

Name:

Preor Variant C Fighter

Type: Ancient Preor Variant C 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: 10,500 (used)

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: None

Space: 5

Atmosphere: 275;850kmh

Maneuverability: 2D

Hull: 1D

Shields: na

Sensors:

Passive: 5/0D

Scan: 10/0D

Search: 20/1D

Focus: 1/2D

Weapons:

Twin Particle Cannons

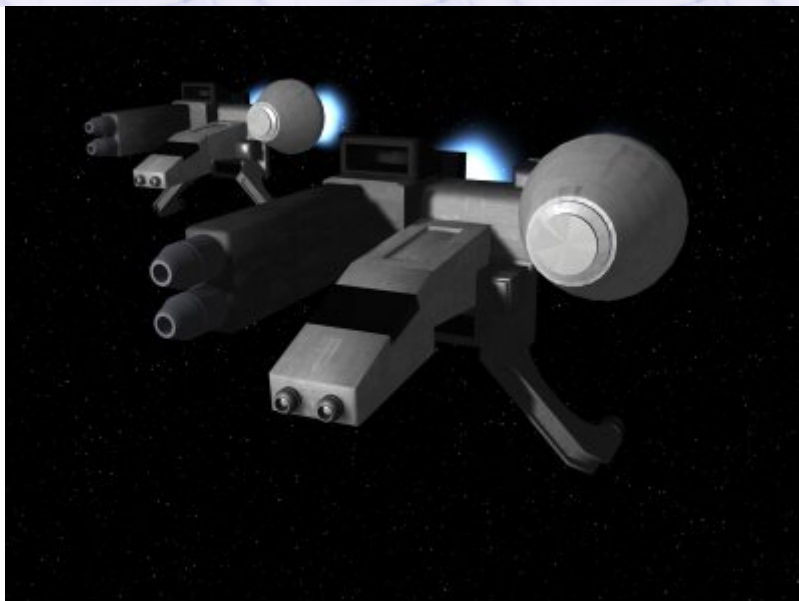
Fire Arc: Front

Fire Control: 1D

Space: 1/3/5

Atmosphere Range: 50-100/300/500m

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 Particle Cannon make this design dated. The Particle Cannons and larger booster engines require extra energy, which is provided by the extra reactor on the

opposite wing to the Particle Cannons. The Particle Cannons provide a lot more damage than the Lasers which were available in this time, but have a much shorter range, making them a near point blank range weapon, but very effective even now. These vessels are obvious outclassed by any modern fighter, but their extremely low price makes them useful for those who have absolutely no other option.

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

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