



Starships D6 / Warhammer Landing Craft

Warhammer Landing Craft

The Warhammer landing craft was designed by Sienar Fleet Systems during the time after the Imperial Civil War, for the New Republic. It was designed to be a long range troop transport and drop ship. It carried a rather impressive amount of vehicles a solid 200 troops with a powerful hyperdrive engine that could take the ship across the galaxy at great speeds. The vessel was designed partly off the old Long Reach Transport, with a ship design resembling that of a scaled down Marauder corvette with the wings removed. The ship was built just on the capital side as it goes in terms of class but most of its weaponry is geared towards starfighters except for the heavy rocket launchers. However, after the period of the reborn Emperor the ship was not needed much except in a handful of trouble regions along the border between New Republic and empire. So by and large the ship has gone unproven.

Craft: Sienar Fleet Systems' Warhammer Landing craft

Type: Long-range transport/landing craft

Scale: Capital

Length: 120 meters

Skill: Space transports: Warhammer

Crew: 5, gunners: 3; skeleton: 2/+10

Crew Skill: Space transports 4D+2, starship gunnery 4D+1, starship shields 3D+2

Passengers: 200

Cargo Capacity: 5,000 metric tons

Consumables: 1 month

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 1D+2

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D+1

Shields: 2D+2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:

Double Blaster Cannon

Fire Arc: Chin turret

Crew: 1

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Concussion Missile Launchers (retractable)

Fire Arc: Front

Crew: 1 (co-pilot)

Scale: Starfighter

Skill: Missile weapons

Ammo: 16 each

Fire Control: 2D

Space Range: 1-5/12/19

Atmosphere Range: 100-500/1.2/1.9 km

Damage: 6D

2 Heavy Rocket Launchers

Fire Arc: Front

Crew: 1 (co-pilot)

Scale: Capital

Skill: Missile weapons

Ammo: 6 each

Fire Control: 2D

Space Range: 1-3/9/13

Atmosphere Range: 100-300/900/1.3 km

Damage: 8D

Starships:

2 Y-wings (externally mounted)

Ground Vehicles:

12 Tanks

6 Hoverscouts

6 Freerunners

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