



Starships D20 / Hyte Industries Farlander

Farlander Transport

Mainly bought and used by Doono Craft, one of the crimelords that decided to stick to crime. He let's all his pilots who smuggle things for him use these ships, of course taking some out of their paycheck. Eventually he will let you buy one. Doono uses them for their speed, a means to avoid any Imperial intanglements, seeing as how all his cargo is illegal. If any smuggling runs are made with him, he forces you to use these ships, or something faster if you got it.

Craft: Hyte Industries Farlander Transport

Class: Space Transport

Size: Small (30 m long)

Hyperdrive: x1 (backup x10)

Passangers: 5

Cargo Capacity: 80 tons

Consumables: 2 months

Cost: 125,000 (new) 35,000 (used)

Maximum Speed In Space: Ramming (12 squares/action)

Atmospheric Speed: 1,050 km/h (18 squares/action)

Crew: 1 to 2 (Normal +2)

Initiative: +3 (+1 size, +2 crew)

Maneuver: +3 (+1 size, +2 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 10)

Hull Points: 120 (DR 10)

Weapons:

Laser Cannon

Fire Arc: Front

Attack Bonus: +2 (+1 size, +1 fire control)

Damage: 3d10x2

Range Modifiers: PB/S +0, M/L n/a

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