

Starships D6 / AreoTech Blaster Missile

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

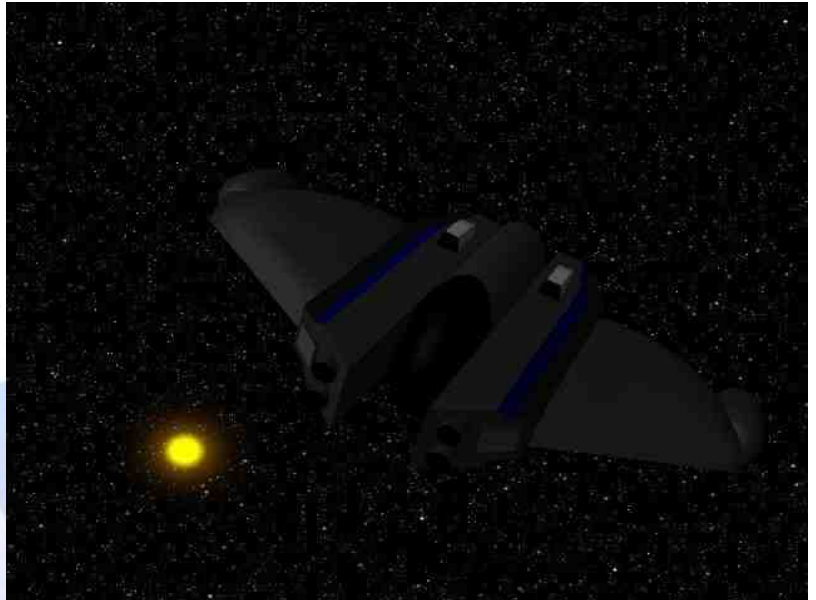
Fire Arc: Front

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.

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

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