

## Starships D6 / Colonial Viper Starfighter (Kits)



Type: Light Attack Starfighter  
Scale: Starfighter  
Length: 9.05 m  
Skill: Starfighter Piloting (Viper)  
Crew: 1 (Pilot)  
Passengers: None  
Cargo: 65 kilos, .4 Cubic Meters  
Consumables: 3 days  
Hyperdrive: x2  
Nav Computer: Limited (2 Jumps)  
Hyperdrive Backup: None  
Space: 10 (15 with afterburners engaged)  
Atmosphere: 465; 1350 KMH  
Maneuver: 2D+1  
Hull: 3D  
Shield: None  
Sensors:  
    Passive: 25/0D  
    Scan: 35/1D  
    Search: 35/2D  
    Focus: 3/3D  
Weapons:  
    Twin Lasers Cannons:  
        Fire Arc: Front  
        Skill: Starship Gunnery; Lasers  
        Space Range: 1-3 / 12 / 25  
        Atmospheric Range: 100-300 / 1.2 Km / 2.5 Km  
        Fire Control: 2D  
        Damage: 6D  
    Anti Capital Ship Missiles:  
        Fire Arc: Front  
        Skill: Starship Gunnery; Viper Missiles  
        Space Range: 1 / 3 / 7  
        Atmospheric Range: 50-100 / 300 / 700  
        Fire Control: 1D  
        Damage: 8D

Description: This is the Colonial Viper from Battlestar Galactica set up using Starwars RPG. It is 9.05 meters long, 5.95 meters wide, and is 4.02 meters high. It weighs 13 metric tons. The missiles are only set up on the starship for special missions. If the afterburners are on the vehicle has +20 added to ALL difficulties except to dodge which gives a bonus of +20. It can afterburner for a maximum of twenty turns.

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