

Name:



Supa Fighter

Type: Joraan Drive Systems Supa Starfighter

Scale: Starfighter

Length: 9 Meters

Skill: Starfighter Piloting - Supa Fighter

Crew: 1

Crew Skill: Starfighter Piloting 4D, Starship Gunnery 3D+2, Starship Shields 2D

Consumables: 1 Week

Cost: 170,000 (new); 65,000 (used)

Cargo Capacity: 95 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 7

Atmosphere: 350; 1,000kmh

Maneuverability: 0D+1

Hull: 4D

Shields: 2D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 Light Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Heavy Ion Cannon

Fire Arc: Front

Fire Control: 4D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Description: The Supa Fighter was released at the start of the Galactic Civil War, and although not as good a fighter as the X-Wing or Tie Fighter, the Supa Fighter matches up well against the Y-Wing and Tie Bomber. Although somewhat misnamed, the Supa Fighter does make a good Bomber, with its wide range of weaponry allowing a range of roles and target possibilities, as well as its heavy load allowing it to engage small capital ships, making this a good seller for Joraan Drive Systems making up for the disappointment of the Pinook. Supa Fighters are still marketed today, but the fighter is now outdated and outmatched by newer vessels and will probably be discontinued soon.

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