Starships D6 / Sienar Fleet Systems V-38

Sienar Fleet Systems V-38

The V-38 is shrouded in mystery. The Phantom Fighter is a high tech maneuverable and fast starfighter. It uses cloaking shield to sneak up on its prey. The V-38 is armed with laser and ion cannons so it can be used for disabling smugglers and rebel craft.

Model: Sienar Fleet Systems V-38
Type: Space Superiority/Insurgence Fighter
Scale: Starfighter
Length: 6.4 meters
Crew: 2
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 5D, Cloaking Shields 5D
Cargo Capacity: 75 kilograms
Consumables: 2 days
Cost: Not Available for Sale (BMV: 250,000-300,000 credits)
Maneuverability: 3D
Space: 13
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Hull: 3D
Shields: 2D
Sensors:
- Passive: 50/1D
- Scan: 100/2D
- Search: 150/3D
- Focus: 5/4D

Weapons:
3 Laser Cannons
- Fire Arc: Forward
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-3/10/20
- Atmosphere Range: 100-300/1km/2km
- Damage: 5D+1

2 Ion Cannons
- Fire Arc: Forward
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-3/10/20
- Atmosphere Range: 100-300/1km/2km
- Damage: 4D

2 Warhead Launchers

Fire Arc: Forward
Skill: Starship Gunnery
Ammo: Missiles: 8, Torpedoes: 6, Rockets: 4, Space Bombs: 2, Mag Pulse: 6
Space Range: 1-3/4/8
Atmosphere Range: 100-300/400/800
Damage: Depends On Type (Concussion Missiles 9D, Proton Torpedoes 10D, Heavy Rockets 11D, Heavy Space Bombs 12D, Mag Pulse Torpedoes 8D Ionization)

Special Systems:
Cloaking Shield: Cloaking Shield makes craft invisible to sensors and visual contact. Ship may not fire weapons while cloaked or enter hyperspace. If craft enters hyperspace while cloaking shield is active, the craft will be destroyed. If the craft fires while the cloaking shied is active, the shield will deactivate and will be disabled until repaired. To activate the cloaking shield the copilot must make a Moderate Cloaking Shields roll. If craft is fired upon while shield is active the shield is disabled for 4 rounds while it recharges. If the generator is damaged the shield will be disabled and will most likely become unstable. (Generator explodes doing 4D Hull Damage) Note: A light shield generator protects cloaking Shield Generator with a shield rating of 2D, if generator is hit or explodes; add this to the STR to resist.

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