

## Starships D6 / Assan Air Angel Air Sup

Name: Assan Air Angel  
Model: Assan Air Angel Air Superiority Starfighter  
Type: Atmospheric Fighter  
Scale: Starfighter  
Length: 11m  
Skill: Starfighter Piloting - Citizen Soldier  
Crew: 1  
Crew Skill: Varies wildly - Starfighter Piloting 4d, Starship  
Gunnery 4d common  
Consumables: 2 days  
Cost: 60,000 new, 35,000 used  
Cargo Capacity: 50kg  
Hyperdrive Multiplier: N/A  
Hyperdrive Backup: N/A  
Nav Computer: None  
Space: 6  
Atmosphere: 435; 1250kmh  
Manueverability: 5d atmosphere, 2d space  
Hull: 3D  
Shields: 3D atmosphere, 1D space  
Sensors:  
Passive: 30/1D  
    Scan: 50/2D  
    Search: 70/3D  
    Focus: 4/3D+2  
  
Weapons:  
2 Medium Laser Cannons (Fire-Linked)  
    Fire Arc: Front  
    Fire Control: 3D  
    Space: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5km  
    Damage: 6D  
  
2 Concussion Missile Launchers  
    Fire Arc: Front



Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 8D

#### Ion Pulse Emitter

Fire Arc: All, Front  
Fire Control: 1D  
Space Range: None  
Atmosphere Range: 0-20/50/100, same as lasers  
Damage: 5D/4D/3D, 8D

Description: While some claimed the Assan Aeroplane Company Air Angel Air Superiority Starfighter was designed after hearing complaints of the Citizen Soldiers ineffectiveness, the Air Angel was designed first but rejected due to cost considerations. The project was revived after the Citizen Soldier's success. Assan's goal for the Air Angel was to produce a devastatingly powerful atmospheric fighter to scare off even the bravest pirate from making ground raids, to this end they focused on an innovative design focused around the unique opportunities presented by aerial combat.

The Air Angel uses an ion ramjet, repulsors, mechanical control surfaces, and maneuvering thrusters to grant it unparalleled atmospheric maneuverability and speed, and while its shields are not particularly powerful they use a creative honeycomb configuration trapping and compressing pockets of atmosphere to provide an effective defense.

Paired laser cannons and concussion missile launchers provide adequate punch, but the most touted part of the Air Angel's weapons system is the ion pulse emitter. Taking advantage of the fact atmosphere, unlike vacuum, is conductive, the Ion Pulse Emitter operates in two fashions. First it can release an undirected pulse, hitting everything nearby that doesn't get out of the way, though due to its short range nearby can be difficult to obtain. Second the Air Angel can use its laser cannons to ionize the air between itself and its target, creating a superconductive pathway, and then release the Ion Pulse. After the enemy is disabled by the ion pulse emitter gravity tends to handle the rest.

Air Angel's are becoming reasonably popular for planetary defense forces, and also for use in acrobatics. The lack of hyperdrive and mediocrity in space combat however has prevented the Air Angel from seeing widespread use, and the much lower price tag of the Citizen Soldier ensures it is still Assan's most visible fighter.