

Name:

Assault Landing Ship

Type: Trade Federation C-9997 Assault
Landing Ship

Scale: Capital

Length: 210 Meters

Skill: Capital Ship Piloting - Assault Landing
Ship

Crew: 102; Skeleton Crew: 48/+10

Crew Skill: Capital Ship Piloting 4D, Starship
Gunnery 4D

Passengers: 40

Consumables: 2 Months

Cost: 250,000 (used)

Cargo Capacity: 15000 Tonnes

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 6

Atmosphere: 420;1200kmh

Maneuverability: 2D

Hull: 5D

Shields: 3D

Sensors:

Passive: 20/0D

Scan: 50/1D

Search: 80/2D

Focus: 4/3D

Weapons:

4 Twin Heavy Laser Cannons

Scale: Starfighter

Fire Arc: Turret

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

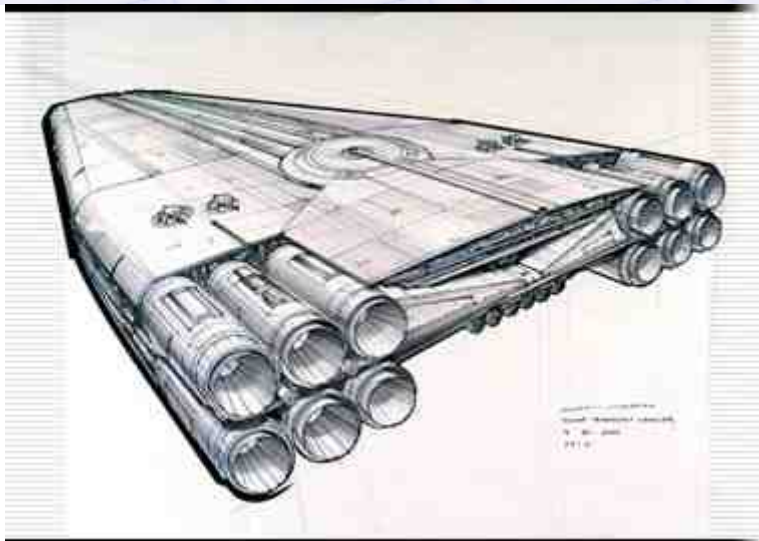
Turbolaser Cannon

Scale: Capital

Fire Arc: Turret

Fire Control: 2D

Space: 3-15/24/50



Atmosphere Range: 6-30/48/100km

Damage: 5D

Description: As the Clone Wars dragged on, the Trade Federations system of using battleships to carry troops and landing ships turned out to be a great disadvantage as their capital ships became tied up during ground battles and could not take part in vital space battles. To help counter this problem, the Trade Federation built a new type of landing ship the C-9997, designed to be able to transport troops through hyperspace and to be able to defend itself if necessary. These ships were introduced too late to make any major difference, but since have become a much desired class of capital ship, because of its high speed in an atmosphere as well as powerful shields and weapons. When outfitted by the Trade Federation, the Assault Landing ship could carry 138 AAT's, 22 MTT's and 35 RTTS's and their entire Battle Droid cargo.

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