Starships D6 / Horga Industries Jekk&#8217,j

Name: JJ-15 Hyperspace Troop Transport
Type: Horga Industries Jekk'jekk 1-5 Hyperspace Troop Transport
Scale: Capital
Length: 400 Meters
Skill: Space Transports – JJ-15 Troop Transport
Crew: 290; Skeleton Crew: 50/+10
Crew Skill: Space Transports 4D, Astrogation 4D, Starship Shields 4D
Passengers: 5000 (troops)
Consumables: 6 Months
Cost: 6 Million (new), 2.5 Million (used)
Cargo Capacity: 2000 Tonnes
Hyperdrive Multiplier: X2
Hyperdrive Backup: N/A
Nav Computer: Yes
Space: 5
Atmosphere: 300;850kmh
Maneuverability: 1D
Hull: 3D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 70/2D
Focus: 3/3D

Weapons:

4 Twin Turbolaser Turrets
Scale: Capital
Fire Arc: 1 Front, 1 Right, 1 Left, 1 Rear
Fire Control: 2D+1
Space: 1-5/35/75
Atmosphere Range: 6-30/70/150km
Damage: 4D

Starfighters: 3

Shuttles: 1

Description: When Horga the Hutt made the decision to become a spaceship tycoon, his first idea was to modify luxury liners into troop transports, to sell them to warlords, rebels and armed corporations. The JJ-15's regular quarters have beds for 8 passengers each and storage for their equipment. There are single rooms for higher ranks as well as four 3-room suites and one 5-room suite for the commanders and leaders themselves, that echo the ship's glorious past as a luxury

liner, with wooden finsihes, whirlpool, bar and huge panorama windows. Horga's motives remain mysterious to this day. Given the exorbitant prices for the original ships and the costly modifications, it’s highly unlikely, that Horga ever made any creds with this ship. Rumors persist, that he harboured a deep hatred against the Empire and thus supported those, who fought against it.

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