# Starships D20 / RanCorp Sarkin SK-15 Custo

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
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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