



Starships D6 / Naboo Royal N-2 Bomb

Naboo Royal N-2 Bomber

While not boasting a formidable military force, the people of Naboo were equipped to defend themselves on a small level. Their royal starfighter corps made up the bulk of the planet's defense force.

While the N-1 starfighter would stand out as the keystone of Naboo's defense force, it was not alone. The N-2 fighter/bomber, while not nearly as commonplace as the N-1, did fill a vital role.

The N-2 was designed with a highly advanced quad proton torpedo pod mounted on a remote turret controlled by the gunner. This allowed the N-2 to launch devastating volleys of proton torpedoes in multiple directions. To incorporate this feature, Theed designers were forced to eliminate all hyperdrive systems, thus negating the need for an onboard astromech droid.

Slower and less maneuverable than the N-1 starfighter, the N-2 was equipped with slightly heavier armor and was intended to be used in flights of four or more.

Model: Theed Palace Space Vessel Engineering Corp's N-2 Bomber

Type: Short-range heavy assault fighter/bomber

Scale: Starfighter

Length: 12 meters

Skill: Starfighter Piloting: Naboo N-2

Crew: 1, gunners: 1

Crew Skill: Varies widely

Cargo Capacity: 30 kilograms

Consumables: 3 days

Cost: Not available for sale

Maneuverability: 1D

Space: 6

Atmosphere: 295; 850 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/2D

Focus: 2/2D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Crew: Pilot

Fire Control: 2D

Space Range: 5-9/15/25

Atmosphere Range: 500-900/1.5/2.5 km

Damage: 4D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Missile weapons

Crew: Gunner

Ammo: 10

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 7D

Proton Torpedo Launcher

Fire Arc: Turret (front, left and right arcs only)

Skill: Missile weapons

Crew: Gunner

Ammo: 6

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

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