Starships D6 / Large Landing Ship

Large Landing Ship

A single Assault Transport is designed to carry a corps, but often carries less than a full corps as subordinate elements are assigned to other vessels. It can easily transport a Line Corps (69199 men, 2970 vehicles), but would need help of other transports to carry a full armor corps (74794 men, 6347 vehicles). Because of their great size, Assault Transports cannot land on planets. They must be serviced by shuttles, barges, or other surface-to-space vessels. The transport includes hangar facilites for the ground support wing of 40 TIE's.

Craft: Evakmar Corporation/Kuat Drive Yards' Corps Transport
Type: Assault Ship
Scale: Capital
Length: 890 meters
Skill: Capital Ship Piloting: Assault Transport
Crew: 450; Gunners: 30; Skeleton: 90/+10
Crew Skill: Astrogation 4D, Capital Ship Piloting 4D, Capital Ship Shields 4D+1, Sensors 4D, Capital/Starship Gunnery 4D
Passengers: 75,000 (troops)
Cargo Capacity: 50,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 3D+1
Shields: 2D
Sensors:
- Passive: 30/1D
- Scan: 40/2D
- Search: 50/2D+2
- Focus: 4/3D

Weapons:
20 Quad Laser Cannons
- Scale: Starfighter
- Fire Arc: 5 Front, 5 Left, 5 Right, 5 Rear
- Crew: 1
- Skill: Starship Gunnery
- Fire Control: 2D
- Space/Orbit Range: 1-3/12/25, 2-6/24/50 km
- Damage: 4D

5 Tractor Beam Projectors
- Scale: Capital
- Fire Arc: 1 Front, 2 Left, 2 Right
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 4D
- Space/Orbit Range: 1-5/15/30, 2-10/30/60 km
- Damage: 6D

Fighters: 10 Flights, Total 40 TIE's
Shuttles: 12 Large Drop Ships, 36 Small Drop Ships

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