



Starships D6 / Sienar Fleet Systems Type 2A Gunboat

Name: Type 2A Gunboat

Craft: Sienar Fleet Systems Type 2A Gunboat

Type: Attack Craft

Scale: Capital

Length: 175 meters

Crew: 200

Passengers: 150 (troops)

Cargo Capacity: 1,000 metric tons

Consumables: 8 months

Cost: not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+1

Space: 8

Atmosphere:

Hull: 3D

Shields: 4D

Sensors:

Passive 30/1D

Scan 60/2D

Search 90/4D

Focus 4/4D+1

Weapons:

8 Turbolasers

Fire Arc: 2 front, 2 left, 2 right, 2 back

Fire Control: 2D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150km

Damage: 6D

2 Ion Cannons

Fire Arc: Turret

Fire Control: 2D

Space Range: 1-5/10/36

Atmosphere Range: 100-500/1km/3.6

Damage: 5D+2

Tractor Beam

Fire Arc: Turret

Fire Control: 2D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5

Damage: 2D+2

Capsule: Introduced a year before the battle of Hoth, the Type 2A gunboat was designed to take down light Rebel Capital ships such as the Correllian Corvettes they were so fond of using. This design was later replaced with the Wampa-class Gunboat and was the test bed of the improved Ion cannon systems used on the Wampa.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by Knighthamer253.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)