

## Starships D6 / Galactech Star Condor

Name: Star Condor Fighter  
Type: Galactech Star Condor Assault Fighter  
Scale: Starfighter  
Length: 13.9 Meters  
Skill: Starfighter Piloting - Star Condor  
Crew: 1  
Crew Skill: Starfighter Piloting 4D, Starship Gunnery 4D  
Consumables: 2 Weeks  
Cost: 165,000 (new); 90,000 (used)  
Cargo Capacity: 250 Kg  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: N/A  
Nav Computer: Limited to 4 jumps  
Space: 8  
Atmosphere: 365;1050kmh  
Maneuverability: 2D  
Hull: 4D  
Shields: 2D  
Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 2/3D

### Weapons:

#### Twin Laser Cannons

Scale: Starfighter

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

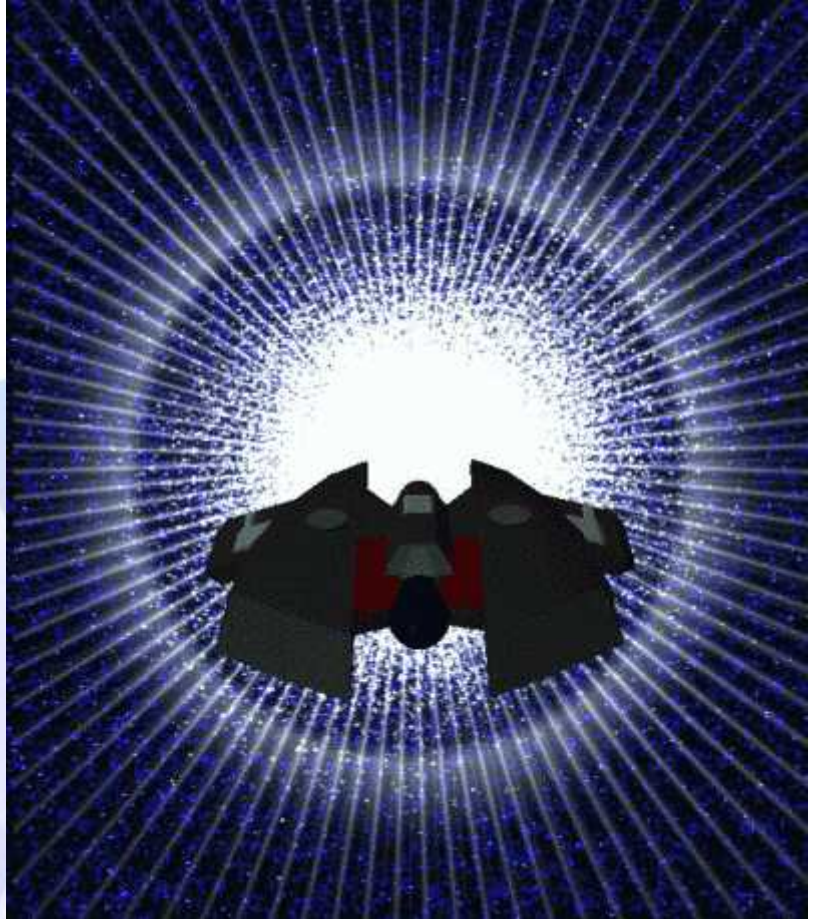
#### Proton Torpedo Launcher

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 30-100/300/700m



Damage: 9D

Description: The Star Condor is an older, but still produced Starfighter which although larger than most other fighters still manages to be a capable, maneuverable and solid fighter in combat. Seen by some as a small space transport, the Star Condor manages to pack a lot of equipment into its hull, with twin laser cannon, proton torpedoes, a fast hyperdrive, shields and long range sensors, it still manages to look a competent fighter even 20 years after it was originally released, and many compare it favorably to the X-Wing fighter, however in reality it has started to show its age when compared to newer military fighters. How Galactech managed to keep manufacturing the Star Condor when Imperial weapons restrictions forced other companies to stop producing military fighters is unknown, but rumours exist of heavy bribes and favours done for Imperial governors and bureaucrats.

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

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