



Starships D6 / GAT-12m Skipray Blast

GAT-12m Skipray Blastboat

The GAT-12m was designed to get back on the Empire's good side. The Empire was infuriated when Sienar designed the GAT-12k for the New Republic and would not sell any to the Empire. Sienar was cowed by imperial threats to cancel all TIE orders over the scandal. So, Sienar designed a special new Blastboat variant for the Empire alone.

The GAT-12m Skipray Blastboat is a supplement to the GAT-12j. The GAT-12j has 18 Concussion Missiles and 12 Proton Torpedos which are replaced in the GAT-12m by 6 Capital Concussion Missiles. GAT-12ms are usually deployed with two GAT-12js as wingmen. The Concussion Missiles give the GAT-12m a stand-off attack capability, so that enemy capital ships can be significantly weakened before the Skipray flight enters the range of its other weapons.

Craft: Sienar Fleet Systems GAT-12m

Type: Assault blastboat

Scale: Capital (due to power output)

Length: 25m meters

Skill: Starfighter Piloting: Skipray Blastboat

Crew: 2 (1 can coordinate) gunners: 2 skeleton: 1/+5

Crew Skill: Starfighter Piloting 4D, Starship Gunnery 5D,

Capital Ship Gunnery 5D+1, Starship Shields 4D+1, Astrogation 4D

Cargo Capacity: 20 metric tons

Consumables: 1 month

Hyperdrive Multiplier: x2

Nav. Computer: Limited to four jumps

Maneuverability: 1D+2 (2D+2 in atmosphere)

Space: 8

Atmosphere: 415; 1,200 km/h

Hull: 2D+1

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 60/1D+2

Search: 100/2D

Focus: 3/2D+2

Weapons:

Two Laser Cannons (fire-linked)

Fire Arc: Turret

Skill: Starship Gunnery

Scale: Starfighter

Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 5D

Three Medium Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Two Concussion Missile Launchers

Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Skill: Capital Ship Gunnery

Fire Control: 3D

Ammunition: 3 each

Space Range: 2-12/30/60

Atmosphere Range: 100-1.2/3/6m

Damage: 9D

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