Starships D6 / Apone Assault Shuttle



Apone Assault Shuttle

The Republic's Apone-class assault shuttles served both the Republic's Army
and Navy for nearly seventy years - with the exception of those which served
longer on board of the small number of Sulanko frigates surviving into the
days of the Clone Wars - until it eventually became obsolete.

The Apone was designed to function better in an atmosphere than in the vacuum of space. Equipped with a chin-mounted laser cannon as well as two wing-tip concussion missile launchers, the Apone was capable of providing a very substantial amount of fire against ground targets as well as other ships and vehicles. However, the concussion missile launchers were only available for use when the ship was in atmospheric flight mode with the maneuvering wings unfolded - the launchers were inside of the main hull with the wings folded.

The Apone was designed to work specifically with the Ripper-class armored personnel carriers. The inside of the Apone consisted of only a large hold for a single Ripper and the main cockpit with seats for the pilot and the co-pilot. The troops usually remained inside of the APC, mainly due to the fact that there was little to no room for them outside of it with the APC loaded. However, there were fold-down benches for the soldiers to use if an APC was not loaded - mainly in the case of a ship boarding.

In standard operation the Apones were usually only used to transport a squad of troops and their support APC to a planetary surface while only performing ship boardings when other craft were unavailable for the job. During a surface drop, or "dust off" for short, the Apone lowers the APC securely on the loading ramp approximately fifteen seconds prior to landing so that the APC can depart almost immediately upon touch down allowing the shuttle to take off as quickly as possible. A quick take off was preferred so that the shuttle could provide air support if needed.

Model: Telgorn Corporation's Apone Assault Shuttle
Type: Short-range assault shuttle
Scale: Starfighter
Length: 35.9 meters
skill: Space transports: Apone assault shuttle
Crew: 2; skeleton: 1/+10
Crew Skill: Varies dramatically
Passengers: 10 (troops) and 1 Ripper APC

Cargo Capacity: 250 kilograms
Consumables: 1 day
Cost: Not available for sale
Manueverability: 1D (1D+2 in atmosphere)
Space: 6
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 3D
Sensors:
- Passive: 10/0D
- Scan: 20/1D
- Search: 40/2D
- Focus: 2/2D

Weapons:
Laser Cannon
- Fire Arc: Front
- Crew: 1 (pilot)
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-5/10/17
- Atmosphere Range: 100-500/1/1.7 km
- Damage: 3D+2

2 Concussion Missile Launchers (retractable)
- Fire Arc: Front
- Crew: 1 (co-pilot)
- Skill: Missile weapons
- Ammo: 16 each
- Fire Control: 2D
- Space Range: 1-5/12/19
- Atmosphere Range: 100-500/1.2/1.9 km
- Damage: 6D
- Game Notes: Can only be used in atmospheric flight mode.

2 Heavy Rocket Launchers
- Fire Arc: Front
- Crew: 1 (co-pilot)
- Skill: Missile weapons
- Ammo: 6 each
- Fire Control: 2D
- Space Range: 1-3/9/13
- Atmosphere Range: 100-300/900/1.3 km
- Damage: 8D

Plasma Torch Bording Device
- Fire Arc: Ventral
- Skill: Starship gunnery
- Crew: 1
- Fire Control: 0D
- Range: 4 meters
- Damage: 8D
- Note: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torch scores a lightly damaged

result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meter-high hole. The extendable boarding tube attaches to the hull and forms an air-tight seal in 30 seconds.

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