

Name:

Gull Fighter/Transport

Type: Virella Systems Gull Class

Fighter/Transport

Scale: Starfighter

Length: 26.3m

Skill: Space Transports - Gull

Crew: 1

Crew Skill: varies

Passengers: 0

Consumables: 2 Months

Cargo Capacity: 6 Tonnes

Cost: 140,000 (new); 38,000 (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 7

Atmosphere: 350;1100kmh

Maneuverability: 2D

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/0D

Scan: 40/1D

Search: 70/2D

Focus: 2/3D

Weapons:

2 Heavy Laser Cannons (Firelinked)

Fire Arc: Front

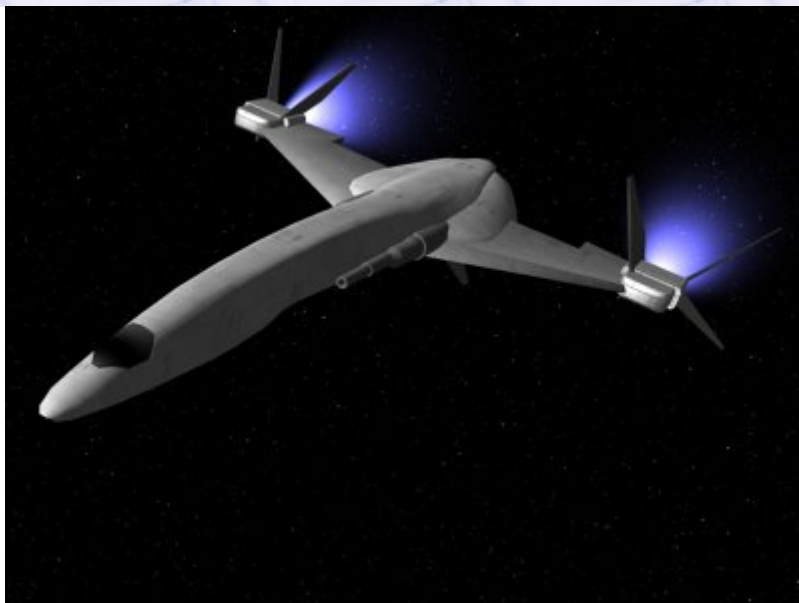
Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/2.5km

Damage: 5D



Description: The Gull is a small transport vessel with a number of fighter like characteristics, or perhaps a fighter with transport like characteristics. With a small cargo space, good weapons, maneuverability and speed, the Gull makes an ideal vessel for those who need to transport small quantities of cargo in safety. The Gull is also used by bounty hunters for transporting prisoners and equipment, and mercenaries who use it for speeders and combat equipment. However with all of its selling points, including the fact that

the vessel can be enhanced far beyond its specifications due to the space aboard for said enhancements, the Gull is really just a small transport ship, and many transports have been modified beyond its capabilities while still retaining more cargo capacity. The Gull has sold in moderate numbers, and has an advantage over many fighters in that it is considered by customs to be an armed transport, therefore is sold more freely than a combat vessel.

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

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