

Name:

Landing Ship

Type: Trade Federation C-9979 Landing Ship

Scale: Capital

Length: 370 Meters wide

Skill: Capital Ship Piloting - Landing Ship

Crew: 88; Skeleton Crew: 42/+10

Crew Skill: Capital Ship Piloting 4D

Passengers: 20

Consumables: 2 Weeks

Cost: 200,000 (used)

Cargo Capacity: 10000 Tonnes

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: No

Space: 3

Atmosphere: 210;600kmh

Maneuverability: 1D

Hull: 5D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 50/1D

Search: 80/2D

Focus: 4/3D

Weapons:

3 Twin Laser Cannons

Scale: Starfighter

Fire Arc: 2 Front/Left/Right, 1 Back/Left/Right

Fire Control: 1D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D



Description: The Trade Federation Landing ships were originally designed to transfer cargo from their cargo vessels to planetary surfaces, and were adapted to transfer troops and military vehicles in the same manner. The adaptations made were fairly minimal, with the installation of shields, weapons and facilities for the fast unloading once the ship reached the planets surface. As non-combatant vessels Landing Ships mainly survived the battles of the Clone Wars, and were sold off in the years following the destruction of the Trade Federation as cargo vessels, although obviously the new owners usually wished

to fit Hyperdrives and faster Ion Engines. When outfitted for war, the Landing ship could carry 114 AAT's, 11 MTT's and 28 RTTS's and their entire Battle Droid cargo.

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