



## Starships D20 / RanCorp Sarkin SK-15

### Sarkin SK-15 Customs Fighter

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

Craft: RanCorp Sarkin SK-15 Customs fighter

Class: Starfighter

Size: Tiny (11.4 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 80 kg

Consumables: 2 days

Cost: 82,000

Maximum Speed In Space: Ramming (11 squares/action)

Atmospheric Speed: 1,300 km/h (22 squares/action)

Crew: 1 (Skilled +4)

Initiative: +6 (+2 size, +4 crew)

Maneuver: +6 (+2 size, +4 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 30 (DR 5)

Hull Points: 90 (DR 5)

Weapons:

2 Plasma Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 6d10x2

Range Modifiers: PB/S +0, M/L n/a

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