Starships D6 / SoroSuub Planetary Starfighte



Name: Planetary Fighter
Type: SoroSuub Planetary Starfighter
Scale: Starfighter
Length: 14.1 Meters
Skill: Starfighter Piloting - Planetary Fighter
Crew: 1
Crew Skill: Starfighter Piloting 4D+1, Starship Gunnery 4D, Starship Shields 3D
Consumables: 3 Days
Cost: 160,000 (new); 62,000 (used)
Cargo Capacity: 80 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: none
Space: 8
Atmosphere: 400; 1,100kmh
Maneuverability: 0D+2
Hull: 4D
Shields: 0D+2
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 45/2D
- Focus: 2/3D

Weapons:
- 2 Blaster Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- 2 Concussion Missile Launchers (6 Missiles each)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 7D

Description: The Planetary Fighter by SoroSuub is a large four engined design which although fast, is fairly unmanueverable and poorly armed. The fighter was designed for the planetary defence market, and has sold relatively well though never challenging the popularity of the Y-Wing or Z-95 Headhunter. Planetary Fighters are often used by pirates and mercenaries as well as planetary governments, liking the fighter for its fast strike capabilities, usually upgrading the poor energy weapon capability of the fighter to more standard, and more damaging, Laser Cannons. The

vessels designed role means that it has no Hyperdrive, which has led to some unique modifications, but more usually the fighters are based on some kind of carrier to carry it from star system to star system.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by LucasArts, copyright resides with them.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.