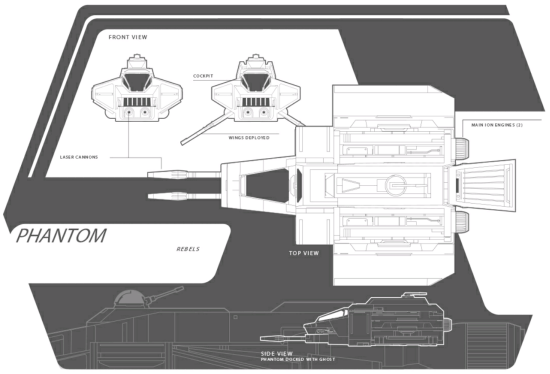
Starships D6 / The Phantom



Name: The Phantom
Model: Corellian Engineering Corporation VCX-series auxiliary starfighter
Type: Defense Starfighter/Shuttlepod
Scale: Starfighter
Length: 11.63 meters
Skill: Starfighter Piloting - VCX-series auxiliary starfighter
Crew: 1
Passengers: 8
Consumables: 1 Day
Cost: 22,000 credits
Cargo Capacity: 1 Tonne
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Uses Astromech
Space: 7
Atmosphere: 400;1200kmh
Maneuverability: 1D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 1/2D+2

Equipped With:
- Sensor jammer: -3D to sensors against this vessel
- Droid Socket: Allows Astromech to be used as Navicomputer and to maintain vessel in flight.

Weapons:
- 1 Taim & Bak MS-2B twin laser cannon
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 1 Taim & Bak KX4 dorsal laser turret
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D

Description: The Phantom was a modified VCX-series auxiliary starfighter that could dock with its

mothership, the Ghost. The Phantom was widely used by the crew of the Ghost, who were also known as the Spectres. The Phantom was used by these rebels on numerous missions against the Galactic Empire.

The Phantom was a modified VCX-series auxiliary starfighter that was attached to the VCX-100 light freighter known as the Ghost. Both vessels were manufactured by the Corellian Engineering Corporation. The auxiliary ship was armed with a Taim & Bak MS-2B twin laser cannon and a Taim & Bak KX4 dorsal laser turret The Phantom had a former starfighter cockpit that had been sourced during an earlier raid. It was also equipped with four swinging seats which could be folded to make way for goods. The Phantom also had a hatch which led down to the Ghost's ship ladder.

The Phantom was capable of doubling as both a starfighter and shuttle; something that was maximized by its crew. On at least two occasions, the Phantom sustained damage but was repaired to full operational capacity. The Phantom was also equipped with a jammer that allowed it to conceal its presence. The rebel Sabine Wren painted a Sando aqua monster on the Phantom's hull. The Phantom was upgraded to include a hyperdrive by a Mon Calamari shipbuilder named Quarrie. However the hyperdrive required an Astromech in order to function. In addition, the Phantom's autopilot was also programmed to fly back to the mothership. This was a mechanism designed to counter thefts.

Because of the Phantom's secondary role as a shuttle, it was larger, heavier, and less agile than dedicated starfighters like the TIE/ln space superiority starfighter used by the Galactic Empire. This was compensated for by its durability, shielding, aft armament, versatility, and sophisticated avionics systems. In addition to its duties as a fighter and shuttle, the laser cannons allowed it to be used as an aft-facing gun turret for the Ghost when docked in reverse.

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