Starships D6 / Bullet Two Light Penetration S



Bullet Two Light Penetration Space Fighter

Craft: Bullet Two Light Penetration Space Fighter Plane
Type: Light space stronghold penetration fighter
Scale: Starfighter
Dimensions:
-Length: 6.8m
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 Two is a light space fighter plane, but also mounts a large drill tip on the nose, making it able to penetrate the thick surfaces of larger capital ships, asteroid and reinforced stronghold bases. This makes it perfect for resue operations for Captain Harlock and the crew of the Arcadia when trouble comes calling.

The Bullet two is armed with the normal Blaster Cannons on the Bullet One, but the main equipment is the drill tip mounted on the front nose of the fuselage. For simple combat damage, it does Hull+4D (6D+2) damage against other targets. The drill can be used to drill through other surfaces to breach through and perform rescue, sabotage, or simply cause havoc inside an enemy position or starship, continuing on with the drill through all the sensitive systems inside the target. To do this, the Bullet two must begin drilling on the surface. If the surface is starfighter scale, it will take seconds, minutes against capital scale, and hours against death Star scale. The amount of time equals seconds, minutes or hours equal to the hull dice of the target. The pilot must roll against a Difficulty equal to the hull dice code of the target, not modified by scale (that's why the time modifier is there!).

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