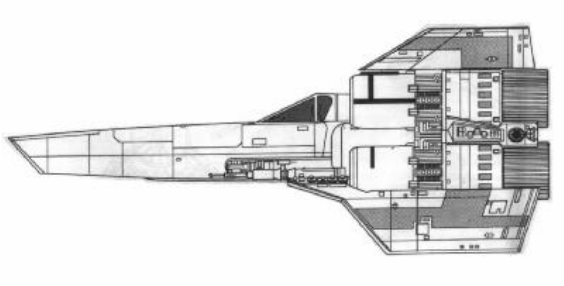
Starships D6 / Colonial Asp Starfighter (Kitsu



Type: Heavy Attack Starfighter
Scale: Starfighter
Length: 9.24 m
Skill: Starfighter Piloting (Asp)
Crew: 2 (Pilot, Gunner)
Passengers: None
Cargo: 80 kilos, .4 Cubic Meters
Consumables: 5 days
Hyperdrive: x2
Nav Computer: Limited (2 Jumps)
Hyperdrive Backup: None
Space: 9 (14 with afterburners engaged)
Atmosphere: 450; 1300 KMH
Maneuver: 2D
Hull: 3D+2
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: 7D
- 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 Asp from Battlestar Galactica set up using Starwars RPG. The fighter is basically a two seat version of the Viper starfighter. It is 9.24 meters long, 5.95 meters wide, and is 3.82 meters high. It weighs 14.4 metric tons. The missiles are only set up on the starship for special missions. 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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