

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 corvette with the wings removed. The ship was built just on the capital side as it goes in terms of class but most of its 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

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

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