



## Starships D6 / Adamant Space Bomber

### Adamant Space Bomber

The Adamant space bomber was designed to replace the aging Y-Wings that the Palvar Defense Force had been using as dedicated space bombers with limited success. The Adamant is heavily armed and armored making it the perfect ship to serve as the PDF's primary dedicated bomber.

Model: Kashan Systems' SB-2 "Adamant"

Type: Heavy bomber

Scale: Starfighter

Length: 17.91 meters

Skill: Starfighter Piloting: Adamant bomber

Crew: 1; gunners: 1; skeleton: 1/+10

Crew Skill: Varies widely

Cargo Capacity: 9 metric tons (bomb bay)

Consumables: 4 days

Cost: 160,500 (new), 95,900 (used)

Availability: 3, X

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 15/1D

Scan: 45/2D

Search: 80/3D

Focus: 4/3D+1

ECM Pod: -1D to attacker's Fire Control

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Crew: 1 (pilot or gunner)

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

#### Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Crew: 1 (gunner)

Ammo: 12

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### Concussion Missile Launcher

Fire Arc: Back

Skill: Starship gunnery

Crew: 1 (gunner)

Ammo: 18

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 6D

#### 4 Multi-Purpose Missiles (mounted on hardpoints)

Fire Arc: Front

Skill: Starship gunnery

Crew: 1 (gunner)

Fire Control: 4D

Space Range: 1-10/15/50

Atmosphere Range: 100-1/1.5/5 km

Damage: 6D+2

Game Notes: Can be refitted with 4 extra proton torpedoes and/or concussion missiles or the hardpoints may be modified to carry a pair of heavy space bombs (10D)

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

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