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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