Starships D6 / Incom/Subpro Aggressive ReC



Name: ARC-119 Starfighter
Type: Incom/Subpro Aggressive ReConnaissance-119 Starfighter
Scale: Starfighter
Length: 14.5 Meters
Skill: Starfighter Piloting - ARC-170
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D
Passengers: 1
Consumables: 2 Days
Cost: 69,000 (used)
Cargo Capacity: 250 Kg
Hyperdrive Multiplier: x2
Hyperdrive Backup: N/A
Nav Computer: Limited to 2 Jumps
Space: 8
Atmosphere: 375;1000kmh
Maneuverability: 2D+2
Hull: 3D+2
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 2/3D

Weapons:
- 2 Light Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D+1
- Twin Laser Cannons
  - Fire Arc: Turret (Back/Left/Right)
  - Crew: 1
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D

Description: A light scouting variant of the ARC-170, the ARC-119 is lighter and more manueverable, but this comes at the cost of lighter weapons.

The 119, has an extra manuevering engine, making it more agile than its heavier brother, and uses mainly pre-existing parts. This consistency of parts across various Republic fighters simplified maintenance in much the same way using clones simplified equipping Republic forces.

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