Starships D6 / Joraan Drive Systems Supa St



Name: Supa Fighter
Type: Joraan Drive Systems Supa Starfighter
Scale: Starfighter
Length: 9 Meters
Skill: Starfighter Piloting - Supa Fighter
Crew: 1
Crew Skill: Starfighter Piloting 4D, Starship Gunnery 3D+2, Starship Shields 2D
Consumables: 1 Week
Cost: 170,000 (new); 65,000 (used)
Cargo Capacity: 95 Kg
Hyperdrive Multiplier: x2
Hyperdrive Backup: N/A
Nav Computer: Limited to 2 Jumps
Space: 7
Atmosphere: 350; 1,000kmh
Maneuverability: 0D+1
Hull: 4D
Shields: 2D
Sensors:
- Passive: 15/0D
- Scan: 30/1D
- Search: 50/2D
- Focus: 2/3D

Weapons:
- 2 Light Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- Heavy Ion Cannon
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 5D
- 2 Proton Torpedo Launchers
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 9D

Description: The Supa Fighter was released at the start of the Galactic Civil War, and although not as good a fighter as the X-Wing or Tie Fighter, the Supa Fighter matches up well against the Y-Wing and Tie Bomber. Although somewhat misnamed, the Supa Fighter does make a good Bomber, with its wide range of weaponry allowing a range of roles and target possibilities, as well as its heavy load allowing it to engage small capital ships, making this a good seller for Joraan Drive Systems making up for the disappointment of the Pinook. Supa Fighters are still marketed today, but the fighter is now outdated and outmatched by newer vessels and will probably be discontinued soon.

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