

Name:



Planetary Fighter

Type: SoroSuub Planetary Starfighter

Scale: Starfighter

Length: 14.1 Meters

Skill: Starfighter Piloting - Planetary Fighter

Crew: 1

Crew Skill: Starfighter Piloting 4D+1, Starship

Gunnery 4D, Starship Shields 3D

Consumables: 3 Days

Cost: 160,000 (new); 62,000 (used)

Cargo Capacity: 80 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: none

Space: 8

Atmosphere: 400; 1,100kmh

Maneuverability: 0D+2

Hull: 4D

Shields: 0D+2

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 45/2D

Focus: 2/3D

Weapons:

2 Blaster Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

2 Concussion Missile Launchers (6 Missiles each)

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: The Planetary Fighter by SoroSuub is a large four engined design which although fast, is

fairly unmanueverable and poorly armed. The fighter was designed for the planetary defence market, and has sold relatively well though never challenging the popularity of the Y-Wing or Z-95 Headhunter. Planetary Fighters are often used by pirates and mercenaries as well as planetary governments, liking the fighter for its fast strike capabilities, usually upgrading the poor energy weapon capability of the fighter to more standard, and more damaging, Laser Cannons. The vessels designed role means that it has no Hyperdrive, which has led to some unique modifications, but more usually the fighters are based on some kind of carrier to carry it from star system to star system.

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