

Starships D6 / Fang Interceptor

Name: Fang Interceptor
Type: Mandalorian Fang Interceptor
Scale: Starfighter
Length: 16 Meters
Skill: Starfighter Piloting - Fang
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 6D, Starship
Gunnery 6D+2, Starship Shields 5D
Consumables: 1 Week
Cargo Capacity: 100 Kg
Hyperdrive Multiplier: X2
Hyperdrive Backup: n/a
Nav Computer: Limited to 6 Jumps
Space: 13
Atmosphere: 350;900kmh
Maneuverability: 4D
Hull: 3D
Shields: 2D
Sensors:
 Passive: 30/1D
 Scan: 60/2D
 Search: 90/3D
 Focus: 5/4D



Cloaking Device : No

Weapons:

Heavy Gatling Laser Cannon
 Fire Arc: Turret (Front/Left/Right)
 Fire Control: 5D
 Space: 1-5/17/40
 Atmosphere Range: 100-500/1.7/4
 Damage: 6D+2
2 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: 6D

Smart Concussion Missile Launcher (6 missiles total)

Fire Arc: Front

Fire Control: 5D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: The Fang is an interceptor, although is capable of operating in other roles, but does these poorly. It is fast but fragile, and considered by many pilots to be a confusing ship to pilot, with too many systems clamouring for the pilots attention while he is speeding through space towards a target. Although the Fang is an older design it is still in common use, but its role can be covered by the better Manta space superiority fighter. More commonly the Fang isn't used for interception, but is used in a support role to the Hammer bombers, the slow heavy bomber being perfectly complemented by the fast nimble Fang.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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