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)
Consumbables: 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 torpedeos and/or concussion missiles or the hardpoints may be modified to carry a pair of heavy space bombs (10D)

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