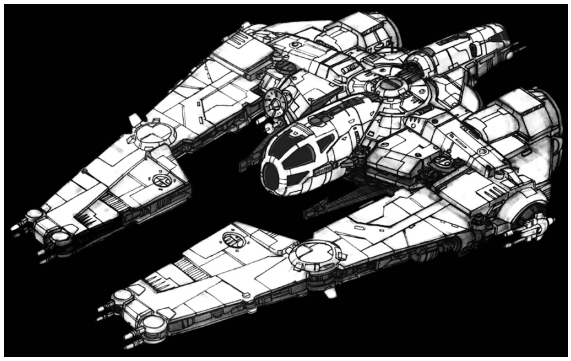
Starships D6 / Corellian Engineering Corpora

VCX-820 ESCORT FREIGHTER



* See below for more information.

Craft: Corellian Engineering Corporation VCX-820
Type: Escort Freighter
Scale: Starfighter
Dimensions:
-Length: 20.2m
Skill: Space Transports
Crew: 8
-Gunners: 6
-Skeleton: 1/+5
Crew Skill: As per players' skills
Passengers: None
Cargo Capacity: 1 metric ton
Consumables: 6 months
Cost: 450,000 (new); 300,000 (used)
Hyperdrive: x2 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 5D
Defenses:
-Shields: 6D*
Sensors:
-Passive: 25/1D
-Scan: 50/1D+2
-Search: 75/2D+1
-Focus: 4/3D+1

WEAPONS:
3 Twin Heavy Laser Cannons*
Location: Mid Hull Sides
Fire Arc: Turret
Crew: 1 (2)

Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 6D
Rate Of Fire: 1

8 Autoblasters*
Location: Front Mandible Tips
Fire Arc: Partial Turret (Front/Right/Left)
Crew: 1 (8)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 3D
Range:
-Space: 1-5/10/17
-Atmosphere: 100-500/1/1.7km
Damage: 3D
Rate Of Fire: 1

Proton Torpedo Launcher
Location: Lower Hull
Fire Arc: Front
Crew: 1 (Pilot)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 100/300/700
Speed: 7*
Damage: 10D*
Ammo: 16 torpedoes
Rate Of Fire: 1

DESCRIPTION (A Legacy of Starships):

The VCX-820 escort freighter was rushed into production just as the threat from the Yuuzhan Vong came to light in the New Jedi Order era. Calling the VCX-820 an "escort freighter" is an effort to admit to this ship's military purpose without labeling it as a warship. The VCX-820 has very little value as a transport of any kind. However, it is very heavily armed, and is capable of protecting several other freighters it travels with. Unlike many armed freighters the VCX-820 is built to military specifications, and can sustain long-term fighting. Originally conceived as a ship to operate near the Imperial Remnant*, the sudden conflict with the Yuuzhan Vong has made this ship a very hot item. With the Fringe regions suddenly under attack from outside the galaxy and New Republic forces too busy protecting the Core Worlds to worry about piracy, it has become important that merchant convoys be able to defend themselves. While many modern freighters are fairly well

armed, numerous older ships need a strong escort. The VCX-820 is a popular ship for that role, though it remains to be seen if it continues to be popular during less turbulent times.

DESCRIPTION (Wookiepedia):

The VCX-820 escort freighter was a military grade freighter originally designed for the Imperial Remnant* as a small warship.

Designed several years before the Yuuzhan Vong War, the VCX-820 was a heavy yet fast flying-guns platform, and sported eight mandible* mounted autoblasters that were capable of quickly overwhelming shields in a torrent of blaster fire. Because it was designed to military specifications, it could easily guard convoys of otherwise defenseless bulk freighters and commerce craft, yet despite this, was reasonably priced on the open market.

Because of its affordability and versatility, at the outbreak of the Yuuzhan Vong many smugglers and private entities sought a ship that was fast and agile, yet heavily defended: the VCX-820 filled this role well, and as a result, many larger trade-firms invested in these vessels, making it quite common during the hard times of the New Republic.

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.

Passengers (0 or 3?)

