Starships D6 / Zenid Defence Vistar Heavy St



Name: Vistar Starfighter
Type: Zenid Defence Vistar Heavy Starfighter
Scale: Starfighter
Length: 18.2 Meters
Skill: Starfighter Piloting - Vistar
Crew: 1+1 Gunner
Crew Skill: Starfighter Piloting 4D, Starship Gunnery 5D+2
Consumables: 2 Days
Cost: 55,000
Cargo Capacity: 500 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: None
Space: 5
Atmosphere: 280;800kmh
Maneuverability: 1D
Hull:6D
Shields:
Sensors:
- Passive: 15/0D+1
- Scan: 30/1D
- Search: 45/1D+2
- Focus: 1/2D

Weapons:
- 4 Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-2/10/20
  - Atmosphere Range: 100-200/1/2km
  - Damage: 7D

Description: Slow, clumsy and built like a fortress, the Vistar Starfighter dates back to the Old Republic, predating the Y-Wing and Z-95 Headhunter by some years. It is unbelievably tough, although shows its age in every other category now, but the four massive laser cannons are effective, and this vessel still serves in a number of reserve fleets due to its robust nature and low maintanence costs. A number of people have refitted these vessels at great cost, removing the old technology, and retrofitting extended life support and cargo space within the large hull, so no-one is ever sure what they will actually face when one of these ancient vessels climbs into combat with them.

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