Starships D6 / CloakShape II Fighter

CloakShape II Fighter

After the relative success of their original CloakShape starfighter, Kuat Systems Engineering opted to release a newer and more updated version of the craft which boasted all of the extras which did not come stock on the original design. These additional features included an advanced Class Three hyperdrive motivator with a slot for an R1 astromech, a maneuvering tail fin and a pair of fire-linked concussion missile launchers (added only on the fighters sold to legitimate militia forces). All of these additions would cost an owner of an original mark one CloakShape nearly 30,000 credits plus labor expenses - the mark two CloakShape included them as stock options for only 25,000 credits more than the stock mark one.

The original CloakShape fighters were designed for atmospheric and short-range combat because their power plants aren't strong enough for prolonged missions in space. However, the mark two ClockShape fighters were equipped with an improved power plant which adequately powered the craft for such missions.

Like many older starfighters of its era, the CloakShape traded speed for durability: in an era when starfighter designers are favoring firepower over a sturdy hull, the CloakShape promised to take a beating and bring the pilot home. The mark two CloakShapes were even more durable than the original with the addition of a small deflector shield generator. These updated CloakShapes were able to take more punishment than any other starfighter on the market at the time.

The original CloakShapes were built to be easily modified so the addition of modification kits sold by Kuat Systems Engineering would not prove to be much of a challenge even to amateur mechanics. However, this was not the case with the CloakShape II. The mark two fighters came with all of the modification kits installed in factory, so any modification to these existing systems often times proved to be more descontructive than constructive. Damaged mark two fighters usually required much more detailed repairs due to close proximity of major flight systems with each other - a well-placed hit could render a CloakShape II completely inoperable.

The CloakShape II didn't sell as well as Kuat had hoped and the fighter was taken off of the market only four years following its debute. It is interesting to note that the original CloakShape fighter was remained in production for many years following the failure of its successor.

Craft: Kuat Systems Engineering's CloakShape II Fighter
Type: Multi-purpose starfighter

Scale: Starfighter
Length: 15 meters
Skill: Starfighter piloting: CloakShape
Crew: 1
Crew Skill: Varies
Cargo Capacity: 20 kilograms
Consumables: 1 day
Cost: 80,000 (new), 35,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Uses R1 astromech droid
Maneuverability: 2D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 1D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D+2
2 Concussion Missile Launchers (fire-linked)
Fire Arc: Front
Skill: Missile weapons
Ammo: 3 per launcher
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D
Game Notes: Concussion missile launchers were only installed on those fighters sold to legitimate militia forces. Those fighters purchased by private owners were not equipped with this weapon.

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