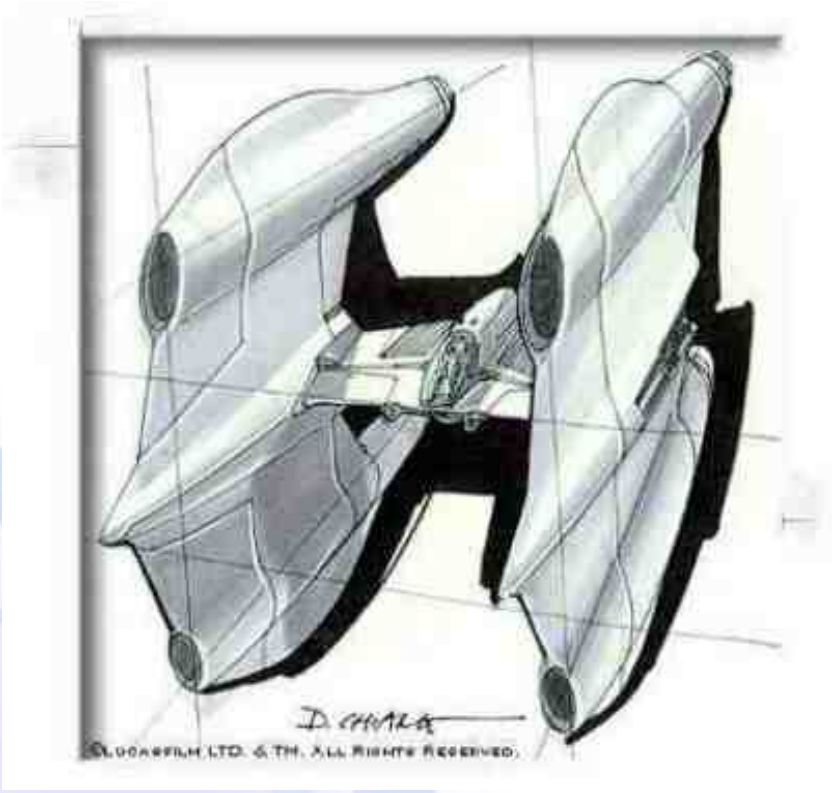
Starships D6 / TriLex X-80 Stingray Starfighte



Name: Stingray Fighter
Type: TriLex X-80 Stingray Starfighter
Scale: Starfighter
Length: 14.5 Meters
Skill: Starfighter Piloting - Stingray
Crew: 1
Crew Skill: Starfighter Piloting 4D+2, Starship Gunnery 5D, Starship Shields 3D
Consumables: 2 Weeks
Cost: 165,000 (new); 85,000 (used)
Cargo Capacity: 20 Kg
Hyperdrive Multiplier: X2
Hyperdrive Backup: N/A
Nav Computer: Limited to 3 Jumps
Space: 8
Atmosphere: 400;1,100kmh
Maneuverability: 1D+2
Hull: 5D
Shields: 3D
Sensors:
- Passive: 40/0D
- Scan: 80/1D
- Search: 100/2D
- Focus: 3/4D

Weapons:
- Twin Heavy Laser Cannons
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D

Description: The TriLex Stingray is a heavy starfighter designed as a successor to the popular X-28 Flatfish, with more powerful engines shields and weapons this fighter could have become even more popular if Imperial weapon restrictions hadn't limited its market drastically. The Stingray actually steals a number of design elements from the Tie series of fighters, but retains elements from its roots as well. While many find the limited weapon load of the Stingray is a huge restriction, the fighters powerful sensors has allowed it to perform extremely well as a scout and reconnaissance ship, and the fighters powerful engines and weapons has led to its use as an interceptor as well. With these varied roles covered by the fighter, its success would have been guaranteed, and limited success has now been created with the removal of marketing restrictions which have come with the formation of the New Republic.

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