Starships D6 / Sigmarite Empire F-32 Viper M



F-32 VIPER MARK 2 (A-WING)

Name: Sigmarite Empire F-32 Viper Mark 2 (A-Wing)
Model: Galactica Engineering F-32 Viper Mark 2 (A-Wing)
Type: Starfighter
Class: Starfighter
Length: 8.4 m
Skill: Starfighter Piloting
Crew: 1
Crew Skill: 5D
Passengers: 0
Cargo Capacity: 110 kg
Consumables: 2 Days
Cost: 200,000 (new), 125,000 (used)
Hyperdrive (Primary): None
Hyperdrive (Back-Up): None
Nav Computer: None
Maneuverability: 5D
Sublight Speed: 12
Hull: 4D
Shields: 2D

Sensors:
Passive: 25 / 0D
Active: 50 / 1D
Search: 75 / 2D
Pinpoint: 04 / 3D

Weapons:
2 Heavy Auto Lasers (Forward, Fixed)
Scale: Starfighter
Range: 1-3 / 12 / 24
Rate of Fire: 3
Damage: 6D

1 "Seeker" Missile Launcher (Ventral, Recessed)
Scale: Starfighter
Range: 1-5 / 12 / 20
Track: 2D+1
Damage: 3D+1
Magazine: 4

1 Pocket Torpedo Launcher Type 1 (Rear, Recessed)
Scale: Starfighter

Range: 1 / 3 / 7
Damage: 7D
Magazine: 2 (reduced capacity, typically 4)
*Mark 1 Vipers do not have this weapon/defensive system.

Description:

An extremely robust craft the Viper Mark 2 series has been in service for more than 25 years with the Sigmarite Empire.

While expensive as both new and as used vessels (when available), because of their durability and survivability, they are always sought after even though they lack a hyperdrive.

The key to the success of the Viper has been its massive engines.
These provided the engineers a large enough power reserve that they were able to design a very durable, survivable, and powerful craft.

While compared to some starfighters that may have a few more blasters on them, the Viper can take far more punishment and still come out on top.

Many pilots believe the fighters were misnamed, and should be rechristened after the Slayer Cult of the Sigmarite Dwarves, given the vessels durability and close in power.

Most carriers typically have one squadron of true Dwarven Slayers as a Special Strike Squadron.

These squadrons invariably have the upper fin painted a bright orange.
Viper starfighters are launched from Launch Tubes in Sigmarite carriers, which shoot them out at high speeds to get them into combat as quickly as possible.
These launch tubes propel the Viper at a Space Speed 20, which decreases by one every two rounds (every other round) until the fighter is back to its base Space Speed of 12 (16 rounds total).

The entire cockpit area can eject from the main body of the ship in an emergency, which acts as a one man life pod with a Space Speed of 1, Hull 3D, and Passive Sensors 05 / 00D.

Tactics:

The Vansen:

This tactic was pioneered with the Viper Mark 1 by Lt. Shane Vansen.
The Viper has an extremely high maneuverability rating due to the number of RCS thrusters in its nose and wingtips.

Unsuspecting enemies have quickly found themselves blasted out of the sky just when they thought they had the drop on a Viper, only to suddenly see it flip end-for-end and bring both Heavy Auto Lasers to bear at near point blank range.

Catch This (aka Hot Potato):

With the Mark 2 Vipers the Sigmarite Spaceworks added a small torpedo launcher to the rear of the vessel.

This allowed pilots the opportunity of taking out chase ships while staying on their primary target.

Many squadrons have taken to using this as a bomb by launching it directly astern without activating its guidance system, turning it into an unguided bomb.
They typically employ this tactic when making squadron strafing runs on capital ships.

The pilots like to target bridges, hangers, or other heavily armored areas.
A squadrons worth of such can do some serious damage to even capital class vessels depending upon what they hit.

Shit a Brick:

If when returning to their carrier they expect to be pursued, squadrons will often drop their torpedos unguided to serve as mines along their flight path against pursuit ships.

Initial Vehicle Stats Generated at:
http://d6.ironsind.com/ShipGen/shipgen.php

The Vansen:
Yeah I know Starbuck did this as well, but I first saw this in the mid-90?s series Space: Above and Beyond.
http://www.youtube.com/watch?v=FOb6V9gzrKM&t=4m10s

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