Starships D6 / Spacewolf Fighter Mk. I



Spacewolf Fighter Mk. I

Craft: Spacewolf Mk.I space fighter aircraft SW1900
Type: Space fighter plane
Scale: Starfighter
Dimensions:
-Length: 11.5m
Skill: Starfighter piloting: Spacewolf
Crew: 1
Crew Skill: Starfighter piloting 3D+1, Starship gunnery 3D+2, starship shields 3D
Passengers: N/A
Cargo Capacity: 50 kilograms
Consumables: 3 days (emergency pack)
Cost: Not available for sale
Hyperdrive: N/A (Backup: N/A)
Nav Computer: No
Maneuverability: 1D+2
Speed:
-Space: 6
-Atmosphere: 330; 950 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 15/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 1/2D+2

WEAPONS:
  2 Focal Blaster Cannons (fire-linked)
    Location: mounted in wings
    Fire Arc: front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 1D
    Space Range: 1-5/10/15
    Atmosphere Range: 50-500/1/1.5km
    Damage: 4D
    Ammo: N/A
    Rate of Fire: 1

  2 Concussion Missiles (fire-link optional)

Location: Mounted to wings
Fire Arc: Front
Crew: 1 (pilot)
Skill: Missile weapons
Scale: Starfighter
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 7D
Ammo: 2
Rate of Fire: 1 (single) or 1 (fire-linked)

DESCRIPTION:

The Spacewolf space fighter planes are the main starfighters used by Captain Harlock's battleship Arcadia and its crew. While the Arcadia has powerful weaponry of its own, every mighty vessel needs a compliment of starfighters in a true battle. Harlock and his ship carry a good many of them and they are manned by the crew. What these pilots lack in skill, they make up for in effort, heart and the fact that these fighters are among the best of the times.

While the stats above may seem weak, this is to reflect an earlier design, while later designs are better, stronger and faster than before, as different Harlock and related series show better designs later on that look and act much more powerful than previous versions.

Designed by Tochiro Oyama, the Spacewolf fighters are among the best designs of the times, and have shown the ability to engage enemy squadrons many times their numbers, especially when supported by the Arcadia itself.

HELLSTORMER'S CAMPAIGN NOTES:

In my current game, the Arcadia is an ancient battle ship found by the players. It was used by Captain Harlock himself in the Star Wars setting in the distant past much the same way as portrayed in the series I have seen. The ship came with many of the different designs of the Spacewolf fighters, many still usable after some maintenance. The stats were purposely made weaker at first to show their outdated nature, but to also show that during their time they were well before the Z-95 Headhunters and, with their custom nature under Harlock and Tochiro, would have been among the baddest starfighters of their time. Also, the Spacewolf fighters could easily be modified or updated with newer engines, shields, hyperdrive and other equipment to hold up to the technological standards of the Star Wars Rebellion Era.

If GMs and players wish to update these fighters as a "modern" design for the Rebellion Era, some ideas for this follow below:

-Maneuverability: 2D to 3D (using standard maneuvering thrusters available in the Rebellion era to match other common starfighters. 2D is the decent price, while 3D would be more expensive and putting them on par with the X-wing. better is possible, but harder due to their dated nature and the difficulty of adapting newer parts with an older fighter design).

-Speed: 7 or 8 (7 if using cheaper engines similar to the Y-wing, 8 if wanting them to stand up to the X-wing. Either way, getting them past that will be a little harder since their design seems somewhat heavier than these starfighters, but not impossible or unlikely).

-Hull: 4D (using newer materials to lighten the fighter as a hull, but which would also be stronger and endure more punishment. While these would aid in making the fighter somewhat faster with better engines and thrusters, the internal working of the fighter are still dated and heavier than the standard, leaving its overall mass greater than most standard starfighters).

-Shields: 2D (While 1D of shields on a starfighter is ALWAYS good, the Spacewolf's bulk actually makes plenty of room to carry more modern shielding equipment than most other starfighters of the Rebellion Era than other designs. When the old generator is removed, it is an older, larger design,

allowing newer, better and smaller equivalents to be installed if purchased, which could draw power from modern engines. the older engines would have trouble supplying power to the newer shield generators, and if this is done, then mishaps should be used as from the Star Wars RPG modification tables from Galaxy Guide 6: Tramp Freighters or the Revised Star Wars RPG rule book).
-Weapons: Alltogether, the weapons systems are old and could use an overhaul, but it would be best to replace them entirely. Comparable to the Z-95 headhunters in firepower, it just won't do when pitted against modern starfighters, and even TIE fighters could eventually overcome the older Spacewolf fighters of used right. Therefor, newer laser cannons should be installed, not only increasing the damage (5D minimum), but range as well. The concussion missiles, while older, still pack a punch, but newer missiles have 1D more damage, and would probably be smaller as well, allowing perhaps double the payload to be mounted on the wings.

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