Starships D6 / Earth Alliance SA-23 Aurora C



Name: StarFury Starfighter
Type: Earth Alliance SA-23 Aurora Class StarFury Starfighter
Scale: Starfighter
Length: 9.56 Meters
Skill: Starfighter Piloting - StarFury
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1
Consumables: 1 Day
Cost:
Cargo Capacity: 50 Kilograms
Hyperdrive Multiplier: /
Hyperdrive Backup: /
Nav Computer: /
Space: 7
Atmosphere: 400;1100kmh
Maneuverability: 4D
Hull: 4D
Shields: /
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 50/2D
- Focus: 2/3D

Weapons:
- 4 * 40mm Pulse Cannons (Firelinked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 2 * 35mm Pulse Cannons (Firelinked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-5/10/30
  - Atmosphere Range: 100-500/1/3km
  - Damage: 4D
- 8 * Hard Point Mounted Fusion Missiles
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 7D

Description: Around the middle of the 22nd century, when Human beings started moving out into the stars from Earth, the need for true space fighters came about. Until that point, all small space defense platforms had been either ground or space-launched aeroplanes with the tacked-on ability to operate in a vacuum. When the need to operate in an atmosphere is removed, those planes suffered from the mass of the redundant atmospheric equipment, making them slow to accelerate and maneuver in space.

The Starfury was designed from the get-go to be an entirely space-bound craft, being faster and agile in the vacuum of space than any atmospheric fighter craft modified for that use. Since Furies do not need to "land," per se, the need for landing gear is removed in favor of simply using racks in fighter hangars.

Design Overview

The Starfury design features a relatively small fuselage with four swept-back wings arranged roughly in an X formation. Each wing mounts a fusion-torch type engine with four-way exhaust - fore, aft, lateral, and dorsal/ventral - giving the fury the ability to accelerate in any direction and give it high angular acceleration for rapid maneuvering.

In addition to being meant for combat and patrol duty, Furies are multi-use, from being scout ships to salvage platforms. Most furies come equipped with a grappler arm / cutting torch tool, giving it the ability to cut away debris and tow a craft or object larger and more massive than the Fury itself. The sensor suite on the different Fury classes is equivalent in size to that of sensor pallets on larger Earthforce ships.

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