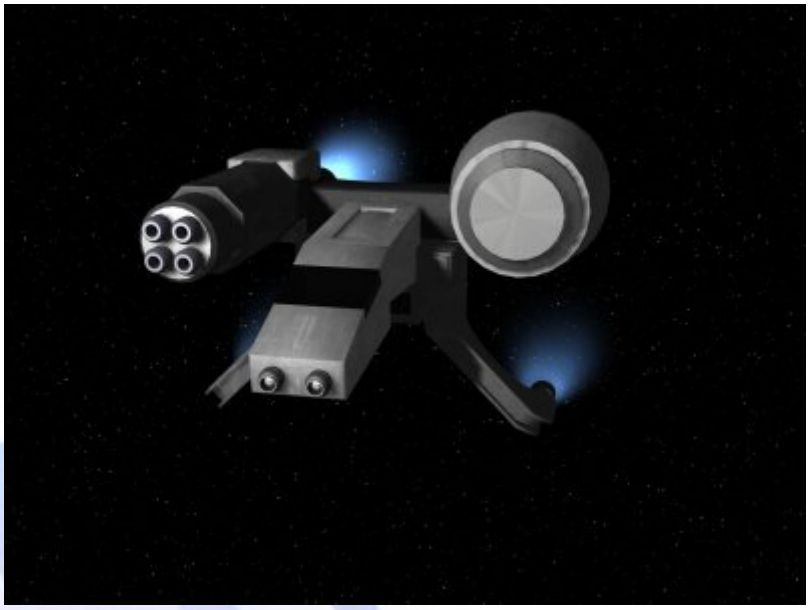
Starships D6 / Ancient Preor Variant B Class



Name: Preor Variant B Fighter
Type: Ancient Preor Variant B Class Space Fighter
Scale: Starfighter
Length: 9 Meters
Skill: Starfighter Piloting - Preor
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Day
Cost: 11,000 (used)
Cargo Capacity: 40 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: None
Space: 3
Atmosphere: 200;750kmh
Maneuverability: 2D
Hull: 1D
Shields: na
Sensors:
- Passive: 5/0D
- Scan: 10/0D
- Search: 20/1D
- Focus: 1/2D

Weapons:
- Rotary Rail Cannon (80 Projectile Capacity)
  - Fire Arc: Front
  - Fire Control: 1D+1
  - Space: 1/7/15
  - Atmosphere Range: 50-100/700/1500m
  - Damage: 5D

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 a Rail Cannon make this vessel dated now. The Rotary Rail Cannon fired ferrous slugs towards targets at high velocities, the rotary system allows the weapon to fire again quickly even though the reloading of each barrel takes a few moments as the projectiles are carried from the ammunition cannister on the opposite wing of the vessel. This cannister carries 70 of the 80 projectile ammunition of the rail cannon, and can be jettisoned to improve the fighters manueverability by +1. These fighters are very ancient now and

are extremely rare, and even rarer to be found in use although their tiny price and effective weapon make them useful to those who are truly desperate.

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