



# Starships D20 / Eagle Long-Range fighter

## Eagle Long-Range fighter

The Eagle Long-Range fighter is a budget fighter from Lornonar, a company more famous for its Strike cruisers than starfighters. The Long Range version of the Eagle differs from the other marks in that it has power and consumables sufficient for 2 weeks of operations, although there are few pilots who could stand fourteen days in the Eagle's notoriously cramped, uncomfortable cockpit!

Lornonar has tried to average out all the factors important to a starfighter: protection, manoeuvrability and armament, resulting in a fighter which just doesn't excel in any field. Still, it has become popular with pirates and defense forces looking to upgrade their aging Z-95 Headhunters.

Craft: Lornonar Corporation's Eagle Long Range space superiority fighter

Era: Rebellion +

Class: Starfighter

Cost: 38,000 credits

Size: Tiny +2

Crew: Normal +2 (1)

Cargo: 65 kilograms

Consumables: 2 weeks

Hyperdrive: x1

Max Speed: Ramming

Defence: 22 (+2 size, +10 armor)

Shields: 10

Hull: 60

DR: 5

Weapon: 1 Laser cannon

Fire Arc: Front

Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)

Damage: 5d10x2

Ranges: +0/+0/--/--

Weapon: 2 concussion missiles

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 7d10x2

Ranges: +0/--/--/--

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