



# Starships D6 / Sentinel Landing Craft

## Sentinel Landing Craft

Craft: Sienar Fleet Systems/Cygnus Spaceworks' Sentinel-class Landing Craft

Type: Landing craft

Scale: Starfighter

Length: 35 meters

Skill: Space transports: Landing craft

Crew: 2, gunners: 3, skeleton: 1/+10

Crew Skill: Space transports piloting 4D, starship gunnery 5D, astrogation 5D, sensors 4D, starship shields 4D+2

Passengers: 54 (troops)

Cargo Capacity: 25 metric tons

Consumables: 2 weeks

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: Limited to 4 jumps

Maneuverability: 2D+1

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 5D

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 130/3D

Focus: 4/3D

Weapons:

4 Laser Cannons (retractable)

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D (6D fire linked)

Ion Cannon (retractable)

Fire Arc: Front turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

## 2 Concussion Missile Launchers

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+1

Ammo: 8 per launcher

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 9D

## 2 Repeating Blasters (retractable)

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 4D

Atmosphere Range: 1-50/100/250

Damage: 3D+2

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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