Starships D6 / Kilrathi Production Krant Medi

Kilrathi Krant

Model: Kilrathi Production Krant Medium Fighter
Type: Krant Fighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter Piloting: Krant
Crew: 1
Cargo Capacity: 60 kg
Consumables: 5 days
Cost: 135,000 (new), 70,000 (used)
Manueverability: 2D+1
Space: 6
Atmosphere: 280; 720 kmh
Hull: 3D
Shields: 1D+2
Sensors:
- Passive: 15/0D
- Scan: 30/1D
- Search: 55/2D
- Focus: 3/2D+1

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

Concussion Missile Launcher
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 1D
- Ammo: 6
- 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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