Starships D6 / CEDF Heavy Fighter



CHISS HEAVY FIGHTER

Craft: Chiss Expansionary Defense Force Heavy Fighter
Type: Space superiority starfighter
Scale: Starfighter
Dimensions:
-Length: 6.7
Skill: Starfighter piloting: Chiss Heavy Fighter
Crew: 2 (pilot and gunner)
Crew Skill: Astrogation 3D, communications 2D+2, sensors 4D, starfighter piloting 4D+2, starship gunnery 4D, starship shields 2D
Passengers: N/A
Cargo Capacity: 25 kilograms
Consumables: 1 day
Cost: N/A
Hyperdrive: x2
Nav Computer: No (Relies on Hyperspace Beacon or Beacon Ship, see below)
Maneuverability: 2D
Speed:
-Space: 9
-Atmosphere: 400; 1,150kmh
Hull: 4D+2
Defenses:
-Shields: 1D
Sensors:
  Passive: 15/0D
  Scan: 30/1D+1
  Search: 60/2D+2
  Focus: 2/3D+1

WEAPONS:
  2 Maser Cannons (fire-linked)
    Location: Mounted on the sides of the hull
    Fire Arc: front
    Crew: 1 (gunner)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 2D
    Space Range: 1-5/10/20
    Atmosphere Range: 50-500/1/2km
    Damage: 6D
    Ammo: N/A

Rate of Fire: 1

2 Shock Net Launchers (fire-link optional)
Location: Mounted within the forward hull
Fire Arc: Front
Crew: 1 (gunner)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 0D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 6D
Ammo: 6 shock nets (3 per launcher)
Rate of Fire: 1

DESCRIPTION:
The Chiss Heavy Fighter was a CEDF fighter model first used prior to the Clone Wars.

GAME NOTES

MASER WEAPONRY: The Chiss employ variations of Maser weapons, such as maser cannons, light and heavy megamasers. These weapons are a mix of energy and particle damage, and unlike laser weapons that only burn upon impact, masers also exert physical force when they impact upon a target. When a maser weapon hits a target it may push them in the opposite direction, especially in combat with vehicles and starships in atmosphere or space. When a maser hits a target capital starship and rolls above Light Damage on the Damage Chart, the target is moved +1 Spaces (or 100 meters in atmosphere) per damage category rolled. The target can use a defensive action to make a piloting skill roll against Moderate Difficulty to negate this. This Difficulty is modified at +1 Difficulty Level for every extra Damage Category rolled on the chart past Heavy Damage. If the Starship is destroyed, then the remains are pushed 1D+2 Spaces, and the remains may collide with another target that was behind it.

SHOCK NETS: The Chiss, lacking ion weapons technology, instead developed shock nets. These are launched by missile at a target, then unfurl in a net-shaped swathe of highly charged gassamer material. When it hits a ship it discharges, causing damage like an ion weapon and affecting the ship as usual on the Vehicle/Starship Damage Table. When unfurled, the nets are a kilometer wide, requiring the pilot to make a defensive dodge roll against the roll to hit their ship at +5 to the Difficulty of the roll. They are also easier to conceal in a ship than an ion weapon, at -1 to the Difficulty to do so. Also, because shock nets have a physical component, they are resisted if a ship is using shields. However, the shock net's damage is inflicted upon the shields first, like an ion weapon. If and when the shields are lost, the damage is then inflicted against the hull dice of the target ship, again like an ion weapon. This is done against shield and hull dice separately, not together. Also, if a target ship's crew is canny enough, they could attempt to shoot the shock net missile out of the sky before it reaches them and unfurls. If the STARFIGHTER version of the shock nets are used, they still unfurl ina kilometer area but have less charge than their capital scale equivalent. When fire-linked, the Difficulty to Piloting skills to dodge the shock nets are +10 instead of +5, but no further as the nets will begin to get in each other's way when unfurling.

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