

Starships D6 / Ancient Preor Variant A

Name: Preor Variant A Fighter
Type: Ancient Preor Variant A Class Space
Fighter

Scale: Starfighter

Length: 9 Meters

Skill: Starfighter Piloting - Preor A

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2, Starship Shields 3D

Consumables: 1 Day

Cost: 10,000 (used)

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: None

Space: 4 *

Atmosphere: 225;800kmh

Maneuverability: 2D

Hull: 1D

Shields: na

Sensors:

Passive: 5/0D

Scan: 10/0D

Search: 20/1D

Focus: 1/2D

Weapons:

Quad Beam Lasers

Fire Arc: Front

Fire Control: 1D

Space: 1/5/9

Atmosphere Range: 50-100/500/900m

Damage: 3D



*: The fighter has a limited supply of power, when the weapons are engaged the fighters speed drops to 2.

Description: Dating back to the founding days of the Old Republic or perhaps even earlier, the Preor fighter was one of the first space combat vehicles ever built. The simplicity of the technology used, means that even the most poorly educated engineer can repair and maintain these vessels (+2D to Tech when working on this class of vessel, due to its low technology), but this advantage is also its weakness, titanium armour, directed thrust engines and beam lasers make this vessel extremely poor these days, however in its day these were the combat vessels of choice. The Variant A of this design packs an extra power generator, and four Beam Lasers, making it one of the faster and more dangerous of the designs. These fighters are now only used by the truly desperate, who take advantage of a fighter with a price lower than some speeders or droids.

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

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