Starships D6 / Colonial Viper Starfighter (Kits



Type: Light Attack Starfighter
Scale: Starfighter
Length: 9.05 m
Skill: Starfighter Piloting (Viper)
Crew: 1 (Pilot)
Passengers: None
Cargo: 65 kilos, .4 Cubic Meters
Consumables: 3 days
Hyperdrive: x2
Nav Computer: Limited (2 Jumps)
Hyperdrive Backup: None
Space: 10 (15 with afterburners engaged)
Atmosphere: 465; 1350 KMH
Maneuver: 2D+1
Hull: 3D
Shield: None
Sensors:
- Passive: 25/0D
- Scan: 35/1D
- Search: 35/2D
- Focus: 3/3D

Weapons:
- Twin Lasers Cannons:
  - Fire Arc: Front
  - Skill: Starship Gunnery; Lasers
  - Space Range: 1-3 / 12 / 25
  - Atmospheric Range: 100-300 / 1.2 Km / 2.5 Km
  - Fire Control: 2D
  - Damage: 6D
- Anti Capital Ship Missiles:
  - Fire Arc: Front
  - Skill: Starship Gunnery; Viper Missiles
  - Space Range: 1 / 3 / 7
  - Atmospheric Range: 50-100 / 300 / 700
  - Fire Control: 1D
  - Damage: 8D

Description: This is the Colonial Viper from Battlestar Galactica set up using Starwars RPG. It is 9.05 meters long, 5.95 meters wide, and is 4.02 meters high. It weighs 13 metric tons. The missiles are only set up on the starship for special missions. If the afterburners are on the vehicle has +20 added to ALL difficulties except to dodge which gives a bonus of +20. It can afterburner for a maximum of twenty turns.

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