Starships D6 / Republic Skipray Blastboat

Republic Skipray Blastboat

Blastboats are a combination of fast starfighters and heavily-armed capital ships. They are swift enough to overtake most intruders, and come equipped with powerful ship-board armaments. They operate equally well in atmosphere, on patrol duty in the far reaches of a solar system, or performing fleet point duties with or without starfighter support.

Sienar's GAT Blastboat series was the Empire's standard gunship for demanding point missions and patrol assignments. It enver became popular with the Fleet, although some are in use; Sienar dumped the excess ships on the open market, and many found their way into local militias, smuggler camps and other small military and paramilitary forces.

To take advantage of its exceptional armament, blastboats are deployed in areas where combat is likely. The GAT was the smallest Imperial Naval vessel to be equipped with hyperdrives. Although these craft are usually planet- or space station-bound, they routinely patrol entire sectors.

Lately the New Republic has taken an interest in the old Imperial blastboats and even contracted Sienar Fleet Systems to develop an updated version for use in the Republic Navy. Blastboats in the Republic serve the same purpose as those in the Imperial Navy did.

The aerodynamic Skipray performs exceptionally well in atmosphere, easily executing maneuvers normally only possibly by high-performance airspeeders. In space combat it suffers in the maneuverability department, relying on speed and surprise to deliver devastating first attacks.

The Skipray has two stabilizer fins, one located dorsally and one ventrally. They are attached to the main body of the Skipray by a rotating sleeve around the sublight engine. The fins are rotated to the horizontal plane for landing, although they lock ing the vertical for combat and flight.

Model: Sienar Fleet Systems' GAT-12k Skipray
Type: Defense/patrol skipray blastboat
Scale: Capital (due to armament power)
Length: 25 meters
Crew: 4
Crew Skill: Astrogation 4D, capital ship gunnery 5D, Starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1
Cargo Capacity: 20 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2

Nav Computer: Limited to 4 jumps
Maneuverability: 2D (3D in atmosphere)
Space: 8
Atmosphere: 415; 1,200 kmh
Hull: 2D+1
Shields: 2D+1
Sensors:
- Passive: 35/1D
- Scan: 60/2D
- Search: 100/2D+2
- Focus: 3/3D

Weapons:
3 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: 100-300/1.2/2.5 km
- Damage: 4D

2 Laser Cannons
- 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

Proton Torpedo Launcher
- Fire Arc: Front
- Crew: 1 (same gunner as ion cannon)
- Skill: Starship gunnery
- Scale: Starfighter
- Ammo: 12
- Fire Control: 2D
- Space Range: 1/3/7
- Atmosphere Range: 50-100/300/700
- Damage: 9D

Concussion Missile Launcher
- Fire Arc: Turret
- Crew: 1 (same gunner as ion cannon)
- Skill: Starship gunnery
- Scale: Starfighter
- Ammo: 18
- Fire Control: 1D
- Space Range: 1/3/7
- Atmosphere Range: 1-50/100/250
- Damage: 6D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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