Starships D6 / RanCorp Deathseed fighter

DeathSeed Assault Fighter

The DeathSeed is based on a Twilek design concept and uses the hull of a Scimitar assault bomber. The fighter has a single pod with S-foils from an X-wing attached.

The pilot and bomber compartment is in the forward section of the pod and can be quickly ejected from the main hull in the event of a critical hit by enemy gunners. The compartment extends ahead of the wings, giving the pilot superior visibility.The navigation and targeting systems, the power generator, and the twin repulsorlift engines are housed in the middle of the pod. The rear portion of the pod contains the bomb bay and the sublight ion engine.

This fighter was made for use against large capital ships. The weapons have been stripped off the S-foils and are used to power sheilds. The missiles it carries are powerful and can seriously harm a capital ship. These craft are very expensive and aren't usually used unless the situation is important.

Craft: RanCorp Deathseed fighter
Type: Assault Fighter
Scale: Starfighter
Length: 13.8 meters
Skill: Starfighter Piloting: DeathSeed
Crew: 2
Cost: 150,000
Crew Skill: Piloting: 4D, Gunnery: 4D+2, Shields: 2D+1, Missle Weapons: 4D+2
Cargo Capacity: 200 kilograms
Consumables: 2 days
Maneuverability: 2D+1
Space: 9
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 1D+2
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 3/3D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D

Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Reaper Missiles (4 carried)
Fire Arc:front , down
Skill: missile weapons
Scale: capital
Space Range: 1/3/7
Atmosphere Range: 100-500/1/5 km
Damage: 4D+2

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