Starships D6 / Rendili StarDrives Victory Troo

Victory Troopship

Technological advancement is a byproduct of war. The battle-marred era marked by the Clone Wars saw the creation of bigger, faster, more heavily armed and armored combat vessels. The best of this bumper crop was the Victory-class Star Destroyer, which, in its self, spawned the creation of several variant designs to serve more specific roles in combat.

The troopship variant - first developed after the introduction of the fleet carrier variant - provided the battle-hardened Republic Navy with a heavily armored and armed interstellar troop transport capable of easily carrying more than fifteen-thousand troops as well as a wide assortment of combat vehicles.

The standard load for a Victory troopship was fifty assorted Republic-class repulsortanks, ten Squad Runner APCs and an entire platoon of AT-PTs. In order to transport these vehicles to the surface, designers were forced to abandon the starfighter hangars in exchange for added vehicle storage as well as storage for the Republic's Kappa-class troop shuttles and landing barges.

The ship's armament was cut back dramatically as the Republic Navy saw no need for a troopship to carry the weaponry of a main line battleship. When deployed for action, adequate escorts would protect the vessel from attack.

Designed by Republic engineer Walex Blissex, the Victory was commissioned into service as the wars were drawing to a close. Consequently, these ships saw little to no action during the wars and only made up a relatively small percentage of the fleet. However, the Empire would later adopt the Victory troopships in service for large-scale planetary assaults.

Craft: Rendili StarDrive's Victory Troopship
Type: Heavy troopship
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Victory Star Destroyer
Crew: 4,134, gunners: 130, skeleton 1,342/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship sheilds 4D, sensors 3D+2
Passengers: 15,760 (troops)
Cargo Capacity: 9,300 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1

Hyperdrive Backup: x15
Nav Computer: Yes
Manuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh (upper atmosphere only)
Hull: 4D
Sheilds: 3D+1
Sensors:
- Passive 40/1D
- Scan 70/2D
- Search 150/3D
- Focus 4/3D+2

Weapons:
10 Quad Turbolaser Batteries
- Fire Arc: 5 left, 5 right
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

20 Double Turbolaser Batteries
- Fire Arc: 10 front, 5 left, 5 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 2D+2

5 Tractor Beam Projectors
- Fire Arc: 1 front, 2 left, 2 right
- Crew: 4
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 5D

Starship Complement:
- 10 Kappa troop shuttles
- 8 landing barges

Ground/Air Complement:
- 40 AT-PTs
- 50 Republic-class repulsortanks (assorted variants)
- 10 Squad Runner APCs

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