Starships D20 / Watchdog Interceptor

Watchdog Interceptor

Shortly after the end of the Imperial Civil War, Sienar Fleet Systems (SFS), decided to try to rip off KDY's A-9 vigilence interceptor. They got ahold of the craft and realized they could make a lot of improvements to the ship. For one thing, they moved the engines into the main body, using Calamarian engineering they stuck a compact drive system into the rear of the fuselage. Then they lengthened the wing slightly and moved them forward and changed the angle they tilted at. This decreased drag in atmosphere and actually made the craft aero-dynamic. Instead of the set of turbolasers on the underside, a pair of them were put in, one at the tip of each wing, this pulled so much energy from the ship thought that it was unable to have shields added in.

The resulting craft was a great territorial patrol craft. Used for system patrols and interception, the craft are fast, though not quite agile, and can pack a mean punch.

Craft: Sienar Fleet Systems B-8 "Watchdog" Interceptor
Class: Starfighter
Size: Diminutive (7.4 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 55 kg
Consumables: 1 day
Cost: 210,000 new
Maximum Speed In Space: Ramming (11 squares/action)
Atmospheric Speed: 1,300 km/h (22 squares/action)
Crew: 1 (Skilled +4)
Initiative: +8 (+4 size, +4 crew)
Maneuver: +8 (+4 size, +4 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 100 (DR 5)
Weapons:
2 Double Heavy Turbolaser Cannons
Fire Arc: Front
Attack Bonus: +8 (+4 size, +2 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L

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