

Name: PharoX Shuttle

Type: Galactech PharoX Planetary Shuttle

Scale: Starfighter

Length: 21 Meters

Skill: Space Transports - PharoX Shuttle

Crew: 2, skeleton 1/+5

Passengers: 50

Crew Skill: Space Transports 4D

Consumables: 2 Months

Cargo Capacity: 140 Tons

Cost: 20,000 (used)

Hyperdrive Multiplier: x6

Hyperdrive Backup: No

Nav Computer: Stores 2 sets of co-ordinates

Space: 5

Atmosphere: 295;850kmh

Maneuverability: 1D

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 65/2D

Focus: 2/2D+2

Weapons:

Description: The PharoX Transport was an attempt to cut into the lucrative ship to shore transport market, which met with only average success. The PharoX is fairly comparable to most other shuttles in service, with a slow hyperdrive for rare inter-system journeys, and a decent sub-light speed. Where the PharoX beat its competition was with its multideck design, which gave it a larger cargo and passenger capacity than ships with a much larger footprint, however with Imperial contracts tied into Sienar products such as the Lambda and Sentinel classes, and the fall of the large shipping conglomerates such as the Trade Federation, there just wasn't enough of a market to support production, so the PharoX was dis-continued after poor sales.



suppose.

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