



Starships D6 / SoroSuub Aeolus Assault

Aeolus Atmospheric Assault Bomber

The Aeolus Assault Bomber was designed as a Black Ops bomber. It has a Nav Computer and close to state of the art hyperdrive. It is designed to drop into a system undetected, using stealth systems, and get into the atmosphere. Once in the atmosphere it will drop into a terrain following mode at high speeds. It has a cluster of Long-Reach missiles for use against enemy fighter patrols, to take them down at long range with one hit. Then it also has Hellfire incendiary missiles to obliterate ground targets such as bunkers, garrisons, and factories. Also the ship can be equipped with a tactical nuclear warhead for use on large scale targets such as a city targeted for wiping out.

The ship was designed as a counter to the Scimitar Assault Bomber, however the empire managed to hijack several shipments of the fighters and they saw use on both sides during the time of the Reborn Emperor.

Craft: SoroSuub Aeolus Assault Bomber

Type: Atmospheric Assault bomber

Era: 5.5 Years Post-Endor

Scale: Starfighter

Length: 16.8 meters

Crew: 1

Consumables: 3 Days

Cost: Not Available For Sale

Maneuverability: 1D+2; 3D (in atmosphere)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Space: 7

Atmosphere: 310; 890 kmh

Hull: 3D+1

Shields: 1D+2

Sensors:

Passive: 20/1D

Scan: 25/1D+2

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-250/900/1 km

Damage: 4D+2

Long-Reach Missile Launcher (8 Missiles)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-2/8/15

Atmosphere Range: 0.1-0.2/0.8/1.5 km

Damage: 9D

12 HellFire Incendiary Missiles

Scale: Walker

Fire Control: 3D

Range: 340/1.2/2.4 km

Blast Radius: 45 meters

Damage: 4D (penetration); 7D(warhead)

Tactical Nuclear Warhead

Scale: Capital

Body Strength: 1D+1

Fire Control: 4D

Range: 1-25/100/250 km

Blast Radius: 50/25/15/5 km

Damage: 7D/5D/3D/1D and 4D/3D/2D/1D (ionization; EMP damage)

Game Notes: A nuclear blast unleashes a vast amount of radiation that will last for centuries, roll as follows:

Distance	Required Rolls
1-5 km	- Heroic Survival roll every round.
6-15 km	- Very Difficult Survival roll every hour.
16-25 km	- Difficult Survival roll every 6 hours.
26-50 km	- Moderate Survival roll every 12 hours.
51-100 km	- Easy Survival roll once a day.
101-200 km	- Very Easy Survival roll once a week.

Game Notes: Stealth Systems, add +3D to Sensor Difficulty to detect the Aeolus Bomber.

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