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.

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