

Starships D6 / Cygnus Spaceworks XM

Name: Imperial Missile Boat

Type: Cygnus Spaceworks XM-1 Missile Boat

Scale: Starfighter

Length: 15 Meters

Skill: Starfighter Piloting - Imperial Missile Boat

Crew: 1

Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1

Consumables: 2 Weeks

Cost: 250,000 (new), 150,000 (used)

Cargo Capacity: 350 Kilograms

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Stores 6 Jumps Only

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 1D+2

Hull: 5D

Shields: 4D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/3D

Focus: 3/4D

Weapons:

Laser Cannon

Fire Arc: Front

Fire Control: 2D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Quad Concussion Missile Launchers (firelinked) (48 Missile Magazine)

Fire Arc: Front

Fire Control: 3D+2

Space: 1/3/7



Atmosphere Range: 30-100/300/700m

Damage: 10D

Description: The Missile Boat is an upgrade of the Imperial Gunboat, and if mass produced could have caused even heavier losses to Rebel forces than they were already forced to endure. Although slower than the Gunboat, its heavier armour serves it well in combat, and the reduced energy weapon load is easily countered by its huge racks of missile launchers which can even manage to smash capital ships if so required. The Missile Boat was originally introduced to help deal with the threat of TIE Defenders produced by the rogue Imperial Admiral, Zaarin, and advanced targetting computers are mounted within the vessel to help counter the maneuverability of those fighters. Missile boats are however, extremely expensive to produce and the Empire abandoned this design so they could focus on producing TIE Bombers which could fulfil a similar role at a far lower price.

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

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