# Starships D6 / Cygnus Spaceworks XM-1 Mis




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 manueverability 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.

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