



Starships D6 / Trade Federation Landing

Trade Federation Landing Ship

Craft: Haor Chall Engineering's C-9979 Landing Ship

Type: Heavy landing craft

Scale: Capital

Length: 370 meters (width)

Skill: Space transports: C-9979 landing ship

Crew: 76 (droids); gunners: 12 (droids); skeleton: 40/+15

Crew Skill: Space transports 4D, starship gunnery 4D

Passengers: Carried within stored vehicles

Cargo Capacity: 50,000 metric tons (unloaded)

Consumables: 1 day

Cost: Not available for sale

Maneuverability: 1D

Space: 4

Atmosphere: 210; 600 kmh

Hull: 3D+2

Shields: 1D+1

Sensors:

Passive: 15/1D

Scan: 45/2D

Search: 65/3D

Focus: 2/3D+1

Weapons:

4 Double Laser Cannons

Fire Arc: 2 dorsal turret, 2 ventral turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/15/35

Atmosphere Range: 100-300/1.5/3.5 km

Damage: 3D+2

2 Double Blaster Cannons

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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