

## Starships D6 / RanCorp Deathseed fig

### 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 shields. 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, Missile 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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