Starships D20 / 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
Class: Starfighter
Size: Tiny (13.8 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 200 kg
Consumables: 2 days
Cost: 150,000
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 850 km/h (13 squares/action)
Crew: 2 (Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 50 (DR 5)
Hull Points: 150 (DR 5)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a

Fire Arc: front , down
Attack Bonus: +4 (+2 size, +2 crew)

Damage: 5d10x5
Missil Quality: Ordinary (+10)

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