Starships D6 / Trade Federation Landing Ship

Trade Federation Landing Ship

Craft: Haor Chall Engineering's C-9979 Landing Ship
Type: Heavy landing craft
Scale: Capital
Length: 370 meters (width)
Skill: Space transports: C-9979 landing ship
Crew: 76 (droids); gunners: 12 (droids); skeleton: 40/+15
Crew Skill: Space transports 4D, starship gunnery 4D
Passengers: Carried within stored vehicles
Cargo Capacity: 50,000 metric tons (unloaded)
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 1D
Space: 4
Atmosphere: 210; 600 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
- Passive: 15/1D
- Scan: 45/2D
- Search: 65/3D
- Focus: 2/3D+1

Weapons:
4 Double Laser Cannons
- Fire Arc: 2 dorsal turret, 2 ventral turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-3/15/35
- Atmosphere Range: 100-300/1.5/3.5 km
- Damage: 3D+2

2 Double Blaster Cannons
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 3D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny,OverLord, HTML and logos done by FreddyB
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.