

Starships D6 / Bell-Braben Shipyards Eagle Mk2

Name: Eagle Mk2 Fighter

Type: Bell-Braben Shipyards Eagle Mk2

Fighter/Cruiser

Scale: Starfighter

Length: 20m

Skill: Space Transports - Eagle

Fighter/Cruiser

Crew: 1

Crew Skill: varies

Passengers: 1

Consumables: 6 Months

Cost: 140,000 (new); 30,000 (used)

Cargo Capacity: 20 Tonnes

Hyperdrive Multiplier: X2

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 2D

Hull: 3D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 2/3D

Weapons:

3 * Blaster Cannon (firelinked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

4 * 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 passenger transport duties, or to use the space for modifications creating an amazingly effective combat vessel. The Mk2 upgraded the external missile mountings up to four, and also upgraded the hull, shields, hyperdrive, maneuverability and targeting software as well, creating a far more effective combat vessel, while still retaining the same cargo space and passenger facilities as the Mk1.

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

Text completely by FreddyB. Image is by Devilsworld, copyright however resides with David Braben for the game "Frontier".

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

