



Starships D6 / Rancorp Arbiter Bomber

Arbiter Bomber

Craft: Rancorp Arbiter Bomber

Type: Space Superiority Bomber

Scale: Starfighter

Length: 11 meters

Skill: Starfighter Piloting: Arbiter

Crew: 2 (pilot/gunner)

Consumables: 3 days

Cost: 130,000 (new)

Hyperdrive: x1

Nav Computer: Limited to 2 jumps

Manuverability: 2D

Space: 10

Atmosphere 435; 1,250 kmh

Hull: 2D+1

Shields: 1D

Sensors:

Passive 20/0D

Scan 35/1D

Search 40/2D

Focus 2/3D

Weapons:

2 Heavy Plasma Blasters

Fire Arc: Front

Crew: Pilot

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/2.5/3 km

Damage: 6D

2 Proton Torpedo Launchers (fire-linked)

Arc: Front

Skill: StarShip Gunnery

Crew: Gunner only

Fire Control: 1D

Range: 30-100/300/700

Damage: 9D

Ammo: 4-per launcher

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All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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