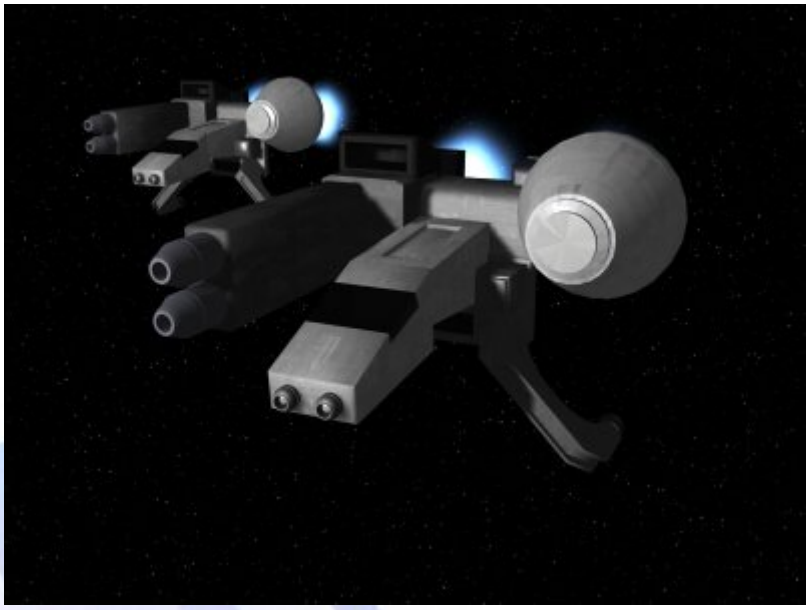
Starships D6 / Ancient Preor Variant C Class



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.

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