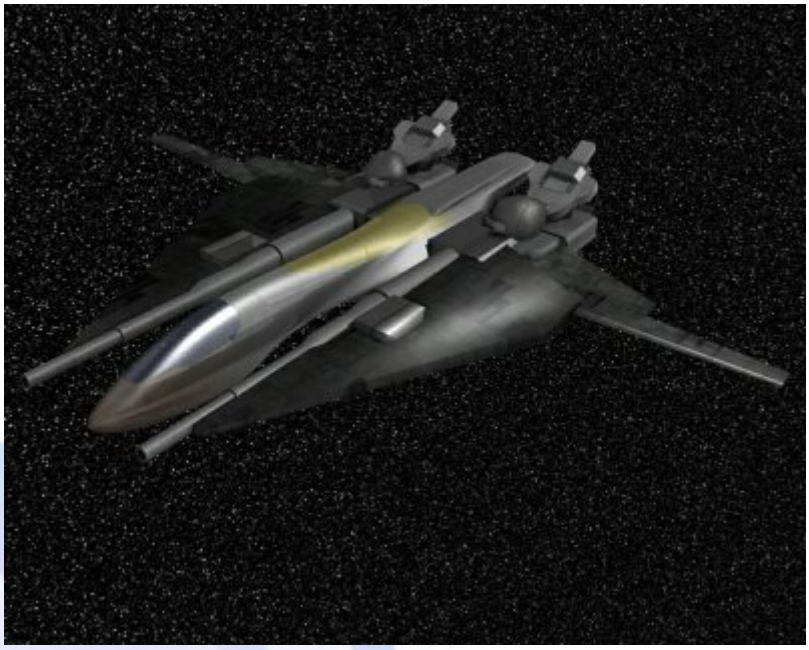
Starships D6 / RekkonArms Farlancer Superi



Name: Farlancer Starfighter
Type: RekkonArms Farlancer Superiority Starfighter
Scale: Starfighter
Length: 17.2 Meters
Skill: Starfighter Piloting - Farlancer
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+1, Starship Shields 5D
Consumables: 9 Days
Cargo Capacity: 95 Kg
Hyperdrive Multiplier: X1
Hyperdrive Backup: No
Nav Computer: Stores 3 Jumps
Space: 8
Atmosphere: 300;1000kmh
Maneuverability: 2D
Hull: 4D
Shields: 2D
Sensors:
- Passive: 25/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 3/4D+1

Weapons:
- Twin Long Range Heavy Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 2-6/24/50
  - Atmosphere Range: 200-600/2.4/5km
  - Damage: 8D

Description: The Farlancer is a swift and agile fighter which is armed with two unique long ranged laser cannons, which can engage enemy fighters at a much greater range than is possible with ordinary laser cannons. The Farlancer allows pilots to destroy enemy fighters before they come into range of the enemy weapons, a great advantage which requires skilled pilots to take advantage of, meaning that to ordinary planetary defence forces the Farlancer is little better than any other starfighter. With RekkonArms competing against larger and more famous corporations such as Sienar and Incom, the Farlancer sold poorly, hardly standing out from the crowd at all in the busy post Endor market place. However these fighters have been gaining a reputation after a wing was purchased and used successfully by Scarlet Thann's Raiders, who have been raiding both the Empire's and Republic's cargo convoys on the outer rim for a couple of years.

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