



Starships D6 / Sienar Fleet Systems V-38

Sienar Fleet Systems V-38

The V-38 is shrouded in mystery. The Phantom Fighter is a high tech maneuverable and fast starfighter. It uses cloaking shield to sneak up on its prey. The V-38 is armed with laser and ion cannons so it can be used for disabling smugglers and rebel craft.

Model: Sienar Fleet Systems V-38

Type: Space Superiority/Insurgency Fighter

Scale: Starfighter

Length: 6.4 meters

Crew: 2

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 5D, Cloaking Shields 5D

Cargo Capacity: 75 kilograms

Consumables: 2 days

Cost: Not Available for Sale (BMV: 250,000-300,000 credits)

Maneuverability: 3D

Space: 13

Hyperdrive Multiplier: x1

Hyperdrive Backup: x14

Hull: 3D

Shields: 2D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/4D

Weapons:

3 Laser Cannons

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1km/2km

Damage: 5D+1

2 Ion Cannons

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1km/2km

Damage: 4D

2 Warhead Launchers

Fire Arc: Forward

Skill: Starship Gunnery

Ammo: Missiles: 8, Torpedoes: 6, Rockets: 4, Space Bombs: 2, Mag Pulse: 6

Space Range: 1-3/4/8

Atmosphere Range: 100-300/400/800

Damage:	Depends	On	Type	(Concussion	Missiles	9D,	Proton
Torpedoes			10D, Heavy Rockets	11D, Heavy Space			
			Bombs 12D, Mag Pulse	Torpedoes 8D Ionization)			

Special Systems:

Cloaking Shield: Cloaking Shield makes craft invisible to sensors and visual contact. Ship may not fire weapons while cloaked or enter hyperspace. If craft enters hyperspace while cloaking shield is active, the craft will be destroyed. If the craft fires while the cloaking shield is active, the shield will deactivate and will be disabled until repaired. To activate the cloaking shield the copilot must make a Moderate Cloaking Shields roll. If craft is fired upon while shield is active the shield is disabled for 4 rounds while it recharges. If the generator is damaged the shield will be disabled and will most likely become unstable. (Generator explodes doing 4D Hull Damage) Note: A light shield generator protects cloaking Shield Generator with a shield rating of 2D, if generator is hit or explodes; add this to the STR to resist.

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

All text and stats by Brent Eager, OverLord, 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](#).