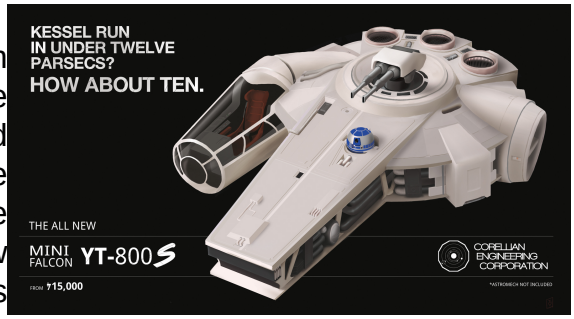
Starships D6 / Corellian Engineering Corpora



Han Solo's historic, record-breaking Kessel Run in 10 BBY would take a couple years to filter back to the Core Worlds from the Outer Rim, with all the exaggerations and inaccuracies its many retellings would bring. None the less, it would spread like wildfire on Corellia, and in the third quarter of 8 BBY it was the talk of more than a few CEC executives; Noddy Bomm in particular saw a means to capitalize on the smuggler's claim to fame.

At first, the CEC engineers were confused by the work order; to make an ultra-fast derivative of the YT-1300, make it affordable (and profitable), and brand it with a model number not derivative of the YT-1300 (a well-known and highly popular model), but the oft-forgotten and obscure YT-800, the YT-1300's predecessor by more than a century. Ironically, or perhaps as planned, an unsold batch of YT-800s long picked apart for scrap, had their remnants recycled to make new parts for the YT-800S' prototypes.

The YT-800S R&D ran from 8 to 6 BBY, with three top designs being made into three test models each (nine test models in total), and each design having 12 promotional prototypes made (36 in total) to be given as gifts to VIPs (investors, government officials, celebrities, racers, and the like). Rumor has it, three custom-made prototypes were made for exec Noddy Bomm; no official records can be found to substantiate that claim, however…

The test prototypes made the rounds at trade shows, expos, and various festivals throughout the Inner and Mid Rim in 6-5 BBY to promote the new product coming to CEC's catalog of quality ships. As this was happening, the 36 VIPs graced with promotional prototypes fed the flames of fame for the small ship, as word of mouth did as much if not more than corporate advertising could to promote the product.

A production run of 12,000 'Mini Falcons' were made in the 5-4 BBY production year. From 4 BBY to 8 ABY the YT-800Sa, YT-800Sb and YT-800Sc would remain in continuous production, averaging 6,000 units per year per model until about 5-6 ABY, after which they would decline to level off at around 1,500 units annually for all three models. After 8 ABY, only a few hundred units per year would be made for commercial sale, the rest being made to order.

CEC had special deals on large orders, where a customer can get either a bundle with discounted astromechs, or credit vouchers towards the purchase of astromechs. A number of vendors offered similar deals and bundles, but the quality of astromech varied greatly. Unsurprisingly, the popularity of the YT-800S couriers led to a booming trade in counterfeit YT-800S couriers, ranging from the moderately reliable Kennar Corp to independent shipbuilders of dubious quality…

While most YT-800S couriers sold where used as intended by corporations, small businesses, governments, and independent spacers, some were converted for use as snub fighters or fighter-bombers in remote star systems and by shipping companies that needed extra security (and were not getting it from the Empire or other judicial entities). It goes without saying, plenty were used by smugglers as well. They proved popular with the rebels that could get them, and more than a few Imperial agents kept ships they commandeered.

YT-800S Prototype Aurek

Craft: Corellian Engineering Corporation YT-800S Courier Prototype
Type: Courier Prototype
Scale: Starfighter
Length: 7 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 0-1
Cargo Capacity: 200 kilograms
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: None; uses 1 Astromech (R3 or R5 included)
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is none.

YT-800S Prototype Besh
Craft: Corellian Engineering Corporation YT-800S Courier Prototype
Type: Courier Prototype
Scale: Starfighter
Length: 9 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 0-2
Cargo Capacity: 400 kilograms
Consumables: 2 months
Cost: Not available for sale

Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: None; uses 1 Astromech (R3 or R5 included)
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is one.

YT-800S Prototype Cresh
Craft: Corellian Engineering Corporation YT-800S Courier Prototype
Type: Courier Prototype
Scale: Starfighter
Length: 12 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 0-3
Cargo Capacity: 600 kilograms
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: None; uses 1 Astromech (R3 or R5 included)
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D

Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is two.

YT-800S
Craft: Corellian Engineering Corporation YT-800S Courier
Type: Stock light Courier
Scale: Starfighter
Length: 7.7 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 0-1
Cargo Capacity: 270 kilograms
Consumables: 5 weeks
Cost: 60,000 (new), 15,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: None; uses 1 Astromech (not included)
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is none.

YT-800Sa
Craft: Corellian Engineering Corporation YT-800Sa Courier
Type: Stock light Courier
Scale: Starfighter
Length: 8 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 1-2
Cargo Capacity: 300 kilograms
Consumables: 1 month
Cost: 60,000 (new), 15,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: None; uses 1 Astromech (not included)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is 0-1.

YT-800Sb
Craft: Corellian Engineering Corporation YT-800Sb Courier
Type: Stock light Courier
Scale: Starfighter
Length: 12 meters

Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 2-4
Cargo Capacity: 600 kilograms
Consumables: 2 months
Cost: 80,000 (new), 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: None; uses 1 Astromech (not included)
Maneuverability: 1D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is 1-3.

YT-800Sc
Craft: Corellian Engineering Corporation YT-800Sc Courier
Type: Stock light Courier
Scale: Starfighter
Length: 16 meters
Skill: Space transports: YT-800S Courier
Crew: 1, gunners: 1
Crew Skill: Varies tremendously
Passengers: 3-6
Cargo Capacity: 1,200 kilograms
Consumables: 3 months
Cost: 100,000 (new), 25,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: None; uses 1 Astromech (not included)
Maneuverability: +2

Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 4D
Game Notes: Pilot can control the turret. If a dedicated gunner is used, then the passenger capacity is 2-5.

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