



Starships D6 / Darth Mauls Sith Infiltrator

Darth Maul's Sith Infiltrator

Craft: Highly Modified Siemar Design Systems' Armed Courier

Type: Customized armed courier

Scale: Starfighter

Length: 26.5 meters

Skill: Space transports: Sith Infiltrator

Crew: 1

Crew Skill: See Darth Maul

Passengers: 6

Cargo Capacity: 2 metric tons

Consumables: 2 weeks

Cost: Not available for sale

Hyperdrive Multiplier: x3

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 295; 850 kmh

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 75/2D

Search: 120/3D

Focus: 3/4D

Weapons:

6 Low-Profile Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/12/25

Atmosphere Range: 100-500/1.2/2.5 km

Damage: 5D+2

Game Notes:

Cloaking Device

Adds +4D to all difficulties in detecting the vessel and reduces

all fire control and maneuverability bonuses to OD while in use.
Navigation computer and hyperdrive systems cannot be used while
cloaking device is engaged.

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