Starships D6 / Bell-Braben Shipyards Eagle M



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, manueverability and targetting software as well, creating a far more effective combat vessel, while still retaining the same cargo space and passenger facilities as the Mk1.

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