

# RPGGamer.org Starships D20 / Haor Chall Engineering

## Trade Federation Aquatic Landing Ship

Craft: Haor Chall Engineering C-9877 Landing Craft

Class: Space Transport

Size: Huge (370 m long)

Hyperdrive: x (backup x)

Passangers: See Carried Craft

Cargo Capacity: 250 tons

Consumables: 1 week

Cost: Not available for sale (black market: 350,000 credits)

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

Atmospheric Speed: 850 km/h (13 squares/action)

Crew: 76 (Normal +2)

Initiative: +0 (-2 size, +2 crew)

Maneuver: +0 (-2 size, +2 crew)

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

Shield Points: 200 (DR 10)

Hull Points: 500 (DR 10)

### Weapons:

2 Double Laser Cannons

Fire Arc: 1 Front/Left/Back, 1 Front/Right/Back

Attack Bonus: +1 (-2 size, +3 fire control)

Damage: 5d10x2

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

4 Twin Laser Turrets

Fire Arc: Turret

Attack Bonus: +1 (-2 size, +3 fire control)

Damage: 4d10x2

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

### Carried Craft:

Troop Carriers: 28

AAT-Ws: 210

Aqua Droids: 1792

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](#).