Starships D20 / Hyte Industries Farlande

Farlander Transport

Mainly bought and used by Doono Craft, one of the crimelords that decided to stick to crime. He let's all his pilots who smuggle things for him use these ships, of course taking some out of their paycheck. Eventually he will let you buy one. Doono uses them for their speed, a means to avoid any Imperial intanglements, seeing as how all his cargo is illegal. If any smuggling runs are made with him, he forces you to use these ships, or something faster if you got it.

Craft: Hyte Industries Farlander Transport

Class: Space Transport Size: Small (30 m long) Hyperdrive: x1 (backup x10)

Passangers: 5

Cargo Capacity: 80 tons Consumables: 2 months

Cost: 125,000 (new) 35,000 (used)

Maximum Speed In Space: Ramming (12 squares/action)

Atmospheric Speed: 1,050 km/h (18 squares/action)

Crew: 1 to 2 (Normal +2)

Initiative: +3 (+1 size, +2 crew)

Maneuver: +3 (+1 size, +2 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 10) Hull Points: 120 (DR 10)

Weapons:

Laser Cannon Fire Arc: Front

Attack Bonus: +2 (+1 size, +1 fire control)

Damage: 3d10x2

Range Modifiers: PB/S +0, M/L n/a

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Paul Kelley, Overlord, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.