# Starships D6 / Rancorp Arbiter Bomber

Arbiter Bomber

Craft: Rancorp Arbiter Bomber
Type: Space Superiority Bomber
Scale: Starfighter
Length: 11 meters
Skill: Starfighter Piloting: Arbiter
Crew: 2 (pilot/gunner)
Consumables: 3 days
Cost: 130,000 (new)
Hyperdrive: x1
Nav Computer: Limited to 2 jumps
Manuverability: 2D
Space: 10
Atmosphere 435; 1,250 kmh
Hull: 2D+1
Shields: 1D
Sensors:
- Passive 20/0D
- Scan 35/1D
- Search 40/2D
- Focus 2/3D

Weapons:
2 Heavy Plasma Blasters
- Fire Arc: Front
- Crew: Pilot
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 100-500/2.5/3 km
- Damage: 6D

2 Proton Torpedo Launchers (fire-linked)
- Arc: Front
- Skill: StarShip Gunnery
- Crew: Gunner only
- Fire Control: 1D
- Range: 30-100/300/700
- Damage: 9D
- Ammo: 4-per launcher

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All text and stats by Dave Maloney,OverLord, HTML and logos done by FreddyB

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