

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

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