Starships D6 / Starfury Starfighter

Starfury Starfighter

After the failure of the Hammerhead Starfighter, Wereling Spaceworks went to work on a new fighter, a fighter that could compete with and out perform the Sienar Fleet Systems' TIE fighters in an attempt to steal some of Sienar's fighter construction contracts for itself. The result was the SF120.

Wereling corporate heads were thrilled to see the initial performance test results. The next phase of testing involved actual combat against various TIE/ln that Wereling had bought off of Sienar a few years ago. Wereling CEOs, wanting to see actual combat results and not mock combat results, ordered the first six SF120s to raid a Wereling owned convoy which they assigned a medium carrier (which just happened to be carrying a full squadron of TIE/ln) as escort. The SF120s dropped from lightspeed and quickly engaged the convoy, destroying a light freighter on their first pass. The carrier responded and launched its TIEs in response. Fifteen minutes later, each of the TIE/ln were destroyed and one of the SF120s was destroyed as the TIE flight leader took out its port engines, sending it veering into a bulk freighter. The test pilots that took part in the raid gave the SF120 the nickname, Starfury.

Overly pleased by the combat results, Wereling ordered them into construction and within two months, Wereling had four full wings (288 Starfuries) at its disposal. These first production Starfuries were dubbed the SF120A series and featured an ejectable cockpit section much like the Hammerhead but it was no where near as customizable. The Starfury, in appearance is a rugged looking ship, with four massive, sloping pylons jutting outward from the stubby fuselage. The ejectable cockpit is located on what would be the starfighter's nose, ejecting forward, instead of upward like on the older Hammerheads. At the end of each pylon is a large Setec CS-1L3 ion fission engine with maneuvering thrusters mounted at ninety degree angles, allowing for maximum maneuverability. The laser cannons are mounted under the cockpit (but not mounted directly on the cockpit escape pod).

A few years after the construction of the first SF120As and around the time of the Battle of Bilbringi and the death of Grand Admiral Thrawn, Wereling technicians developed an advanced type of ion cannon, the electro-pulse cannon. After another year of development, and into the campaign of the clone Emperor Palpatine, Wereling had created a working model and began installing them on an updated version of their Starfuries, the SF120B model.

Craft: Wereling Spaceworks' SF120A "Starfury"
Type: Space superiority starfighter
Scale: Starfighter

Length: 9.8 meters
Skill: Starfighter Piloting: Starfury
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery: 5D, sensors 4D+2
Cargo Capacity: 40 kilograms
Consumbables: 4 days
Cost: 150,000 (new), 60,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 5 jumps
Maneuverability: 4D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Sensors:
- Passive: 25/0D
- Scan: 50/1D
- Search: 75/2D
- Focus: 4/3D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Crew: 1
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 5-10/15/25
- Atmosphere Range: 500-1000/1.5/2.5 km
- Damage: 5D

The SF120B is the same as the SF120A with the addition of the following:

Weapons:
Electro-Pulse Cannon
- Fire Arc: Front
- Crew: 1
- Skill: Starship gunnery
- Fire Control: 3D+2
- Space Range: 5-15/25/35
- Atmosphere Range: 500-1500/2.5/3.5 km
- Damage: 6D (ionization)

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