Starships D6 / Sigmarite Empire F-34 Apollo (



F-34 APOLLO (SKIPRAY BLASYBOAT)

Name: Sigmarite Empire F-34 Apollo
Model: Blue Frog Shipwrights F-34 Apollo (Skipray Blastboat)
Type: Starfighter (Capital: Power Output)
Class: Starfighter
Length: 16 m
Skill: Starfighter Piloting
Crew: 1
Crew Skill: 5D
Passengers: 0 (1 in an emergency)
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 400,000 (new), 300,000 (used)
Hyperdrive (Primary): x1
Hyperdrive (Back-Up): None
Nav Computer: None (uses astromech)
Maneuverability: 3D
Sublight Speed: 13
Hull: 3D+1
Shields: 3D

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

Weapons:
4 Heavy Auto Lasers (Forward or Rear)
Scale: Starfighter
Range: 1-3 / 12 / 24
Rate of Fire: 3
Damage: 6D
Notes: The wing cannons can turn 180 degrees to fire on pursuing craft. This takes 1 combat round to complete.

2 "Tiger" Missile Launchers (Forward)
Scale: Starfighter
Range: 1-8 / 18 / 45
Track: 3D+1
Damage: 6D
Magazine: 8

1 Heavy Ion Cannon (Forward)
Scale: Starfighter
Range: 1-4 / 11 / 50
Damage: 5D+2

Enemy Targeting Jammer
Scale: Starfighter
Range: 1-3 / 7 / 15
Skill: Sensors
Damage: -2D from Fire Control

Description:

While there is some initial resemblance to an Ugly Starfighter cobbled together from various parts, this is in fact a fully capable and functional design from the Blue Frog Shipwrights.

They themselves acknowledge that they essentially ?forced? the power they needed into the design of this craft with a small capital vessel power plant.
This has been used to power its wide array of weapons as well as its most apparent feature the immense sublight engines.

Sublight engines of this size are normally used for larger transports, however to get the speed they wanted, they shoehorned these huge beasts into the design while still keeping the craft stable.

Apollo 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 Apollo 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 13 (13 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.

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

Original Picture Source:
I recommend playing the Starfleet Commander (Original Universe).
http://bluefroggaming.com/
http://wiki.playstarfleet.com/index.php/Ships

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