Starships D20 / 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
Class: Space Transport
Size: Small (50 m long)
Hyperdrive: x2
Passangers: 25 (troops)
Cargo Capacity: 500 tons
Consumables: 3 weeks
Cost: Not available for sale
Maximum Speed In Space: Attack (5 squares/action)
Atmospheric Speed: Not applicable
Crew: 3 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 120 (DR 10)
Weapons:
  4 Heavy Ion Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +3 (+1 size, +2 fire control)
    Damage: 6d10x2
    Range Modifiers: PB/S +0, M -2, L n/a
  6 Ion Cannons
    Fire Arc: Turret
    Attack Bonus: +3 (+1 size, +2 fire control)
    Damage: 4d10x2
    Range Modifiers: PB/S +0, M -2, L n/a

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