

Starships D6 / Ion Boat

Ion Boat

Kuat Drive Yard's Ion Boat was designed in order to provide the Empire with an armed light freighter that would be capable of defending itself in a combat situation. The designers also intended to develop it so that the Imperial Navy would begin deploying them as patrol or escort vessels by arming them with ten ion cannons allowing it to disable anything that may decide to engage it. The Imperial Navy was not overly pleased with the design, stating that lack of speed, maneuverability, and non ion based weapons created a ship not worthy of combat. However, the Empire still purchased the Ion Boat in limited numbers and assigned them to smaller and low priority supply routes.

Craft: Kuat Drive Yards' Ion Boat

Type: Military light freighter

Scale: Starfighter

Length: 50 meters

Skill: Space transports: Ion Boat

Crew: 3, gunners: 10, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 25 (troops)

Cargo Capacity: 500 metric tons

Consumables: 3 weeks

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: none

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 130/3D

Focus: 4/3D

Weapons:

4 Heavy Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 6D

6 Ion Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

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