Starships D20 / Imperial Space Stormtrooper

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
Class: Space Transport
Size: Small (40 m long)
Hyperdrive: x2 (backup x12)
Passangers: 24 (spacetroopers)
Cargo Capacity: Varies
Consumables: 1 year
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 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: 60 (DR 10)
Hull Points: 150 (DR 10)
Weapons:
4 Laser Cannons
Fire Arc: Turret
Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Concussion Missile Launchers

Fire Arc: variable
Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)
Damage: 9d10x2
Missil Quality: Good (+15)

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