Starships D20 / Kuat Drive Yards 219 Heavy A

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
Class: Starfighter
Size: Tiny (15 m long)
Hyperdrive: x1
Passangers: None
Cargo Capacity: 85 kg
Consumables: 1 week
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 950 km/h (17 squares/action)
Crew: 1 (Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 50 (DR 5)
Hull Points: 100 (DR 5)
Weapons:
  2 Medium Ion Cannons
    Fire Arc: Front
    Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
    Damage: 3d10x2
    Range Modifiers: PB/S +0, M/L n/a
  Heavy Laser Cannon

Fire Arc: Dorsal Turret*
Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L n/a
(* May be fixed to fired forward by pilot at a fire control of 1)

2 Laser Cannons
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a

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