Starships D6 / D77-TC Pelican Dropship

D77-TC "PELICAN"



Craft: Misriah Armory D77-TC "Pelican" Dropship
Type: Multi-role transatmospheric dropship
Scale: Starfighter
Dimensions:
-Length: 30.5m
--Troop Bay: 6.19m
-Width:
--Wingspan: 23.3m
--Troop Bay: 4.65m
-Height: 10m (10.5m with landing gear)
--Troop Bay: 3.23 m
Skill: Aircraft piloting: Pelican
Crew: 3 (pilot, co-pilot, crew chief)
-gunners: 1 (pilot or co-pilot)
-skeleton: 1/+5
Crew Skill: Firearms 4D, space transport piloting 4D+2, starship gunnery 3D+2, vehicle weapons 4D
Passengers: 10 (+5)
Cargo Capacity: 10 metric tons
Consumables: 1 week (emergency rations)
Cost: 85,000 cR (new), 50,000 cR (used)
Nav Computer: Yes
Maneuverability: 3D
Speed:
-Space: 6
-Atmosphere: 330; 950 kmh
Hull: 3D+2
Sensors:?
?? Passive: 15/0D
?? Scan: 30/1D
?? Search: 60/3D
?? Focus: 2/3D+2

COMPLIMENT:
- Tail-Mounted Magnetic Clamps (one of the following)
  - 1 Warthog FAV
  - 1 Scorpion MBT
  - 1-2 Mongoose ULATVs
  - 4-6 Resupply Canisters
- Troop Bay
  - 10 Troops (see above)
  - 1-2 Mongoose OR 5 more troops

WEAPONS (Optional Chin-Mounted):

70mm Chain Gun
Location: Chin-mounted
Fire Arc: Front
Crew: 1 (pilot/co-pilot)
Skill: Aircraft gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/9/18
Atmosphere Range: 30-300/900/1.8km
Damage: 4D
Ammo: 150 (70mm rounds)
Rate of Fire: 3
Special: Automatic

40mm Chain Gun
Location: Chin-mounted
Fire Arc: Front
Crew: 1 (pilot/co-pilot)
Skill: Aircraft gunnery
Scale: Walker
Fire Control: 3D
Space Range: 1-3/9/18
Atmosphere Range: 20-300/900/1.8km
Damage: 4D
Ammo: 150 (40mm rounds)
Rate of Fire: 3
Special: Automatic

M638 20mm Autocannon
Location: Chin-mounted
Fire Arc: Front
Crew: 1 (pilot/co-pilot)
Skill: Aircraft gunnery
Scale: Speeder
Fire Control: 3D
Space Range: 1-3/6/15
Atmosphere Range: 3-30/60/150m
Damage: 5D
Ammo: 300 (20mm rounds)
Rate of Fire: 5
Special: Burst

Rotary Machine Gun
Location: Chin-mounted
Fire Arc: Front
Crew: 1 (pilot/co-pilot)
Skill: Aircraft gunnery
Scale: Character
Fire Control: 3D
Space Range: 1-2/3/4

Atmosphere Range: 2-200/300/400m
Damage: 5D
Ammo: 500
Rate of Fire: 5
Special: Automatic
Options: Fire-linked (2)

WEAPONS (Optional Rear-Mounted):
M247 GP Machine Gun
Location: Mounted in rear/troop bay
Fire Arc: Rear
Crew: 1 (crew chief/passenger)
Skill: Firearms
Scale: Character
Fire Control: 2D
Range: 3-30/90/200m
Damage: 5D
Ammo: 300 (7.62x51mm rounds)
Rate of Fire: 3
Special: Automatic

AIE-486H Heavy Machine Gun
Location: Mounted in rear/troop bay
Fire Arc: Rear
Crew: 1 (crew chief/passenger)
Skill: Firearms
Scale: Character
Fire Control: 2D
Range: 10-50/100/300m
Damage: 5D
Ammo: 400 (7.62x51 rounds)
Rate of Fire: 4
Special: Automatic

