Starships D6 / Mirage Gunboat

Mirage Gunboat

For ages the Empire struggled with a capable space and atmospheric fighter combination, toying with the TIE/gt (which was the precursor of the TIE Bomber intended for pin-point surface strikes), the TIE/gs (an extremely limited production line that was designed to support ground troops during a combat action) and the TIE/ae (which came close to the Empire's goal of a combination space/atmospheric fighter but was discontinued for a number of reasons). Wereling Spaceworks, a small time corporation based out of the Palvar Sector in the Mid Rim has come up with a new concept design for an effective space/atmospheric fighter, the SF/A-130 Mirage-class gunboat.

The SF/A-130 "Mirage" was mainly a pet project adopted by Wereling CEO, Hesst Nal. Wereling had no real use for a standardized multi-enviroment fighter as its corporate defense force did not engage in many conflicts. The Mirage gunboat was intended to be a highly advanced starfighter to be deployed to the Wereling's top fighter squadron, the Blood Aces.

The Mirage is an over-powered weapons platform intended to take on almost any combat role. It features four fire-linked laser cannons mounted in a line just in front of the cockpit on top of the nose, two twin ion cannons mounted on either side of the ship and a concussion missile launcher mounted on the ship's ventral side.

During atmospheric flight the Mirage relies on its three wings (the side wings fold up when the ship is not in operation) and its four ion engines for propulsion. To augment its atmospheric speed the Mirage is equipped with extra repulsorlift drives, or as the pilots like to call them, "repulsor-afterburners."

The Mirage also features a single hardpoint along the ventral side of the ship, just behind the missile launcher, that can be used to mount additional weaponry, sensor pods, fuel pods, ECM pods or whatever else the ship may require. In standard operation, the Mirage is equipped a Mestic ECM pod.

Currently there are only thirteen Mirage gunboats in existance, twelve of those belong to Wereling's Blood Ace starfighter squadron, the other is the personal property of Hesst Nal.

Model: Wereling Spaceworks' SF/A-130 "Mirage"
Type: Mutli-purpose space and atmospheric gunboat
Scale: Starfighter
Length: 16.8 meters
Skill: Starfighter Piloting: Wereling SF/A-130

Crew: 2; Skeleton: 1/+5
Crew Skill: Varies
Cargo Capacity: 35 kilograms (1 metric ton with missile launcher removed)
Consumbables: 5 days
Cost: 200,000 credits (new)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Atmosphere: 365; 1,050 kmh (450; 1,300 kmh with repulsor-afterburners)
Hull: 3D+2
Shields: 2D+1
Sensors:
- Passive: 20/1D
- Scan: 45/2D
- Search: 100/3D
- Focus: 3/3D+2
- ECM Pod: +2D to sensor operator's difficulty to detect Mirage.

Weapons:
4 Laser Cannons (fire-linked)
- 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+2

2 Twin Ion Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D+2
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 5D (ionization)

Concussion Missile Launcher (uses Wereling Mark VI Concussion Missiles)
- Fire Arc: Front
- Skill: Starship gunnery
- Ammo: 4
- Fire Control: 4D
- Space Range: 1-9/17/40
- Atmosphere Range: 100-900/1.7/4 km
- Damage: 7D

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