



# Starships D6 / RanCorp Sarkin SK-15 C

## Sarkin SK-15 Customs Fighter

The SK-15 was nicknamed the Sarkin by designer Elvaar Neral. It was named after the bartender at his favorite bar. The bartender Elvar lost his tongue protecting. The SK-15 is used for insystem patrolling to stop smugglers and to destroy ship inbound with dangerous cargo who will not cease or resist. The fighter is fast and deadly and are usually found in patrol groups of 3 or 4.

Craft: RanCorp Sarkin SK-15 Customs fighter

Type: Customs Fighter

Scale: Starfighter

Length: 11.4 meters

Skill: Starfighter Piloting:SK-15

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1

Cargo Capacity: 80 kilograms

Cost: 82,000

Consumables: 2 days

Manuverability: 3D+1

Space: 9

Atmosphere: 450; 1,300 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 55/2D

Focus: 3/3D

Weapons:

2 Plasma Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

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