

Name: ARC-119 Starfighter

Type: Incom/Subpro Aggressive ReConnaissance-119 Starfighter

Scale: Starfighter

Length: 14.5 Meters

Skill: Starfighter Piloting - ARC-170

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Passengers: 1

Consumables: 2 Days

Cost: 69,000 (used)

Cargo Capacity: 250 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 8

Atmosphere: 375;1000kmh

Maneuverability: 2D+2

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 Light Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D+1

Twin Laser Cannons

Fire Arc: Turret (Back/Left/Right)

Crew: 1

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D



Description: A light scouting variant of the ARC-170, the ARC-119 is lighter and more manueverable, but this comes at the cost of lighter weapons.

The 119, has an extra manuevering engine, making it more agile than its heavier brother, and uses mainly pre-existing parts. This consistency of parts across various Republic fighters simplified maintenance in much the same way using clones simplified equipping Republic forces.

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

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