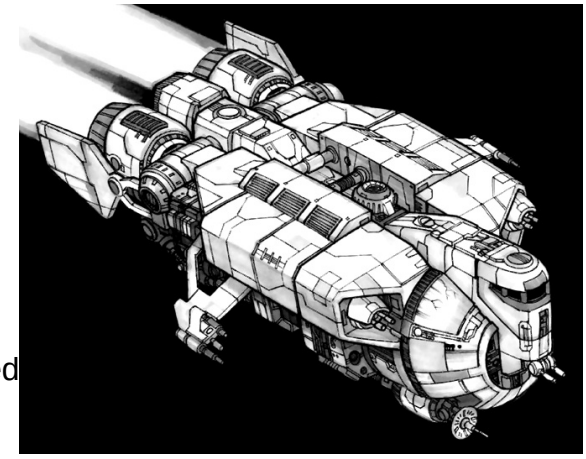
Starships D6 / Corellian Engineering Corpora

YV-929 ARMED FREIGHTER



* See below for more information.

Craft: Corellian Engineering Corporation YV-929 Armed Freighter
Type: Transport
Scale: Starfighter
Dimensions:
-Length: 22m
Skill: Space Transports
Crew: 1-4
-Gunners: 3
-Skeleton: 1/+5
Crew Skill: As per players' skills
Passengers: 6*
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: 250,000 (new); 100,000 (used)
Hyperdrive: x2 (Backup: x12)
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh
Hull: 1D
Defenses:
-Shields: 4D*
Sensors:
-Passive: 20/0D
-Scan: 30/1D
-Search: 45/2D
-Focus: 3/3D+2

WEAPONS:
2 Double Turbolaser Cannons* (Fire-Linked)
Location: Front Side Corners
Fire Arc: Front

Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1-4/16/30
-Atmosphere: 100-400/1.6/3km
Damage: 6D
Rate Of Fire: 1

2 Ion Cannons* (Fire-Linked)
Location: Front Under Cockpit
Fire Arc: Partial Turret (Front/Right/Left)
Crew: 1
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 100-300/700/3.6km
Damage: 4D
Rate Of Fire: 1

2 Triple Blasters* (Fire-Linked)
Location: Side Wings
Fire Arc: Front
Crew: 1 (Pilot)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1-5/10/17
-Atmosphere: 100-500/1/1.7km
Damage: 3D
Rate Of Fire: 1

4 Double Concussion Missile Launchers*
Location:
Fire Arc: 2 Front, 2 Back
Crew: 1-2 (Pilot/Co-Pilot)
Skill: Starship Gunnery, Missile Weapons
Scale: Starfighter
Fire Control: 1D
Range:
-Space: 1/3/7
-Atmosphere: 30-100/300/700m
Speed: 7*
Damage: 8D*
Ammo: 10 missiles each (40 total)
Rate Of Fire: 1

DESCRIPTION:

The YV-929 was one of the last YV series designs to come out of the Corellian Engineering Corporation. Originally conceived shortly after the Battle of Endor and first produced two years later (6 ABY), the 929 was advertised as an "armed freighter", a term that Corellain Engineering has not used before or since. In theory, the YV-929 were supposed to give merchant ships a fighting chance against rebel raids on commerce. In practice, more 929s were used by the Rebellion than any other single group, although the Corporate Sector Authority is a close second.

The 929 may not look much like other YV ships on the surface, but it's built on the same basic keel. However, large external bays have been added to the design, allowing the 929 to mount heavy shields, carry a fair sized payload, and still bristle with guns. To entice independent ship buyers, the designers added a roomy parlor to the domed section below the bridge, although this is often turned into passenger space by YV-929 owners*. Unfortunately, this approach does little for the ship's sturdiness, and 929s were infamous for coming apart after just a few hits after losing their shields. Still, the roomy cargo capacity and heavy armament made the YV-929 a popular ship during the Rebellion, and many remain in use well into the New Jedi Academy 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.

Parlor to Passenger Conversion

If the Parlor is converted to Passenger space, it can accommodate +6 more Passengers. Due to this, if converted to Cargo Capacity, it would end up being +60 metric tons.

Shield Generator

This ship's shield generator (4D) is exceptionally powerful for a starfighter scale transport, and also rare for this. Likely a result of the rising tensions of the Rise of the Empire era, the open warfare of the Galactic Civil War, and the newly found freedom after the fall of the Empire and the rise of the New Republic, as well as the many conflicts that arose during this time.

If players wish to acquire one separately, it would cost around 50,000 credits (probably more on the black market), and requires 25 tons of cargo space to install, due to fitting such powerful technology in such a tight package as a small starfighter scale freighter. Galaxy Guide 6 Tramp Freighters Shields used as a reference to figure this out, but also figuring in that these are pushing the boundaries between civilian and military grade hardware. Since these powerful shield generators are a defensive system, and with the Empire and other constant threats on the horizon for the New Republic during this era, these shields generators were allowed to be sold by Corellian Engineering Corporation, though it was rare to see them installed on anything beyond a YV-929 due to being designed for this model of starship.

GMs who think these shields are too powerful, feel free to drop them down to 3D.

Double Turbolaser Cannons

These weapons converted as some form of starfighter scale laser cannon. However, since D20 didn't have ranges as clear-cut as D6, I decided to make these weapons a little more unique. Their range has been extended, and the Fire Control dropped to 1D. If GMs/players want them to be more standard, put the range back to that of other laser cannons (1-3/12/25) and up the Fire Control to 2D. Also, if the Fire-Link is undone, they will have 5D Damage dice separately.

Ion Cannons

Based on those of the Y-Wing.

Triple Blasters

Based on those of the Z-95 Headhunter.

Double Concussion Missile Launchers

Original D20 version said "4 sets of 2 fire-linked", so I made them "4 Double" to simplify and take up less text.

The original D20 stats converted to D6 gave the Damage as 8D. However, when fire-linking weapons, I give +1D for +1 weapon, then +1D when these are doubled (+2D for 4 weapons, +3D for 8 weapons, etc). Also, in official D6 stats for ships, when Concussion Missiles are doubled and fire-linked, they are often 9D Damage. GMs can have this be 9D Damage for this ship, or have them use a less poweful warhead (7D Damage singular), or undo the fire-linking and have them use standard Concussion Missiles.

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).

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