



## Starships D20 / Sentinel Landing Craft

### Sentinel Landing Craft

Craft: Sienar Fleet Systems/Cygnus Spaceworks' Sentinel-class Landing Craft

Class: Space Transport

Size: Small (35 m long)

Hyperdrive: x1

Passangers: 54 (troops)

Cargo Capacity: 25 tons

Consumables: 2 weeks

Cost: Not available for sale

Maximum Speed In Space: Ramming (12 squares/action)

Atmospheric Speed: 1,000 km/h (17 squares/action)

Crew: 2 (Skilled +4)

Initiative: +5 (+1 size, +4 crew)

Maneuver: +5 (+1 size, +4 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 90 (DR 10)

Hull Points: 150 (DR 10)

Weapons:

4 Laser Cannons (retractable)

Fire Arc: Front

Attack Bonus: +6 (+1 size, +2 crew, +3 fire control)

Damage: 6d10x2

Range Modifiers: PB/S +0, M/L n/a

Ion Cannon (retractable)

Fire Arc: Front turret

Attack Bonus: +5 (+1 size, +2 crew, +2 fire control)

Damage: 4d10x2

Range Modifiers: PB/S +0, M -2, L n/a

2 Concussion Missile Launchers

Fire Arc: Front

Attack Bonus: +6 (+1 size, +2 crew, +3 fire control)

Damage: 9d10x5

Missile Quality: Ordinary (+10)

2 Repeating Blasters (retractable)

Fire Arc: Turret

Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)

Damage: 4d8

Range Increments: 25 m

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