

RPGGamer.org Starships D6 / Altarren AF76 Assault Fighter

Altarren AF76 Assault Fighter

The Altarren's AF76 tactical assault starfighter was designed specifically for engagement against other spacecraft and for planetary strikes. Equipped with four fire-linked laser pulse cannons, the AF76 fighters were short-range craft relying upon the Ares starcruisers and other carrier craft for long-range transport.

The AF76 had two massive triangular wings positioned parallel above and below the main fuselage, each with a laser pulse cannon mounted on the tip. The cockpit was oriented toward the nose of the craft in such a way as to provide the pilot with a superb field of vision.

During the initial phases of the Imperial takeover of Altarr, the centuries old AF76 fighters fought on par against the Empire's famed TIE starfighters. However, the Imperial cruisers proved much too powerful for the Altarrens to defeat and Altarr thus fell.

Craft: Altarren Fleet Systems' AF76

Type: Tactical assault starfighter

Scale: Starfighter

Length: 12.4 meters

Skill: Starfighter piloting: Altarren AF76

Crew: 1 or 2 (can coordinate)

Crew Skill: Starfighter piloting 4D, starship gunnery 4D

Cargo Capacity: 35 kilograms

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 2D+1

Space: 7

Atmosphere: 330; 950 kmh

Hull: 3D

Sensors:

Passive: 15/1D

Scan: 45/1D+2

Search: 85/2D+1

Focus: 2/3D

Weapons:

4 Laser Pulse Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/5/12

Atmosphere Range: 100-200/500/1.2 km

Damage: 4D+2

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