Starships D6 / Bterli SF/A-23 Sky Reaper

Bterli SF/A-23 "Sky Reaper"

Through the chaos which swept the galaxy during the Clone Wars a military need for an adequate heavy assault fighter, capable of both superb space and atmospheric combat capabilities to supplement the Republic's hordes of Z-95 Headhunters, arose.

Bterli Designs, a well-known and respected starship manufacturing company, presented the Republic Navy with an entire squadron of fully operational prototypes during the opening phases of the war. The Republic assigned the vessels to Reaper Squadron, one of the most highly decorated combat units in the Navy.

The Reapers were quick to adjust to their new fighter-bombers and began referring to their craft as "Sky Reapers," after themselves. The first actual combat test of the craft was a pinpoint aerial bombardment of a pirate encampment on Mantooine. The Sky Reapers swept in low over the camp, raining death from a dozen proton charge canisters each. The entire camp was obliterated but not before a well-armed light transport made it off the ground. The Sky Reapers went into pursuit of the transport, taking advantage of their superior atmospheric maneuverability to evade enemy fire from the ship. The Sky Reapers were easily able to literally fly circles around the transport, blasting it out of the sky and returning back to base well ahead of schedule. The Republic soon began contract negotiations for the continued manufacture of Bterli's SF/A-23.

The Sky Reaper consisted of a simple delta-wing fuselage which provided it with both excellent atmospheric speed and maneuverability. However, in the vacuum of space the Sky Reaper was a bit less agile due to maneuvering thrusters being positioned in rather non-ideal points.

The craft's armaments included a pair of fire-linked heavy blaster cannons, a single ship-to-ship concussion missile launcher and twelve free-fall proton charge canisters. In addition to these offensive systems, a small deflector shield generator combined with durable hull plating made the Sky Reaper one of the most durable combat fighters of its era.

Era Introduced: Clone Wars

Craft: Bterli Designs' SF/A-23 "Sky Reaper"
Type: Aerospace fighter/bomber
Scale: Starfighter
Length: 11.52 meters
Skill: Starfighter piloting: Sky Reaper fighter-bomber

Crew: 1; gunners: 1
Crew Skill: Varies dramatically
Cargo Capacity: 35 kilograms
Consumables: 1 day
Cost: 130,000 (new), 50,000 (used)
Maneuverability: 1D+1 (2D+2 in atmosphere)
Space: 6
Atmosphere: 400; 1,150 kmh
Hull: 3D+1
Shields: 1D
Sensors:
- Passive: 20/0D+2
- Scan: 40/1D+1
- Search: 75/2D
- Focus: 2/3D

Weapons:
2 Heavy Blaster Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 1D+2
- Space Range: 1-5/10/17
- Atmosphere Range: 100-500/1/1.7 km
- Damage: 3D+2

Concussion Missile Launcher
- Fire Arc: Front
- Skill: Starship gunnery
- Ammo: 5
- Fire Control: 2D
- Space Range: 1-3/5/7
- Atmosphere Range: 100-300/500/700
- Damage: 5D+2

12 Proton Charge Canisters
- Fire Arc: Ventral
- Skill: Missile weaponry
- Scale: Walker
- Fire Control: 1D
- Atmosphere Range: 30-500/1.7/4.9 km
- Damage: 6D

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