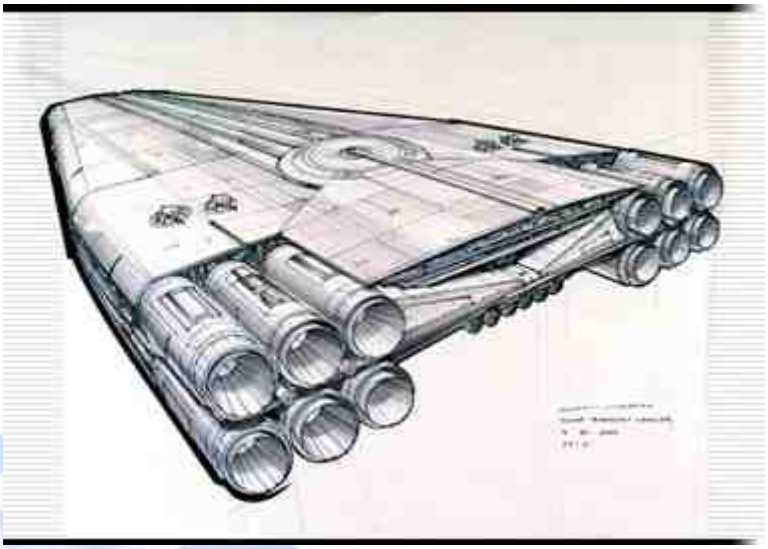
Starships D6 / Trade Federation C-9997 Assa



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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