Starships D6 / Darth Mauls Sith Infiltrator

Darth Maul's Sith Infiltrator

Craft: Highly Modified Sienar 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 0D while in use. Navigation computer and hyperdrive systems cannot be used while cloaking device is engaged.

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