

Name:

Vistar Starfighter

Type: Zenid Defence Vistar Heavy Starfighter

Scale: Starfighter

Length: 18.2 Meters

Skill: Starfighter Piloting - Vistar

Crew: 1+1 Gunner

Crew Skill: Starfighter Piloting 4D, Starship

Gunnery 5D+2

Consumables: 2 Days

Cost: 55,000

Cargo Capacity: 500 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: None

Space: 5

Atmosphere: 280;800kmh

Maneuverability: 1D

Hull:6D

Shields:

Sensors:

Passive: 15/0D+1

Scan: 30/1D

Search: 45/1D+2

Focus: 1/2D

Weapons:

4 Laser Cannons (Fire-Linked)

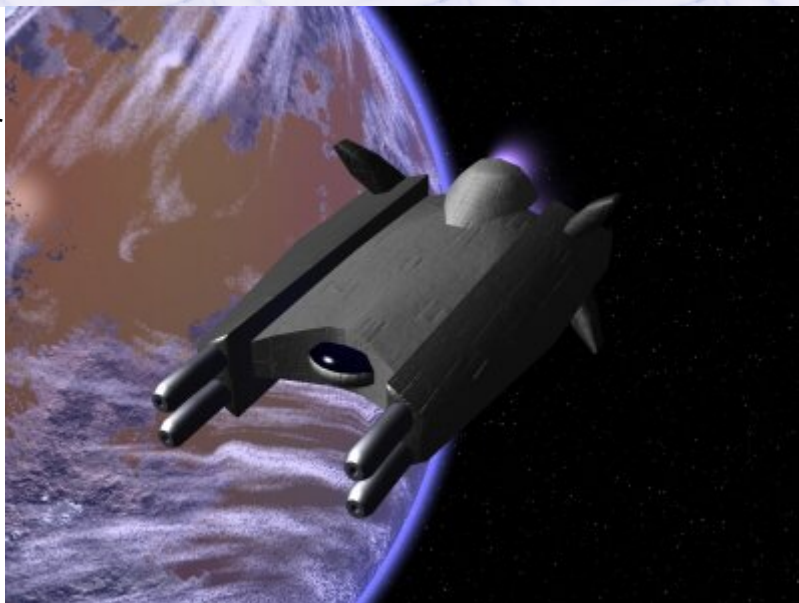
Fire Arc: Front

Fire Control: 1D

Space: 1-2/10/20

Atmosphere Range: 100-200/1/2km

Damage: 7D



Description: Slow, clumsy and built like a fortress, the Vistar Starfighter dates back to the Old Republic, predating the Y-Wing and Z-95 Headhunter by some years. It is unbelievably tough, although shows its age in every other category now, but the four massive laser cannons are effective, and this vessel still serves in a number of reserve fleets due to its robust nature and low maintenance costs. A number of people have refitted these vessels at great cost, removing the old technology, and retrofitting extended life support and cargo space within the large hull, so no-one is ever sure what they will actually face when one of these ancient vessels climbs into combat with them.

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

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