Starships D6 / DeathTek Nail DK-Nihilanth Sta

Nail Starfighter

This fighter is not exactly in standard use, despite its apparant effectiveness, due to the fact that, like all other vehicles made by DeathTek, its designers were encouraged to use non-standard design factors as much as possible. Projectile weapons used as standard limits how long this Starfighter can go without reloading, especially in an extended campaign. This made it ill reccommended for use by the Republic, much as many other designs, and yet, the
fighter is still popular among mercenaries and pirates, who enjoy the effectiveness and firepower of this craft.

Craft: DeathTek Nail DK-Nihilanth Starfighter
Type: long-range combat starfighter
Scale: Starfighter
Length: 8 meters
Skill: Starfighter piloting: Nail
Crew: 1
Cargo Capacity: 50 kilograms (Plus standard ammunition stores)
Consumables: 1 week
Cost: 100,000 (New), 50,000 (Used)
Mac-gun rounds: 3/round Rail Spikes: 50/round
Hyperdrive Multiplier: x2 *
* The unusual design of the Nail fighter's hyperdrive boosts repair
roll difficulties by +5
Maneuverability: 3D
Space: 9
Atmosphere: 400: 1,000 kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive: 35/0D
- Scan: 50/1D+1
- Search: 50/2D+1
- Focus: 2/3D+1

Weapons:
2 Mac Guns (Rapid-fire projectile weapons, Fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-2/10/22
- Atmosphere Range: 100-250/1/2.2 km
- Damage: 5D

Railgun (Fire rate 1/2)
- Fire Arc: Front
- Skill: Starship gunnery

Fire Controll: 1D (If 2 rounds waited for target lock
to acquire, 4D)
Space Range: 1-10/30/50
Atmospheric Range: 100-1/3/5 km
Damage: 9D

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