

## Starships D6 / CX Dagger Vessel

Name: CX Dagger Vessel  
Scale: Starfighter  
Length: 47.1 meters  
Skill: Space transports: CX Dagger Vessel  
Crew: 1  
Crew Skill: See Clone Assassins  
Passengers: 6  
Cargo Capacity: 15 metric tons  
Consumables: 3 Months  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x8  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 7  
Atmosphere: 295; 850 kmh  
Hull: 3D+2  
Shields: 2D  
Sensors:  
    Passive: 35/1D  
    Scan: 75/2D  
    Search: 120/3D  
    Focus: 3/4D  
Weapons:  
    Twin Laser Cannons (fire-linked)  
        Fire Arc: Front  
        Skill: Starship gunnery  
        Fire Control: 2D  
        Space Range: 1-5/12/25  
        Atmosphere Range: 100-500/1.2/2.5 km  
        Damage: 5D  
Equipment:  
    Stealth Systems  
        Adds +3D to all difficulties in detecting the vessel.  
    Long-range Comlink  
        Allows short range comlinks to communicate over Galactic Distances.



## Remote Control

Can be remotely controlled from a unit usually built into Clone Assassin Armor, or can be issued instructions to make simple movements using it's Manoeuvrability as it's piloting skill.

Description: The CX Dagger vessel was used by the Clone X trooper division of the Galactic Empire in around 18 BBY. It was dagger-shaped and featured twin red-colored engines in the back. It could be remotely-controlled by a computer built in the arms of the Clone X troopers' armor, with features including providing a long-range communications boost to the assassins. It also possessed stealth functions that could hide the ship from sensors. CX-2 used one such starship as a transport to the planet Teth. During the skirmish on Wayland, Dr. Royce Hemlock took CX-2's remote device to summon a CX Dagger vessel to take himself, Commander Scorch and Omega from Tantiss Base, only for Hunter and Crosshair to shoot both its engines, causing the vessel to crash.

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