



Starships D6 / E-Wing Starfighter

E-Wing Starfighter

The E-Wing Type B fixed the problem with overloading blaster cannons which plagued the Type A design. The Type A starfighters would often suffer blaster overloads which sometimes resulted in the destruction of the ship completely. In the Type B, Frei'Tek replaced the heavy blaster cannons with laser cannons, thus removing the threat of cannon overloads and eliminating the risk to the pilot and ship.

Craft: Frei'Tek Inc. E-wing Starfighter: Type B

Type: Attack and close support fighter

Scale: Starfighter

Length: 11.2 meters

Skill: Starship Piloting: E-Wing

Crew: 1

Crew Skill: (See players skills)

Cargo capacity: 110 kilograms

Consumables: 1 week

Cost: 190,000 (new)

Hyperdrive Multiplier: x2

Nav Computer: Uses R7 astromech

Maneuverability: 3D+1

Space: 11

Hull: 5D

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 55/1D

Search: 85/2D+1

Focus: 5/4D

Weapons:

3 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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