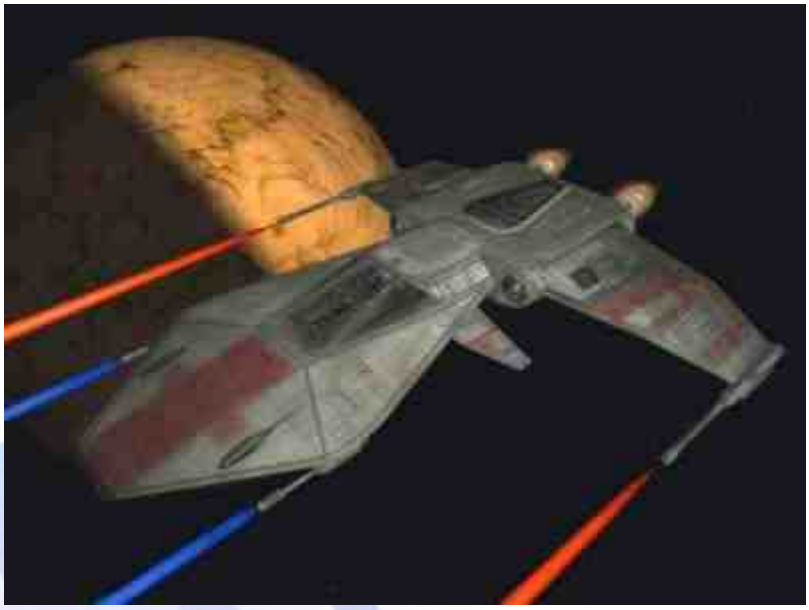
# Starships D6 / Hoersh-Kessel Drive Incorpora



Name: Starchaser Starfighter
Type: Hoersh-Kessel Drive Incorporated R-41 Starchaser
Scale: Starfighter
Length: 15.2 Meters
Skill: Starfighter Piloting - R-41
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 3D+2, Starship Shields 3D
Consumables: 1 Week
Cost: 66,000 (used)
Cargo Capacity: 120 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: N/A
Nav Computer: Limited to 4 Jumps
Space: 6
Atmosphere: 300; 850kmh
Maneuverability: 0D+2
Hull: 4D
Shields: 3D
Sensors:
- Passive: 25/1D
- Scan: 50/1D+2
- Search: 75/2D+1
- Focus: 3/3D

Weapons:
- 2 Medium Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 2 Medium Ion Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 5D

Description: The R-41 Starchaser is a multipurpose starfighter which is often used by pirates and planetary defence fleets, and although it was released shortly after the Z-95 Headhunter still manages to be a reasonable fighter even when compared to newer starfighters. The R-41 is a well rounded vessel, which does not excel in any particular area, but is fairly fast, tough and well armed,

as well as having Ion Weaponry which make it at least on paper a good starfighter. In real life however, the Starchaser is unmaneuverable, slow, and lacks the punch of missiles or torpedoes, making it famously poor in combat. This has not stopped the fighter from selling in massive quantities and becoming a common sight on the spacelanes.

---

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by LucasArts, copyright resides with them.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.