

# RPGGamer.org Starships D6 / Delta-Wing Interceptor

## Delta-Wing Interceptor

The Delta-Wing is a pride and joy in Grand Admiral Jador's fleet. Put into production four years after the Battle of Endor, when his forces were laying low until they could have significant strength to defeat any who opposed them.



Its weapons are three laser cannons positioned around the cockpit, angled 120 degrees apart, that fire in short bursts. The Delta-Wing Fighter has a triangular shape when viewed from ahead. The three "wings" also swept forward, in a reverse delta-wing shape. The pilot lies down looking forward during flight. What makes this ship more deadly than almost any other in the galaxy is the pilot enhancement system. The pilot is hooked to virtual reality gear that uses data from the ship's own instruments as well as a chemical pumped intrevenously into the pilot to allow his brain to handle the flow of data. The result is that the pilot can see everything his sensors can, can react faster and with greater skill, and hit targets from a greater distance. Zoom functions allow the user to enhance sections of an image on his faceplate which acts as the viewscreen. This system makes the pilot incredibly deadly in his fighter. The system is being used as a stepping stone for a highly skilled pilotless fighter.

Name: UIF Delta-Wing Interceptor

Type: Space Superiority Interceptor

Length: 10 meters

Scale: Starfighter

Crew: 1

Skill: Starfighter piloting: Delta-Wing

Crew Skill: Starfighter piloting 6D, Starship Gunnery 6D+2, Starship

Shields 5D+1, Sensors 4D+2, Communications 5D

Cargo Capacity: 10 kilograms

Consumables: 1 week

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 4D

Space: 12

Atmosphere: 450; 1,300 kmh

Hull: 3D+1

Shields: 2D+2

Sensors:

Passive: 45/2D

Scan: 60/3D+2

Search: 80/4D+1

Focus: 12/6D

Weapons:

3 Laser Cannons (fire-link optional)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 4D;5D(Iniked)

Fire Rate: 4;2(linked)

Range: 1-3/12/25

Damage: 6D+1 (7D+2 when fire-linked)

Concussion Missles (6 Carried)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D+2

Space Range: 1/3/7

Atmosphere Range: 100-500/1/5 km

Damage: 9D

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