



## Starships D20 / Darth Mauls Sith Infiltrator

### Darth Maul's Sith Infiltrator

Craft: Highly Modified Siemar Design Systems' Armed Courier

Class: Space Transport

Size: Small (26.5 m long)

Hyperdrive: x3

Passangers: 6

Cargo Capacity: 2 tons

Consumables: 2 weeks

Cost: Not available for sale

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: 850 km/h (13 squares/action)

Crew: 1 (See Darth Maul)

Initiative: +5 (+1 size, +4 crew)

Maneuver: +5 (+1 size, +4 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 60 (DR 10)

Hull Points: 110 (DR 10)

Weapons:

6 Low-Profile Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +19 (+1 size, +16 crew, +2 fire control)

Damage: 6d10x2

Range Modifiers: PB/S +0, M/L n/a

Cloaking Device

+15 to all DC to detecting the vessel and reduces fire control to +0 while in use.

Navigation computer and hyperdrive systems cannot be used while cloaking device is engaged.

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