

EARTHFORCE BREACHING POD

Craft: Earthforce Breaching Pod

Type: Breaching pod

Scale: Starfighter

Dimensions:

-Length: 10m

Skill: Space transport piloting: Earthforce breaching pod

Crew: 1

-Troops: 20

-Skeleton: N/A

-Emergency Evac: 40/1 day

Crew Skill: Sensors 4D, Space transports 5D

Passengers: N/A (see Troops)

Cargo Capacity: 100kg

Consumables: 2 days

Cost: Not available for sale

Hyperspace Jump Engines: No

Nav Computer: No

Maneuverability: 2D+1

Speed:

-Space: 5

-Atmosphere: N/A

Hull: 3D

Shields: N/A

Sensors:

-Passive: 20/0D

-Scan: 30/1D

-Search: 40/2D

-Focus: 2/2D+2

WEAPONS: N/A

DESCRIPTION:

The Earthforce breaching pod is a small craft used by Earthforce for boarding actions.

Usage

The ship latches onto the hull of the target using the grappling claws and uses the cutting lasers to cause a small breach in the hull. This allows marines to enter the enemy ship or station to neutralize



combatants, then plant explosives to destroy the target or attempt to capture it.

Design Notes

The Breaching Pod is statted up to be exactly what it is, a short ranged transport meant to get troops into the fight during space combat engagements. In this way, troops aboard starships still have their purpose and are not left behind while other starships go into battle. Even better, if these troops can take the enemy starships and use them for Earthforce, so much the better!

While not listed here, assume these breaching pods have everything they need to latch onto ship hulls and quickly cut through thick hull armor to gain access to a starship or space station. This may still take a little time, enough for enemy troops to possibly discover their breaching location and position their troops accordingly to fight off the intrusion.

It should be assumed that any Earth Alliance/Earthforce military vessels carries a good many breaching pods that can easily be launched with a squad of GROPOS onboard, even if the breaching pods are not listed in those ships' stats.

OTHER INFO:

Affiliation: Earthforce

Crew: Pilot + Marine detachment

Jump Capable: No

Gravity: No

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