Starships D20 / DeathTek Nail DK-Nihilanth S

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
Class: Starfighter
Size: Diminutive (8 m long)
Hyperdrive: x2*
Passangers: None
Cargo Capacity: 50 kg
Consumables: 1 week
Cost: 100,000 (New), 50,000 (Used)
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Crew: 1 (Normal +2)
Initiative: +6 (+4 size, +2 crew)
Maneuver: +6 (+4 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 120 (DR 5)
Weapons:
  2 Mac Guns (Rapid-fire projectile weapons, Fire-linked)
    Fire Arc: Front
    Attack Bonus: +7 (+4 size, +3 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  Railgun (Fire rate 1/2)
    Fire Arc: Front
    Attack Bonus: +5 (+4 size, +1** fire control)
    Damage: 9d10x2
    Range Modifiers: PB/S +0, M -2, L n/a
* The unusual design of the Nail fighter's hyperdrive boosts repair roll difficulties by +5
** If 2 rounds waited for target lock to acquire, fire control is 4

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