



Starships D20 / Trade Federation Landing

Trade Federation Landing Ship

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

Class: Space Transport

Size: Huge (370 m width)

Hyperdrive: None

Passangers: Carried within stored vehicles

Cargo Capacity: 50,000 tons (unloaded)

Consumables: 1 day

Cost: Not available for sale

Maximum Speed In Space: Cruising (3 squares/action)

Atmospheric Speed: 600 km/h (10 squares/action)

Crew: 76 (droids)(Skilled +4)

Initiative: +2 (-2 size, +4 crew)

Maneuver: +2 (-2 size, +4 crew)

Defense: 18 (-2 size, +10 armor)

Shield Points: 130 (DR 10)

Hull Points: 360 (DR 10)

Weapons:

4 Double Laser Cannons

Fire Arc: 2 dorsal turret, 2 ventral turret

Attack Bonus: +2 (-2 size, +2 crew, +2 fire control)

Damage: 4d10x5

Range Modifiers: PB/S +0, M/L n/a

2 Double Blaster Cannons

Fire Arc: Front

Attack Bonus: +2 (-2 size, +2 crew, +2 fire control)

Damage: 3d10x5

Range Modifiers: PB/S +0, M/L n/a

Ground/Air Complement:

28 troop carriers

114 AATs (battle tanks)

11 MTTs (large transports)

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](#).