

Name:

Eagle Mk3 Fighter

Type: Bell-Braben Shipyards Eagle Mk3

Fighter/Cruiser

Scale: Starfighter

Length: 20m

Skill: Space Transports - Eagle

Fighter/Cruiser

Crew: 1

Crew Skill: varies

Passengers: 1

Consumables: 6 Months

Cost: 150,000 (new); 35,000 (used)

Cargo Capacity: 20 Tonnes

Hyperdrive Multiplier: X1

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 2D+2

Hull: 3D+2

Shields: 3D

Sensors:

Passive: 25/0D+1

Scan: 50/1D+2

Search: 75/3D

Focus: 2/4D

Weapons:

Twin Heavy Laser Cannons

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

2 * Concussion Missiles

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 100/300/700m



Damage: 8D

Description: The Eagle was an attempt to create a small transport vessel, capable of holding its own against fighters, while still capable of carrying small amounts of cargo. The design called for a larger frame than a traditional fighter to contain not only its cargo bay, but facilities to sustain the crew for the longer space voyages required by a transport vessel. This internal space allowed owners to refit the vessel passenger transport duties, or to use the space for modifications creating an amazingly effective combat vessel. The Mk3 was the last variant of the Eagle to be designed and like the Mk2 is still sold, upgrading the weapons to heavy laser cannons, allowed the nose blaster cannon to be finally dropped, which created space for a larger more powerful sensor suite, and allowed the designers to once again drop the external missile mountings back to 2 increasing the maneuverability of the vessel once more. Heavier shields and hyperdrive were once more added, letting the vessel stand easily against its rivals, and to become an extremely well selling ship.

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

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