



# Starships D6 / Kilrathi Production Jalthi I

## Kilrathi Jalthi

Model: Kilrathi Production Jalthi Heavy Fighter

Type: Heavy Fighter

Scale: Starfighter

Length: 16 meters

Skill: Starfighter Piloting: Jalthi

Crew: 1

Cargo Capacity: 70 kg

Consumables: 1 week

Cost: 170,000 (new), 90,000 (used)

Manueverability: 1D+2

Space: 6

Atmosphere: 230; 660 kmh

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 20/0D+1

Scan: 30/1D+1

Search: 50/2D+1

Focus: 3/2D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1200/2500

Damage: 5D

2 Neutron Guns (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-2/8/15

Atmosphere Range: 50-200/800/1500

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 3

Space Range: 1-2/4/8

Atmosphere Range: 100-200/400/800

Damage: 6D

#### Pilum FF Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 2

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 5D+2

Note: When the Pilum FF is launched, all enemy craft in range roll their dodges. The lowest rolling enemy(as long as they don't beat the attacker's roll) is hit. On a complication, the Friend or Foe missile's IFF signals are confused, and attack friendly units as well, including the firing ship.

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