



Starships D6 / Liberator Troop Carrier

Liberator Troop Carrier

The Liberator-Class Troop Carrier was developed to be used to storm planets. It carries 9000+ Mark 9 one-man drop pods. Each pod is carried in a launch tube, unmanned, until one hour before drop. Then each soldier assigned to a pod gets in, shuts the hatch and prepares for launch. Once the Liberator is in place, it deploys every pod. Each pod has their own drop zone, but they are all in the same general area. After every pod is deployed, the Liberator pulls out to the back of the line.

Craft: Sienar Fleet Systems Liberator-class Troop Carrier

Type: Heavy Troop Carrier

Scale: Capital

Length: 1,000 meters

Crew: 4,000

Crew Skill: Capital Ship Piloting 5D, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+2, Starfighter Gunnery 4D+2

Cargo Capacity: 3,000 metric tons

Consumables: 4 months

Passengers: 200 (troops)

Cost: 6.5 million credits

Availability: 2, R or X

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D

Space: 3

Atmosphere: Not capable of atmospheric flight

Hull: 2D+2

Shields: 1D+2

Sensors:

Passive: 50/1D

Scan: 75/2D

Search: 100/3D

Focus: 4/4D

Weapons:

10 Quad Laser Cannons

Fire Arc: 4 front, 2 left, 2 right, 2 back

Scale: Starfighter

Skill: Starfighter Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

15 Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-3/15/30

Atmosphere Range: 100-300/1.5/3km

Damage: 4D

10 Ion Cannons

Fire Arc: 4 front, 3 left, 3 right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5

Damage: 3D

4 Tractor Beam Projectors

Fire Arc: 2 front, 1 left, 1 right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-3/10/18

Atmosphere: 100-300/1/1.8km

Damage: 5D

Starfighter Complement:

12 Starfighters

4 Tie/gs

4 Tie/rc

4 Tie/fc

Ground/Air Complement:

10,000 Stormtroopers

9,000 Mark 9 1-man Drop Pods

20 Heavy 50-man Drop Ships

100 Heavy 100-man Jump Ships

2 AT-ATs

4 AT-STs

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