Starships D6 / SoroSuub Aeolus Assault Bon

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 incindiary 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 atomosphere)
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 Incindiary 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 Sesnor Difficulty to detect the Aeolus Bomber.

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