

Growing increasingly frustrated with the repeated Hutt-funded pirate attacks running rampant all throughout the outer rim, the Republic contracted Sienar Fleet Systems to build an extremely versatile strike fighter. The Republic wanted the fighter to be as small and as fast as possible, heavily armed, and incredibly maneuverable. Republic starfighter pilots were not disappointed, as SFS released the Wasp Strike Fighter.

Packing four laser cannons and a proton torpedo launcher onto the tiny hull, not even 5 meters long, the Wasp Strike Fighter is the most aggressive starfighter the Republic has ever put into service. The Wasp Strike Fighter set the bar, and other starship manufacturers have modeled their own starfighters to work along side this fearsome craft.

The craft gains its name from the rear mounted pair of laser cannons, allowing the pilot to defend against rear attacks. In addition, the Wasp was specifically designed to allow a connected astromech droid to take control of the rear weapons and fire at tailing enemies, freeing the pilot to keep their attention forward. Because of the extremely great speed of this craft (and the droid being able to utilize the slightly increased fire control), most starfighter pilots prefer this method; however, there are those elite few starfighter aces that still retain control of the rear laser cannons for themselves.

## Sienar Fleet Systems “Wasp” Strike Fighter

<b>Class:</b> Starfighter	<b>Crew:</b> 1 (Expert +8)
<b>Size:</b> Fine (Ing 4.8 m)	<b>Initiative:</b> +16 (+8 size, +8 Crew)
<b>Hyperdrive:</b> x1.5 (no backup)	<b>Manuever:</b> +20 (+8 size, +8 Crew, +4 engine)
<b>Passengers:</b> 0	<b>Defense:</b> 28 (+8 Size, +10 armor)
<b>Cargo Capacity:</b> 110 kg	<b>Shield Points:</b> 120
<b>Consumables:</b> 3 days	<b>Hull Points:</b> 120 (DR 5)
<b>Cost:</b> 508,700	<b>Construction Points:</b> 95
<b>Maximum Speed in Space:</b> Ramming (12 squares/action) (M: Excellent, +4)	
<b>Atmospheric Speed:</b> 18 squares/action	
<b>Weapon:</b> Front Laser Cannons (2 fire linked); <b>Fire Arc:</b> Front; <b>Atack Bonus:</b> +24 (+8 size, +4 crew, +4 engine, +8 fire control); <b>Damage:</b> 5d10x2; <b>Range Modifiers:</b> PB +24; S +22; M/L n/a.	
<b>Weapon:</b> Rear Laser Cannons (2 fire linked); <b>Fire Arc:</b> Rear; <b>Atack Bonus:</b> +20 (+8 size, +4 crew, +4 engine, +4 fire control); <b>Damage:</b> 5d10x2; <b>Range Modifiers:</b> PB +20; S +18; M/L n/a.	
<b>Weapon:</b> Proton Torpedo Launcher (16 max); <b>Fire Arc:</b> Turret; <b>Damage:</b> 7d10x2;	
<b>Missile Quality:</b> Good (+15).	
<b>Additional Equipment:</b> Hypertransceiver, Sensor Mask +4	

\*Maneuverability yields +4 attack bonus, and +4 equipment bonus on Pilot checks.