



# Starships D6 / Silviut Shard-class Fighter

## Shard Fighter

Craft: Silviut Shard-class Fighter

Type: Assault Fighter

Scale: Starfighter

Length: 17 meters

Skill: Starfighter Piloting: Shard

Crew: 1; Gunners: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 4D

Cargo Capacity: 150 kilograms

Cost: 245,000 credits

Hyperdrive Multiplier: x1

Nav Comp: Yes up to 4 jumps

Manuverability: 3D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 6D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 85/2D

Focus: 4/4D

Weapons:

2 Turbo-Charged Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/9/25

Atmosphere Range: 100-1000/1.8/5.0 km

Damage: 5D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/9/25

Atmosphere Range: 100-300/400/800

Damage: 5D+2

2 Photon Torpedo Launchers (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1/4/8

Atmosphere Range: 30-100/400/800

Damage: 9D

Notes: Special hull material gives a -3D to detect at ranges over 40 units

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