



## 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 facilities 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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