Starships D6 / Bell-Braben Shipyards Eagle M



Name: Eagle Mk1 Fighter
Type: Bell-Braben Shipyards Eagle Mk1 Fighter/Cruiser
Scale: Starfighter
Length: 20m
Skill: Space Transports - Eagle Fighter/Cruiser
Crew: 1
Crew Skill: varies
Passengers: 1
Consumables: 6 Months
Cost: 28,000 (used)
Cargo Capacity: 20 Tonnes
Hyperdrive Multiplier: X3
Hyperdrive Backup: N/A
Nav Computer: Yes
Space: 7
Atmosphere: 350;1000kmh
Maneuverability: 1D+2
Hull: 2D+2
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 2/3D

Weapons:
- Blaster Cannon
  - Fire Arc: Front
  - Skill: Starship Gunnery
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- Twin Concussion Missiles
  - Fire Arc: Front
  - Skill: Starship Gunnery
  - Fire Control: 2D
  - Space Range: 1/3/7
  - Atmosphere Range: 100/300/700m
  - Damage: 8D

Description: The Eagle was an attempt to create a small transport vessel, capable of holding its own against fighters, while still capable of carrying small amounts of cargo. The design called for a

larger frame than a traditional fighter to contain not only its cargo bay, but facilities to sustain the crew for the longer space voyages required by a transport vessel. This internal space allowed owners to refit the vessel for passenger transport duties, or to use the space for modifications creating an amazingly effective combat vessel. The Mk1 had two external mounts for concussion missiles to boost its combat effectiveness since it only mounted a fairly weedy blaster cannon in its nose, and sold in high numbers until it was phased out in favour of the more heavily armed Mk2 variant.

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