

Starships D6 / X-70B PHANTOM-CLASS

Name: X-70B PHANTOM-CLASS PROTOTYPE

Type: Light Freighter

Scale: Starfighter

Length: 27 Meters

Skill: Space Transports: X-70B Phantom

Crew: 3; skeleton 1/+15

Passengers: 4

Consumables: 6 Months

Cargo Capacity: 30 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: X16

Nav Computer: Yes

Space: 7

Atmosphere: 450;1050kmh

Maneuverability: 2D+2

Hull: 3D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D+1

Focus: 2/3D

Weapons:

2 x Laser Cannons

Scale: StarFighter

Fire Arc: Front

Fire Control: 2D

Space: 1-5/8/20

Atmosphere Range: 100-500/800/2km

Damage: 4D

Special:

Sensor Resistant Hull: All difficulties for detecting a X-70B Phantom are one category higher than normal due to the sensor resistant nature of its hull.



Description: The starships of the Imperial Navy are the product of centuries of military research and

development. The Empire designed its fleet to destroy the Republic as quickly and efficiently as possible. During the years of the Great War, however, the Empire refined its design strategies. Co-opting newly discovered technologies and revising blueprints according to lessons learned, Imperial engineers built a new generation of starships. First among these, Imperial Intelligence commissioned the X70B-Phantom?the most low-profile, high-tech starship the galaxy has ever known. From its radar-resistant sleek exterior paneling to the next-generation navigation systems, the Phantom is so far ahead of its time that mass production would never be possible. More likely, the experimental prototypes built so far will be designated for critical Intelligence missions, and entrusted only to the most professional and responsible Imperial Agents.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and images by BioWare, stats by FreddyB, HTML and logos done by FreddyB
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).