

YZ-785 Transports

Craft: Modified Corellian Engineering Corporation YZ-785

Transports

Type: Medium Bulk Freighter

Scale: Capital

Length: 100 meters

Skill: Space Transports: YZ-785

Crew: 8 (1 pilot, 1 co-pilot/gunner, 5 gunners) skeleton: 1/+5

Passengers: 25

Cargo Capacity: 100,000 metric tons

Consumables: 6 months

Cost: 600,000 (new), 350,000 (used)

Hyperdrive Multiplier: x1

Hyperdrive Back-Up: x12

Nav Computer: Yes

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1050 km/h

Hull: 7D

Shields: 6D

Sensors:

Passive: 10/3D

Scan: 25/4D

Search: 40/5D

Focus: 2/6D

Weapons:

2 Turbolasers Capital

Fire Arc: forward

Skill: Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5km

Damage: 5D

2 Quad Laser Cannons

Fire Arc: Turret

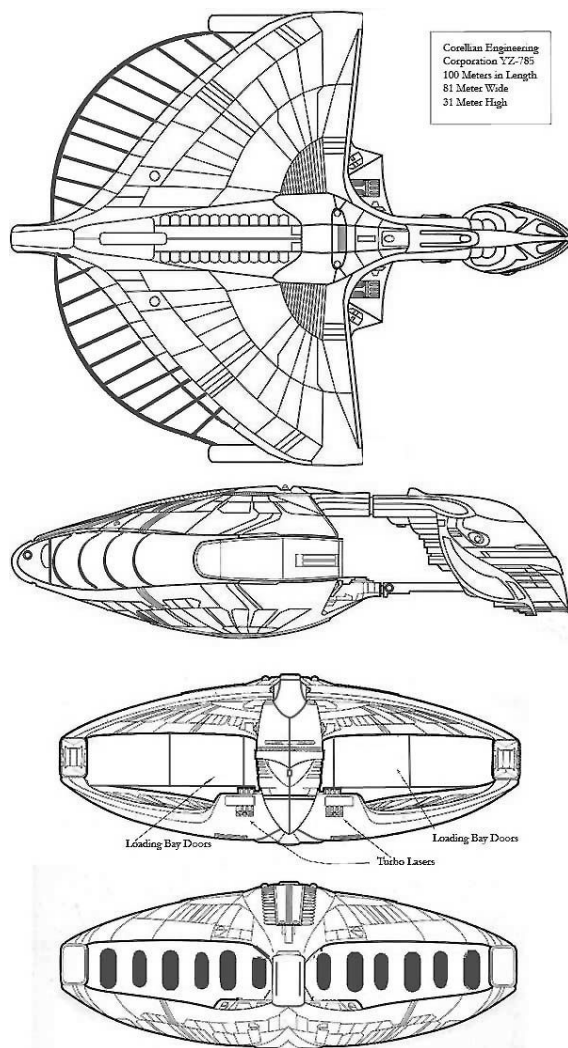
Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/3 km

Damage: 6D



Ion Cannon Capital

Fire Arc: Turret

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

4 Proton Torpedo Launchers (fire separately, or linked 12 torpedoes each)

Fire Arc: 2 Front , 2 Rear

Skill: Projectile Weapons: Proton Torpedoes

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

2 Tractor Beam Projectors

Fire Arc: Forward over bay doors

Skill: Ship Gunnery

Fire Control: 2D

Space Range:

1-5/15/30

Atmosphere

Range:

100-500/1.5/3km

Damage: 5D+2

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Steven J Wichmann, HTML and logos done by FreddyB

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