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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