Starships D6 / Warhammer Landing Craft

Warhammer Landing Craft

The Warhammer landing craft was designed by Sienar Fleet Systems during the time after the Imperial Civil War, for the New Republic. It was designed to be a long range troop transport and drop ship. It carried a rather impressive amount of vehicles a solid 200 troops with a powerful hyperdrive engine that could take the ship across the galaxy at great speeds. The vessel was designed partly off the old Long Reach Transport, with a ship design resembling that of a scaled down Marauder corvete with the wings removed. The ship was built just on the capitl side oas it goes in terms of class but msot of it's weaponry is geared towards starfighters except for the heavy rocket launchers. However, after the period of the reborn Emperor the ship was not needed much except in a handful of trouble regions along the border between New Republic and empire. So by and large the ship has gone unproven.

Craft: Sienar Fleet Systems' Warhammer Landing craft
Type: Long-range transport/landing craft
Scale: Capital
Length: 120 meters
Skill: Space transports: Warhammer
Crew: 5, gunners: 3; skeleton: 2/+10
Crew Skill: Space transports 4D+2, starship gunnery 4D+1, starship shields 3D+2
Passengers: 200
Cargo Capacity: 5,000 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuvrability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D+1
Shields: 2D+2
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 80/2D
- Focus: 4/2D+2

Weapons:
Double Blaster Cannon
- Fire Arc: Chin turret
- Crew: 1

Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

2 Concussion Missile Launchers (retractable)
Fire Arc: Front
Crew: 1 (co-pilot)
Scale: Starfighter
Skill: Missile weapons
Ammo: 16 each
Fire Control: 2D
Space Range: 1-5/12/19
Atmosphere Range: 100-500/1.2/1.9 km
Damage: 6D

2 Heavy Rocket Launchers
Fire Arc: Front
Crew: 1 (co-pilot)
Scale: Capital
Skill: Missile weapons
Ammo: 6 each
Fire Control: 2D
Space Range: 1-3/9/13
Atmosphere Range: 100-300/900/1.3 km
Damage: 8D

Starships:
2 Y-wings (externaly mounted)

Ground Vehicles:
12 Tanks
6 Hoverscouts
6 Freerunners

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