

Preybird Swoop

The Preybird swoop is the standard swoop used by active and training Palvar Defense Force army troopers. Swoops provide the extremely agile mobility that PDF soldiers demand.

Typically, each PDF army trooper has a Preybird assigned to him/her/it once they complete their first rounds of swoop training. When on patrol, they generally tend to travel in groups of eight. For those soldiers stationed on a starship, the swoops are usually stored in the ship's cargo hold(s) and remain there until they are needed during a ground operation or they are changed out during crew rotation and new ones brought in with the replacement soldiers. The PDF army troopers hold their swoops sacred, each allowed to paint their own personal designs on them as long as they do not modify the swoop itself in anyway. Most squads tend to paint the same symbols on their swoops, usually of an adopted mascot that is elected by the eight soldiers.

The Preybird was designed for the typical rough rider or soldier. It has a blaster rifle holster, just behind the saddle on the right side, that fits most blaster rifles, including the BlasTech E11 and the Kashan B-12. A small storage compartment is located under the saddle itself which allows the driver to store small items, such as food rations or a blaster pistol.

Preybirds have two outriggers with four forward steering vanes. Maneuver controls are located in the hand grips, while altitude controls are built into the foot pedals. Speed normally is controlled through the foot pedals. Communications, sensors, and weaponry controls are set in a panel in front of the saddle.

Craft: Kashan Industries Type I "Preybird" Swoop

Type: Swoop

Scale: Speeder

Length: 3.2 meters

Skill: Swoop operation

Crew: 1

Crew Skill: Varies

Cargo Capacity: 3 kilograms

Cover: 1/4

Altitude Range: Ground - 300 meters

Cost: 5,950 (new), 2,100 (used)

Availability: 3, F or R

Maneuverability: 4D+2

Move: 210; 600 kmh

Body: 1D+1

Weapons:

Light Blaster Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-100/250/500

Damage: 2D

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

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