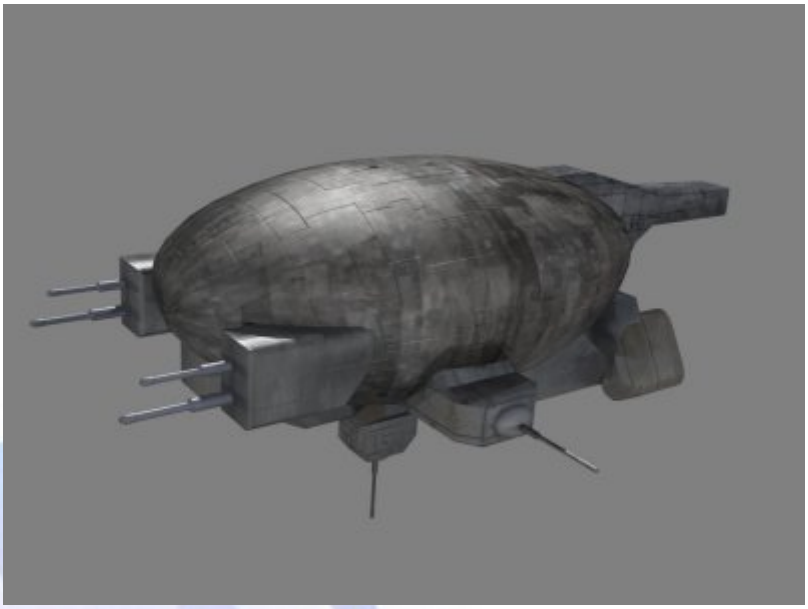
Starships D6 / AreoTech Buster Class Gunsh



Name: Buster Gunship
Type: AreoTech Buster Class Gunship
Scale: Capital
Length: 53.2 Meters
Skill: Capital Ship Piloting - Buster Gunship
Crew: 3 + 5 Gunners
Crew Skill: Capital Ship Pilotin 5D, Capital Ship Gunnery 4D+1, Capital Ship Shields 4D, Astrogation 4D
Passengers/Troops: 20
Consumables: 1 Year
Cost: 274,000 (used)
Cargo Capacity: 160 Tonnes
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Space: 5
Atmosphere: 275;850kmh
Maneuverability: 0D+1
Hull: 3D
Shields: 2D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 2/3D+2

Weapons:
- Quad Turbolaser Cannons
  - Fire Arc: Front
  - Scale: Capital
  - Crew: 2
  - Fire Control: 2D
  - Space: 2-6/24/50
  - Atmosphere Range: 200-600/2.4/5km
  - Damage: 5D
- 3 * Turbolaser Turrets
  - Fire Arc: Turret
  - Scale: Capital
  - Crew: 1 Each
  - Fire Control: 1D
  - Space: 2-6/24/50
  - Atmosphere Range: 200-600/2.4/5km
  - Damage: 3D

Description: Released during the Clone Wars the Buster Gunship played a similar role to the Corellian Gunship did during the Galactic Civil War, that of an overpowered and overgunned vessel requiring little crew and capable of engaging vessels many times its size. Although large for such a small crew, the interior of this vessel is still cramped due to the size requirements for the multiple turbolasers that it carries, allowing it to deal for its time what was considered to be an amazing amount of damage as well as being able to engage targets in all fire arcs due to the 3 turreted turbolasers mounted on the lower, port and starboard hull of the ship. The Buster ceased production as the Empire clamped down on heavy weapon production, and relatively few were ever sold, however these remain in use to this day with only minor updates such as heavier hull armour and more powerful turbolasers mounted aboard them to allow them to keep up with newer designs, and the Buster remains a powerful and deadly opponent even to this day.

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