

Name:

Starchaser Starfighter

Type: Hoersh-Kessel Drive Incorporated R-41 Starchaser

Scale: Starfighter

Length: 15.2 Meters

Skill: Starfighter Piloting - R-41

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 3D+2, Starship Shields 3D

Consumables: 1 Week

Cost: 66,000 (used)

Cargo Capacity: 120 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Limited to 4 Jumps

Space: 6

Atmosphere: 300; 850kmh

Maneuverability: 0D+2

Hull: 4D

Shields: 3D

Sensors:

Passive: 25/1D

Scan: 50/1D+2

Search: 75/2D+1

Focus: 3/3D

Weapons:

2 Medium Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Medium Ion Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 5D



Description: The R-41 Starchaser is a multipurpose starfighter which is often used by pirates and planetary defence fleets, and although it was released shortly after the Z-95 Headhunter still manages to be a reasonable fighter even when compared to newer starfighters. The R-41 is a well rounded vessel, which does not excel in any particular area, but is fairly fast, tough and well armed, as well as having Ion Weaponry which make it at least on paper a good starfighter. In real life however, the Starchaser is unmaneuverable, slow, and lacks the punch of missiles or torpedoes, making it famously poor in combat. This has not stopped the fighter from selling in massive quantities and becoming a common sight on the spacelanes.

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