



## Starships D6 / RanCorp FL-3 Flea War

### FL-3 "Flea" Warhead

RanCorp used these nasty little buggers during the height of their war with Metacorp. RanCorp's navy 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 inflict 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.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).