Vehicles D6 / Feleini-Arat RepulsorMotors AF

Feleini-Arat Atmospheric Fighter Carrier

The Clone Wars brought about new revelations in technology which inspired a great evolution of war machines to be created. One of the more successful weapons of war brought to the galactic battle fields was a joint venture by Arakyd (widely known for its droid designs) and a somewhat established military speeder company known as Feleini-Arat RepulsorMotors. The atmospheric fighter carriers (AFC) as it was known would prove to be an efficiently deadly weapon in planetary maneuvers.

The AFC was extremely expensive, incorporating the most up to date technology of the day. It was originally intended to carry four sentient-piloted combat airspeeders safely into a combat zone but the designers found they could carry twice that number in compact automated fighters instead.

Equipped with powerful shield generators designed to deflect even the most powerful ground-based fire the AFC represents an impressive foe on the battle field. While not armed, the AFC does carry eight Arakyd droid interceptors which can either operate on their own or be controlled from within the carrier itself. However, for security reasons, each droid fighter is programmed to self-destruct if its link to the command ship is severed, to prevent the fighter from falling into enemy hands.

Typically AFCs are positioned above a battle on the surface to provide ground forces with adequate air support. They have been deployed in large numbers during a number of major conflicts in which they proved to be the deciding factor in the outcome. The droid interceptors effectively lay down an unrelenting attack upon any and all enemy aircraft, ground vehicles and troops.

The main downfall of the AFC is its sheer size. At nearly 79 meters in length it is perhaps one of the largest repulsorlift vehicles to ever be sent into combat. Its size makes it extremely difficult to transport from planet to planet as most starships are physically unable to store the immense machines. Due to this, the AFC was never as common of a sight across the galaxy as the Republic wanted it to be.

Model: Feleini-Arat RepulsorMotors AFC
Type: Mobile strike carrier
Scale: Walker
Skill: Repulsorlift operation: AFC
Length: 78.6 meters
Crew: 4; Skeleton: 2/+15

Crew Skill: Repulsorlift operation 4D, sensors 4D
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 55; 160 kmh
Altitude Range: Ground level - 250 meters
Body: 4D
Shields: 4D
Sensors:
    Scan: 100m/1D
    Search: 250m/2D
Airspeeder Complement: 8 Arakyd Droid Interceptors (see below)

Arakyd Droid Interceptor

Arakyd's droid interceptor was originally designed solely for use in the Republic's AFC combat vehicles. However, with their effectiveness when deployed on the battle field, Arakyd quickly decided to begin marketing them by themselves.

The droid itself is compact and streamlined for increased speed as well as maneuverability. Its main drive is not the repulsorlift generators but a pair of small and powerful ion engines designed specifically for it, boosting the droid up to six hundred kilometers per hour.

The droid is armed with a pair of fire-linked blaster cannons primarily intended for use against troops and light combat vehicles such as airspeeders and speeder bikes. Arakyd also incorporated a small deflector shield generator, a concept popular among the war droids used by the Trade Federation.

Model: Arakyd Mark I Automated Combat Interceptor
Type: Atmospheric automated attack fighter
Scale: Speeder
Length: 5.2 meters
Crew: None (fully automated droid brain)
Crew Skill: Repulsorlift operation 4D, vehicle blasters 4D
Cost: Not available for sale
Maneuverability: 2D
Atmosphere: 210; 600 kmh
Hull: 2D
Shields: 1D
Weapons:
2 Blaster Cannons (fire-linked)
    Fire Arc: Front
    Skill: Vehicle blasters
    Fire Control: 2D
    Range: 10-30/150/500
    Damage: 4D

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