

Name: Mandalorian Shaadlar-type Troopship

Scale: Capital

Length: 130 meters

Skill: Capital Ship Piloting: Shaadlar-type Troopship

Crew: 30. Skeleton: 5/+10

Cost: 3,000,000 credits / 1,200,000 credits used

Crew Skill: Astrogation 3D. Capital Ship Gunnery 4D+1,

Capital Ship Piloting 4D, Capital Ship Shields 4D, Sensors 2D+2

Passengers: 800

Cargo Capacity: 2,500 tonnes

Consumables: 1 year

Navigation Computer: Y

Hyperdrive Multiplier. x2

Hyperdrive Backup: n/a

Maneuverability: 1D

Space: 5

Atmosphere: 300: 900 kmh

Hull: 4D

Shields: 3D

Sensors:

Passive: 20/1D

Scan: 45/2D

Weapons:

Medium turbolaser batteries (2)

Fire Arc: 2 Front

Crew: 5

Skill: Capital Ship Gunnery

Fire Control: 1D+1

Space Range: 2-16/30/60

Atmosphere Range: 200-600/2.4/5 kilometers

Damage: 5D

Point-defense light concussion missile batteries (2) (50 medium magazine)

Fire Arc: 1 left. 1 right

Crew: 3

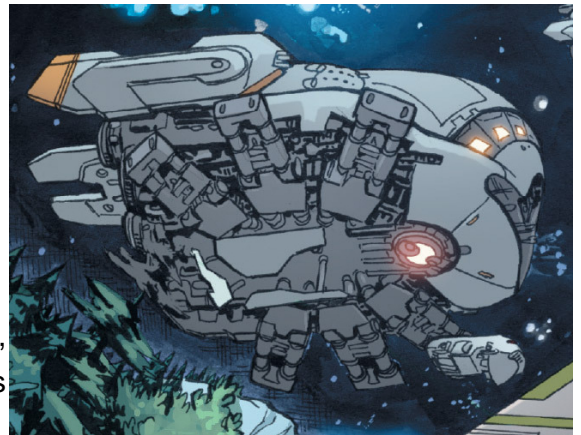
Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-2/5/7

Atmosphere Range: 50-100/500/700 meters



Damage: 7D
Point-defense medium ion cannon batteries (2)
Fire Arc :1 left, 1 right
Crew: 2
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/20
Atmosphere Range: 10-30/120/200 meters
Damage: 4D

Description: The Shaadlar-type troopship was a series of military personnel carriers used by the Mandalorian Crusaders and Mandalorian Neo-Crusaders.

The Shaadlar-type was based on a Basilisk design and had a gruesome insectoid appearance. They were capable of landing troops on planetary surfaces, where the four "legs" extended to support the weight of the ship itself. Modified through generations, later model troopships were less insectoid in appearance, and had six legs situated underneath the main bulk of the vessel.

The various models were armed with ion cannons, as well as concussion missile launchers. Although the concussion missile launchers were primarily for ground bombardments, they could be reconfigured to fire at targets in space.

History

The troopships were used during the Great Sith War and the Mandalorian Wars, assaulting planets once orbital positions had been established.

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