# Starships D6 / RanCorp FL-3 Flea Warhead

FL-3 "Flea" Warhead

RanCorp used these nasty little buggers during the height of their war with Metacorp. RanCorp's navay was still very ragtag at the time and Metacorp's was very strong. So what RanCorp devised was a warhead that was fired with other regular warheads and some duds. The MetaCorp fleet at first thought RanCorp's navy was so ragged that half their missiles never went off. However, after the MC ships drove away the "RanCorp Swine" they'd not hear from some of their surviving ships again after entering hyperspace. It was soon discovered these FL-3 warheads weren't duds but were guided sleeper bombs that armed when the hyperdrive of the attached ship went on.

The bombs could inlfict massive damage from within the shields and in hyperspace nobody would ever witness their destruction. MetaCorp naval groups started sending their fighters out after battles to see if they "picked up any fleas" and remove them if they did.

Model: RanCorp FL-3 "Flea" Warhead
Type: Delayed Detonation Bomb
Scale: Capital
Skill: Capitalship Gunnery
Cost: 5,000 credits
Availability: 2, X
Body Strength: 3D
Fire Control: 4D
Range: 1-3/12/25
Damage: 7D
Game Notes: Attaches to hull and goes "dormant". When dormant the ship it's attached to can't detect them and other ships require a Very Difficult sensors roll to detect them. They activate when the ship they attach to's hyperdrive does and detonate 2 minutes after the ship enters hyperspace.

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