WEAPONS (Standard):
?? 2 ANVIL-II ASM Missile Pods
?? Location: Mounted under wings
Fire Arc: Front
Crew: 1 (pilot/co-pilot)
Skill: Aircraft gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1/4/8
Atmosphere Range: 5-100/400/800m
Missile Speed: 800m per round
Damage: 6D/5D/4D (single missile)
-Volley: Up to 11D
Blast Radius: 0-2/4/6m
Ammo: 16 (ANVIL-II ASM, 8 per pod)
Rate of Fire: 1 (volley 12)
Special: Volleyfire

DESCRIPTION:

???The D77-TC Pelican, formally known as the Dropship 77-Troop Carrier and commonly known as the Pelican, is an extremely versatile space-to-ground capable craft used by the United Nations Space Command, mainly for the pickup and transportation of personnel, vehicles and equipment, as well as a powerful gunship.

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-GAME NOTES-

AIRLIFTING: The Pelican Dropship can carry vehicles and equipment as well as troops. Its rear hull section has tail-mounted magnetic clamps that can hold an M12 Warthog FAV, M808B Scorpion MBT, one or two M274 Mongoose ULATVs, OR four to six resupply canisters (containing weapons, equipment, etc.). The Pelican can also hold either one/two Mongoose inside its troop bay OR five extra troops (15 total).

MODIFICATIONS: The Pelican is from the Halo video game series, and some people may disagree with some of the rules above, most notably the scale of the vehicle (Starfighter) or the skill used to operate it (Aircraft Piloting). Starfighter scale was used to show how the Pelican is capable of space flight, and also howit sometimes makes for an easy target when in tight situations. If desired, this could be altered to Walker or Speeder scale (Hull Dice adjusted accordingly at +2D per lower scale). The skill Aircraft Piloting was used to reflect how the Pelican's operation is still similar to other human aircraft, much like the NASA space shuttle. If desired, this can be switched to Space Transport Piloting.

AUTOMATIC WEAPONS: Some weapon(s) listed above can fire on automatic (or auto-fire), meaning several shots can be fired with a single attack. The listed Rate of Fire represents a short, controlled burst. To fire more shots, increase the Range Difficulty by +1 level (Easy to Moderate) for every +1 to the Rate of Fire. If the attack skill roll fails the increased Difficulty but succeeds the normal Difficulty, then 1 shot hits while the others miss and are expended. This represents the inaccuracy of automatic weapons at range. If the attack skill roll fails the normal Difficulty, then all shots miss, as normal.

BURST WEAPONS: Some weapon(s) listed above are burst weapons (or burst-fire), which fire a set number of shots per attack. These cannot be increased like automatic weapons, but make up for this with how many shots they can fire in a burst.

VOLLEY WEAPONS: Some weapon(s) listed above are volley weapons (or volley-fire), and can fire several shots that combine Damage like fire-linking (see Star Wars D6 RPG book). Unlike normal fire-linked weapons, the amount of shots fired to combine Damage is selectable by the gunner, within a set limit detailed by the weapon.

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BACKGROUND

???The D77-TC Pelican is mainly responsible for the rapid insertion and extraction of troops. They also deliver vehicles and equipment to the battlefield, when required. The D77-TC has been in service for over fifty years, and is the primary tactical support aircraft of the UNSC. The Pelican serves a multi-role purpose; it is fully capable of atmospheric flight and can land almost anywhere without difficulty. The Pelican is also capable of limited spaceflight, which the UNSC uses as a primary way of delivering troops to the surface from orbit. Standard armament consists of one Class III externally powered projectile weapon at the fore of the vehicle, and one Class I gas-operated projectile weapon mounted at the rear, in the extended crew area. More heavily armed variants exist, and the Pelican can be converted to a gunship role with the addition of numerous and more powerful weaponry.

