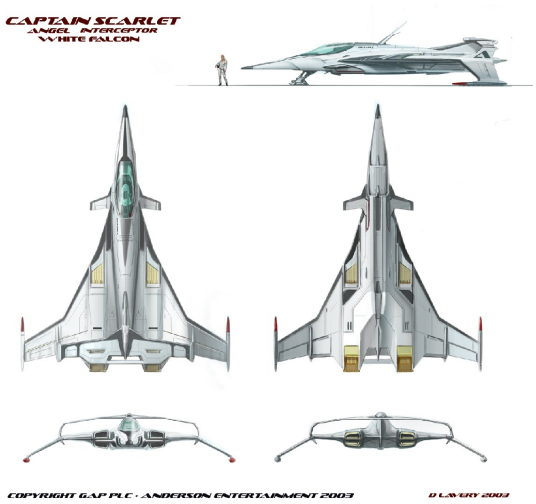
Vehicles D6 / SPECTRUM White Falcon ATF (



White Falcon
Craft: SPECTRUM "White Falcon" ATF (Advanced Tactical Fighter)
Type: Air Speeder
Scale: Walker
Length: 18.8 meters
Skill: Repulsorlift operation: Air Speeder
Crew: 1
Passengers: None
Cargo Capacity: 75kg
Cover: Full
Altitude Range: Ground level-18km
Cost: Not Available for Sale
Maneuverability: 4D+1
Move: 500; 4,828kmh
Body Strength: 3D+2
Weapons:

- 4 x Twin Tempest Cannons (400 Bursts of Ammunition Each)
  - Scale: Speeder
  - Fire Arcs: 2 Front, 2 Back
  - Skill: Missile Weapons
  - Fire Control: 2D+2
  - Range: 2-50/100/200
  - Damage: 5D+2
- 2 Rocket Launchers (8 Rockets Each)
  - Scale: Walker
  - Fire Arcs: 2 Front
  - Skill: Missile Weapons
  - Fire Control: 3D+1
  - Range: 5-500/1km/2km
  - Damage: 7D

Description: The White Falcon is Spectrum ATF or Advanced Tactical Fighter, piloted by the Angels. An ultimate all-around attack aircraft, the Falcon is a high-speed fighter plane powered by two of the very latest Halo pulsejets, with multi-step afterburners. State-of-the art designed wing-tip geometry and variable multi-plane flaps make the Falcon a supersonic strike fighter with uncanny speed and agility, that can outmanoeuvre any other known fighter plane.
Because of the incredible forces generated by the supersonic speeds and turning ability of the Falcon, the Angel pilots need to wear specifically designed and fitted G-suits for their protection against G-forces in flight.
Armament comes in the form of twin 30mm Tempest cannons, front and rear, firing titanium-tipped ammunition. Stowed within the main fuselage of the Falcon, a variety of air-to-air and air-to-ground missiles can be fired through internal tubes at any target.
In the case of an emergency, the front portion of the plane, including the front canard wings, can

disengage from the main body and become a self-powered escape pod. In the unlikely event of this pod failing or being damaged, there is still an ejector seat.
The White Falcon is a development of the Angel Interceptor, with an increased flight ceiling (required after the deployment of skybase whose normal cruising height was above the flight ceiling of the Angel Interceptor), improved manueverability, and increased weaponry.

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