Starships D6 / Aero-Tech Space Division ISS



Republic Modular Transport

The Republic deployed a wide variety of starship variations throughout its extensive history ranging greatly in both design and purpose. The inter-stellar space carrier vehicle (ISSCV) or modular transport as the crewers liked to refer to it, was one of the more versatile designs to be introduced shortly before the rise of the Galactic Empire.

The ISSCV is a modular vessel consisting of a basic flight frame mounting the main ion drives and the cockpit. This frame is capable of successfully and adequately mounting either a standardized cargo or passenger pod, depending upon the mission.

The cargo pod is a simple affair, nothing more than an armored box capable of storing up to 35 metric tons of cargo. During the height of the Clone Wars the ISSCV was commonly found making light supply runs, especially combat starships performing missions too valuable to pull away for a pit stop at a supply depot.

The passenger pod turns a harmless ISSCV into a light troop transport complete with side-mounted blaster cannons for use both in space and in an atmosphere. The side-mounted blasters are simple in design and anyone with basic training in starship gunnery can easily handle one. The troops carried on board are usually responsible for manning these weapons in the case of an attack or for laying down covering fire during a landing.

The ISSCV maneuvers exceptionally well through the use of four ion drives, two of which mounted at the rear of the vessel (the main drives) and the other two mounted near the front on rotating mounts capable of rotating the engines up to 270 degrees.

While the ISSCVs had their use, it was a rare site to find any of them attached to any cruisers or carriers on the front lines. Typically they worked independent of larger starships from a space station or planetary base.

Craft: Aero-Tech Space Division's ISSCV
Type: Multi-purpose military transport
Scale: Starfighter
Length: 30.1 meters
Skill: Space transports: ISSCV

Crew: 2; skeleton: 1/+15
Crew Skill: Space transports 4D, starship gunnery 4D
Passengers: 0 (cargo pod), 24 (passenger pod)
Cargo Capacity: 250 kilograms (passenger pod), 35 metric tons (cargo pod)
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Limited to 2 jumps
Maneuverability: 1D
Space: 6
Atmosphere: 280; 800 kmh
Hull: 3D+2
Sensors:
- Passive: 30/1D+1
- Scan: 50/2D
- Search: 70/3D
- Focus: 2/3D+1

Weapons (passenger pod only):
2 Blaster Cannons
- Fire Arc: 1 left, 1 right
- Skill: Starship gunnery
- Crew: 1
- Fire Control: 2D
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 2D

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