Name:

Eagle Mk1 Fighter

Type: Bell-Braben Shipyards Eagle Mk1

Fighter/Cruiser

Scale: Starfighter

Length: 20m

Skill: Space Transports - Eagle

Fighter/Cruiser

Crew: 1

Crew Skill: varies

Passengers: 1

Consumables: 6 Months

Cost: 28,000 (used)

Cargo Capacity: 20 Tonnes

Hyperdrive Multiplier: X3

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 1D+2

Hull: 2D+2

Shields: 1D

Sensors:

    Passive: 20/0D

    Scan: 40/1D

    Search: 60/2D

    Focus: 2/3D

Weapons:

    Blaster Cannon

        Fire Arc: Front

        Skill: Starship Gunnery

        Fire Control: 1D

        Space Range: 1-3/12/25

        Atmosphere Range: 100-300/1.2/2.5km

        Damage: 4D

    Twin Concussion Missiles

        Fire Arc: Front

        Skill: Starship Gunnery

        Fire Control: 2D

        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 for passenger transport duties, or to use the space for modifications creating an amazingly effective combat vessel. The Mk1 had two external mounts for concussion missiles to boost its combat effectiveness since it only mounted a fairly weedy blaster cannon in its nose, and sold in high numbers until it was phased out in favour of the more heavily armed Mk2 variant.