

Name:

Sith Starfighter

Type: Sith Heavy Fighter/Bomber

Scale: Starfighter

Length: 15.2 Meters

Skill: Starfighter Piloting - Sithfighter

Crew: 1+1 Gunner

Crew Skill: Starfighter Piloting 4D, Starship

Gunnery 5D+2

Consumables: 2 Days

Cost: 50,000

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: None

Space: 4

Atmosphere: 280;800kmh

Maneuverability: 1D+2

Hull: 4D

Shields:

Sensors:

Passive: 15/0D+1

Scan: 30/1D

Search: 45/1D+2

Focus: 1/2D

Weapons:

2 Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 1D

Space: 1-2/10/20

Atmosphere Range: 100-200/1/2km

Damage: 6D

2 Blaster Cannons (Fire-Linked)

Fire Arc: Turret

Fire Control: 2D

Space: 1/5/10

Atmosphere Range: 100/500/1km

Damage: 4D

2 Concussion Missiles



© 2000 LUCASFILM LTD. & TM. ALL RIGHTS RESERVED.

D1.19.D1

Fire Arc: Front

Fire Control: 2D

Space: 1/2/6

Atmosphere Range: 30-100/200/600m

Damage: 7D

Description: This was the standard fighter used by the Sith military when the Sith War started, and piloted by their Massassi pilots. These ships were obviously from a more primitive technology than the New Republic and Galactic Empire use, but are sturdy and expendable vessels. They have now been mainly phased out to be replaced by various Tie models since the start of the Sith alliance with the Empire, but some have been kept on reserve because of the lack of trust the Sith have in their alliance.

---

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by Lucasarts, copyright remains with them.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)