Starships D6 / Assan Air Angel Air Superiorit



Name: Assan Air Angel
Model: Assan Air Angel Air Superiority Starfighter
Type: Atmospheric Fighter
Scale: Starfighter
Length: 11m
Skill: Starfighter Piloting - Citizen Soldier
Crew: 1
Crew Skill: Varies wildly - Starfighter Piloting 4d, Starship Gunnery 4d common
Consumables: 2 days
Cost: 60,000 new, 35,000 used
Cargo Capacity: 50kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: None
Space: 6
Atmosphere: 435; 1250kmh
Manueverability: 5d atmosphere, 2d space
Hull: 3D
Shields: 3D atmosphere, 1D space
Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 70/3D
Focus: 4/3D+2

Weapons:
2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Front
Fire Control: 3D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 6D

2 Concussion Missile Launchers
Fire Arc: Front
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

Ion Pulse Emitter
Fire Arc: All, Front
Fire Control: 1D

Space Range: None
Atmosphere Range: 0-20/50/100, same as lasers
Damage: 5D/4D/3D, 8D

Description: While some claimed the Assan Aeroplane Company Air Angel Air Superiority Starfighter was designed after hearing complaints of the Citizen Soldiers ineffectiveness, the Air Angel was designed first but rejected due to cost considerations. The project was revived after the Citizen Soldier's success. Assan's goal for the Air Angel was to produce a devastatingly powerful atmospheric fighter to scare off even the bravest pirate from making ground raids, to this end they focused on an innovative design focused around the unique oppurtunities presented by aerial combat.

The Air Angel uses an ion ramjet, repulsors, mechanical control surfaces, and manuevering thrusters to grant it unparraleld atmospheric manueverability and speed, and while its shields are not particularly powerful they use a creative honeycomb configuration trapping and compressing pockets of atmosphere to provide an effective defense.

Paired laser cannons and concussion missile launchers provide adequate punch, but the most touted part of the Air Angel's weapons system is the ion pulse emitter. Taking advantage of the fact atmosphere, unlike vacuum, is conductive, the Ion Pulse Emitter operates in two fashions. First it can release an undirected pulse, hitting everything nearby that doesn't get out of the way, though due to its short range nearby can be difficult to obtain. Second the Air Angel can use its laser cannons to ionize the air between itself and its target, creating a superconductive pathway, and then release the Ion Pulse. After the enemy is disabled by the ion pulse emitter gravity tends to handle the rest.
Air Angel's are becoming reasonably popular for planetary defense forces, and also for use in acrobatics. The lack of hyperdrive and mediocrity in space combat however has prevented the Air Angel from seeing widespread use, and the much lower price tag of the Citizen Soldier ensures it is still Assan's most visible fighter.

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