Starships D6 / Earthforce Badger Starfury



BAGDER CLASS STARFURY

Craft: Badger Class Starfury
Type: Long range fighter/bomber
Scale: Starfighter
Dimensions:
-Length: 17.33m
Skill: Starfighter piloting: Badger Starfury
Crew: 2 (pilot, gunner)
Crew Skill: Astrogation, Sensors, Starfighter piloting, Starship gunnery
Passengers: N/A
Cargo Capacity: 100kg
Consumables: 1 week
Cost: 150,000 (new), 75,000 (used)
Hyperspace Jump Engines: No
Nav Computer: Yes (+1D Astrogation)
Maneuverability: 3D+2
Speed:
-Space: 6
-Atmosphere: N/A
Hull: 4D
Shields: N/A
Sensors:
-Passive: 20/0D
-Scan: 30/1D
-Search: 60/2D
-Focus: 3/3D

WEAPONS:
2 Dual Pulse Cannons
Location: Mounted in forward/aft hull
Fire Arc: 1 front, 1 back
Crew: 1 (pilot or gunner)
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.

2 Missile Racks
Location: Mounted sides/under cockpit
Fire Arc: Front
Crew: 1 (pilot or gunner)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1/3/7
-Atmosphere: N/A
Damage: 9D
Ammo: 3 per rack
Rate Of Fire: 1-3 per rack
Special:
-Other ordnance types possible (stats given are for "proton torpedoe" equivalent)
-Rapid Fire: Can fire multiple missiles as higher Fire Rate.

Bomb Racks*
Location: Mounted aft hull
Fire Arc: Back
Crew: 1 (gunner)
Skill: Starship gunnery
Scale: Starfighter/Capital
Fire Control: 1D
Range:
-Space: 1/3/5
-Atmosphere: N/A
Damage:
-Antistarfighter: 6D/5D
-Anticapital: 6D/5D/4D
Ammo:
-Antistarfighter: 8
-Anticapital: 4
Rate Of Fire: 1

DESCRIPTION:

The Badger-class Starfury was a long range fighter-bomber used by Earthforce during the Earth-Minbari War.

Similar in design to the SA-23E model Starfury, the Badger employed the same four arm mounted multi-directional engine pod design that allows for a high degree of maneuvrability, while keeping the flight crew as close to the centre, thereby minimising the effect of G-forces on the crew while performing extreme manoeuvres.

Unlike the SA-23E however, the Badger features a two person crew, seated abreast at the front of the fighter's elongated fuselage.

GAME NOTES:

*BOMB RACKS: The bomb racks are the main weapon and mission purpose of the Badger Starfury. With this weapon, the Badger can lay waste to other fighter starfighter scale transports and other craft, as well as deliver ordnance assaults upon starfighter and capital scale installations, such as space stations of various size and scale, including various kinds of "space fortress" facilities. Though meant to be used against stationary targets, in the hands of a skilled pilot/gunner, could also be used against moving targets. A well placed bomb could lay waste to a flight of other starfighters in tight formation, or be droped on an unaware capital starship if it can get close enough.

Variants

With the Badger's elongated hull, the removal of its bomb racks would make it an ideal light personnel shuttle or light cargo transport. A civilain version could easily be sold with no weapons and a degree of empty space in the cargo section, perhaps with weaker thrust engines (not military grade). A properly modified Badger Starfury could be equipped for long range transportation and easily be used as a person's personal transport shuttle and could make ranged trips through Hyperspace from gate to gate for longer periods of time, days or weeks as compared to the short ranged jumps normal Starfuries could take.

Notes

Like the Olympus class corvette, the Badger-class Starfury was designed by Tim Earls for the TV Movie "In the Beginning", though unlike the Olympus it never made it to screen.

The design of the Badger has often been mistaken for the Heavy Starfury briefly glimpsed at in "A Voice in the Wilderness, Part II"; though it is also a two-seater Starfury, it's an unrelated design.

OTHER INFO:
Affiliation: Earthforce
Class: Badger
Crew: 2
Engines: 4
Weapons:
-Fore and aft pulse cannons
-Missile & bomb racks

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