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 Inrcements: 25 m

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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