

Name:

Joshar Spacefighter

Type: Galarne/Ferges Industries Joshar

Class Spacefighter

Scale: Starfighter

Length: 10.7 Meters

Skill: Starfighter Piloting - Joshar Fighter

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2

Consumables: 1 Day

Cost: 35,000 (used)

Cargo Capacity: 70 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 5

Atmosphere: 400;1150kmh

Maneuverability: 2D(Atmosphere), 0D(Space)

Hull: 2D+2

Shields: N/A

Sensors:

Passive: 5/1D

Scan: 15/2D

Search: 25/3D

Focus: 1/3D+2

Weapons:

Pulse Wave Blaster Cannon

Fire Arc: Front

Fire Control: 1D

Space: 1-2/8/18

Atmosphere Range: 100-200/800/1.8km

Damage: 3D

Concussion Missile Launcher (4 Missile Magazine)

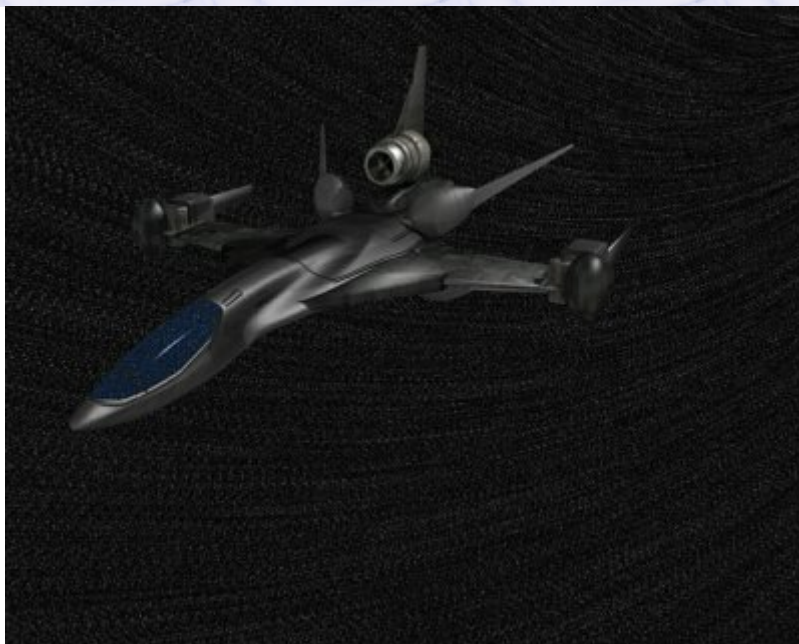
Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D



Description: The Galarnes/Ferges Industries Joshar Spacefighter is a modified atmospheric fighter craft which was modified to take a limited space combat role, being one of the first single person craft capable of lifting from a planetary surface to engage targets in orbit. The single space engine isn't as efficient as the combined repulsorlift and atmospheric engines which make the craft perform with surprising speed and agility, although this is obviously lost once the transition to spaceflight is made. The Joshar Spacefighter was produced during the early days of the Old Republic, and few of these vessels has survived to this day, and those that have survived perform poorly against Imperial Era vessels.

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

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