

## Starships D20 / Imperial Courier

### Imperial Courier

The Imperial Courier is a large, well-armoured transport easily modified for roles other than transporting VIPs and important data. The large cargo hold is often modified to carry troops, repulsor vehicles or other offensive cargoes. The ship consists of a typically-KDY angular hull, with two large engine pods extending out and down to each side. The pods retract to nestle in against the hull when landing.

Many a Fleet officer has commented that the Imperial-class Courier is unsuited to missions where it cannot be escorted, as it is woefully unequipped to defend itself against a determined opponent.

Craft: Kuat Drive Yards Imperial-class Courier Transport

Era: Rebellion +

Class: Transport

Cost: 611,000 credits

Size: Medium +0

Crew: Skilled +4 (3: 1 pilot, 1 navigator, 1 gunner)

Cargo: 115 metric tons

Consumables: 1 year

Hyperdrive: x2 (backup x8)

Max Speed: Attack

Defense: 20 (+0 size, +10 armour)

Shields: 140

Hull: 240

DR: 10

Weapon: 1 Turbolaser cannon

Fire Arc: Front

Attack Bonus: +8 (+0 size, +4 crew, +4 fire control)

Damage: 6d10x2

Ranges: +0/+0/-2/-4

Weapon: 1 Proton torpedo launcher (6 torpedoes)

Fire Arc: Front

Attack Bonus: +8 (+0 size, +4 crew, +4 fire control)

Damage: 8d10x2

Ranges: +0/--/--/--

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