



# Vehicles D20 / GenCorp Industries F-16

## F-16 Fighting Falcon

The F-16 Fighting Falcon is a compact, multirole fighter aircraft. It is highly maneuverable and has proven itself in air-to-air combat and air-to-surface attack. It provides a relatively low-cost, high-performance weapon system.

The cockpit and its bubble canopy give the pilot unobstructed forward and upward vision, and greatly improved vision over the side and to the rear. The seat-back angle was expanded from the usual 13 degrees to 30 degrees, increasing pilot comfort and gravity force tolerance.

Craft: GenCorp Industries F-16/a

Class: Airspeeder

Size: Gargantuan (15 m long)

Hyperdrive: None

Passangers: 0

Cargo Capacity: 50 kg

Maximum Altitude: 15 km

Cost: 30,000

Maximum Speed In Space: Not applicable

Atmospheric Speed: 2,800 km/h (47 squares/action)

Crew: 1 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 11\* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 30 (DR 5)

\*Provides full cover to crew.

Weapons:

20mm Multi-Barrel Cannon

Fire Arc: Front

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 3d8

Range Increments: 40 m

AIM-9 Infrared Missiles

Fire Arc: Front

Attack Bonus: +1 (-4 size, +2 crew, +3 fire control)

Damage: 5d10

Range Increments: 200 m

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