Starships D6 / Cylon Raider Starfighter (Kitsu



Type: Medium Attack Starfighter
Scale: Starfighter
Length: 11.9 m
Skill: Starfighter Piloting (Raider)
Crew: 3 (Pilot, Navigator, Commander)
Passengers: None
Cargo: 65 kilos, .4 Cubic Meters
Consumables: 3 days
Hyperdrive: x3
Nav Computer: Limited (2 Jumps)
Hyperdrive Backup: None
Space: 8 (13 on afterburner)
Atmosphere: 350; 1000 KMH
Maneuver: 1D
Hull: 3D+2
Shield: None
Sensors:
- Passive: 12/0D
- Scan: 20/1D
- Search: 30/2D
- Focus: 1/2D

Weapons:
- Twin Lasers Cannons:
  - Fire Arc: Front
  - Skill: Starship Gunnery; Lasers
  - Space Range: 1-3 / 12 / 25
  - Atmospheric Range: 100-300 / 1.2 Km / 2.5 Km
  - Fire Control: 1D
  - Damage: 6D
- Anti Capital Ship Missiles:
  - Fire Arc: Front
  - Skill: Starship Gunnery; Viper Missiles
  - Space Range: 1 / 3 / 7
  - Atmospheric Range: 50-100 / 300 / 700
  - Fire Control: 1D
  - Damage: 8D

Description: This is the Cylon Raider from Battlestar Galactica set up using Starwars RPG. It is 11.9 meters long, 14.7 meters wide, and is 3.3 meters high. It weighs 21.6 metric tons. The missiles are only set up on the starship for special missions. If the afterburners are on the vehicle has +20 added to ALL difficulties except to dodge which gives a bonus of +20. It can afterburner for a maximum of twenty turns.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text by Kitsune (http://www.kitsune.addr.com/Kitsune_E-Mail_Form.html)
HTML and logos done by FreddyB.
Images borrowed from Kitsune's site at http://www.kitsune.addr.com/Starwars/StarWars.html.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.