

Scimitar

The Scimitar is one of the most unpopular fighters in use in the galaxy today. Nicknamed the "Crash & Burn" by hopeful pilots, this ship isn't maneuverable enough to match other fighters of its size, and yet doesn't have enough weaponry to match the larger fighters. The only saving part of this ship is its hull score and low cost.

Model: TCS Scimitar

Type: Medium Fighter

Scale: Starfighter

Length: 13.2 meters

Skill: Starfighter Piloting: Scimitar

Crew: 1

Cargo Capacity: 65 kg

Consumables: 5 days

Cost: 100,500 (new), 55,000 (used)

Manueverability: 1D+2

Space: 6

Atmosphere: 250; 720 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 30/1D+1

Search: 50/2D

Focus: 3/2D+1

Weapons:

2 Mass Driver Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D+1

Space Range: 1-3/11/23

Atmosphere Range: 75-275/1100/2250

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 8

Space Range: 1-2/4/8

Atmosphere Range: 100-200/400/800

Damage: 6D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Paul Hattrem,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.