Starships D6 / Naboo Royal N-2 Bomber

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 vollies 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
Consumbables: 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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