# Starships D6 / Sienar Fleet Systems Type 2A

Name: Type 2A Gunboat
Craft: Sienar Fleet Systems Type 2A Gunboat
Type: Attack Craft
Scale: Capital
Length: 175 meters
Crew: 200
Passengers: 150 (troops)
Cargo Capacity: 1,000 metric tons
Consumables: 8 months
Cost: not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 8
Atmosphere:
Hull: 3D
Shields: 4D
Sensors:
- Passive 30/1D
- Scan 60/2D
- Search 90/4D
- Focus 4/4D+1

Weapons:
- 8 Turbolasers
  - Fire Arc: 2 front, 2 left, 2 right, 2 back
  - Fire Control: 2D
  - Space Range: 3-15/36/75
  - Atmosphere Range: 6-30/72/150km
  - Damage: 6D
- 2 Ion Cannons
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space Range: 1-5/10/36
  - Atmosphere Range: 100-500/1km/3.6
  - Damage: 5D+2
- Tractor Beam
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space Range: 1-3/7/15
  - Atmosphere Range: 100-300/700/1.5
  - Damage: 2D+2

Capsule: Introduced a year before the battle of Hoth, the Type 2A gunboat was designed to take down light Rebel Capital ships such as the Corellian Corvettes they were so fond of using. This

design was later replaced with the Wampa-class Gunboat and was the test bed of the improved Ion cannon systems used on the Wampa.

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