Starships D6 / Origin Spaceworks Raptor Sup



Name: Origin Spaceworks Raptor
Type: origin Spaceworks Raptor Superheavy Starfighter
Scale: Starfighter
Length: 12m
Skill: Starfighter Piloting; Raptor
Crew Skill: Starfighter Piloting 4d, Starship Gunnery 4d, Starfighter Shields 4d
Price: 110,000 (new), 65,000 (used)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Space: 7
Atmosphere: 295;850kmh
Manueverability: 1D
Hull: 5D
Shields: 2D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 60/2D
Focus: 3/3D

Weapons:
2 * Light Laser Cannons (Fire Linked)
  Fire Arc: Front
  Fire Control: 3D
  Space: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5km
  Damage: 4D

2 * Extra Heavy Blaster Cannons (Fire Linked)
  Fire Arc: Front
  Fire Control: 2D
  Space: 1-2/5/10
  Atmosphere Range: 100-200/500/1km
  Damage: 6D (7D if lasers are linked in as well)

2 * Proton Torpedo Launchers (Fire Linked) (12 torpedos total, 2 fired per shot)
  Fire Arc: Front
  Fire Control: 2D
  Space: 1/3/7
  Atmosphere Range: 100/300/700m
  Damage: 10D

Description: Designed shortly after Endor and the lifting of restrictions on military sales, the Raptor is designed for the same role as the B-Wing but using a much less sophisticated approach, the Raptor substitutes flat out power for sophisticated engineering. Despite featuring massive engines and solar curved solar panels similar to a Tie, the Raptor is both relatively slow and unmanueverable, but features good shields and heavy armor to compensate. However, addressing a noted flaw in the B-Wing, the Raptor is in fact slightly faster than an Imperial Class Star Destroyer ensuring Raptors can always close to combat range with there capital scale opponents. It features a pair of extra heavy blaster cannons on its wings, these weapons operate similarly to a heavy blaster pistol, producing increased damage at a cost in energy and range. In addition a pair of light laser cannons are mounted on the Raptors nose, to enable it to engage other fighters that stay outside the range of its extra heavy blaster cannons. In one of the few sophisticated design features, at the cost of one action the lasers can be firelinked to the blasters, producing extra damage for close in combat. Finally, a pair of proton torpedo launchers are mounted on the Raptors underside for even more punch. The Raptor is known as a cramped and uncomfortable fighter, with poor vision and an environmental system that struggles to keep up with engine heat.
Raptors sell fairly well, they are not popular with the New Republic as they lack a hyperdrive and the New Republic is committed to the B-Wing and there other fighters, but they are fairly popular as a carrier based fighter for their heavy punch, and also are popularly used against ground targets as well, and thus are found in quite a few third party navies and armies, and sometimes found among pirates and Imperial Remnants. Raptors have a profile similar to an X-Wing, so Raptors used by Imperial Remnants are often garishly painted to avoid friendly fire incidents.

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