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.

Stats by FreddyB, Descriptive Text from WookieePedia
Image copyright LucasArts
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.