

Name:

Fire-Runner

Type: VenteX Construction Yards Fire

Runner Corvette

Scale: Capital

Length: 125 Meters

Skill: Capital Ship Piloting: Fire Runner

Crew: 85; Skeleton Crew: 15/+10

Crew Skill: Astrogation 4D+1, Capital Ship

Piloting 5D+2, Capital Ship Shields 4D+1,

Capital Ship Gunnery 5D+2, Sensors 5D

Passengers: 150

Cargo Capacity: 2,500 Tons

Consumables: 6 Months

Cost: 4.5 Million (new); 1.8 million (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: X5

Nav Computer: Yes

Maneuverability: 2D

Space: 11 / 7 *

Atmosphere: 350;1000kmh

Hull: 5D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 120/3D

Focus: 4/4D

Shuttles: 2 Shuttles

Weapons:

2 * Heavy Turbolaser Cannons

Scale: Capital

Fire Arc: Front

Fire Control: 1D

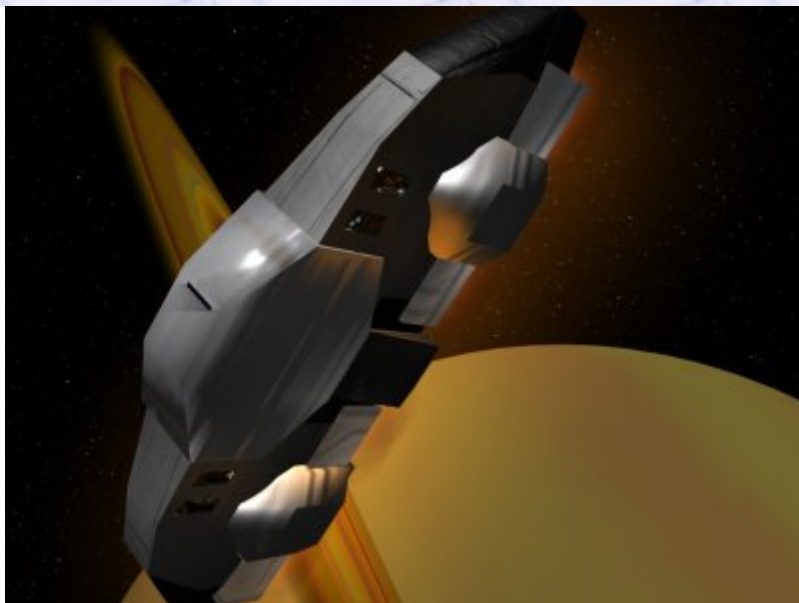
Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 6D

2 * Anti-Starfighter Laser Cannons

Scale: Starfighter



Fire Arc: Turret

Fire Control: 1D

Space: 1-5/12/25

Atmosphere: 2-10/24/50 Km

Damage: 5D

4 * Concussion Missile Launchers

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere: 2/6/14km

Damage: 7D

* : The Engines of the Fire-Runner can run at Space Speed 11 for 8 rounds, allowing the vessel to hopefully get out of the range of enemy vessels, however if they are run at this higher setting for more than 8 rounds the engines will burn out leaving the vessel only able to move on its maneuvering thrusters at space speed 1, these thrusters are not capable of landing or launching the vessel from a planetary surface. The vessels engines normally provide a space speed of 7.

Description: As smugglers, pirates and rebels used their starships for avoiding Imperial blockades and patrols, demands for fast vessels capable of outrunning Star Destroyers and Interdictor Cruisers increased. Although the Corellian Corvette was a popular choice for this kind of operation, VenteX Construction Yards came up with this design for the same role, capable of high speeds for a short time, these vessels were designed specifically to race through blockades, and to outdistance gravity wells to keep the vessels passengers and cargo out of Imperial hands. Although not heavily armed, the addition of concussion missiles, allows the vessel to hit very hard at anyone in its way, and the high speed of the engines even when not on their boost setting means that the Fire-Runner matches speed with even modified Corvettes. Although never as popular as the competition, the Fire-Runner managed to attract a few high profile purchases, and managed to attract the attention and disapproval of the Imperial authorities which managed to attract even more sales.

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

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