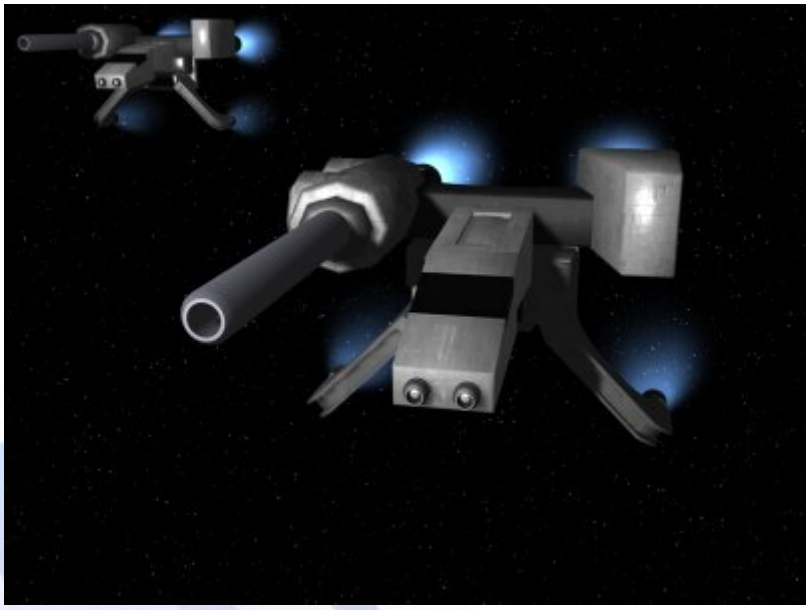
Starships D6 / Ancient Preor Variant E Class



Name: Preor Variant E Fighter
Type: Ancient Preor Variant E Class Space Fighter
Scale: Starfighter
Length: 10 Meters
Skill: Starfighter Piloting - Preor
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Day
Cost: 13,000 (used)
Cargo Capacity: 40 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: None
Space: 3
Atmosphere: 200;700kmh
Maneuverability: 2D
Hull: 1D
Shields: na
Sensors:
- Passive: 5/0D
- Scan: 10/0D
- Search: 20/1D
- Focus: 1/2D

Weapons:
- Plasma Stream Cannon
  - Fire Arc: Front
  - Fire Control: 1D
  - Fire Rate: 1/2
  - Space: 1/5/20
  - Atmosphere Range: 50-100/500/2000m
  - Damage: 6D

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 Plasma Stream Cannon make this vessel extremely dated. While the Plasma Stream Cannon is extremely powerful and has a long range, its slow fire rate makes it a liability in combat against modern fighters, however in its day the range and power of the weapon made it a winner in combat since the Variant E could engage and defeat enemy vessels long before they entered their own weapon range. These

fighters are very rare these days due to their extreme age, but those which are found are only used by the truly desperate who can afford nothing better than a several millenia old design.

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