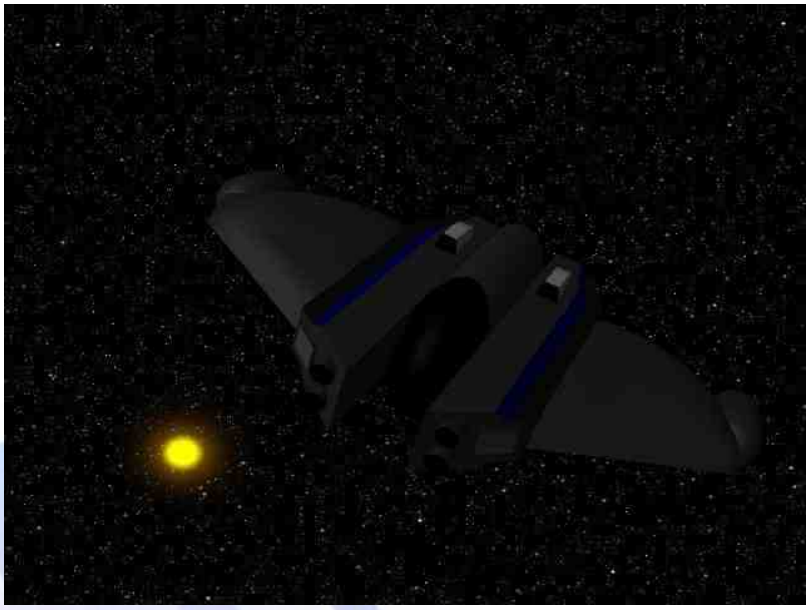
Starships D6 / AreoTech Blaster Missile Gunb



Name: Blaster Gunboat
Type: AreoTech Blaster Missile Gunboat
Scale: Starfighter
Length: 7.3 Meters
Skill: Starfighter Piloting - Blaster Gunboat
Crew: 1
Crew Skill: Starfighter Piloting 4D+2, Starship Gunnery 4D+1
Consumables: 1 Week
Cost: 74,000 (used)
Cargo Capacity: 250 Kilograms
Hyperdrive Multiplier: x3
Hyperdrive Backup: NA
Nav Computer: Stores 2 Jumps Only
Space: 6
Atmosphere: 330;950kmh
Maneuverability: 2D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 20/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 2/3D+2

Weapons:
- Twin Light Laser Cannons
  - Fire Arc: Front
  - Fire Control: 1D+2
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- Quad Proton Torpedo Launchers
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 11D

Description: The Blaster Gunboat is a heavily armed torpedo launching platform, capable of smashing small capital ships single handedly and performing many interdiction and defence roles. Although not an ideal anti starfighter vessel, the Gunboats overwhelming weaponry made it a success during the turbulent years of the Clone Wars. However when the Empire finally took control, the tight weapon restrictions they imposed made the Blaster illegal for non Imperial sales, and the Empire had exclusive contracts with Sienar and Kuat, forcing the design to be dropped.

Although never reintroduced, the Blaster has continued to sell well on the second hand market, becoming popular with pirates as well as the emergent Rebel Alliance because of its pure power.

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