

## Starships D6 / Imperial troop transport

Name: Imperial troop transport  
Type: Boarding craft  
Scale: Starfighter  
Length: 8.1 meters  
Skill: Starfighter piloting: Imperial troop transport  
Crew: 1  
Crew Skill: Starfighter piloting 4D, starship gunnery 5D  
Passengers: 12 (troops)  
Cargo Capacity: 1 Tonne  
Consumables: 3 days  
Space: 6  
Atmosphere: 295; 850 kmh  
Hyperdrive: x3  
Hull: 4D  
Sensors:  
    Passive: 20/0D  
    Scan: 35/1D  
    Search: 50/2D  
    Focus: 3/2D+2



### Weapons:

2 Laser Cannons (fire-linked)  
    Fire Arc: Front  
    Skill: Starship gunnery  
    Fire Control: 2D  
    Space Range: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5 km  
    Damage: 4D

Description: The Imperial troop transport was an Imperial transport, somewhat similar to the TIE lander, which also served the same purpose.

While the TIE lander had broad, bent wings, this transport had smaller, straight wings. It also had an insect-like front part containing the cockpit, thus deviating from the standard TIE-cockpit design.

Imperial troops operating in Bespin's Cloud City used these kinds of transports to and from the city. Mils Giel later used an Imperial troop transport to evacuate from Golrath after his mission was a failure, although not before using a blaster to shoot down an X-wing that belonged to Luke Skywalker out of spite.

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