Vehicles D6 / Shark Underwater Fighter

Name: Shark Underwater Fighter

Scale: Speeder

Skill: Aquatic Vehicle Operation; Mini-sub

Water Speed: 30;90kmh Maneuverability: 3D

Hull: 3D

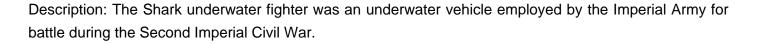


Laser Cannons (2)

Fire Arc: Front Fire Control: 3D

Atmosphere Range: 25-100/500/1km

Damage: 4D



Characteristics

The vessel was a one-man fighter for use in underwater environments. It had a design similar to the ancient Sith interceptor, with an additional tailfin, while the pilot's cockpit was similar to that of the TIE Series fighters. The craft was armed with two laser cannons and had four thrusters, one primary located in the center of the rear fuselage.

History

These vessels were employed by the Imperial Army's Shark Squadron to hunt down Mon Calamari refugees following Sith Emperor Darth Krayt's order to exterminate all Mon Calamari.

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