Starships D6 / Zenid Defence Star Reaper Hea



Name: Star Reaper
Type: Zenid Defence Star Reaper Heavy Starfighter
Scale: Starfighter
Length: 17.3 Meters
Skill: Starfighter Piloting - Star Reaper
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 2 Weeks
Cargo Capacity: 450 Kg
Cost: 190,000 (new)
Hyperdrive Multiplier: X1
Hyperdrive Backup: N/A
Nav Computer: Limited to Six Jumps
Space: 10
Atmosphere: 400;1050kmh
Maneuverability: 2D+1
Hull: 5D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 4/4D

Weapons:
- Heavy Gatling Laser Cannon
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1-5/20/40
  - Atmosphere Range: 100-500/2/3km
  - Damage: 6D
- Proton Torpedo Launcher (5 Torpedo Magazine)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 100/300/700m
  - Damage: 9D

Description: The Star Reaper is a heavy starfighter launched onto the market some 5 years after the battle of Endor, and uses technological advances not available before that time. With powerful engines, a rugged frame and hull, strong shields and advanced sensors, however the greatest advance on the Star Reaper is the Heavy Gatling Laser Cannon. This weapon has an extremely

high range and damage, as well as being easy to target because of its high rate of fire, in fact the power of this weapon easily compensate for the small magazine capacity in the Proton Torpedo Launcher. The Star Reaper was originally designed for the Mercenary and Military markets, in which it was very popular even if neither the New Republic or Imperial Remenants purchased the vessel in numbers higher than evaluation quantities. This has left the vessel used by planetary governments, mercenaries and bounty hunters, even a few have ended up in the hands of pirates although the price is usually a little high for them.

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