

Starships D6 / Core Defence Industries

Name: CDI Hopper
Type: Core Defence Industries Hopper-Class
Bomber

Scale: Starfighter

Length: 20.3 Meters

Skill: Starfighter Piloting - Hopper

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 6D, Starship
Gunnery 5D+2

Consumables: 5 Days

Cost: 225,000 (New); 83,000 (Used) Cargo

Capacity: 80 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to five jumps

Space: 8

Atmosphere: 450;1300kmh

Maneuverability: 1D (Atmosphere); 3D (Space)

Hull: 5D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 50/2D

Search: 75/3D

Focus: 5/3D+2

Weapons:

Laser Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

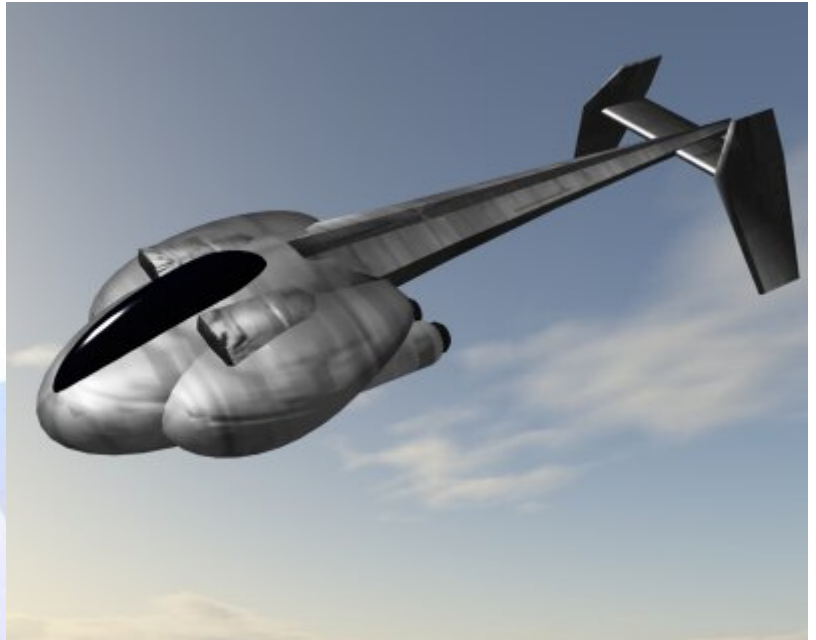
Damage: 4D

Light Ion Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-3/7/36



Atmosphere Range: 100-300/700/3.6km

Damage: 3D

2 Concussion Missile Launchers(Fire Linked)

Fire Arc: Front

Fire Control: 4D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: After the destruction of Alderaan a native of that world, Almek Obsidian, became somewhat obsessive about military power, and set up Core Defence Industries (CDI) to supply defence to other worlds so the same could never happen again. However the unbalanced nature of the industrialist and the corporation he founded, led to many headaches for the fledgling New Republic, as the power weapons and vessels were sold to anyone without restriction, meaning that these state of the art weapons of war were available to terrorists, pirates and other criminals. Fortunately, for the New Republic at least, Almek Obsidian died after only a couple of years, and the absence of his genius, although unbalanced, hand at the helm meant that CDI went into receivership shortly afterwards. The CDI Hopper-Class Bomber is a manueverable and fast atmospheric attack craft, designed to take out ground targets, and to operate in support of defending ground forces. However the vessel has been more often purchased by minor warlords, and criminals, who like the vessels ability to strike quickly, striking terror into enemies hearts. The twin crew members allow the vessel to operate more efficiently, in a similar fashion to the Y-Wing fighter/bomber, allowing the pilot to focus on dodging enemy fire, while the gunner focuses on controlling the weapons and attacking enemy targets.

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