Starships D6 / A-6 Sniper



A-6 Sniper

The A-6 "Sniper" was a very small production run of Imperial fighters which
was a stepping stone to the eventual design of the A-9 Vigilance, which would
be introduced shortly after the defeat of Grand Admiral Thrawn. Designed by Kuat Drive Yards, makers of the infamous Imperial Star Destroyer, the A-6 was their first attempt to steal some of the lucrative starfighter contracts Sienar Fleet Systems had received for its TIE fighter series.

The A-6 was typical of many Imperial fighters - it had no shields and no hyperdrive. Instead, it was compact, light, and fast and therefore was perfect for shock attacks against reinforced New Republic bases or slower capital ships and fighters. However, the A-6b was slower than a standard TIE/ln, which made it a stepping stone rather than a full production run which would later be seen with the A-9.

The hull was a crude, yet simple affair, with a central cockpit pod containing the sensor arrays, computer systems and the main drive engine. Two support wing jutted from the bottom of the cockpit pod, providing stabilization in atmospheric flight. However, the basic design of the A-6 was anything but atmosphere friendly, making it extremely difficult to control anywhere but in the vacuum of space.

The weapons systems of the A-6 were uniquely designed. While the light ion cannon was simply mounted on the nose of the cockpit pod, the double laser cannon was an engineering achievement. The double laser cannon was mounted on a specially designed arm, jutting from the ventral surface of the cockpit pod and stretching out in front of the fighter. This arm contains its own power generator, which in times of catastrophic damage to the main generators, can be rerouted to power the engines of life support at minimul levels. The arm itself can be moved up and down at a ninety degree angle, allowing the cannon to fire directly below the A-6 - making it deadly against surface targets. A similar system would later be incorporated into the A-9.

Kuat began selling limited numbers of the A-6 around the time of the Battle of Endor, but bad reviews and the high cost kept sales down.

Due to the crude nature of the design, the A-6 was very difficult to repair and maintain. Many technicians found themselves having extreme amounts of trouble learning to repair the arm mount, the generator within and the servos controlling it. Often times, the servos would be removed completely, locking the arm in a forward firing position.

Some ingenious independent owners were able to add in small hyperdrive units and shield generators by drawing the power generator in the arm mount. This usually caused a drastic power drain in the double laser cannon, creating decreased firepower for added protection and mobility.

Craft: Kuat Drive Yards' A-6 "Sniper"
Type: Interceptor
Scale: Starfighter
Length: 9.2 meters long
Skill: Starfighter piloting: Sniper interceptor
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 20 kilograms
Consumables: 2 days
Cost: 80,000 credits
Maneuverability: 2D+2 (1D in atmosphere)
Space: 9
Atmosphere: 280; 800 kmh
Hull: 2D+2
Sensors:
- Passive: 25/1D
- Scan: 45/2D
- Search: 80/3D
- Focus: 4/4D

Weapons:
Double Laser Cannon
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D

Light Ion Cannon
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-4/15/36
- Atmosphere Range: 100-400/1.5/3.6 km
- Damage: 3D

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