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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