

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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