

Name:

Farlancer Starfighter

Type: RekkonArms Farlancer Superiority Starfighter

Scale: Starfighter

Length: 17.2 Meters

Skill: Starfighter Piloting - Farlancer

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+1, Starship Shields 5D

Consumables: 9 Days

Cargo Capacity: 95 Kg

Hyperdrive Multiplier: X1

Hyperdrive Backup: No

Nav Computer: Stores 3 Jumps

Space: 8

Atmosphere: 300;1000kmh

Maneuverability: 2D

Hull: 4D

Shields: 2D

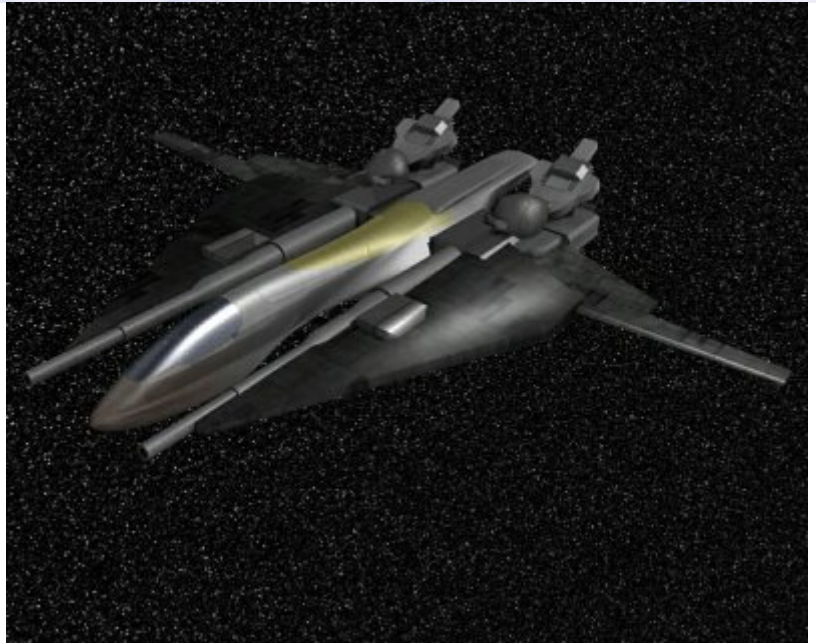
Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/4D+1



Weapons:

Twin Long Range Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 2-6/24/50

Atmosphere Range: 200-600/2.4/5km

Damage: 8D

Description: The Farlancer is a swift and agile fighter which is armed with two unique long ranged laser cannons, which can engage enemy fighters at a much greater range than is possible with ordinary laser cannons. The Farlancer allows pilots to destroy enemy fighters before they come into range of the enemy weapons, a great advantage which requires skilled pilots to take advantage of, meaning that to ordinary planetary defence forces the Farlancer is little better than any other starfighter. With RekkonArms competing against larger and more famous corporations such as Siemar and Incom, the Farlancer sold

poorly, hardly standing out from the crowd at all in the busy post Endor market place. However these fighters have been gaining a reputation after a wing was purchased and used successfully by Scarlet Thann's Raiders, who have been raiding both the Empire's and Republic's cargo convoys on the outer rim for a couple of years.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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