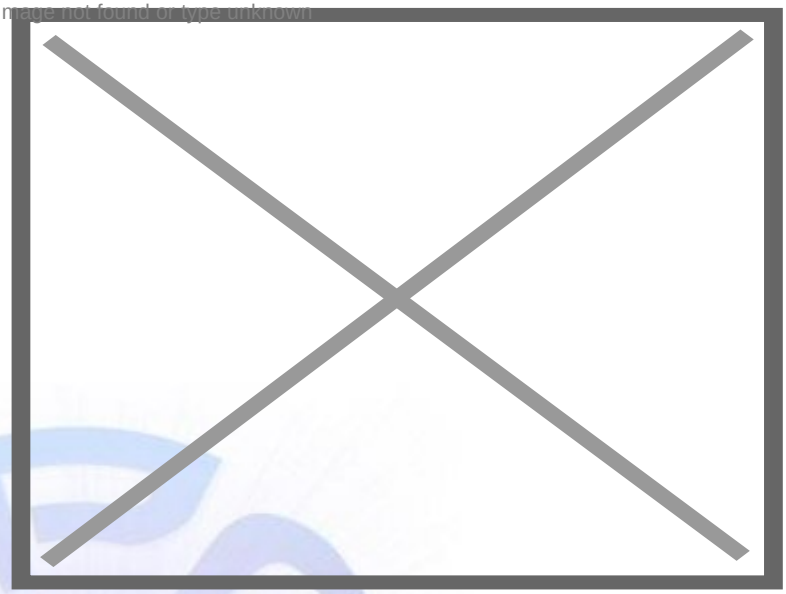
Starships D6 / GrayMar Engineering Corp Dra

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Name: DragonFly Starfighter
Type: GrayMar Engineering Corp DragonFly Starfighter
Scale: Starfighter
Length: 14.3 Meters
Skill: Starfighter Piloting - DragonFly
Crew: 1 + 1 Gunner; Skeleton Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 2 Days
Cargo Capacity: 140 Kg
Cost: 200,000 (new)
Hyperdrive Multiplier: X1.5
Hyperdrive Backup: NA
Nav Computer: Can store 3 Jumps
Space: 8
Atmosphere: 375;950kmh
Maneuverability: 2D
Hull: 4D
Shields: 2D
Sensors:
- Passive: 25/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 2/4D

Weapons:
- 2 Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- 4 Heavy Ion Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 6D

Description: The DragonFly Starfighter is a two man assault fighter which uses a number of similar parts to the famous X-Wing Fighter, the design being an attempt to borrow some of the fame of the X-Wing and to pirate Incom's excellent design. The same 4 engines power the design, and the fighter has a similar X profile, however the vessel has a slower hyperdrive system, and has a

second crewmember instead of the X-Wing's astromech slot. This allows the second crewmember to man the weapons, concentrating on assault while the pilot evades enemy attacks on the vessel, but does mean that a small jump storage system has been added to allow hyperspace transit. The twin laser cannons on the nose of the vessel are not as powerful as many expect of an assault fighter, however the quad Ion Cannons, mounted 2 above and 2 below the main hull do provide a powerful capacity to disable enemy vessels even if the fighter doesn't have the punch to destroy them. The Dragonfly has sold moderately well, but unless sales pick up looks likely to be dropped from production fairly soon.

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