Starships D20 / Galamara Drives GV-14 Dark

Dark Avenger Attack Fighter

After the great success of the tt109-a, and predecessor models, Designers at Galamar Yards came to the realization that pirate activities were tough to respond to. After the destruction of the Alliance victory at Endor, Galamar came under attack by pirate forces. The old Jet Scream fighters were fast, but could not respond to attacks quick enough. So in a daring feat of technology, the Galamar decided to use the old idea of Micro-jumping in a system, and make a small hyperdrive that can only take a ship within a system in minutes. What would ussually take hours to reach in a system, would take only minutes or less. Since the design, and creation of the Dark Avenger fighter, pirate attacks have reached an all time low. The in system nav computer allows the pilot to make a navigation/Astrogation roll for the micro-jump at a bonus of +2D.

Craft: Galamara Drives GV-14 Dark Avenger
Class: Starfighter
Size: Tiny (11.4 m long)
Hyperdrive: None
Microjump-Drive Multiplier: x2 (see below)
Passangers: None
Cargo Capacity: 20 kg
Consumables: 3 days
Cost: 160,000 (new)
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 80 (DR 5)
Weapons:
2 Quad Blaster cannons
Fire Arc: Front
Attack Bonus: +4 (+2 size, +2 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
Heavy Ion Cannon
Fire Arc: Front/top/rear
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a

Microjump Drive

Type: Short range in system hyperdrive system
Design: Galamar drives Mark I Micro-drive system.
Cost: 15,000 credits
Basic Design Speed: x5, (Military version): x2
Game Notes: A micro-drive is designed to move a ship within a system in minutes instead of hours, or days. To calculate the time it would take to microjump in a system do the following.

Take the number of hours it would take to reach the destination, and turn it into minutes, then multiply that by the multplier of the drive
Example: Gellick the Smuggler wants to reach Coruscant, he has arrived at a standard jump point three days away. He uses the micro-drive, and makes the jump.
72 hours to arrive standard= 360 minutes to jump there, so 6 hours.

Although it will still take time to arrive there, Gellick will get there a lot faster then anybody else will.

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