Starships D6 / Hallion Narks Sheathipede Shu



Name Hallion Narks Sheathipede Shuttle
Type: Haor Chall Engineering Sheathipede-class transport shuttle
Scale: Starfighter
Length: 20m
Skill: Space Transports - Sheathipede-class
Crew: 1
Crew Skill: varies
Passengers: 6
Consumables: 1 Week
Cargo Capacity: 1 Ton
Hyperdrive Multiplier: X2
Hyperdrive Backup: NA
Nav Computer: Yes
Space: 5
Atmosphere: 295;850kmh
Maneuverability: 1D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 21/0D
- Scan: 42/1D
- Search: 83/2D
- Focus: 4/3D

Weapons:
- Twin Heavy Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D

Description: A modified late model Sheathipede Shuttle used by Hallion Nark, a spy for Kragan Gorr's pirate gang during the era of the New Republic. The vessel is a classic design, with some updates from the Imperial and New Republic eras, although some of these are custom modifications by the Warbird gang. Nark visited Jarek Yeager's repair station seeking repairs for his Sheathipede-class shuttle. In truth, he was at the Colossus to scout the platform prior to a pirate raid. Nark wanted to check that a triple dark storm was approaching; the ideal conditions for a raid.

Yeager assigned his mechanics Neeku Vozo and Kazuda Xiono to repair the shuttle. Since Xiono had little mechanical experience, the repairs took longer than expected. Hallion became impatient and warned Yeager's Team Fireball that he was on a tight schedule. While installing the compressor, Xiono overheard Gorr telling someone on his comlink that everything was clear for a "triple dark."

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