

Name:

Shrike Assault Transport

Type: Mandalorian Shrike Class Transport

Scale: Starfighter

Length: 36 Meters

Skill: Starfighter Piloting - Shrike

Crew: 1 + 1 Gunner

Passengers: 10

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 6D+2, Starship Shields 5D

Consumables: 6 Months

Cargo Capacity: 50 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: X10

Nav Computer: Yes

Space: 6

Atmosphere: 350;900kmh

Maneuverability: 2D

Hull: 4D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 15/5D

Cloaking Device : No

Weapons:

4 Heavy Laser Cannons (Firelinked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Heavy Ion Cannon

Fire Arc: Turret

Fire Control: 4D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D



2 Atomic Compression Missile Launchers

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 100/300/700

Damage: 12D

Description: The Shrike transport is the standard Mandalorian military shuttle/transport, filling a similar role to the Lambda and Sentinel class shuttles. Although not as dangerous as the Devestator transport, the Shrike is also much cheaper so is more common and used more widely. The only complaint about the Shrike has been its size, it is longer and wider than many other transports, and has little capacity for that size.

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

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