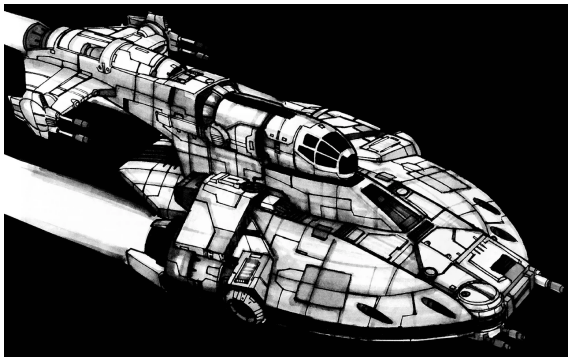
Starships D6 / Corellian Engineering Corpora

VCX-700 HEAVY COURIER



* See below for more information.

Craft: Corellian Engineering Corporation VCX-700
Type: Heavy Courier
Scale: Starfighter
Dimensions:
-Length: 26m
Skill: Space Transports
Crew: 1-5
-Gunners: 4
-Skeleton: 1/+0
Crew Skill: As per players' skills
Passengers: 6
Cargo Capacity: 5 metric tons
Consumables: 1 month
Cost: 350,000 (new); 250,000 (used)
Hyperdrive: x1 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D+2
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh
Hull: 5D
Defenses:
-Shields: 3D
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 80/2D
-Focus: 3/3D

WEAPONS:
2 Heavy Laser Cannons (Fire-Linked)
Location: Front Right Hull
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: 5D
Rate Of Fire: 1

4 Light Ion Cannons (Fire-Linked)
Location: Rear Side Wings
Fire Arc: Front
Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 100-300/700/3.6km
Damage: 5D
Rate Of Fire: 1

Autoblaster
Location: Front Left Hull
Fire Arc: Front
Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control:
Range:
-Space: 1-5/10/17
-Atmosphere: 100-500/1/1.7km
Damage: 3D
Rate Of Fire: 1

4 Concussion Missile Launchers (Fire-Linked)
Location: Front Hull Corners
Fire Arc: Front
Crew: 1
Skill: Starship Gunnery/Missile Weapons
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 30-100/300/700km
Speed: 7*
Damage: 10D
Ammo: 2 missiles each (8 total)
Rate Of Fire: 1

DESCRIPTION:

The VCX-700 heavy courier is an unusual design for a mass-produced ship. It is specifically designed to provide and extremely secure transport for a small party or valuable cargo. To this end, it comes with more weapons than any other stock Corellian ship its size. It is heavily armored, with an outer hull as thick as a ship twice its size. Its powerful engines give it good speed and maneuverability, and its hyperdrive is almost military grade. It even manages to squeeze in a single escape pod. Of course all this comes at a price, and for the VCX-700 the cost is space. Although it can carry six passengers, it does so in cramped bunks built against a bulkhead. And despite its heavy armaments the VCX-700 is not a vessel for war, lacking the heavy shields or reinforced hull of a true gunboat. Against most fighters or pirate ships however, the heavy courier is more than able to outfight anything it can't outrun.

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.

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 sci-fi 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.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.