**Droid Starfighter MK1**

**Craft**: Xi Char Variable Geometry Self-Propelled Battle Droid MK1

**Type**: Autonomous Starfighter

**Scale**: Starfighter

**Length**: 3.5 meters

**Skill**: Starfighter Piloting, Sensors, Starfighter Gunnery

**Crew Skill**: All Skills at 4D+1

**Cargo Capacity**: N/A

**Cost**: 19,000 credits new, 5,000 credits used

**Hyperdrive Multiplier**: N/A

**Maneuverability**: 3D

**Space**: 10

**Atmosphere**: 415, 1200 kph

**Hull**: 4D

**Shields**: N/A

**Launch & Recovery Rate**: 2 fighters per round

**Sensors**: Passive: 20 / 0D

 Scan: 40 / 1D

 Search: 60 / 2D

 Focus: 3 / 3D

**Weapons**:

 **2 Blaster Cannons** (fire linked) **2 Energy Torpedo Launchers**

 Fire Arc: Front Fire Arc: Front

 Scale: Starfighter Scale: Starfighter

 Space Range: 1-5 / 10 / 17 Space Range: 1 / 3 / 7

 Atmosphere Range: 100-500 / 1.0 / 1.7 km Atmosphere Range: 30-100 / 300 / 700

 Damage: 5D Magazine: 4 torpedoes per launcher

 Damage: 9D

\*12 Droid Starfighters housed in a rotating launch and recovery rack on the Second Chance.

\*\*Once launched, the Droid Starfighters designate **every** **ship** **in range**, except the Second Chance, as threats to be destroyed. They will all target the closest threat, destroy it and then move to the next closest threat. The Controlling Gunner can override this programming by selecting individual droid fighters and then targeting specific threats for them to attack.