Starships D6 / Kuat Drive Yards 219 Heavy As

Imperial Heavy "Destroyer" Starfighter

The sleek, long fuselaged KDY 219 heavy assault fighter went into service during the Imperial Remnants era, three years after the Battle of Endor. Now, more then ever, Rebel convoys, bombing attackers, and picket defense ships have been captured or destroyed, all due to the Empire's new non-TIE vessel to fleet, the Kuat Drive Yards 219 heavy assault fighter.

The KDY 219 has, as described, a long, thin fuselage leading up to a long bubble canopy in the front, wear the pilot and gunner are seated. A small, but strong wing houses two air intakes, to cool the ion engines in the wings. Two medium ion cannons are housed under the fuselage, firing forward two match the same target as two laser cannons in the wing roots. A heavy laser cannon firing upward and forward from a dorsal turret position gives the 219 the advantage to hit craft from below, allowing them to to hit a vessel with out ever being optically detected.

The Empire hopes the KDY 219 wil give them the edge needed in destroying Rebel (New Republic) vessels and provide them with a reliable, heavy assault starfighter.

Craft: Kuat Drive Yards 219 Heavy Assault Starfighter
Type: Heavy assault and interception starfighter
Scale: Starfighter
Length: 15 meters
Skill: Starfighter piloting: KDY 219
Crew: 1, gunners: 1, skeleton: 1/+10
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2
Cargo Capacity: 85 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Limited to 10 jumps
Maneuverability: 2D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 1D+2
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 70/3D+2
- Focus: 5/4D

Weapons:

2 Medium Ion Cannons
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 3D+2
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Combined Damage: 3D (ionization)

Heavy Laser Cannon
- Fire Arc: Dorsal Turret*
- Skill: Starship gunnery
- Fire Control: 2D+2
- Space Range: 1-2/8/18
- Atmosphere Range: 100-200/800/1.8 km
- Damage: 6D
- (* May be fixed to fired forward by pilot at a fire control of 1D.)

2 Laser Cannons
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D

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