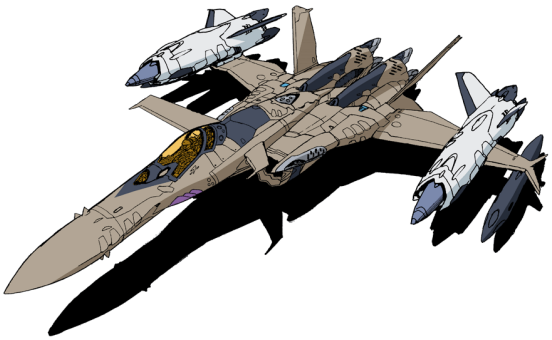
Vehicles D6 / Anti-U.N. SV-51 Booster



SV-51 "Booster" Variable Fighter

Craft: Anti-U.N. Sukhoi/Israel Aircraft Industries/Dornier SV-51 "Booster"
Type: Modified Variable Fighter and Tactical Combat Battloid
Scale: Starfighter
Dimensions:
-Length: 22.77m (Fighter Mode)
-Mass: unknown.
Skill: Aircraft Piloting (SV-51), Mecha Piloting (SV-51) (Or, this skill could be supplemented with Starfighter Piloting and Walker Operations)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: N/A
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 3D (Jet); 4D+1 (Gerwalk); 2D+2 (Battroid)
Speed:
-Space: 9 (Jet); 7 (Gerwalk); 4 (Battloid)
-Atmosphere: (Fighter Mode) at 11,500m Mach 3.22
-Cruising Range (with standard micro-missile launcher/auxillary tank composite pods) 1,250 km
-Service Ceiling 22,500 m
-G Limit: Unknown
Hull: 3D+2 (Fighter); 4D (Gerwalk); 5D+1 (Battloid)
-Strength: 3D (Gerwalk); 4D (Battloid)
Shields: N/A
Sensors:
  Passive: 15/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 3/3D

WEAPONS:
  Gsh-231 12.7mm Mini-Gun
    Location: mounted on port intake; added starboard gun in SV-51?
    Fire Arc: front
    Crew: 1 (pilot)
    Skill: Aircraft Gunnery (Or Starship Gunnery)
    Scale: Starfighter (can target anything down to Speeder scale with no penalty)

Fire Control: 2D
Space Range: 1-3/10/24
Atmosphere Range: 50-300/1/2.4 km
Damage: 3D
Ammo: 1,000 round internal magazine drum.
Rate of Fire: Short burst (normal damage, 1Dx10 ammo depletion); OR Autofire (use Autofire rules, but when rolling for ammo depletion, add +1D always and multiply the result x10. Ammo Depletion +1Dx10. This shows the high rate of fire miniguns are capable of to deliver the damage they are known for)

Gsh-371 55mm Gun Pod
Location: Forward firing ventral position (Fighter); Held in hand or attached to forearm (Gerwalk/Battloid)
Fire Arc: front (Fighter); turret (Gerwalk/Battloid)
Crew: 1 (pilot)
Skill: Aircraft Gunnery (Fighter)/Mecha Gunnery (Gerwalk/Battloid); Or use Starship/Aircraft Gunnery
Scale: Starfighter
Fire Control: 2D (Fighter); 1D (Gerwalk/Battloid)
Space Range: 1-3/15/25
Atmosphere Range: 100-300/1.5/2.5km
Damage: 6D+2
Ammo: 120
Rate of Fire: Single round per attack; OR Autofire (see D6 Firearms article on site for Autofire rules)

6 Ordnance Hard Points
Location: Under the wings, 3 each.
Fire Arc: front (missiles); or down (bombing runs)
Crew: 1 (pilot)
Skill: Aircraft Gunnery (OR Starship Gunnery)
Scale: Varies upon ordnance being used
Fire Control: 2D
Space Range: varies upon ordnance being used
Atmosphere Range: Varies upon ordnance being used
Damage: varies upon ordnance being used
Ammo Per Hardpoint:
-4 micro-missile launcher/auxillary tank composite pods with 18 Turopov SA-19M I/IR-guided micro-missiles (1 launcher per hardpoint; Starfighter Scale MMs; Damage 5D; Range 1-2/6/10; Single fire OR volleys up max load!).
-2 R-33D Amos+ medium-range maneuvering missiles (1 per hardpoint; Starfighter Scale MRMs; Damage 8D; Range 1/3/7, max range 30; Dodge/Attack 4D; 1 per attack OR volleys up to max load!).
-OR any combination of the above, but could probably use any other ordnance players and GMs can come up with.
Rate of Fire: usually 1 per attack; OR volleys up to the maximum payload of a specific missile type.

