Starships D6 / Sentinel Landing Craft

Sentinel Landing Craft

Craft: Sienar Fleet Systems/Cygnus Spaceworks' Sentinel-class Landing Craft
Type: Landing craft
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Landing craft
Crew: 2, gunners: 3, skeleton: 1/+10
Crew Skill: Space transports piloting 4D, starship gunnery 5D, astrogation 5D, sensors 4D, starship shields 4D+2
Passengers: 54 (troops)
Cargo Capacity: 25 metric tons
Consumables: 2 weeks
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Limited to 4 jumps
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 3D
Sensors:
- Passive: 40/1D
- Scan: 80/1D+2
- Search: 130/3D
- Focus: 4/3D

Weapons:
4 Laser Cannons (retractable)
- Fire Arc: Front
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 4D (6D fire linked)

Ion Cannon (retractable)
- Fire Arc: Front turret
- Crew: 1
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 3D

2 Concussion Missile Launchers

Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D+1
Ammo: 8 per launcher
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 9D

2 Repeating Blasters (retractable)
Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 4D
Atmosphere Range: 1-50/100/250
Damage: 3D+2

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