PAYLOAD CAPACITY

???The Pelican is capable of carrying up to seventy tons of passengers and cargo using a combination of internal and external methods. The main compartment of the Pelican is sometimes called the "Blood Tray". Optimally, the "Blood Tray" has enough compartment space for ten seated people, but can hold five additional standing people, though the Pelican can carry many more passengers if necessary. However, this increased payload capacity is sometimes due to internal modification. For example, the SPARTAN-IIs were assigned a specialized Pelican that was able to hold an entire team of twenty-five, as well as fitting cutting gear to board a Covenant warship. Three Pelicans used for the SPARTAN-III Program carried 300 children, though this may have been the effort of numerous trips back and forth from the surface.

?? The large aft overhang gives an attachment point for additional, cargo and ordnance. Possible payloads include a troop deployment pod, an M808B Main Battle Tank, an M12 Force Application Vehicle, or eight resupply canisters.

ARMAMENT

???The Pelican's standard armament consists of a chin-mounted 70mm chain gun, which largely superseded the 40mm chain gun that was common prior to 2525, a rotary machine gun, or an M638 20mm autocannon.?Some dropships are armed with twin chain guns that fire depleted uranium slugs. These weapons are usually controlled by the pilot's helmet so that it aims in the direction of the pilot's view, similar to the modern TADS/PNVS found on AH-64 Apache gunships or the Heads Up Display system in a SPARTAN's armor.

?? Some troop carrier versions especially in the Army can be equipped with chin mounted 20mm chain guns that allow it to clear enemy infantry resistance and light vehicles in the landing zone before and during when troops dismount. Missile pods, each holding eight ANVIL-II Air-to-Surface Missiles, can be mounted under each wing to engage more maneuverable or better protected targets. Fire control is typically delegated to the copilot, who was assisted by a helmet-mounted display. An M247 General Purpose Machine Gun with an optional 25mm grenade launcher, or an AIE-486H Heavy Machine Gun, can also be mounted facing out the rear cargo hatch. These weapons can be folded against the roof of the internal bay when not in use by the crew chief or a passenger.

PROPULSION

???The main engines are mounted in pairs in four nacelles, one on each wing and two at the rear. The nacelles can articulate independently, thus vectoring the direction of thrust and improving the dropship's low-altitude maneuverability. Six ventral thrusters, two on each wing nacelle and one on

each aft nacelle, allow the Pelican to land and take off vertically. These engines are capable of both space and atmospheric operation. The D77-TC, although fully capable of orbital insertion, is too small to be equipped with a Shaw-Fujikawa Translight Engine, and thus is incapable of slipspace travel.

?? The wings mounted on a Pelican seem extremely small, too small to support the weight of dropship and payload alone. It is likely that the design of the Pelican incorporates lifting body principles, with its own hull providing most of the necessary lift.

OTHER INFO
Production information:
-Manufacturer:?Misriah Armories
-Class:?Dropship/transport/gunship
-Role:?Dropship;?gunship
Technical specifications;
-Length:?30.5 m/100 ft
--Troop Bay: 6.19 m/20.3 ft
-Width
--Wingspan: 23.3 m/76 ft
--Troop Bay: 4.65 m/15.3 ft
-Height:?10 m/33 ft (10.5 m/34 ft with landing gear)
--Troop Bay: 3.23 m/10.6 ft
-Engine:?Two main engines housed in middle section of ship, ten maneuvering thrusters housed in four vector pylons.
-Navigation system(s):?Motion trackers
-Armaments: Chin-mounted machine gun or autocannon, M638 20mm Autocannon, 40mm chain gun, or 70mm chain gun (1); ANVIL-II Air-to-Surface Missile pods (eight missiles each) (optional) (2); internally carried AIE-486H Heavy Machine Gun or M247 General Purpose Machine Gun in the troop bay(1, optional)
-Complement: M808B Main Battle Tank (1), or?M12 Force Application Vehicle (1);?Resupply canisters (4-6);?troop deployment pod (1); deployable bridge (1)
-Crew: Pilot (1); Co-pilot(1); Crew chief (1)
-Passengers
--Internal Troop Bay: 10 (+5 standing)
--Troop Deployment Pod: x2
Chronological and Affiliation:
-Era:?26th century
-Affiliation:?United Nations Space Command

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