Starships D20 / 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
Class: Capital ship
Size: Large (120 m long)
Hyperdrive: x1
Passangers: 200
Cargo Capacity: 5,000 tons
Consumables: 1 month
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 850 km/h (13 squares/action)
Crew: 5 (Skilled +4)
Initiative: +3 (-1 size, +4 crew)
Maneuver: +3 (-1 size, +4 crew)
Defense: 19 (-1 size, +10 armor)
Shield Points: 260 (DR 10)
Hull Points: 430 (DR 10)
Weapons:
  Double Blaster Cannon
    Fire Arc: Chin turret
    Attack Bonus: +3 (-1 size, +2 crew, +2 fire control)
    Damage: 4d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Concussion Missile Launchers (retractable)
    Fire Arc: Front
    Attack Bonus: +3 (-1 size, +2 crew, +2 fire control)
    Damage: 6d10x2
    Missil Quality: Good (+15)
  2 Heavy Rocket Launchers

Fire Arc: Front
Attack Bonus: +3 (-1 size, +2 crew, +2 fire control)
Damage: 8d10x5
Missil Quality: Ordinary (+10)

Starships:
2 Y-wings (externaly mounted)

Ground Vehicles:
12 Tanks
6 Hoverscouts
6 Freerunners

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