Starships D6 / Kilrathi Production Jalthi Heav

Kilrathi Jalthi

Model: Kilrathi Production Jalthi Heavy Fighter
Type: Heavy Fighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter Piloting: Jalthi
Crew: 1
Cargo Capacity: 70 kg
Consumables: 1 week
Cost: 170,000 (new), 90,000 (used)
Manueverability: 1D+2
Space: 6
Atmosphere: 230; 660 kmh
Hull: 4D
Shields: 2D+2
Sensors:
- Passive: 20/0D+1
- Scan: 30/1D+1
- Search: 50/2D+1
- Focus: 3/2D+2

Weapons:
4 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1200/2500
- Damage: 5D

2 Neutron Guns (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-2/8/15
- Atmosphere Range: 50-200/800/1500
- Damage: 5D

Concussion Missile Launcher
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 1D
- Ammo: 3
- Space Range: 1-2/4/8
- Atmosphere Range: 100-200/400/800
- Damage: 6D

Pilum FF Launcher

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 1D
Ammo: 2
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 5D+2
Note: When the Pilum FF is launched, all enemy craft in range roll their dodges. The lowest rolling enemy(as long as they don't beat the attacker's roll) is hit. On a complication, the Friend or Foe missile's IFF signals are confused, and attack friendly units as well, including the firing ship.

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