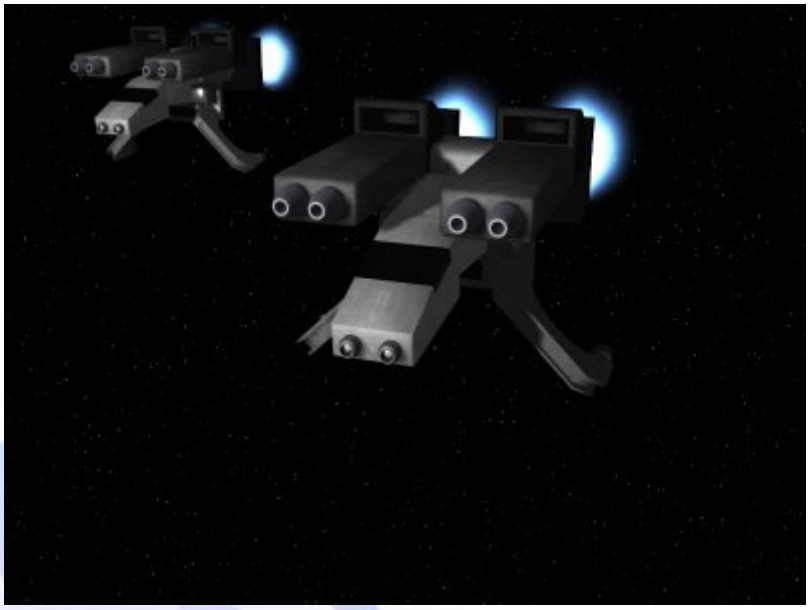
Starships D6 / Ancient Preor Variant A Class



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.

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