Starships D6 / TaggeCo Mandalore-class Stri

Mandalore Strike Fighter

Looking roughly like an out-sized X-Wing, the Mandalore-class Strike Fighter is TaggeCo's latest entry into the snubfighter market. Originally contracted to be built by the Keltarrin Protectorate, the Mandalore is now sold to any government that wishes to purchase them. The main purchaser of them besides the Keltarrin Protectorate is the Corporate Sector Authority, which has alway had an exceedingly good relationship with TaggeCo (not surprising since TaggeCo is one if their Original Signatory Sponsors and the CSA is in many ways the brainchild of the late Baron Tagge) and needed a new fighter to replace its aging IRDs and IRD-A interceptors.

The Mandalore differs from the X-Wing in several ways that aren't readily apparent to the casual observer. First, instead of the four Incom engines of the X-Wing, the Mandalore employs two massive TR-22 Turbothrust engines subcontracted from Koensayr. These enormous thrusters generate over half again the acceleration force of the A-Wing's Novaldex Event Horizon engines.

The wing assemblies also differ in that there are six wings instead of the X-Wing's four. The upper and lower pairs of wings are set on either side of a central wing with each carrying a heavy laser cannon at the tip. The outer wings lock into combat positions similar to an X-Wing and between the six cannons the positioning is perfect for laying down a withering barrage of firepower. Also unlike the X-Wing the Mandalore carries concussion missiles instead of proton torpedoes. These missiles are slung under the fighter in retractable pods instead of being recessed along the sides of the main fuselage. The Mandalore gets it's incredible maneuvering capability from directional jets set at the tips of the six wing assemblies. These powerful thrusters can snap the craft around to virtually any orientation in an instant.

The ship's biggest weakness is its relatively underpowered sensor package which is not competitive with other modern fighters. This is because of both space restraints and a clerical error made in the design phase of the ship's construction, which resulted in a TaggeCo freighter sensor package being installed instead of the military grade sensors that had been ordered.

While the Keltarrin Protectorate was not pleased by this mistake they have decided to make the remedial upgrades on their own and the CSA couldn't care less about powerful sensors. From the CSA viewpoint, any mission requiring fighters is one requiring intensive firepower, not intensive sensory data. Interestingly enough, the same mistake that allowed the Mandalore to be built using a freighter's sensor system resulted in the installation of
the military grade sensors meant for the Mandalore on a new class of medium freighter that TaggeCo had been getting ready to release onto the market. Needless to say, these new freighters are in high demand among those who travel pirate-plagued spacelanes as the powerful sensors can often detect pirates before they have gotten into position for their attack.

Craft: TaggeCo Mandalore-class Strike Fighter
Type: Fast attack fighter
Length: 15 meters
Skill: Starfighter piloting: Mandalore

Crew: 1
Passengers: 1
Cargo Capacity: 250 kilograms
Consumables: 1 week
Hyperdrive Multiplier: x2
Nav Computer: Yes
Cost: 215,000 credits
Maneuverability: 5D
Space: 16
Atmosphere: 555; 1,600 kmh
Hull: 5D+1
Shields: 3D+2
Sensors:
- Passive: 25/1D
- Scan: 45/1D+2
- Search: 60/2D
- Focus: 4/3D

Weapons:
6 Heavy Laser Cannons (fire-linked)
- Fire Arc: Forward
- Crew: Pilot
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 2-6/24/50
- Atmosphere Range: 200-600/2.4/5 km
- Damage: 10D

2 Concussion Missile Launchers (fire-linked)
- Fire Arc: Forward
- Crew: Pilot
- Skill: Starship Gunnery
- Ammo: 16 per launcher
- Fire Control: 4D
- Space Range: 5/10/50
- Atmosphere Range: 50-500/1/5 km
- Damage: 12D

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