

Pinook

The Pinook is a tri-winged starfighter designed to serve as a convoy escort for companies who don't have an Imperial Escort. The Pinook has a pair of rearward mounted horizontal wings together with a vertically mounted wing. The Pinook relies on its single JDS-T1 engine for propulsion, making it marginally faster than an Y-wing. The engine is housed between the wings and as a result has a reasonable amount of protection.



The cockpit is housed in the pod at the front of the fighter, which also contains the main systems of the fighter, including its weaponry, sensors, Nav computer, life support and control systems. The pod also contains limited entertainment facilities, including a vid player and music player. There's also room for the pilot to recline the seat into a comfortable position for sleeping.

The Pinook's Nav computer can only store a limited number of jumps (four) and must be pre-programmed before leaving for its journey. This capability, combined with its ability to go without refuelling for a week gives the starfighter a decent range.

The Pinook's primary armament is of a pair of Taim & Bak Laser Cannons, which gives it a fair punch. The lasers are supplemented by a concussion missile launcher, which has a magazine of two. The Pinook has a reasonable amount of armour and shielding, making it quite durable.

The Pinook has been in production for three years and the demand remains quite high amongst its customers. They are typically used by medium to large sized corporations for escort duty and installation protection. They are also used by some customs agencies and by some pirate groups.

Craft: Joraan Drive Systems Pinook Starfighter

Type: Escort Starfighter

Scale: Starfighter

Length: 9.5m

Skill: Starfighter Piloting: Pinook

Crew: 1

Crew Skill: Astrogation 3D, Starship Gunnery 3D+2, Starfighter Piloting 3D+2, Starship Shields 3D, Sensors 3D.

Cargo Capacity: 100kg

Consumables: 1 Week

Cost: 85,000 Credits

Hyderdrive Multiplier: x2

Nav Computer: Limited to 4 Jumps

Maneuverability: 2D

Space: 7.5

Atmosphere: 355; 1,025 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 60/3D

Focus: 2/3D+2

Weapons:**2 Laser Cannons** (Fire-linked)*Fire Arc:* Front*Crew:* Pilot*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 1-300/1.2/2.5km*Damage:* 5D**1 Concussion Missile Launcher***Fire Arc:* Front*Crew:* Pilot*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 100/300/700m*Damage:* 7D