

Starships D6 / Omega-class freighter

Name: Omega-class freighter
Scale: Starfighter
Length: 54 Meters
Skill: Space Transports - Sigma Bulk Transport
Crew: 1 + 1 Astromech, skeleton 1/(+15 without Astromech, or +5 for just Astromech)
Passengers: 6
Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 4D
Consumables: 5 Days
Cargo Capacity: 400 Tons
Hyperdrive Multiplier: X2
Hyperdrive Backup: No
Nav Computer: Yes
Space: 4
Atmosphere: 200;600kmh
Maneuverability: 1D
Hull: 4D
Sensors:
 Passive: 15/0D
 Scan: 30/1D
 Search: 60/2D
 Focus: 2/2D+2



Weapons:

2 fire-linked turbolasers
 Fire Arc: Front
 Crew: 1 (can be fired by pilot)
 Fire Control: 2D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 5D

Description: The Omega-class freighter was an Imperial freighter class.

The Omega-class freighter was gray and bulky, with a main hull similar in design to an AT-AT body. The

enlarged midsection had sideways ramps for embarking and disembarking of cargo. The cockpit was at the front, located at the bottom of the main hull. It was connected with the main hull via a narrow access corridor. The aft section featured stubby wings with winglets. Located at each corner of the main hull were extendable landing struts, four all together.

The freighter had two different sets of engines: Three in-line arranged engines located at the back of the ship provided the main propulsion. A different set located underneath the ship was used for vertical take-off and landing (VTOL) procedures. Two engines were located under the midsection, another one at the front.

The engines gave the ship enough maneuverability to evade fire from ground-to-air laser batteries.

The cockpit was located the lower front of the main hull and had a similar design to that of the Lambda-class or the Kappa-class shuttles. Connected with the main hull via an access corridor, the cockpit had room for a crew of two and an astromech droid. The crew had seats side-by-side with an astromech scomp link access panel between them.

While it was possible for a single astromech to completely handle all the ship's functions at once, a normal pilot could not operate the freighter without the help of a droid.

The freighter was armed with at least 2 fire-linked turbolaser cannons. These weapons were mounted in the forward main hull, above the cockpit. Although only forward-facing, the weapons could fire at various different angles, even directly downwards. The weapons could be controlled by an astromech droid directly from the cockpit.

For defense, the Omega-class lacked any shields and had to rely on hull armor. It was vulnerable to laser fire as well as physical objects.

To prevent tampering with the ship's system, the nav-computer could be secured with a silent alarm system that warned the owner of any unauthorized access via remote.

As this ship was a freighter, most of its interior was designed to handle cargo. The main hull was completely hollow, allowing for the storage of numerous cargo containers. On both sides of the midsection the ship had large ramps that allowed for embarking and disembarking larger pieces of cargo or several smaller pieces at once. Cargo had to be loaded by droids either by hand or repulsor sleds.

The ramps could be opened mid-flight, which led to unsecured containers falling out of the ship.

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