

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 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.

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