

Trade Federation Container Ship

Familiar to millions of officials and civilian personnel who dealt with them over the skies of numerous planets, the characteristic giant Trade Federation cargo ships had been built over many years, plying cargo among the far-flung stars of the galaxy as part of the extensive market of the Trade Federation.

The container ships making up the bulk of the Trade Federation's commercial fleet would soon undergo heavy conversions and upgrading to make them into venerable battleships to play host of the Trade Federation's secret army.

The stock version of the vessel stretches for more than three kilometers in diameter and can carry approximately a quarter-million metric tons of cargo. They were typically put to use in transporting mass amounts of goods from planet-to-planet, that is, until they began transporting hordes of battle droids and war vehicles.

Craft: Hoersch-Kessel Drive's Container Ship Type: Heavy transport Scale: Capital Length: 3,170 meters (diameter) Skill: Capital ship piloting: Container ship Crew: 10,402 (mostly droids); skeleton: 200/+15 Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D Passengers: 9,000 Cargo Capacity: 250,000 metric tons Consumables: 4 years Cost: Not available for sale Hyperdrive Multiplier: x3 Hyperdrive Backup: x28 Nav Computer: Yes Maneuverability: 0D Space: 3 Hull: 7D Shields: 2D Sensors: Passive: 15/1D Scan: 45/1D+2

Search: 70/2D+1 Focus: 2/3D Weapons: 4 Tractor Beam Projectors Fire Arc: Front Crew: 4 Skill: Capital ship gunnery Fire Control: 3D Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km Damage: 4D

> Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Ryan Matheny,OverLord, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past. Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.