Starships D20 / SoroSuub Aeolus Assault Bo

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
Class: Starfighter
Size: Tiny (16.8 m long)
Hyperdrive: x2
Passangers: None
Cargo Capacity: 0
Consumables: 3 days
Cost: Not available for sale
Maximum Speed In Space: Attack (7 squares/action)
Atmospheric Speed: 890 km/h (14 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 50 (DR 5)
Hull Points: 100 (DR 5)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Attack Bonus: +2 (+2 size)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
Long-Reach Missile Launcher (8 Missiles)
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 9d10x2
Missil Quality: Ordinary (+10)

12 HellFire Incindiary Missiles
Fire Arc: Turret
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 4d10 (penetration); 7d10 (warhead)
Range Increments: 240 m
Tactical Nuclear Warhead
Fire Arc: Front
Attack Bonus: +6 (+2 size, +4 fire control)
Damage: 7d10x5 and 4d10x5 (ionization; EMP damage)
Range Increments: 25 km (5 km)
Notes: A nuclear blast unleashes a vast amount of radiation that will last for centuries, roll as follows:

Distance	Required Rolls
1-5 km	Survival DC 30 every round.
6-15 km	Survival DC 25 every hour.
16-25 km	Survival DC 20 every 6 hours.
26-50 km	Survival DC 15 every 12 hours.
51-100 km	Survival DC 10 once a day.
101-200 km	Survival DC 5 once a week.

Game Notes: Stealth Systems, add DC +10 to Computer Use check to detect the Aeolus Bomber.

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