OPTIONAL ARMAMENTS (See "Angel" entry):

2 Air Blast Bombs ("Daisy Cutter")

Location: Underneath the furelage.

Fire Arc: Blast Radius (BETTER RUN FAST!)

Crew: 1 (pilot)

Skill: Aircraft/Mecha Gunnery (OR Starfighter Gunnery)

Scale: Starfighter

Fire Control: 1D

Space Range: 1D+3 Space units (acts as a mine in space, drop and fly)

Atmosphere Range: 1Dx100+300 meters

Damage: 9D (100m); 7D (out to 400m); 5D (out to 900m)

Ammo: 2

Rate of Fire: 1 or both per attack. If both, add +1D Damage.

HAND-to-HAND COMBAT/DAMAGE(Skill: Mecha Melee Combat)

Punch: 4D+2 (Gerwalk); 6D (Battloid)

Kick: 5D+2 (Battloid)

Stomp: 6D (Battloid, limited to targets 12 feet tall or less)

Body Flip/Block: 6D (Battloid)

EQUIPMENT:

-Structure: SW-51 SWAG Energy Converting Armor: Surplus power triples Fighter armor strength in Battroid mode, majority of engine output is dedicated to flight so energy converting armor is not functional during Fighter mode; in GERWALK mode the energy converting armor has a defensive power-equivalent to an attack helicopter. The different dice are included above in the statistics. if ever this feature is damaged or destroyed, then the mech will have the same Hull as the fighter mode in all modes with no bonuses.

-Power Plant: two Aviadvigatel D-30F6X turbofan jet engines, power rating unknown.

-Propulsion: 102.5 kN x 2; or 204.7 kN x 2 afterburner; 2 x VTOL high maneuverability fan jets (mounted center fuselage in Fighter mode).

-Thrust-to-Weight Ratio: 2.34 (empty)

-Design Features:

-3-mode variable transformation (Fighter/Gerwalk/Battloid);

-vertical take-off and landing;

-multi-axis 90 degree thrust vectoring;

-extending/retracting main wings;

-SPO-15C 360? passive radar warning receiver system (+2D Passive Sensors to detect incoming objects that are not hidden);

-1 x APP-60 chaff and flare dispenser system (+2D to dodge missiles);

-RP-51 active stealth system (Same as A-wing Jammer, but with 5D);

-Two high-speed, high-maneuverability jet boosters equipped with Klimov RD-35A/R composite engines featuring variable nozzles (Stats modified above from standard SV-51 Variable Fighter).

DESCRIPTION:

-SV-51 "Nora": Colored in a striking magenta hull, this SV-51? variant is flown by Anti-United Nations ace pilot Nora Polyansky. The fighter also features gold highlights on the wings, canards and empennage designed to give the appearance of the feathers of a bird.
-SV-51 "Ivanov": Unlike fellow Anti-United Nations pilot Nora Polyansky, ace pilot D.D. Ivanov pilots an SV-51? in much less audacious dark grey and black colors. Ivanov's personal SV-51? variable fighter matches his flying style, often hiding in the shadows of canyons or clouds and attacking without warning.
-SV-51 Standard: The standard model SV-51 variable fighter has a dull brown paint job with gray trim. It has all the standard equipment for a normal SV-51 alpha, not the gamma which is what Nora and Ivanov fly. The two-seater has the same statistics, except for allowing a RIO passenger.

