

## Starships D6 / Earthforce Starfury

### STARFURY

Craft: SA-23E Mitchell-Hyundyne Starfury

Type: Interdiction and recon fighter

Scale: Starfighter

Dimensions:

-Length: 9.92m

-Mass: 48 metric tons

Skill: Starfighter piloting: Starfury

Crew: 1

Crew Skill: Astrogation 3D+1, sensors 4D, starfighter piloting 4D+2, starship gunnery 4D

Passengers: N/A

Cargo Capacity: 20kg

Consumables: 2 days

Cost: 130,000 (new), 65,000 (used)

Hyperspace Jump Engine: No

Nav Computer: Yes (+1D Astrogation)

Maneuverability: 4D+2

Speed:

-Space: 7

-Atmosphere: N/A

Hull: 3D+2

Shields: N/A

Sensors:

-Passive: 20/0D

-Scan: 35/1D

-Search: 40/2D

-Focus: 3/3D

### WEAPONS:

4 Copeland JC466/A Pulse Discharge Cannons\*

Location: Mounted in forward hull

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery



Scale: Starfighter

Fire Control: 2D

Range:

-Space: 1-3/9/16

-Atmosphere: N/A

Damage: 4D

Rate Of Fire: 4

## 2 Copeland JC44 Pulse Discharge Cannons

Location: Mounted in forward hull

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Range:

-Space: 1-3/12/24

-Atmosphere: N/A

Damage: 5D+2

Rate Of Fire: 1

## 8 External Hardpoints (for a variety of weapons)

Location: Mounted on wings

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 2D

Range:

-Space: 1/3/7

Damage: 8D

Ammo: 8

Rate Of Fire: 1+

Special:

-Hardpoints: Other ordnance types possible, (stats are for concussion missiles).

-Salvo Fire: Can fire multiple missiles as fire-linked.

## DESCRIPTION:

The Mk2 SA-23E Mitchell-Hyundyne Starfury is the Earthforce standard non-atmospheric deep space interdiction and recon fighter.

It first entered service in the 2240s.[N 1] By 2260 Earthforce began to supplement this model with the atmospheric capable Mk3 Thunderbolt, though the Mk2s would remain in active service for at least the

next four decades.

## GAME NOTES:

-\*4 Copeland JC466/A Pulse Discharge Cannons: The 4 Copeland JC466/A Pulse Discharge Cannons and 2 Dual Copeland JC44 Pulse cannons are stated the way they are like the standard Starfury, one being a dual fire-linked heavier weapon with a lower Fire Rate (JC44), while the other is a weaker version with a higher Fire rate (JC466/A). This is done for game balance and to give players options in combat. Though with the Dual Heavy Pulse Cannons, these may rarely be used, but will still make a good backup if the heavy gun is damaged or otherwise unavailable.

## Technical Specifications

A Starfury carries a standard armament of four forward-firing Copeland JC466/A Pulse Discharge Cannons and two Copeland JC44 Pulse Discharge cannons with an additional eight external hard-points on the engine pylons to allow additional payloads such as missiles or slug tanks.

A retractable grappling claw is housed in the ventral hull for towing. with a corresponding hitch-point located on the ventral aft tail.

Mk2 Starfuries are highly maneuverable with the ability to spin 180 degrees in under a second. This combined with the heavy weapon load make them one of the most impressive younger race fighter craft able to outmatch most comparable alien fighters; the Minbari Nial class fighter being a notable exception. Because of its manoeuvrability, the cockpit is located in the centre of the craft thereby minimising any stress and disorientation for the pilot from high-G turns. Ingress for the pilot is through a dorsal pressure hatch, usually accessible via a gantry while the Fury is locked into its launch cradle. Once inside the pilot is strapped in an upright, bent legged position and as a rule wear a full pressure suit to safeguard against cockpit breaches.

The entire cockpit also acts as an escape pod that can be ejected during combat, potentially saving a stricken pilot from the craft's destruction and enabling them to be retrieved later by a rescue and recovery craft.

## Behind the Scenes

The Starfury was co-designed by Ron Thornton and Steve Burg as a means to showcase how Newtonian physics could be portrayed in space combat. The configuration was intended as a nod towards Ron Cobb's design for the "Gunstar" from the 1984 movie The Last Starfighter.

## OTHER INFO:

Status: Active

Affiliation: Earthforce

Class: Interdiction and recon fighter

Length: 9.92m

Mass: 48mt

Crew: 1

Engines: 4 Beigle-Bryant 9000A Particle Thrust Engines

Jump Capable: No

Gravity: No

Weapons:

-4 Copeland JC466/A Pulse Discharge Cannons

-2 Copeland JC44 Pulse Discharge cannons

-8 External Hardpoints for a variety of weapons.

Defenses: 1 grappling claw

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