

Starships D6 / CX Dagger Vessel



Name: CX Dagger Vessel

Scale: Starfighter

Length: 47.1 meters

Skill: Space transports: CX Dagger Vessel

Crew: 1

Crew Skill: See Clone Assassins

Passengers: 6

Cargo Capacity: 15 metric tons

Consumables: 3 Months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 295; 850 kmh

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 75/2D

Search: 120/3D

Focus: 3/4D

Weapons:

Twin Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/12/25

Atmosphere Range: 100-500/1.2/2.5 km

Damage: 5D

Equipment:

Stealth Systems

Adds +3D to all difficulties in detecting the vessel.

Long-range Comlink

Allows short range comlinks to communicate over Galactic Distances.

Remote Control

Can be remotely controlled from a unit usually built into Clone Assassin Armor, or can be issued instructions to make simple movements using it's Manoeuvrability as it's piloting skill.

Description: The CX Dagger vessel was used by the Clone X trooper division of the Galactic Empire in around 18 BBY. It was dagger-shaped and featured twin red-colored engines in the back. It could be remotely-controlled by a computer built in the arms of the Clone X troopers' armor, with features including providing a long-range communications boost to the assassins. It also possessed stealth functions that could hide the ship from sensors. CX-2 used one such starship as a transport to the planet Teth. During the skirmish on Wayland, Dr. Royce Hemlock took CX-2's remote device to summon a CX Dagger vessel to take himself, Commander Scorch and Omega from Tantiss Base, only for Hunter and Crosshair to shoot both its engines, causing the vessel to crash.

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