Starships D6 / RanCorp Sarkin SK-15 Custom

Sarkin SK-15 Customs Fighter

The SK-15 was nicknamed the Sarkin by designer Elvaar Nerical. It was named after the bartender at his favortie bar. The bartender Elvar lost his toungue protecting. The SK-15 is used for insystem patrolling to stop smuggelers and to destroy ship inbound with dangerous cargo who will not cease or disist. The figter is fast and deadly and are usualy found in patrol groups of 3 or 4.

Craft: RanCorp Sarkin SK-15 Customs fighter
Type: Customs Fighter
Scale: Starfighter
Length: 11.4 meters
Skill: Starfighter Piloting:SK-15
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1
Cargo Capacity: 80 kilograms
Cost: 82,000
Consumables: 2 days
Manuverability: 3D+1
Space: 9
Atmosphere: 450; 1,300 kmh
Hull: 3D
Sheilds: 1D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 55/2D
- Focus: 3/3D

Weapons:
2 Plasma Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 6D

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