

## Starfighter Factory

Craft: Sienar Fleet Systems' Orbital Starfighter Factory

Type: Factory

Scale: Capital

Length: 3,000 meters

Crew: 27,085, gunners: 560, skeleton: 4,075

Passengers: 50,000 (workers and techs), 29,700 (troops)

Cargo Capacity: 60,000 metric tons

Consumables: 5 years

Cost: Not available for sale

Hull: 6D

Shields: 6D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/4D

Weapons:

100 Turbolasers

Fire Arc: 25 front, 25 left, 25 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

70 Ion Cannons

Fire Arc: 15 front, 20 left, 20 right, 15 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

20 Concussion Missile Launchers

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

### 30 Tractor Beam Projectors

Fire Arc: 5 front, 10 left, 10 right, 5 back

Crew: 6

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/75/150 km

Damage: 6D

### Starship Complement:

5 starfighter squadrons

5 shuttles

8 light transports

2 assault shuttles

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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