Starships D20 / Altarren DS9 Drop-Ship

Altarren DS9 Drop-Ship

The Altarrens, while having no intention of launching a planetary invasion, realized the need to have a quick and efficient means by which to transport mass amounts of troops, equipment and vehicles to a planet's surface. The ship that the Altarrens decided to use in this role was the DS9 drop-ship.

The DS9 was a small landing craft that could be configured with up to four capsule containers for personnel (each carrying a platoon), vehicles, or cargo to planetary surfaces.

These capsules could be left in the landing zone for rapid extraction by either the DS9 or an RB34 light transport at a later time. Be deciding upon using these capsules, the Altarrens had created for themselves a very versatile craft.

The multi-purpose personnel and cargo capsules are utilized for drops and retrievals. The personnel capsule is equipped with embark/debark hatches and ramps located at both ends of the capsule and in the center for rapid loading and unloading. Dual locking racks on both pods permit quick and easy attachment and separation from the vessel.

Powered with high energy reaction propulsion systems, these craft were designed for high-speed delivery of combat personnel and equipment into battle zones.

Craft: Altarren Fleet Systems' DS9 Drop-Ship
Class: Space Transport
Size: Small (39 m long)
Hyperdrive: None
Passangers: 20 per personnel capsule
Cargo Capacity: 25 tons per cargo capsule
Consumables: 1 day
Cost: Not available for sale
Maximum Speed In Space: Ramming (10 squares/action)(during drop)
Maximum Speed In Space: Cruising (3 squares/action)(on return flight)
Atmospheric Speed: 1,200 km/h (20 squares/action)(during drop)
Atmospheric Speed: 650 km/h (11 squares/action)(on return flight)
Crew: 2 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 0
Hull Points: 110 (DR 10)

Weapons:
2 Light Laser Pulse Cannons
Fire Arc: 1 left, 1 right
Attack Bonus: +3 (+1 size, +2 fire control)
Damage: 3d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Repeating Pulse Cannons
Fire Arc: 1 front, 1 back
Attack Bonus: +3 (+1 size, +2 fire control)
Damage: 5d8
Range Increments: 120 m

Game Notes: The DS9 can carry two capsules at a time. Drops must be made with either both capsules carried or none carried at all. A single capsule during a drop can cause severe flight problems by throwing off the center-of-mass.

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