Name: Wampa-Class Gunboat
Craft: Sienar Fleet Systems Wampa-Class Gunboat
Type: Gunboat
Scale: Capital
Length: 197 meters
Crew: 300, gunners: 40
Passengers: 45 (troops)
Cargo Capacity: 2,000 metric tons
Consumables: 1 year
Cost: not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+2
Space: 8
Atmosphere:
Hull: 5D
Shields: 2D
Sensors:
- Passive 60/1D+2
- Scan 100/2D+2
- Search 140/4D+1
- Focus 5/4D+2

Weapons:
- 14 Laser Cannons
  - Fire Arc: 4 Front, 4 left, 4 right, 2 back
  - Scale: Starfighter
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5
  - Damage: 4D
- 5 Quad laser cannons
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5
  - Damage: 5D
- 15 Heavy Ion Cannons
  - Fire Arc: 2 Front, 3 left, 3 right, 2 back, 5 Turret
  - Fire Control: 3D
  - Space Range: 1-5/10/36
  - Atmosphere Range: 100-500/1km/3.6km
  - Damage: 5D+2

Capsule: Put into service shortly after the Battle of Hoth, The wampa class gunboat was designed to give the Imperial Navy an alternative to the Lancer class Frigate. Its Laser cannons and quad Laser cannons insured that any starfighter would have difficulty getting in close to deal a blow with torpedoes and missiles, while the heavy ion cannons could deal a disabling blow to even large capital ships. So that the ship could a threat from any direction, the quad laser cannons and 5 of the heavy ion cannons were turreted, which gave the ship an impressive amount of fire power in any one direction, making it difficult to deal with unless you attacked from multiple directions. The ship did not enter full production, however, because the Battle of Endor.

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