Starships D6 / Sith Heavy Fighter/Bomber

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
  - 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 Empiure 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.

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