Starships D20 / Trade Federation Landing Sh

Trade Federation Landing Ship

Craft: Haor Chall Engineering's C-9979 Landing Ship
Class: Space Transport
Size: Huge (370 m width)
Hyperdrive: None
Passangers: Carried within stored vehicles
Cargo Capacity: 50,000 tons (unloaded)
Consumables: 1 day
Cost: Not available for sale
Maximum Speed In Space: Cruising (3 squares/action)
Atmospheric Speed: 600 km/h (10 squares/action)
Crew: 76 (droids)(Skilled +4)
Initiative: +2 (-2 size, +4 crew)
Maneuver: +2 (-2 size, +4 crew)
Defense: 18 (-2 size, +10 armor)
Shield Points: 130 (DR 10)
Hull Points: 360 (DR 10)
Weapons:
4 Double Laser Cannons
Fire Arc: 2 dorsal turret, 2 ventral turret
Attack Bonus: +2 (-2 size, +2 crew, +2 fire control)
Damage: 4d10x5
Range Modifiers: PB/S +0, M/L n/a
2 Double Blaster Cannons
Fire Arc: Front
Attack Bonus: +2 (-2 size, +2 crew, +2 fire control)
Damage: 3d10x5
Range Modifiers: PB/S +0, M/L n/a

Ground/Air Complement:
28 troop carriers
114 AATs (battle tanks)
11 MTTs (large transports)

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