Starships D6 / AF-38 M-Wing Starfighter

AF-38 M-Wing Starfighter

Developed by the dual system consortium Brayad-Nygurin, the M-Wing was designed to be an extremely fast fighter with both the menuverability to outclass any fighter andhave enough power to take on even full capital ships with only others of its class. Finding no way to accomplish this using conventional power plants, the design engineers decided to go with a more powerful, but dangerous power plant. Fitting the M-Wing with an anti-matter power plant, they found that not only did the craft have enough power to give a large boost to both speed and meneuverability, but it also had enough power increase the shields, and power a large array of weapons.

The main problem with this was the fact that if the power plant was hit and damaged, two thirds of the time the containment field will collapse, resulting in a catastrophic explosion that destroys the ship and everything around it (doing 2D (2d10x2) damage to everything within 500 meters 5D (5d10x2) within 100 meters).

Another problem with this design of fighter is the extreme change in performance when the power plant is brought to full power. with the enhanced thrust system energized and dumping pure power to thrusters, an inexpirienced pilot is quickly thrown all overthesky, actually causing a -2D+1 modifier to meneuverability until the pilot achieves a specialized skill level. Once that level of skill is achieved, however, the M-Wing is a truely daunting opponent.

In the rear of the main body are two wells, which hold interchangeable weapons pods, which can hold proton torpedoes, cuncussion missiles, or a variety of other munitions like shield generators, ECM pods, cargo pods, or more lasers and or ion cannons.

Craft: Brayad-Nugyrin AF-38 MkII M-Wing
Type: Fast Assault Space Superiority Fighter
Scale: 11.5 meters
Skill: Thrust Enhanced Starfighter Piloting and Repair
Crew: 1 with gunner and Astromech Droid
Crew Skill: Varies widely
Cargo Capacity: 70 kilograms
Consumables: 1 week
Cost: 275,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: Uses astromech droid limited to 10 jumps.
Meneuverability: 1D+2 / 5D+2 (Enhanced Thrust)
Space: 8 / 13 (Enhanced Thrust)

Atmosphere: 365; 1,050 kmh / 470; 1,350 kmh (Enhanced Thrust)
Hull: 4D
Shields: 1D+2 / 2D+2
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 65/2D
- Focus: 3/3D+2

Weapons:
4 Laser Cannons (fire-linked)
- Fire Arc: Front
- Fire Control: 3D
- Space Range: 1-3/12/25
- Damage: 6D

4 Ion Cannon (fire-linked)
- Fire Arc: Front
- Fire Control: 3D
- Space Range: 1-3/7/36
- Damage: 5D

Proton Torpedo Launcher Pod
- Fire Arc: Front
- Ammo: 6
- Fire Control: 2D
- Range: 1/3/7
- Damage: 9D

Concussion Missile Launcher Pod
- Fire Arc: Front
- Ammo: 8
- Fire Control: 3D
- Range: 1/3/7

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Nathan Wesenberg,OverLord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.