Starships D6 / Wraith Tri-Fighter

Wraith Tri-Fighter

The versatile, one man Wraith starfighters are a fairly rare older fighter which predated the release of the first Z-95 Headhunters by two years. Traditionally, most space battles take place between the large capital combat starships which form the bulk of any space fleet. However, some found that small, dynamic high-speed fighters could repeatedly deal damage to large starships while still evading most defensive battery attacks.

The Wraith didn't see much popularity as many found that its outward appearance made it look sluggish and unmaneuverable. While when compared to Imperial standards is true, it was able to hold its own when it first saw construction.

The ship itself is in a unique tri-wing formation consisting of three wings - one on either side and a third jutting from the ventral side. Each of the wings mounts a laser cannon on its tip and the two side wings are capable of mounting concussion missile launchers for added firepower. Another unique aspect of the Wraith is the crash bars which encase the cockpit canopy and help to protect the pilot from being crushed in the event of a crash landing.

Model: Subpro Wraith Tri-Fighter
Type: Tactical light fighter
Scale: Starfighter
Length: 13.2 meters
skill: Starfighter piloting: Wraith
Crew: 1
Crew Skill: Varies dramatically
Cargo Capacity: 75 kilograms
Consumables: 1 day
Cost: 120,000 (new), 67,500 (used)
Manueverability: 1D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 3D+1
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 50/2D
- Focus: 2/2D+1

Weapons:
3 Laser Cannons

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-2/12/25
Atmosphere Range: 100-200/1.2/2.5 km
Damage: 4D (5D+1 when fire-linked)

2 Concussion Missile Launchers
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Ammo: 3 each
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 7D

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