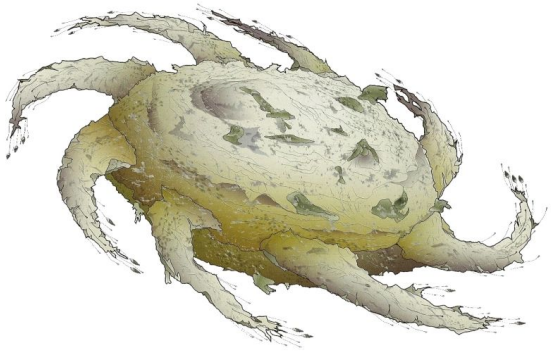
Starships D6 / Yuuzhan Vong Koros-Strohna



Name: Yuuzhan Vong Koros-Strohna
Type: Worldship
Scale: Capital
Dimensions:
    Length: 10 kilometers
Skill: Bioship piloting: Koros-Strohna
Crew: 1100; Skeleton 80/+10
Crew Skill: Bioship piloting 4D+1, bioship gunnery 4D, biotech operations 2D+1
Passengers: 5000 (troops)
Cargo Capacity: 100,000 metric tons
Consumables: 500 years
Cost: N/A
Hyperdrive: x1.5 (equivalent)
Nav Computer: Yes
Maneuverability: 0D
Speed:
    Space: 4
    Atmospheric: 130; 400kph
Hull: 15D
Defences:
    Shields: N/A
    Dovin Basal: 1D-5D (see below)
Sensors:
    Passive: 125/1D
    Scan: 250/2D
    Search: 375/3D
    Focus: 5/4D
Complement:
    Coralskippers and Terrestrial Ground Vehicles
WEAPONS:
    100 x Yaret-Cor 'Magma Launcher'
        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
    100 x Yaret-Cor 'Magma Launcher' (Ammo: 10 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

'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 Koros-Strohna'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 Koros-Strohna'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 Koros-Strohna'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 Koros-Strohna's Hull dice alone.

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 Koros-Strohna'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.

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 Koros-Strohna 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 Koros-Strohna means the fighter cannot enter hyperspace, failure means they can unhindered. Also, several

Yuuzhan Vong vessels can overlap their fields and unify their efforts against any one Koros-Strohna. If they do this, it does NOT work by the rules for Aid Another, but increases the base Koros-Strohna roll by +5 per added interdiction effect.

Description: Koros-Strohna, known as worldships in Galactic Basic Standard, were immense spacefaring vessels that housed entire communities of the extra-galactic Yuuzhan Vong, providing them with food and shelter. The worldships also served as staging grounds for more arduous battles or confrontations. As Yuuzhan Vong culture and religion professed a deep-rooted, zealous condemnation of any "modern" technology, such as droids, advanced computer systems, electronics or nuclear power (among other concepts), their worldships were always built from organic materials. Many vessels were constructed from and/or powered by functioning organisms, such as yorik coral or other living invertebrates.

Characteristics
Similar, in function, to the reborn Emperor Palpatine's Eclipse-class Super Star Destroyers, a worldship was a combination of a community, battleship, psychological weapon, and form of transportation, all-in-one.

Dimensions
Like all other Yuuzhan Vong technology and vessels, the Koros-Strohna was built of yorik coral. This coral then formed symbiotic relationships with many other organic materials and organisms utilized in a vessel's construction to provide defense, propulsion, and arms capabilities. Maw luur served as a recycling system as well as provided valuable life-support to the vessel. A worldship had more in common with a living planet than a starship, and, like most other Yuuzhan Vong bioengineered vessels, did not appear to be a spaceship, at all. The ship's core section was a disc-shaped mass, covered with hundreds of projectile defense mechanisms, among other protrusions. Around the middle edges of the worldship were several large, spiraling "arms", giving the vessel the vague shape of a spiral galaxy or a hurricane. In areas where gravitational pull was weak, such as the voids between galaxies, the Koros-Strohna could extend numerous membraneous "tendrils" called outrider ganglia, with each membrane anchored by hundreds of coralskippers, or yorik-et, smaller, similarly coral-based "starfighters" which were operated to help unfold the membrane. Once unfurled, the ganglia served as cosmic sails.

Propulsion systems
Dovin basals propelled the worldship by projecting gravity wells to drag Yuuzhan Vong ships through the interstellar void. When these organisms concentrated their energy wells, they could cause a space station to collapse entire worlds or moons, even forcing a binary system to collide. Dovin basals could also strip enemy vessels of their deflector shields. The worldship's own defenses also relied on the dovin basals' ability to utilize gravitational wells when intercepting incoming enemy fire or other potential assaults. To conserve power, worldships could generate artificial gravity by rotating, thus preserving the dovin basals.

Offensive and defensive systems
Worldships were protected by hundreds of yaret-kor emplacements that spat molten "slag", or magma, at enemy vessels. These ranged from starfighter-sized cannons to turbo laser-sized weapons similar to those used by the New Republic. These magma-based weapons ranged from small openings with the capability of blaster cannons to larger emitters which could shoot massive volcanic boulders, up to the size of a small starship, over great distances. The Koros-Strohna's weapons were spaced sporadically, and recharged slowly as new magma was produced; these firearms proved fantastically accurate, despite their unconventional creation.

Another weapon was a huge, tubular worm called the dread weapon, which extended from the bowels of the worldship. The dread weapon could be used to gather nutrients for the worldship to stay alive. The Gorros' Fen served a similar function.

Complement
Additional defenses came from the worldship's cargo and troop holds, which could transport more than 5,000 warriors, along with coralskippers and terrestrial ground vehicles. Due to the vessel's size, the Koros-Strohna would often accommodate a small Yuuzhan Vong army.

Lifespan
A Yuuzhan Vong worldship lived and functioned for a minimum of 500 years, if not longer, as they were known to operate for up to 1,000 years, as the Baanu Miir proved. As a worldship started to near the end of its life, it would develop color variations on its dovin basals, and would grow myogens in its corridors.

History
In 26 ABY, the worldship Baanu Miir held twelve thousand Yuuzhan Vong, and was nearly 1000 years old (an age considered ancient), dying and no longer able to travel faster than light.[3] It is unknown if these figures were typical for worldships. The Baanu Rass, one of the largest worldships, was 120 kilometers across,[4] almost the size of the first Death Star. During the trek through the intergalactic void between galaxies, certain drugs were circulated into the worldship's interior, which infused its inhabitants with a sense of purpose and belonging in order to prevent them suffering mental breakdowns resulting from the stresses of a long journey across space to the Promised Land.

The Alak Schou was one of the worldships used to transport the invasion force into the galaxy.[5] The Domain Hul worldship served as a base for the Yuuzhan Vong assault against the New Republic during the attack on Borleias.

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