Starships D20 / Silviut Shard-class Fighter

Shard Fighter

Craft: Silviut Shard-class Fighter
Class: Starfighter
Size: Tiny (17 m long)
Hyperdrive: x1
Passangers: None
Cargo Capacity: 150 kg
Consumables: 1 week
Cost: 245,000 credits
Maximum Speed In Space: Ramming (10 squares/action)
Atmospheric Speed: 1,200 km/h (20 squares/action)
Crew: 1 (Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 180 (DR 5)
Weapons:
  2 Turbo-Charged Ion Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
    Damage: 6d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Photon Torpedo Launchers (fire-linked)
    Fire Arc: Front
    Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
    Damage: 9d10x2
    Missil Quality: Ordinary (+10)
Notes: Special hull material gives a -10 modifier to detect at ranges over 40 squares.

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