Starships D6 / Silviut Shard-class Fighter

Shard Fighter

Craft: Silviut Shard-class Fighter
Type: Assault Fighter
Scale: Starfighter
Length: 17 meters
Skill: Starfighter Piloting: Shard
Crew: 1; Gunners: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 4D
Cargo Capacity: 150 kilograms
Cost: 245,000 credits
Hyperdrive Multiplier: x1
Nav Comp: Yes up to 4 jumps
Manuverability: 3D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 6D
Shields: 2D
Sensors:
- Passive: 30/0D
- Scan: 60/1D
- Search: 85/2D
- Focus: 4/4D

Weapons:
2 Turbo-Charged Ion Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 1-5/9/25
- Atmosphere Range: 100-1000/1.8/5.0 km
- Damage: 5D

2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 1-5/9/25
- Atmosphere Range: 100-300/400/800
- Damage: 5D+2

2 Photon Torpedo Launchers (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1/4/8
- Atmosphere Range: 30-100/400/800

Damage: 9D
Notes: Special hull material gives a -3D to detect at ranges over 40 units

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