



# Starships D20 / Silviut Shard-class Fighter

## Shard Fighter

Craft: Silviut Shard-class Fighter

Class: Starfighter

Size: Tiny (17 m long)

Hyperdrive: x1

Passangers: None

Cargo Capacity: 150 kg

Consumables: 1 week

Cost: 245,000 credits

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,200 km/h (20 squares/action)

Crew: 1 (Skilled +4)

Initiative: +6 (+2 size, +4 crew)

Maneuver: +6 (+2 size, +4 crew)

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

Shield Points: 60 (DR 5)

Hull Points: 180 (DR 5)

### Weapons:

2 Turbo-Charged Ion Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 5d10x2

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

2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 6d10x2

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

2 Photon Torpedo Launchers (fire-linked)

Fire Arc: Front

Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)

Damage: 9d10x2

Missil Quality: Ordinary (+10)

Notes: Special hull material gives a -10 modifier to detect at ranges over 40 squares.

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