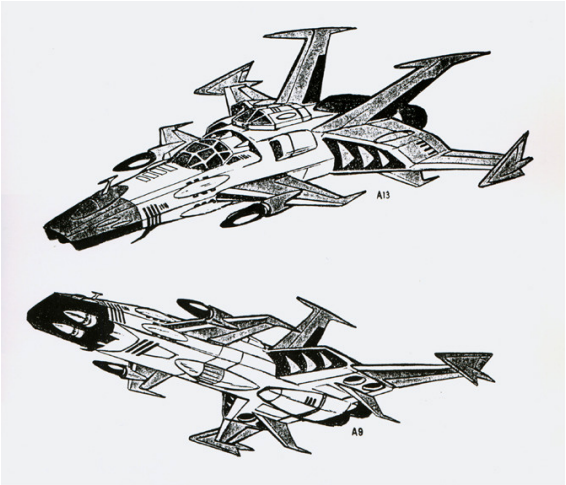
Starships D6 / Cosmowing Heavy Space Figh



Cosmowing Heavy Space Fighter/Bomber

Craft: Cosmowing Heavy Space Fighter Plane
Type: Heavy space fighter plane
Scale: Starfighter
Dimensions:
-Length: 15.4m
Skill: Starfighter piloting: Cosmowing or Bullet One
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D, starship shields 3D
Passengers: N/A
Cargo Capacity: 80 kilograms
Consumables: 3 days (emergency pack)
Cost: Not available for sale
Hyperdrive: N/A (Backup: N/A)
Nav Computer: No
Maneuverability: 2D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 4D+2
Shields: 1D+2
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/2D+2

WEAPONS (The Bullet One has its weapons listed with it else where):
  4 Focal Blaster Cannons (fire-linked)
    Location: mounted in wings
    Fire Arc: front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 1D
    Space Range: 1-5/10/20
    Atmosphere Range: 50-500/1/2km
    Damage: 6D
    Ammo: N/A
    Rate of Fire: 1 (fire-linked); or 4 (not fire-linked)

  8 Anti-Starfighter Missiles

Location: Mounted in launchers in the hull
Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 7D
Ammo: N/A
Rate of Fire: 1 (single), or up to 8 (volleyfire)

4 Anti Ship Missiles
Location: Mounted to wings
Fire Arc: Front
Crew: 1 (pilot)
Skill: Missile weapons
Scale: Capital
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 7D
Ammo: 2
Rate of Fire: 1 (single); 1 (fire-linked); or 2 (volleyfire)

DESCRIPTION:

(For stats on the Bullet One Light Fighter, see separate entry. While the Cosmowing has a Bullet One docked with it and can deploy it as desired, the stats given in this write-up are mostly for the Cosmowing without the Bullet One)

The Cosmowing is a heavier design of space fighter/bomber plane used by Captain Harlock and his crew on the Arcadia in their battles against threats throughout the universe. It carries more weapons than any of the standard model of Spacewolf space fighter planes. It also has a Bullet One light space fighter docked with it. The two look like a single fighter while together and will usually take enemies by surprise when they split into two separate craft.

In other sources, it is listed that the Cosmowing also carries a Bullet Two Light Fighter somewhere, though where it would fit is anyone's guess. It is thought that this was a fluke on the part of the toy companies for marketing, but who knows. It is the GM's/player's choices whether or not to allow this in their games.

Even without the Bullet Twos, the Cosmowings with their Bullet Ones make an impressive combatant in space or atmosphere, delivering lots of firepower against other starfighters and when bombing enemy targets on a planetary surface or other likely locations.

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