Name:

DeltaRay Starfighter

Type: zZip Defence Concepts DeltaRay Starfighter

Scale: Starfighter

Length: 12.3 Meters

Skill: Starfighter Piloting - DeltaRay

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D

Consumables: 1 Week

Cost: 150,000 (new); 76,000 (used)

Cargo Capacity: 90 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 7

Atmosphere: 350;950kmh

Maneuverability: 1D

Hull: 4D

Shields: 3D

Sensors:

    Passive: 30/1D

    Scan: 55/1D+2

    Search: 80/2D+1

    Focus: 2/3D

Weapons:

    2 Medium Laser Cannons (Fire-Linked)

        Fire Arc: Front

        Fire Control: 2D

        Space: 1-3/12/25

        Atmosphere Range: 100-300/1.2/2.5km

        Damage: 6D

    3 Proton Torpedo Launchers (18 Torpedo Magazine)

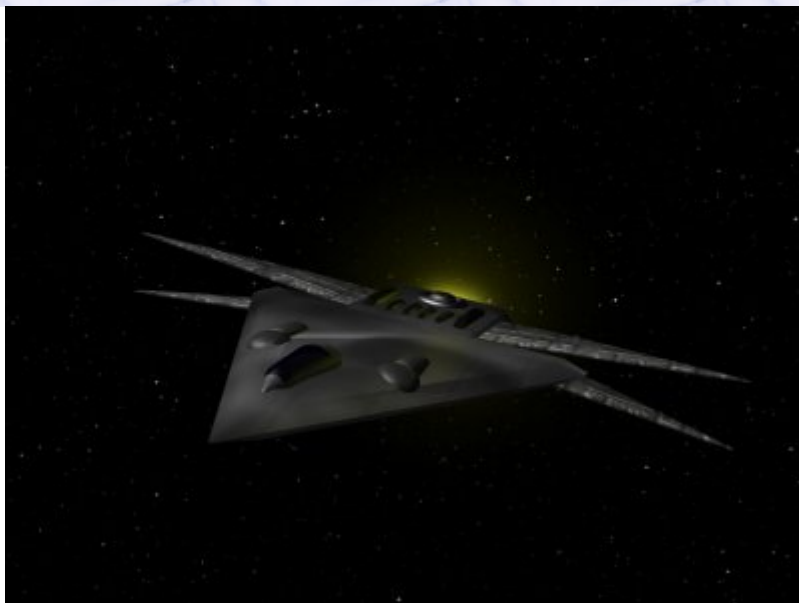   Fire Arc: 1 Front, 2 Back

        Fire Control: 3D

        Space: 1/3/7

        Atmosphere Range: 50-100/300/700m

        Damage: 9D

Description: The DeltaRay is a civilian starfighter designed to defend capital ships and installations, zZip Defence Concepts have designed the vessel with this role in mind. Although not overly fast, the vessel is designed to hit anything attacking it from behind with its dual rear Proton Torpedo Launchers, and its forward laser cannons are backed up by another Torpedo Launcher which feeds from the same magazine. To help with the rear firing launchers, the gunners seat can rotate into a rear facing position, although the control systems also allow good control from its standard forward facing position. Although commonly based aboard the vessels or stations it is to defend, the fighter is equipped with a hyperdrive to allow interception and defence of remote targets. The DeltaRay has sold in reasonable numbers, but its unexciting design means that it has never grabbed the same market share as Incom or Keonsayr fighters.