Starships D20 / Darth Mauls Sith Infiltrator

Darth Maul's Sith Infiltrator

Craft: Highly Modified Sienar 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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