Starships D6 / E-Wing Starfighter

E-Wing Starfighter

The E-Wing Type B fixed the problem with overloading blaster cannons which plagued the Type A design. The Type A starfighters would often suffer blaster overloads which sometimes resulted in the destruction of the ship completely. In the Type B, Frei'Tek replaced the heavy blaster cannons with laser cannons, thus removing the threat of cannon overloads and eliminating the risk to the pilot and ship.

Craft: Frei'Tek Inc. E-wing Starfighter: Type B
Type: Attack and close support fighter
Scale: Starfighter
Length: 11.2 meters
Skill: Starship Piloting: E-Wing
Crew: 1
Crew Skill: (See players skills)
Cargo capacity: 110 kilograms
Consumables: 1 week
Cost: 190,000 (new)
Hyperdrive Multiplier: x2
Nav Computer: Uses R7 astromech
Maneuverability: 3D+1
Space: 11
Hull: 5D
Shields: 1D
Sensors:
- Passive: 30/0D
- Scan: 55/1D
- Search: 85/2D+1
- Focus: 5/4D

Weapons:
3 Laser Cannons (fire linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 3D+2
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 6D

Proton Torpedo Launcher
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1/3/7
- Atmosphere Range: 30-100/300/700

Damage: 9D

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