



## Starships D6 / Rancorp Arbiter Bombe

### 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

---

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

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).