



# Starships D6 / Kilrathi Production Krant

## Kilrathi Krant

Model: Kilrathi Production Krant Medium Fighter

Type: Krant Fighter

Scale: Starfighter

Length: 16 meters

Skill: Starfighter Piloting: Krant

Crew: 1

Cargo Capacity: 60 kg

Consumables: 5 days

Cost: 135,000 (new), 70,000 (used)

Manueverability: 2D+1

Space: 6

Atmosphere: 280; 720 kmh

Hull: 3D

Shields: 1D+2

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 55/2D

Focus: 3/2D+1

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1200/2500

Damage: 4D+1

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 6

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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