

RPGGamer.org Starships D6 / Spacewolf Fighter Mk. II

Spacewolf Fighter Mk. II

Craft: Spacewolf Mk.II space fighter aircraft SW1900

Type: Space fighter plane

Scale: Starfighter

Dimensions:

-Length: 12.2m

Skill: Starfighter piloting: Spacewolf

Crew: 1

Crew Skill: Starfighter piloting 4D, Starship gunnery 4D, starship shields 3D

Passengers: N/A

Cargo Capacity: 55 kilograms

Consumables: 3 days (emergency pack)

Cost: Not available for sale

Hyperdrive: N/A (Backup: N/A)

Nav Computer: No

Maneuverability: 2D

Speed:

-Space: 7

-Atmosphere: 350; 1,000kmh

Hull: 3D+2

Shields: 1D+1

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/2D+2

WEAPONS:

2 Focal Blaster Cannons (fire-linked)

Location: mounted in wings

Fire Arc: front

Crew: 1 (pilot)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 1D+2

Space Range: 1-5/10/20

Atmosphere Range: 50-500/1/2km

Damage: 5D

Ammo: N/A



Rate of Fire: 1

2 Concussion Missiles

Location: Mounted to wings

Fire Arc: Front

Crew: 1 (pilot)

Skill: Missile weapons

Scale: Starfighter

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Ammo: 2

Rate of Fire: 1 (single) OR 1 (fire-linked)

DESCRIPTION:

The Spacewolf space fighter plane Mk.II is a later design used in the various anime and manga series related to Captain Harlock, and is used here as a later improvement upon the design created by Tochiro Oyama. Over time it is likely that Harlock and Tochiro would have updated their fighters along with the Arcadia to meet new threats in space and throughout their many adventures. The hull is similar in shape to the previous Mk.I design, and improvements were made all around. The hull is thicker for more endurance than before. The cockpit has a little more breathing room for pilots, with less of a claustrophobic feeling, and a little more storage space for cargo. Maneuverability, speed and shields have all been increased with a mix of better aerodynamics and engine and thruster upgrades to produce more thrust and power. Along with all of this, a better sensor and communication package was introduced. The focal blaster cannons were modified to make use of the extra power output, increasing range and damage, as well as software mods for better fire control.

HELLSTORMER'S CAMPAIGN NOTES:

In my current game, the Arcadia is an ancient battle ship found by the players. It was used by Captain Harlock himself in the Star Wars setting in the distant past much the same way as portrayed in the series I have seen. The ship came with many of the different designs of the Spacewolf fighters, many still usable after some maintenance. The stats were purposely made weaker at first to show their outdated nature, but to also show that during their time they were well before the Z-95 Headhunters and, with their custom nature under Harlock and Tochiro, would have been among the baddest starfighters of their time. Also, the Spacewolf fighters could easily be modified or updated with newer engines, shields, hyperdrive and other equipment to hold up to the technological standards of the Star Wars Rebellion Era.

For ideas on updating the Spacewolf Mk.II to fit with more modern tech in the Star Wars Rebellion Era, see the Spacewolf Mk.I. It has notes at the bottom with for this, which give the general gap between stats given and what they would be like with updated tech and equipment. Simply adjust the Spacewolf Mk.II with the same improvements.

-Maneuverability +1 pip to +1D+1

-Speed +1 to +2

-Hull +1D

-Shields +1D

-Weapons could be replaced with modern equivalents like laser cannons with better damage and range (5D to 6D damage, 1-3/12/24 range), and concussion missiles with +1D damage.

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