Starships D20 / 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.

Craft: Kashan Systems' SB-2 "Adamant"
Class: Starfighter
Cost: 160,500 (new), 95,900 (used)
Size: Tiny (17.91 meters long)
Crew: 2 (Normal +2)
Passengers: None
Cargo Capacity: 9 metric tons (bomb bay)
Consumables: 4 days
Hyperdrive: x2
Maximum Speed: Attack
Defense: 22 (+2 size, +10 armor)
Shield Points: 60
Hull Points: 120
DR: 5

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +10 (+2 size, +2 crew, +6 fire control)
Damage: 5d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Concussion Missile Launcher (18 missiles)
Fire Arc: Back
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB +0, S/M/L n/a

Weapon: Proton Torpedo Launcher (12 torpedoes)
Fire Arc: Front
Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

Weapon: 4 Multi-Purpose Missiles (mounted on hardpoints)
Fire Arc: Front
Attack Bonus: +12 (+2 size, +2 crew, +8 fire control)
Damage: 7d10x2

Range Modifiers: PB +0, S -2, M/L n/a
Note: 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 (10d10x2)

Weapon: ECM Pod
Fire Arc: All
Attack Bonus: N/A
Damage: Special (reduces enemy attack bonus by -2)
Range Modifiers: PB +0, S -2, M -4, L n/a

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