The original A Legacy of Starships article in Star Wars Gamer magazine issue #2 says this ship has no passengers. The Wookiepedia article says it could carry 3 passengers. The version presented here says 0, but a variant could have been introduced with more passenger space, either due to refinements in design, or by downgrading some of the components of the ship to make room for them. If downgraded variant would cost the same, but have -1D to the three Two Heavy Laser Cannons. A variant with the extra passengers and no downgrades will cost 500,000 (new), 350,000 (used).

Shield Generator (6D)

The VCX-820's shield generator is related to the technology used to make the shield generators for the YZ-775 medium transports sold during the Rise of the Empire era decades earlier, but more refined and compact, perfect for military grade ship designs. After all, C.E.C. did create both ships. If GMs/players wish to acquire this 6D shield generator for use in other ships or projects, it will cost 160,000 credits, perhaps more on the black market, though during the New Jedi Order era these ships and their related components sound like they became common enough). They will also require 16 metric tons of Cargo Capacity to install.

Furthermore, if players wish to increase their VCX-820's Cargo Capacity, the could downgrade the shields to something less powerful, but still strong for civilian ships.

Twin Heavy Laser Cannons

The original A Legacy of Starships article says there are two of these. However, the Wookiepedia page says there are three, which would account for the third turret seen in the aft gunner station in the pic. So I went with this.

Autoblasters and Mandibles

These structures on the front sides of the ship look like they can move on some kind of round servos or something. This could be used for anything from fitting the ship in tight docking/landing spaces, to latching onto cargo containers (which would help make up for its lack of cargo space), to perhaps being used to help the weapons aim at targets and be part of the fire control system. Be creative in how you flavor these in your games.

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).

Proton Torpedo Launcher (Damage)

When the original D20 rules Damage is converted as 10D. GMs may wish to reduce this to the standard 9D for proton torpedoes in the D6 system, or explain this as some kind of high-yield warhead variant (which would cost more to replace).

Imperial Remnant

Was it designed for them, or to be used against them? The information from two different sources is contradictory. But, given the corrupted nature of the New Republic during the New Jedi Order era, it is possible that both of these can be true, as corporate entities in such environments would sell to both sides of a conflict to increase profits.

Modification/Upgrade Ideas: VCX-820 Heavy Fighter/Assault Ship

If the Gunner crew quarters (+10 metric tons each, +60 metric tons total), extra gunnery stations (+5 metric tons each, +30 metric tons total), and relevant consumables space (+2 metric tons each, +12 metric tons each), it would give the ship an extra +102 metric tons Cargo Capacity. This makes room for future upgrades, either replacing old weapons with something more powerful, or installing extra weapons and equipment to make the ship more versatile, or more dangerous.

The cockpit could be modified to remove the co-pilot seat and be refurbished to function more like a starfighter cockpit. Control simplification as a starfighter cockpit, as well as automation, could be used to allow the VCX-820 to be used less like a small space transport, and more like a heavy starfighter. The result is negating the Skeleton Crew 1/+5 increased Difficulty.

The cockpit could be modified to remove the co-pilot seat, flight stick and consoles, detach and rearrange the pilot's same accoutrements, and be refurbished to function more like a starfighter cockpit. Control simplification as a starfighter cockpit, as well as automation, could be used to allow the VCX-820 to be used less like a small space transport, and more like a heavy starfighter. The result is negating the Skeleton Crew 1/+5 increased Difficulty to be 1/+0. This costs 1,000 credits per +5 Difficulty, multiplied per Crew member being replaced. In this case, this ship only needed 2 crew and Skeleton Crew was only 1/+5, so it costs only 1,000 credits. This formula can be a simple way to represent "droid automation" mentioned in other Star Wars material for reducing needed crew in various starships.

The Twin Heavy Laser Cannons could be locked in the forward firing position, fire-linked (7D), and linked to easy-to-use controls in the new cockpit. The Autoblasters could be given the same treatment (6D). The proton torpedo launcher could be left as is, but linked to the cockpit the same way.

The tail gun turret could be left in place, in case the pilot gets an extra gunner to work with them (the ship can still carry 2 crew), replace the position with a droid, or use some form of other droid automation to keep this weapon useable in combat.

Being a devoted combat ship, this variant would have its Speed increased to 8 by installing a set of Corellian Evader-GT Ion Drives, taking up 16 metric tons of cargo space, and costing 50,000 credits (plus extra for installation, or in this case, "upgrading").

Stats by FreddyB, Descriptive Text from WookieePedia.
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