



## Starships D6 / DeathTek Nail DK-Nihilanth

### Nail Starfighter

This fighter is not exactly in standard use, despite its apparent 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 recommended 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 Control: 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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