Starships D6 / TriLex Golem Class Orbital Sh



Name: Golem Orbital Shuttle
Type: TriLex Golem Class Orbital Shuttle
Scale: Starfighter
Length: 21 Meters
Skill: Space Transports - Golem
Crew: 1, gunners 1
Passengers: 20
Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 4D
Consumables: 1 Month
Cargo Capacity: 80 Tons
Cost: 125,000 (new), 39,000 (used)
Hyperdrive Multiplier: X1
Hyperdrive Backup: NA
Nav Computer: Yes
Space: 5
Atmosphere: 295;850kmh
Maneuverability: 1D
Hull: 5D
Shields: 1D
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 85/2D
- Focus: 3/3D

Weapons:
- 3 Heavy Laser Cannons (fire linked)
  - Fire Arc: Front
  - Crew: 1
  - Fire Control: 2D+1
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D

Description: The Golem class orbital shuttle is a small transport vessel designed to carry cargo between starships and planets, or between starships, doing much the same job as the Sentinel or Lambda class shuttles. As a civilian vessel it carries lighter armament than the Imperial shuttles, but is a fairly similar design, capable of defending itself should the need arise. Because of its large passenger capacity, it often finds itself being used as a troop transport by mercenary forces, and the Rebellion owned and used a number of these shuttles for strike teams. TriLex has built a large number of these vessels, which continue to sell well, although these sell better in Republic space because of Imperial restrictions on ships weapons. The crew of the Golem sit in an over, under arrangement, much like a military gunship, with the gunner sitting direct over the weapons, and the

pilot above the gunner with an unparalleled view out of the cockpit.

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