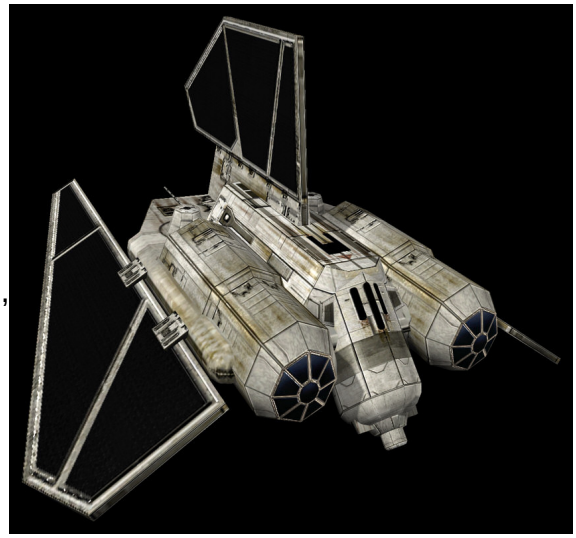
# Starships D6 / Sienar Fleet Systems Lancet A



Name: Lancet Aerial Artillery
Type: Sienar Fleet Systems Lancet Aerial Artillery
Scale: Starfighter
Length: 22.3 Meters
Skill: Starfighter Piloting; Lancet Aerial Artillery
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Starship Shields 3D
Consumables: 2 days
Cost: 400,000 (new)
Cargo Capacity: 250 kilos
Hyperdrive Multiplier: N/a
Hyperdrive Backup: N/A
Nav Computer:
Space: 5
Atmosphere: 275; 850kmh
Maneuverability: 1D
Hull: 4D
Shields: 0D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

Weapons:
- Proton beam cannon
  - Fire Arc: Front
  - Scale: Capital
  - Fire Control: 0D
  - Fire Rate: 1/5
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- 2 Point-defense laser cannons
  - Fire Arc: Turret
  - Scale: Starfighter
  - Fire Control: 3D
  - Space: 1-5/7/12
  - Atmosphere Range: 50-500/700/1.2km
  - Damage: 5D

Description:
The Lancet Aerial Artillery was an Imperial air vehicle derived from both the TIE series and the

Lambda-class shuttle family.

Blending the dual cylindrical pods of the TIE/sa bomber with the flat-bodied tri-wing configuration of the Lambda-class shuttle, Lancets were armed with a powerful proton beam cannon centrally mounted on the fore of the fuselage and angled optimally for air-to-ground attacks. However, the solar array used for TIE's was incorporated into the tri-wing form. They also had 2 anti-air systems to defend themselves.

Like their spacefaring relatives, their lack of combat shields made them vulnerable to anti-aircraft laser and mass-driver cannons.

The Lancet was capable of causing tremendous damage to land-based targets. However, its weapons were found to be less effective against mobile targets.

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