Starships D20 / 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.

Craft: Sienar Fleet Systems V-38
Class: Starfighter
Size: Diminutive (6.4 m long)
Hyperdrive: x1 (backup x14)
Passangers: None
Cargo Capacity: 75 kg
Consumables: 2 days
Cost: Not Available for Sale (BMV: 250,000-300,000 credits)
Maximum Speed In Space: Ramming (11 squares/action)
Atmospheric Speed: Not applicable
Crew: 2 (Very Skilled +6)
Initiative: +10 (+4 size, +6 crew)
Maneuver: +10 (+4 size, +6 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 90 (DR 5)
Weapons:
  3 Laser Cannons
    Fire Arc: Forward
    Attack Bonus: +9 (+4 size, +3 crew, +2 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Ion Cannons
    Fire Arc: Forward
    Attack Bonus: +9 (+4 size, +3 crew, +2 fire control)
    Damage: 4d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Warhead Launchers
    Fire Arc: Forward
    Attack Bonus: +7 (+4 size, +3 crew)
    Damage: Depends On Type:
      Concussion Missiles 9d10x2
      Proton Torpedoes 10d10x2
      Heavy Rockets 11d10x2
      Heavy Space Bombs 12d10x2
      Mag Pulse Torpedoes 8d10x2 (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 Computer Use DC 15. 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 4d10 damage (ignore DR and shield)).
Note: A light shield generator protects cloaking Shield Generator with a shield rating of 60 (DR 5), if generator is hit or explodes; add this to resist.

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