

Name:

Ramhead Starfighter

Type: Morricane Ramhead Starfighter

Scale: Starfighter

Length: 13.2 Meters

Skill: Starfighter Piloting - Ramhead

Crew: 1

Crew Skill: Starfighter Piloting 4D+1,
Starship Gunnery 4D, Starship Shields 2D

Consumables: 1 Week

Cost: 50,000 (used)

Cargo Capacity: 120 Kilograms

Hyperdrive Multiplier: X4

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 5

Atmosphere: 295;850kmh

Maneuverability: 2D+1

Hull: 5D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 2/3D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Medium Ion Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-3/7/36

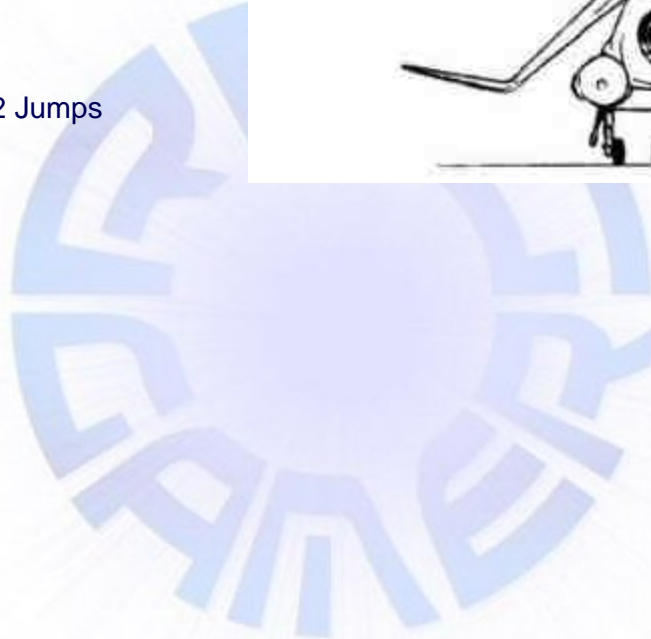
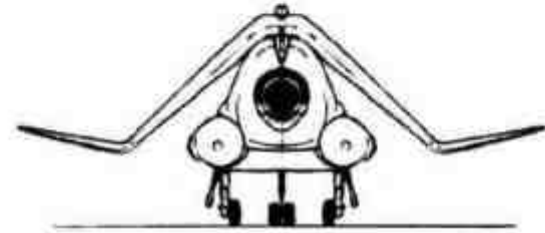
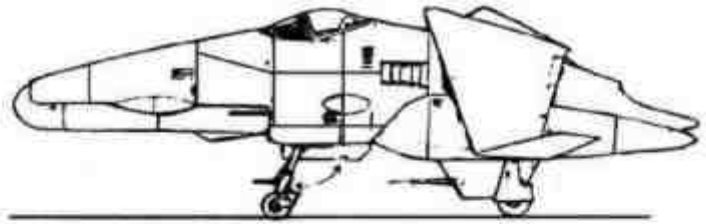
Atmosphere Range: 100-300/700/3.6km

Damage: 4D

Proton Torpedo Launcher

Fire Arc: Front

Fire Control: 1D



Space: 1/3/7

Atmosphere Range: 100/300/700m

Damage: 9D

Description: The Ramhead Starfighter was one of the last starfighters that were designed based on older atmospheric fighters, and although more advanced than the Z95 Headhunter, the design still didn't compare to the Y-Wing which was released shortly after. However the Ramhead's disadvantages including its low speed, and poor hyperdrive, were compensated for by its rugged hull and powerful shields, which made it capable of absorbing a huge amount of damage before being destroyed. Although its single heavy laser cannon provided only average amounts of damage, the variety of weaponry aboard allowed the Ramhead to operate in a large range of different roles from space superiority fighter, to light bomber. The Ramhead has been kept active only on the fringes of space, and is used widely by pirates, although remains in service where the latest fighters are to much of an expense to be afforded.

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

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