

Bullet One Light Space Fighter

Craft: Bullet One Light Space Fighter

Type: Light space fighter

Scale: Starfighter

Dimensions:

-Length: 6.3m

Skill: Starfighter piloting: Bullet One

Crew: 1

Crew Skill: Starfighter piloting 4D, Starship gunnery 4D, starship shields 3D

Passengers: N/A

Cargo Capacity: 20 kilograms

Consumables: 3 days (emergency pack)

Cost: Not available for sale

Hyperdrive: N/A (Backup: N/A)

Nav Computer: No

Maneuverability: 3D

Speed:

-Space: 5

-Atmosphere: 295; 850kmh

Hull: 2D+2

Shields: N/A

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D+2



WEAPONS (The Bullet One has its weapons listed with it else where):

2 Focal Blaster Cannons (fire-linked)

Location: Mounted on sides of hull

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 50-500/1/2km

Damage: 4D

Ammo: N/A

Rate of Fire: 1

DESCRIPTION:

The Bullet One Light Space Fighters are a part of Captain Harlock's fighter craft aboard the battleship Arcadia. While small and somewhat weaker in their hulls than the other Spacewolf and Cosmowing space fighters, Bullets are still more agile and pack enough punch to be trouble in their own right. These are also the craft always docked with the Cosmowing heavy fighter/bombers, and can be deployed from them whenever needed, and also can be left empty to be used as an extra space to pick up or deliver other people.

The Bullet One is the fighter preferred by Tadasu Daiba of Harlock's crew, who prefers functionality over attractive design.

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

All text, HTML and logos done by FreddyB

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