Starships D6 / Skipray Blastboat Prototype

Skipray Blastboat Prototype

Sienar Fleet Systems first designed their infamous Skipray blastboat many years before the Battle of Yavin. The GAT-12a was the first demonstation model and Sienar only built four of them for testing and display purposes.

The GAT-12a lacked the capital scale ion cannons as well as the concussion missile launcher and proton torpedo launcher that give the more modern blastboats the firepower they need for heavy assaults.

The only GAT-12a still in existance is on display at Sienar's main office on Lianna.

Craft: Sienar Fleet Systems' GAT-12a Skipray Blastboat
Type: Defense and patrol blastboat prototype
Scale: Capital (due to power output)
Length: 25 meters
Skill: Starfighter piloting: Skipray Blastboat
Crew: 2 (1 can coordinate), gunners: 2, skeleton 1/+5
Crew Skill: Astrogation 4D, starfighter piloting 4D+1, starship gunnery 4D, starship shields 4D+1
Cargo Capacity: 22 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Limited to 2 jumps
Maneuverability: 1D (2D in atmosphere)
Space: 7
Atmosphere: 415; 1,200 kmh
Hull: 2D+1
Shields: 1D+2
Sensors:
- Passive: 30/1D
- Scan: 60/1D+2
- Search: 90/2D
- Focus: 3/2D+1

Weapons:
3 Medium Ion Cannons (fire-linked)
- Fire Arc: Front
- Crew: 1
- Skill: Starship gunnery
- Scale: Starfighter
- Fire Control: 3D
- Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.