In 2007, the Unification Wars ended badly for the Anti-U.N. and the United Nations Government firmly established itself on Earth. Despite their loss, the A.U.N. held considerable influence and resources, using both to continue espionage against the U.N.G. Armed with OverTechnology illicitly obtained from the U.N.G.'s military programs, the A.U.N. developed their own variable fighter designated the SV-51. Built and flown before the VF-1 series of the U.N. Spacy, the SV-51 is powered by overtuned conventional engines rather than the more powerful thermonuclear reaction engines. Nonetheless, the SV-51 was designed to be a practical combat machine and operational deployment revealed the SV-51's stability in battle over that of the U.N.G.'s competing VF-0 fighter. In September 2008, the SV-51 entered active service in the A.U.N. and was utilized in a recovery operation of an alien artifact around the island of Mayan in the South Pacific Ocean, the details of this conflict remaining secret for nearly 50 years.

The SV-51 is a large fighter with numerous weapons and fully variable systems. Capable of transforming into both GERWALK and Battroid mode, the SV-51 utilized one Gsh-371 55mm gun pod as its primary weapon. The SV-51 also featured a fixed mini-gun (two in SV-51?) and six hard points for mounting missile launchers and auxiliary fuel pods. Several additional systems added to the effectiveness of the SV-51 including a high-efficiency active stealth system and two fan jets for VTOL capabilities in fighter mode. In comparison, the U.N.G.'s VF-0 fighter possessed a lower output stealth system and no such VTOL capabilities in fighter mode. Though the SV-51 enjoys numerous advances over last-generation conventional fighters, the craft does suffer from several design flaws. The size of the aircraft places a burden on the transformation actuators leading to a longer transformation time from one mode to the next. Lacking thermonuclear reaction engines needed to properly operate a variable fighter meant the SV-51 has a much shorter range due to high fuel consumption. Rather than cruising to a destination using it's own fuel, it was often necessary for the SV-51 to be transported to the operational area, typically by a modified submarine and launched from underwater.

The SV-51 saw very limited production, with 32 mass-production type SV-51? (alpha) units manufactured (a dozen of which were modified units). A further 6 two-seater variants were built and a small but unknown number of specially tuned versions designated the SV-51?. A.U.N. ace pilots Nora Polyansky and D.D. Ivanov flew SV-51? (gamma) fighters during the events around the island of Mayan in 2008.

ROBOTECH:

Nothing is really said about Robotech before the series began, other than the crash of the SDF-1, the cease-fire of the global war, and the unification and redevelopment efforts that followed building up to the first Robotech War. The more recent Robotech RPG material mentions the Anti-Unification League, obviously pulling from Macross Zero for material (instead of making their own). Should one want to run Robotech instead of Macross, the SV-51 and its variants would make a great encounter to fight with the

right fighter pilots, or could even be stolen by players for a mission.

-A NOTE ON MECHA COMBAT: Using a mecha, even one that moves very much like a real human, is still more like piloting a vehicle than a real fist brawl. Because of this, the pilot must use Mecha Melee Combat, Mecha Gunnery and Mecha Piloting/Operations (OR substitue these skills for other similar skills such as Starship Gunnery, Walker Operations and/or Aircraft or Starfighter Piloting) to perform the same actions a normal person would do with other skills, such as Brawl (or Martial Arts), Brawling Parry, Doge, Melee Combat, Melee Parry, Sneak, Blaster (for GU-11 Gunpod OR other 'aquired' weapons of blaster type), and even Thrown Weapons.

In Battloid mode, all of these types of actions are still available as if the person were acting normally, but instead of actually using these skills, they use the skills relevant to the mecha itself, and use it's vehicle bonus dice to add to the skill check. For instance, to Dodge, roll a Piloting/Operations check and add the mecha's maneuverability to it, just like any other vehicle. To punch, roll the Mecha Melee Combat skill and still add the maneuverability dice to this for the attempt. The same with pretty much any other skill, even when trying to "Sneak" the mecha around.

The Gerwalk (or Guardian) mode is not able to do as much as the battloid. It does not have the same human-like form and acts more like a human-jet hybrid, which it is. It can still Punch and Parry, but that's about it for melee combat, aside from picking something up and making a quick getaway. It may not be as versatile and agile as the battloid, but it still has a great degree of speed and maneuverability to make up for any lack in other areas.

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