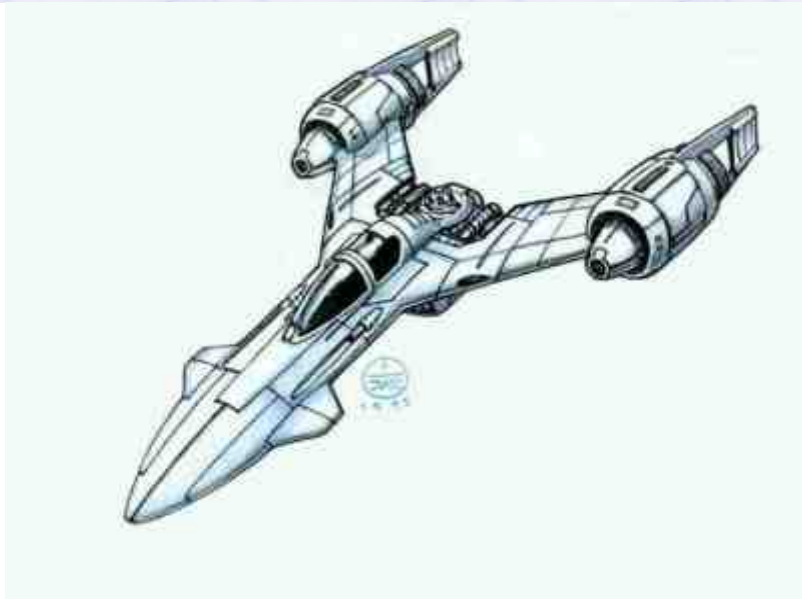


Name: Incom Arrowhead StarFighter
 Type: Interceptor and Multirole Starfighter
 Scale: Starfighter
 Length: 14 Meters
 Skill: Starfighter Piloting - Arrowhead
 Crew: 1+Droid
 Crew Skill: Starfighter Piloting 5D, Starship
 Gunnery 4D+2, Starship Shields 3D
 Consumables: 2 Weeks
 Cost: 250,000 (new)
 Cargo Capacity: 20 Kg
 Hyperdrive Multiplier: X1
 Hyperdrive Backup: N/A
 Nav Computer: (uses Astromech)
 Space: 13
 Atmosphere: 400;1,300kmh
 Maneuverability: 5D
 Hull: 3D+1
 Shields: 2D+2
 Sensors:

- Passive: 30/0D+2
- Scan: 60/1D+2
- Search: 90/2D+2
- Focus: 7/3D+2

Weapons:

2 Heavy Laser Cannons (Fire-Linked)
 Fire Arc: Front
 Fire Control: 2D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 7D



Description: With the A-Wing fighter was a superb starfighter during the years of the Rebellion, due to its incredible speed and maneuverability, however once the New Republic was formed instead of convoy raiding the A-Wing was pressed into service as an escort fighter, a role it was ill suited to, but against the remnants of the Empire this made little difference since it still totally outclassed the Tie Fighters that it was put up against. But when the Republic was faced with threat of the Sith/Empire alliance, and the upgraded fighters they were fielding, the Republic began looking for a new fighter to replace the A-Wing,

this was Incom's attempt at filling the role required by the Republic, however this fighter almost direct fills the original A Wings role, which was not what the Republic required. Incom had designed a fighter that was faster, more manueverable, and had more powerful sensors and laser cannons, however while it was a perfect convoy raider in the same way the A Wing was, it totally failed to meet the new requirements, so lost out to Koensayrs T Wing. The Arrowhead however has been bought in small numbers by the Republic, and is now being sold on the open market.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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