



# Starships D20 / Trade Federation Landin

## 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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