Starships D20 / Eagle Long-Range fighter

Eagle Long-Range fighter

The Eagle Long-Range fighter is a budget fighter from Lornonar, a company more famous for its Strike cruisers than starfighters. The Long Range version of the Eagle differs from the other marks in that it has power and consumables sufficient for 2 weeks of operations, although there are few pilots who could stand fourteen days in the Eagle's notoriously cramped, uncomfortable cockpit!

Lornonar has tried to average out all the factors important to a starfighter: protection, manoeuvrability and armament, resulting in a fighter which just doesn't excel in any field. Still, it has become popular with pirates and defense forces looking to upgrade their aging Z-95 Headhunters.

Craft: Lornonar Corporation's Eagle Long Range space superiority fighter
Era: Rebellion +
Class: Starfighter
Cost: 38,000 credits
Size: Tiny +2
Crew: Normal +2 (1)
Cargo: 65 kilograms
Consumables: 2 weeks
Hyperdrive: x1
Max Speed: Ramming
Defence: 22 (+2 size, +10 armor)
Shields: 10
Hull: 60
DR: 5

Weapon: 1 Laser cannon
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 5d10x2
Ranges: +0/+0/--/--

Weapon: 2 concussion missiles
Fire Arc: Front
Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
Damage: 7d10x2
Ranges: +0/--/--/--

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