Starships D6 / Yuuzhan Vong Advance Scout



Name: Yuuzhan Vong Advance Scout Ship
Type: Capital Ship
Scale: Capital
Dimensions:
    Length: 100m
Skill: Bioship piloting: Advance Scout Ship
Crew: 25; Skeleton 5/+10
Crew Skill: Bioship piloting 4D+1, bioship gunnery 4D, biotech operations 2D+1
Passengers: 100 (troops)
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Cost: N/A
Hyperdrive: x1 (equivalent)
Nav Computer: Yes
Maneuverability: 1D
Speed:
    Space: 5 (see below)
    Atmospheric: 130; 400kph
Hull: 5D
Defences:
    Shields: N/A
    Dovin Basal: 1D-5D (see below)
Sensors:
    Passive: 75/1D
    Scan: 150/2D
    Search: 275/3D
    Focus: 4/4D
Complement:
    Several Yorik-et starfighters (in one forward facing hangar)
WEAPONS:
    5 x Yaret-Cor 'Magma Launcher' (Ammo: 20 each)
        Fire Arc: Turret
        Scale: Starfighter
        Skill: Bioship gunnery
        Fire Control: 2D
        Space Range: 1-2/4/11
        Atmosphere Range: 50-200/400/1.1km
        Damage: 9D
    5 x Yaret-Cor 'Magma Launcher' (Ammo: 10 each)
        Fire Arc: Turret
        Scale: Capital
        Skill: Bioship gunnery
        Fire Control: 3D
        Space Range: 2-4/8/22

Atmosphere Range: 100-400/800/2.2km
Damage: 8D
'Tractor Beam' (See Dovin Basal, below)
Fire Arc: Front
Skill: Bioship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3km
Damage: 1D-5D (see below)

GAME NOTES

DOVIN BASAL: The heart of a Advance Scout Ship's defenses, propulsion and maneuverability, as well as some of it's other techniques, are tied to the dovin basal, another living creation of the Yuuzhan Vong, grown separately and symbiotically attached to the Yorik-et. The dovin basal possesses 4D worth of ability. This can be divided among Maneuverability, Speed, or as 'Shields', in any way the pilot sees fit. If placed into Speed, then the dice are divided into pips, each '1' increasing the Speed by '1'. Each division retains a minimum that can still be used if the dovin basal's power is directed elsewhere, however in an emergency the pilot can pull these reserves to gain a 5D bonus in one ability, at the expense of all others becoming a zero. This is best done as a last resort, to outrun an impossible enemy, maniacally dodge an attack of sure destruction, or to give full power to the black hole shields when nothing else will do.

Along with these, the dovin basal also has these other abilities...

BLACK HOLE SHIELDS: The dovin basal creates miniature singularities that create strong imploding gravitational forces, absorbing missiles, proton torpedoes, laser fire and just about anything else thrown at it, be it physical or energy.

This works the same as shields, adding the extra dice to the Advance Scout Ship's Hull dice, and rolling against the incoming damage. Unless the pilot wishes otherwise, the black hole is always present, like shields (though the pilot could maneuver the black hole to cover another vessel with a successful Moderate Biotech Operations skill roll). If attackers wish to overcome these defenses, they must make an attack roll that beats the cosalskipper's defense roll by +2 levels of Difficulty (+10 if beyond Heroic), otherwise the black hole will always try to absorb the attack. If an attacker actually beats the defense roll at +2 Difficulty, they do damage directly to the Advance Scout Ship's Hull dice alone.

If they do not but still roll higher than the Advance Scout Ship's roll to resist damage, the damage does not affect the skip, but instead overpowers the dovin basal as it gives everything it has to absorb the attack. It cannot be used again for a number of rounds equal to how many damage categories the attack succeeded by. If the attack scored a Vehicle/Starship Destroyed result, it stays inactive for 4 rounds. The Advance Scout Ship survives, but now has no dovin basal to defend itself, and is left with the minimum statistics given above until the dovin basal is useful again. Pilots of the galaxy eventually discovered they could have their energy weapons deliver multiple shots at less power, called splinter fire, that would quickly tire out a dovin basal and let them attack the Advance Scout Ship's hull. If using this technigue, the take all damage done to a dovin basal in 1 round by an attack action (including if that action grants multiple shots/higher rates of fire!) and stack it together for the purpose of overpowering the dovin basal.

RIP SHIELDS: The dovin basal can 'rip' the shields from another starship, as it creates gravitic stresses that drain or shatter the shields from the ship. The Advance Scout Ship's pilot must make an attack roll using Biotech Operations to project the dovin basal's gravitic abilities against the target's shields. Then the dovin basal's dice are rolled against the ship's shield dice alone. If the dovin basal beats the shields, they are out of commission for as many rounds as achieved on the Starship Damage chart. A ship can protect against this attack by expanding it's inertial

compensator to envelope it's shields, and can then roll it's Hull and Shields together to resist the shield ripping. But Advance Scout Ship's can also unify their efforts together against one ship for stronger results, like fire-linking a weapon.

TRACTOR BEAM: The dovin basal can use it's gravitic manipulations in the same manner as a tractor beam, using it's dice for strength/damage. (See entry above)

INTEDICTION FIELD: A pilot can use their dovin basal to keep a target vessel from entering hyperspace. They must make a Moderate Biotech Operations roll to establish the interdiction field. The target vessel may try and fly away from the field and find a vector not covered by it to enter hyperspace. The Advance Scout Ship pilot may keep the field on the target with a successful Biotech Operations roll against the target ship's piloting skil roll. A successful roll by the Advance Scout Ship means the fighter cannot enter hyperspace, failure means they can unhindered. Also, several Advance Scout Ships can overlap their fields and unify their efforts against any one Advance Scout Ship. If they do this, it does NOT work by the rules for Aid Another, but increases the base Advance Scout Ship roll by +5 per added interdiction effect.

Description: The Yuuzhan Vong advance scout ship was a vessel in the Yuuzhan Vong fleet.

Characteristics

It was dark in color, with several tendril-shaped structures hanging to each side of the vessel, and had a large, forward-facing hangar which could carry several Yorik-et-sized vessels.

History

At some point during the time of the New Republic, former Jedi Knight A'Sharad Hett was captured by the Yuuzhan Vong when his transport crashed inside one of their scout ships.

He was tortured and experimented on while imprisoned on the vessel, and during his time there, encountered the exiled Jedi-turned-Sith Vergere. They had several discussions on the topic of the dark side of the Force and the Sith Order and how to structure it properly, while Hett was subjected to the Embrace of Pain.

When the Yuuzhan Vong War was about to begin and Vergere had left him to join priestess Falung, Hett managed to escape, killing the crew with the dark side. He then destroyed the scout ship, to make the Vong believe he was dead.

At the start of the war, scout ships were part of the Yuuzhan Vong fleet that advanced on Artorias. A number of these ships also participated in the capture of Coruscant. At the end of the war, a scout ship was part of a Yuuzhan Vong fleet that died over Wayland.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.