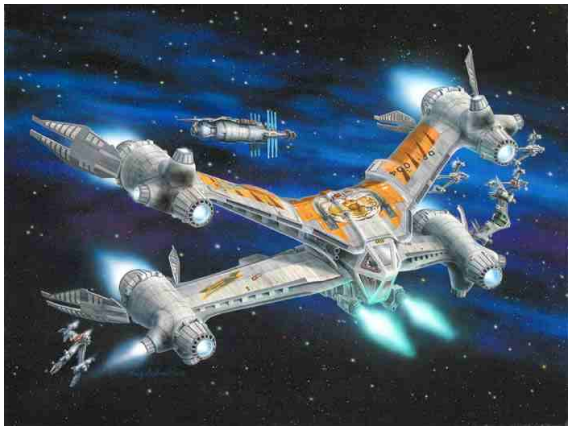
Starships D6 / Earthforce Starfury



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 statted 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 manuverable 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 though 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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