Starships D6 / Imperial Space Stormtrooper C

Imperial Space Stormtrooper Corps Vehicle

The Imperial Space Stormtrooper Corps Vehicle (ISSCV) was designed during the Imperial Civil War(a.k.a. Dark Empire). The idea was based, in part, off Grand Admiral Thrawn's offensive at Sluis Van. The shuttle is piloted by two people, with four gunners. The gunners control anti-starfighter laser cannons, and a pair of concussion misisle launchers, mounted at the aft off the top of the craft, are slaved to the co-pilot's controls. In either side of the ship there are two sets of of extedable launch racks. The pannels in the side extend out revealing a casing around a spacetrooper. The catches in the launch rack release and the spacetrooper drops down and uses his rockets to push himself out and away from the ship. The ship has room to carry 24 spacetroopers, so usualy it launches the first group and keeps moving, while the second group loads into the launch racks. The ISSCV saw lots of action during the Imperial Civil war where both sides used them to field scores of spacetroopers at a time in a single engagement. Many of the ISSCVs were destroyed in the war however the designs were saved. Sorosuub got a hold of the designs for the ship which helped inspire the Covey Carrier-Cruiser.

Craft: Rendili StarDrive's ISSCV
Type: Assault Ship
Scale: Starfighter
Length: 40 meters
Skill: Space Transports: ISSCV
Crew: 2, gunners: 4 ; skeleton: 1/+10
Crew Skill: Space Transports 4D+2, Starship Shields 4D+1,
Starship Gunnery 4D
Passengers: 24 (spacetroopers)
Cargo Capacity: Varies
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 280; 800 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D

Focus: 4/3D

Weapons:

4 Laser Cannons

Fire Arc: Turret

Crew: 1

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 4D

Space/Atmosphere Range: 1-3/12/25, 0.1-0.3/1.2/2.5 km

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: variable

Crew: 1 (co-pilot)

Fire Control: 3D+2

Skill: Missile Weapons

Ammo: 6

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

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