

Name: PVF Horus

Type: Parliamentary Vasudan Alliance Horus Class Fighter

Scale: Starfighter

Length: 26 Meters

Skill: Starfighter Piloting - Horus

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 3 Days

Cargo Capacity: 120 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 11

Atmosphere: 425;1250kmh

Maneuverability: 3D+1

Hull: 2D

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

2 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

1 Trebuchet Missile Launcher (12 Missiles Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 2/6/14

Atmosphere Range: 100-200/600/1400

Damage: 9D



Description: The Horus interceptor can outrun any ship in the PVN or the GTA. This makes it extremely dangerous. Its above average weapons capacity, combined with its good maneuverability and shielding make this one of the most well designed Interceptors in the galaxy. This ship is responsible for the

destruction of more GTA bombers than any other.

As a C class threat, Horus interceptors should be dealt with as quickly as possible.

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