

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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