

Name:

Vortex Stealth Fighter

Type: Zenid Defence Vortex Stealth  
Starfighter

Scale: Starfighter

Length: 14.2 Meters

Skill: Starfighter Piloting - Vortex

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2, Starship Shields 3D

Consumables: 1 Week

Cargo Capacity: 80 Kg

Cost: 400,000 (new)

Hyperdrive Multiplier: X.75

Hyperdrive Backup: N/A

Nav Computer: Limited to Three Jumps

Space: 9

Atmosphere: 375;1000kmh

Maneuverability: 2D

Hull: 4D

Shields: 3D

Sensors: \*

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 4/4D

Weapons:

Twin Laser Cannons

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Proton Torpedo Launcher (3 Torpedo Magazine)

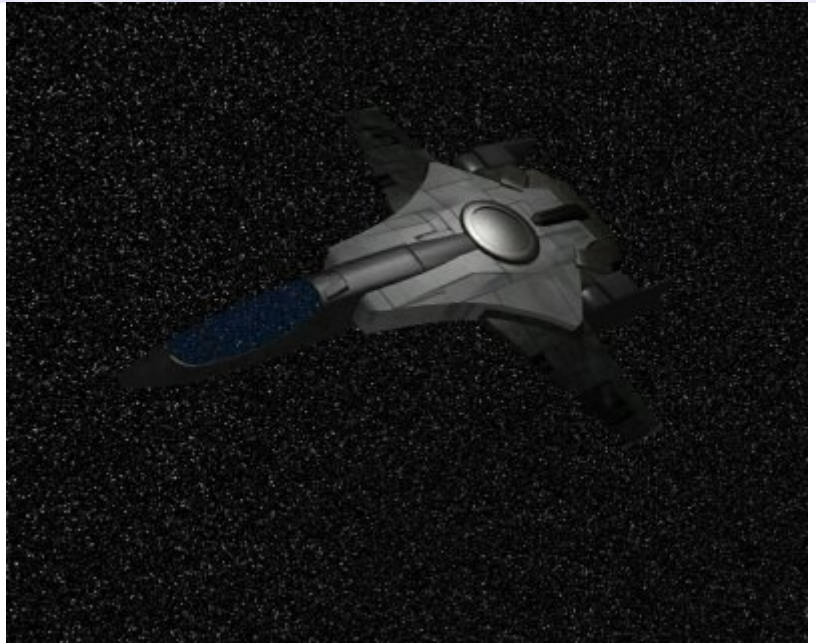
Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 100/300/700m

Damage: 9D



\* : The Vortex comes with a sensor repellent coating which adds 2D to the difficulty of detecting the fighter.

Description: The Vortex was released some years after the battle of Endor, and is designed as a fast strike vessel capable of destroying enemy targets which they remain far from base. For this reason the fighteri equipped with a fast hyperdrive and a coating designed to stop the fighter being detected on sensors. This allows the fighter to intercept enemy vessels before they can return to base, and to attack before fighters can be scrambled or weapons manned. However the small bank of torpedoes hamper this role, and have caused sales to remain low, with neither the remenants of the Empire or the New Republic purchasing the fighter. However a fighter with these capabilities has found a popular place with mercenary and pirate fleets, both of whom love the vessels ability for fast surprise attacks.

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