

Name:

Attacker Starfighter

Type: Sienar Republic Systems Attacker
Starfighter

Scale: Starfighter

Length: 8.2 Meters

Skill: Starfighter Piloting - Attacker

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 5D

Consumables: 5 Days

Cost: 50,000 (used)

Cargo Capacity: 150 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 8

Atmosphere: 365;1050kmh

Maneuverability: 1D+1

Hull: 4D

Shields: 1D+1

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 2/3D

Weapons:

Twin Heavy Laser Cannons

Fire Arc: Front

Fire Control: 2D

Space: 1-4/10/20

Atmosphere Range: 100-400/1/2km

Damage: 6D



Description: The SRS Attacker is an early design from Sienar, and shows signs of the ships such as the SRS Courier and the Tie Fighters that followed after it. The vessel shows its age now, with features such as its large external sensors, and its cockpit structural reinforcing struts that were needed to retain its hull integrity which cause the cockpit to have a very limited view. Attackers have survived well over the years due to their tough hulls and shields, and although their resemblance to TIE's has made them less than

popular, they remain in use with those who cannot afford anything better, and the rusty hulls of SRS Attackers can be often seen in the outer rim.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Images stolen from a web page I`ve now forgotten where (Copyright resides with the artist).

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)