

Name: V-ARC-180 Starfighter

Type: Incom/Subpro V Series Aggressive Reconnaissance-180 Starfighter

Scale: Starfighter

Length: 14.5 Meters

Skill: Starfighter Piloting - ARC-180

Crew: 1 + 2 Gunners

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Consumables: 4 Days

Cost: 76,000 (used)

Cargo Capacity: 170 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 8

Atmosphere: 375;1000kmh

Maneuverability: 2D+2

Hull: 3D+1

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 * Twin Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Proton Torpedo Launcher (6 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Twin Laser Cannons

Fire Arc: Turret (Back/Left/Right)



Crew: 1
Fire Control: 2D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D

Description: The V-ARC-180 is a hybrid design incorporating elements from the ARC-170 and the V-Wing Fighter. The addition of the maneuvering thrusters from the V-Wing, helped improve the maneuverability of the vessel, but this came at the expense of some of the ruggedness of the ARC-170. The resulting vessel was only put into service in a defensive role aboard capital ships, where the smaller footprint of the fighter helped in storage, and the maneuverability was useful in chasing down attackers to the capital ship within the close quarters of a fleet.

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