Starships D6 / Earthforce Starfury Thunderbo



Starfury Thunderbolt

Craft: SA-23J Mitchell-Hyundyne Starfury "Thunderbolt"
Type: Transatmospheric multirole strike fighter
Scale: Starfighter
Dimensions:
-Length: 15.3m
-Beam: 19.78m (Wings Extended)
-Draught: 5.23m
-Mass: 52mt
Skill: Starfighter piloting: Starfury Thunderbolt
Crew: 2 (pilot and navigation/gunner)
Crew Skill: Astrogation, Starfighter piloting, Starship gunnery, Sensors
Passengers: 1 (if no RIO)
Cargo Capacity: 30kg
Consumables: 3 days
Cost: 150,000 (new), 75,000 (used)
Hyperspace Jump Engine: No
Nav Computer: Yes (+1D Astrogation)
Maneuverability: 3D+1
Speed:
-Space: 8
-Atmosphere: 365; 1,050kmh
Hull: 4D+1
Shields: N/A
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 3/3D

WEAPONS:
  Walters 40mm Pulse Discharge Cannon*
    Location: Mounted along hull
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 3D
    Range:
    -Space: 1-3/12/24
    -Atmosphere: 100-300/1.2/3.4km
    Damage: 5D

Rate Of Fire: 4

10 External hardpoints (for a variety of weapons)
Location: Mounted in wings
Fire Arc: Front
Crew: 1 (gunner)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700m
Damage: 8D
Ammo: 1 per hardpoint
Rate Of Fire: 1+
Special:
-Salvo-Fire: Can fire multiple missiles as fire-linked.
-Other ordnance possible (stats given are for concussion missiles).

DESCRIPTION:

The SA-32A Mitchell-Hyundyne Starfury "Thunderbolt", or Starfury Mk3 is an Earthforce aerospace superiority fighter craft manufactured by Mitchell-Hyundyne.

GAME NOTES:

-*4 Walters 40mm Pulse Cannons: This is a single rapid fire weapon, statted out here as is despite the official stats listing four actual pulse cannon weapons. This is done to remain somewhat true to how the Thunderbolt is presented in the Babylon 5 franchise. Often it is shown with a single rapid fire pulse weapon, mounted under the nose of the hull, that can deliver many shots per attack very quickly in combat. GMs could make a variant of the Thunderbolt that instead actually has four seperate pulse cannons, linked for either fire rate and/or damage, such as the for pulse cannons listed on the standard Starfury.

History

The Thunderbolt was first deployed in 2260, the same year the Earth Alliance Civil War broke out.

Characteristics

Unlike previous production model Starfurys, the Thunderbolt is capable of atmospheric maneuvering through the use of deployable airfoils mounted on the main engine pods.[2] This fighter also has a crew of two who sit in the traditional fighter plane position and operate the controls using a combination of hand, foot, eye and voice commands. In addition to the pulse cannons, the Thunderbolt has hardpoints for up to 10 extra weapons (usually missiles), enabling it to also serve as a light bomber for planetary strikes.

Status: Active
Affiliation: Earthforce
Length: 15.3m

Beam: 19.78m (Wings Extended)
Draught: 5.23m
Mass: 52mt
Crew: 2 (Pilot/Navigation/Gunner)
Engines: Beigle-Bryant 9000A Particle Thrust Engine
Jump Capable: No
Gravity: No
Weapons:
-4 linked unidirectional Walters 40mm pulse cannons
-10 External hardpoints (for a variety of weapons)

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