Starships D6 / Sith–Imperial Attack Ship



Name: Sith–Imperial Attack Ship
Scale: Starfighter
Skill: Starfighter Piloting - Sith–Imperial Attack Ship
Crew: 2
Passengers: 2; Skeleton 1/+5
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Missile Weapons 5D+1
Consumables: 7 Days
Cargo Capacity: 5 Tonnes (Bomb bay)
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Y
Space: 9
Atmosphere: 450; 1350 kmh
Maneuverability: 3D
Hull: 4D
Shields: 2D
Sensors:
- Passive: 35/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 3/4D+1

Weapons:
- Laser Cannons (2)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-4/16/38
  - Atmosphere Range: 100-400/1.6/3.8km
  - Damage: 6D
- Projectile Ordnance Launcher (16 Carried)
  - Fire Arc: Front
  - Fire Control: 3D+2
  - Space: 1/3/7
  - Atmosphere Range: 50-500/1/5km
  - Damage: 9D (Concussion Missiles)

Description: The Sith–Imperial attack ship was deployed by Darth Krayt's Galactic Empire during the Second Imperial Civil War in 137 ABY.

Characteristics
Each vessel was equipped with an ordnance bay on the ventral hull, from which clusters of bombs could be released. Each had four wings and two laser cannons.

History

The Sith Imperial military unit Squadron Quad Victor used these ships' bombing capabilities in an attack on Da Soocha. They were used to deploy Vul Isen's toxins throughout the planet. At about the same time, Imperial Knight Azlyn Rae and Jedi Master Rasi Tuum captured one of these craft on Agamar and used it to escape the planet to Bastion.

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