

F-33 GARGOYLE (Y-WING)

Name: Sigmarite Empire F-33 Gargoyle (Y-Wing)
 Model: Galactica Engineering F-33 Gargoyle (Y-Wing)
 Type: Starfighter
 Class: Starfighter
 Length: 16 m
 Skill: Starfighter Piloting
 Crew: 1
 Crew Skill: 5D
 Passengers: 0
 Cargo Capacity: 110 kg
 Consumables: 1 Week
 Cost: 250,000 (new), 75,000 (used)
 Hyperdrive (Primary): x1
 Hyperdrive (Back-Up): None
 Nav Computer: None (uses astromech)
 Maneuverability: 2D+2
 Sublight Speed: 8
 Hull: 3D
 Shields: 1D

Sensors:

Passive: 25 / 0D
 Active: 50 / 1D
 Search: 75 / 2D
 Pinpoint: 03 / 3D

Weapons:

4 Heavy Auto Lasers (Forward, Fixed)
 Scale: Starfighter
 Range: 1-3 / 12 / 24
 Rate of Fire: 3
 Damage: 6D

2 "Tiger" Missile Launchers (Forward, External)
 Scale: Starfighter
 Range: 1-8 / 18 / 45
 Track: 3D+1
 Damage: 6D



Magazine: 8

Description:

The F-33 Gargoyle was the Sigmarite Empires first hyper capable starfighter.

As such it combined features of the F-32 Viper (sleek narrow profile, primary weaponry) and mated it with a permanently mounted external hyperdrive ring.

They are good vessels, but were soon surpassed by technological advances by both the Sigmarites and other starship manufacturers, and saw only a limited deployment before being retired from active service.

Gargoyles are launched from Launch Tubes in Sigmarite carriers, which shoot them out at high speeds to get them into combat as quickly as possible.

These launch tubes propel the Gargoyle at a Space Speed 20, which decreases by one every two rounds (every other round) until the fighter is back to its base Space Speed of 8 (22 rounds total).

The entire cockpit area can eject from the main body of the ship in an emergency, which acts as a one man life pod with a Space Speed of 1, Hull 3D, and Passive Sensors 05 / 00D.

Initial Vehicle Stats Generated at:

<http://d6.ironwind.com/ShipGen/shipgen.php>

Original Picture Source:

Sorry dude, forgot the location. Was just one of many places I was looking for cool starship pics. I kept the name though. ?

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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