Starships D20 / TCS Scimitar

Scimitar

The Scimitar is one of the most unpopular fighters in use in the galaxy today. Nicknamed the "Crash & Burn" by hopeful pilots, this ship isn't maneuverable enough to match other fighters of its size, and yet doesn't have enough weaponry to match the larger fighters. The only saving part of this ship is its hull score and low cost.

Craft: TCS Scimitar
Class: Starfighter
Size: Tiny (13.2 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 65 kg
Consumables: 5 days
Cost: 100,500 (new), 55,000 (used)
Maximum Speed In Space: Attack (7 squares/action)
Atmospheric Speed: 720 km/h (12 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 90 (DR 5)
Weapons:
2 Mass Driver Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +3 (+2 size, +1 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a

Fire Arc: Front
Attack Bonus: +3 (+2 size, +1 fire control)
Damage: 6d10x2
Missil Quality: Ordinary (+10)

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