Starships D6 / MalaTech Epee Starfighter



Name: Epee Starfighter
Type: MalaTech Epee Starfighter
Scale: Starfighter
Length: 12.2 Meters
Skill: Starfighter Piloting - Epee
Crew: 1
Crew Skill: Starfighter Piloting 4D, Starship Gunnery 4D+1, Starship Shields 3D
Consumables: 3 Days
Cost: 45,000 (used)
Cargo Capacity: 30 Kg
Hyperdrive Multiplier: NA
Hyperdrive Backup: NA
Nav Computer: NA
Space: 7
Atmosphere: 350; 1,050kmh
Maneuverability: 1D+2
Hull: 3D+2
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 30/1D
- Search: 40/2D
- Focus: 1/3D

Weapons:
- Twin Medium Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D

Description: The Epee Starfighter is a simplistic design from the small MalaTech corporation, with a basic cockpit attached to a fairly powerful set of engines. Shields, sensors and weapons are mounted to the cockpit module, but are weak and outdated, leading to very disappointing performance in combat. However this ship does have one virtue, price, for a starfighter this vessel really is priced at the bargain end of the spectrum, leading to it selling in fair numbers. The Epee's design philosophy is similar to that of the TIE fighter, but with less impressive results, but given that the TIE was produced only for the Empire, this left the market open for exploitation by this cheap starfighter. The Epee is no longer produced, and MalaTech has long since gone out of business, meaning that spare parts are difficult to find, but given the numbers of these fighters that were produced in its 20 year production run, spare parts can be retrieved from scrapped or damaged Epee's with a fair amount of ease.

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