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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