

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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