

Starships D6 / Sith–Imperial Attack Ship

Name: Sith–Imperial Attack Ship

Scale: Starfighter

Skill: Starfighter Piloting - Sith–Imperial Attack Ship

Crew: 2

Passengers: 2; Skeleton 1/+5

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2,

Missile Weapons 5D+1

Consumables: 7 Days

Cargo Capacity: 5 Tonnes (Bomb bay)

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Y

Space: 9

Atmosphere: 450; 1350 kmh

Maneuverability: 3D

Hull: 4D

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/4D+1

Weapons:

Laser Cannons (2)

Fire Arc: Front

Fire Control: 3D

Space: 1-4/16/38

Atmosphere Range: 100-400/1.6/3.8km

Damage: 6D

Projectile Ordnance Launcher (16 Carried)

Fire Arc: Front

Fire Control: 3D+2

Space: 1/3/7

Atmosphere Range: 50-500/1/5km

Damage: 9D (Concussion Missiles)



Description: The Sith–Imperial attack ship was deployed by Darth Krayt's Galactic Empire during the Second Imperial Civil War in 137 ABY.

Characteristics

Each vessel was equipped with an ordnance bay on the ventral hull, from which clusters of bombs could be released. Each had four wings and two laser cannons.

History

The Sith Imperial military unit Squadron Quad Victor used these ships' bombing capabilities in an attack on Da Soocha. They were used to deploy Vul Isen's toxins throughout the planet. At about the same time, Imperial Knight Azlyn Rae and Jedi Master Rasi Tuum captured one of these craft on Agamar and used it to escape the planet to Bastion.

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