

Name: Sith / Pirate Starfighter

Type: Starfighter

Scale: Starfighter

Skill: Starfighter Piloting - Sith / Pirate Starfighter

Crew: 1 + Integrated Astromech Droid (same capabilities as an R2 unit)

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D

Consumables: 4 Days

Cargo Capacity: 60 Kg

Hyperdrive Multiplier: X1

Hyperdrive Backup: /

Nav Computer: Yes

Space: 11

Atmosphere: 425;1,200kmh

Manoeuvrability: 2D+1

Hull: 4D

Shields: 3D

Sensors:

Passive: 20/1D

Scan: 40/1D+2

Search: 60/2D+1

Focus: 5/3D

Weapons:

4 x Heavy Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-4/15/30

Atmosphere Range: 100-400/1.5/3km

Damage: 6D

2 x Proton Torpedo Launchers (Total Of 16 Torpedoes)

Fire Arc: Front

Fire Control: 2D

Space: 0.3-1/3/7

Atmosphere Range: 0.03-0.1/0.3/0.7km

Damage: 9D



Description: These Starfighters were constructed on the ruins of the Dac shipyards around the Mon Calamari homeworld after it was depopulated by the virus created by Darth Azard and Vul Isen. The Sith Darth Luft lured and enslaved Mon Calamari and Quarren refugees back to the shipyards and began construction of these fighters as well as capital ships to rebuild the Sith forces. The Starfighters were a design evolution of the X-Wing series of fighters, although not as capable as the Twintail and Crossfire

series of fighters, and were capable combat designs.

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