Starships D6 / Galarne/Ferges Industries Jos



Name: Joshar Spacefighter
Type: Galarne/Ferges Industries Joshar Class Spacefighter
Scale: Starfighter
Length: 10.7 Meters
Skill: Starfighter Piloting - Joshar Fighter
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2
Consumables: 1 Day
Cost: 35,000 (used)
Cargo Capacity: 70 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: N/A
Space: 5
Atmosphere: 400;1150kmh
Maneuverability: 2D(Atmosphere), 0D(Space)
Hull: 2D+2
Shields: N/A
Sensors:
- Passive: 5/1D
- Scan: 15/2D
- Search: 25/3D
- Focus: 1/3D+2

Weapons:
- Pulse Wave Blaster Cannon
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-2/8/18
  - Atmosphere Range: 100-200/800/1.8km
  - Damage: 3D
- Concussion Missile Launcher (4 Missile Magazine)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 7D

Description: The Galarnes/Ferges Industries Joshar Spacefighter is a modified atmospheric fighter craft which was modified to take a limited space combat role, being one of the first single person craft capable of lifting from a planetary surface to engage targets in orbit. The single space engine isn't as efficient as the combined repulsorlift and atmospheric engines which make the craft perform

with surprising speed and agility, although this is obviously lost once the transition to spaceflight is made. The Joshar Spacefighter was produced during the early days of the Old Republic, and few of these vessels has survived to this day, and those that have survived perform poorly against Imperial Era vessels.

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