Starships D6 / RanCorp Motherbird-Landing C

RanCorp Landing Craft

The Motherbird landing craft is a swift and manuverable vessel which allows RanCorp to deploy up to 8 squads of troops, 2 APCs and 5 speeder bikes into a battle. The vessel looks like an asymetrical tear drop with a ramp extending from the underside of the pointed back. The ramp pulls down from the bottom of the point while the engines sit atop it. Farther up is the troop compartment and then the crew quarters. And at the rounded head of the craft is the cockpit. The vessel is streamlined and beautiful but is very dangerous and holds many soldiers.

Craft: RanCorp Motherbird-Landing Craft
Type: Landing craft
Scale: Starfighter
Length: 40 meters
Skill: Space transports: Landing craft
Crew: 2, gunners: 3
Crew Skill: Space transports piloting 4D, starship gunnery 5D, astrogation 5D, sensors 4D, starship shields 4D+2
Passengers: 64 (troops), 2 (APCs), 5 (speeder bikes)
Cargo Capacity: 25 metric tons
Consumables: 4 weeks
Cost: 300,000
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+1
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 80/1D+2
- Search: 130/3D
- Focus: 4/3D

Weapons:
4 Laser Cannons (retractable)
- Fire Arc: Front
- Crew: 1
- scale: starfighter
- Skill: starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Repeating Blasters (retractable)

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 4D

Atmosphere Range: 1-50/100/250

Damage: 4D

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