Starships D6 / Incom/Subpro V Series Aggres



Name: V-ARC-180 Starfighter
Type: Incom/Subpro V Series Aggressive ReConnaissance-180 Starfighter
Scale: Starfighter
Length: 14.5 Meters
Skill: Starfighter Piloting - ARC-180
Crew: 1 + 2 Gunners
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D
Consumables: 4 Days
Cost: 76,000 (used)
Cargo Capacity: 170 Kg
Hyperdrive Multiplier: x2
Hyperdrive Backup: N/A
Nav Computer: Limited to 2 Jumps
Space: 8
Atmosphere: 375;1000kmh
Maneuverability: 2D+2
Hull: 3D+1
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 2/3D

Weapons:
- 2 * Twin Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- Proton Torpedo Launcher (6 Torpedo Magazine)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 9D
- 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: The V-ARC-180 is a hybrid design incorporating elements from the ARC-170 and the V-Wing Fighter. The addition of the manuevering thrusters from the V-Wing, helped improve the manueverability of the vessel, but this came at the expense of some of the ruggedness of the ARC-170. The resulting vessel was only put into service in a defensive role aboard capital ships, where the smaller footprint of the fighter helped in storage, and the manueverability was useful in chasing down attackers to the capital ship within the close quarters of a fleet.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by FreddyB, HTML and logos done by FreddyB
Images by DarthNihilus3 on FileFront.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.