

Name:

Preor Variant B Fighter

Type: Ancient Preor Variant B Class Space  
Fighter

Scale: Starfighter

Length: 9 Meters

Skill: Starfighter Piloting - Preor

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2, Starship Shields 3D

Consumables: 1 Day

Cost: 11,000 (used)

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: None

Space: 3

Atmosphere: 200;750kmh

Maneuverability: 2D

Hull: 1D

Shields: na

Sensors:

Passive: 5/0D

Scan: 10/0D

Search: 20/1D

Focus: 1/2D

Weapons:

Rotary Rail Cannon (80 Projectile Capacity)

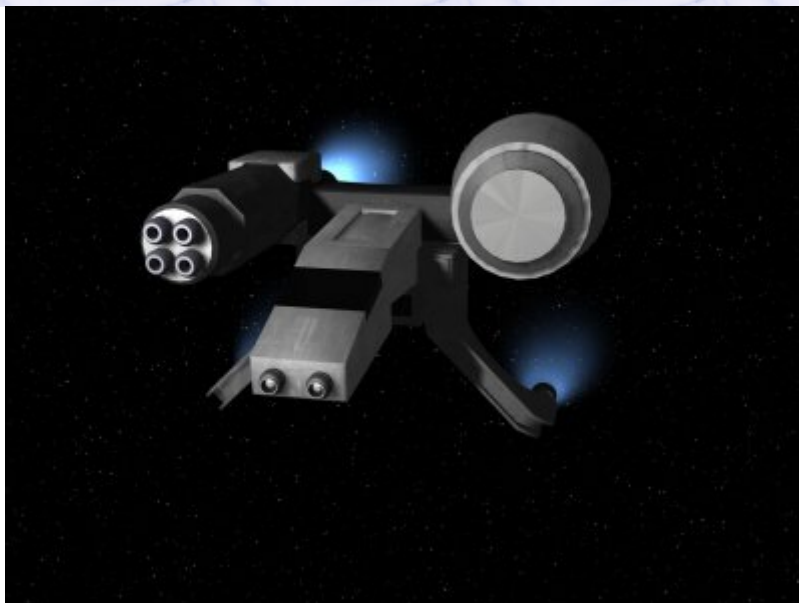
Fire Arc: Front

Fire Control: 1D+1

Space: 1/7/15

Atmosphere Range: 50-100/700/1500m

Damage: 5D



Description: Dating back to the founding days of the Old Republic or perhaps even earlier, the Preor fighter was one of the first space combat vehicles ever built. The simplicity of the technology used, means that even the most poorly educated engineer can repair and maintain these vessels (+2D to Tech when working on this class of vessel, due to its low technology), but this advantage is also its weakness, titanium armour, directed thrust engines and a Rail Cannon make this vessel dated now. The Rotary Rail Cannon fired ferrous slugs towards targets at high velocities, the rotary system allows the weapon to fire

again quickly even though the reloading of each barrel takes a few moments as the projectiles are carried from the ammunition cannister on the opposite wing of the vessel. This cannister carries 70 of the 80 projectile ammunition of the rail cannon, and can be jettisoned to improve the fighters maneuverability by +1. These fighters are very ancient now and are extremely rare, and even rarer to be found in use although their tiny price and effective weapon make them useful to those who are truly desperate.

---

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

Text completely by FreddyB. Image is by "Bob the Dinosaur", copyright resides with him.

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