Starships D20 / RanCorp Motherbird-Landing

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
Class: Space Transport
Size: Small (40 m long)
Hyperdrive: x1
Passangers: 64 (troops), 2 (APCs), 5 (speeder bikes)
Cargo Capacity: 25 tons
Consumables: 4 weeks
Cost: 300,000
Maximum Speed In Space: Ramming (12 squares/action)
Atmospheric Speed: 1,000 km/h (17 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: 130 (DR 10)
Weapons:
4 Laser Cannons (retractable)
Fire Arc: Front
Attack Bonus: +6 (+1 size, +2 crew, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Repeating Blasters (retractable)
Fire Arc: Turret
Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)
Damage: 4d8
Range Increments: 25 m

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