

## Scimitar

The Scimitar is one of the most unpopular fighters in use in the galaxy today. Nicknamed the "Crash & Burn" by hopeful pilots, this ship isn't maneuverable enough to match other fighters of its size, and yet doesn't have enough weaponry to match the larger fighters. The only saving part of this ship is its hull score and low cost.

Craft: TCS Scimitar

Class: Starfighter

Size: Tiny (13.2 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 65 kg

Consumables: 5 days

Cost: 100,500 (new), 55,000 (used)

Maximum Speed In Space: Attack (7 squares/action)

Atmospheric Speed: 720 km/h (12 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 60 (DR 5)

Hull Points: 90 (DR 5)

Weapons:

2 Mass Driver Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Ordinary (+10)

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