Starships D6 / Ship Mod: Shadow Bombs

SHADOW BOMBS

Model: Shadow Bomb Modification
Type: Modified proton torpedo
Scale: Starfighter (or Capital)
Skill: Starship gunnery (or Capital ship gunnery)
Cost:
-To Modify Launcher: +10% of base cost (or +5% of ship's base cost if launcher price is not available)
-Per Torpedo: +10% of base cost
Availability: 3, R
Range:
-Space: 1/2/4
-Atmosphere: 50-100/200/400m
Damage: Base damage dice +3D
Game Notes:
-To Notice Shadow Bombs: Visual based Search roll of Very Difficult, Heroic if the battle zone is chaotic. Sensors cannot detect them if trying to lock on propellant heat signatures. The Force Power Danger Sense will work normally.

In 25 ABY, the Yuuzhan Vong invaded the galaxy, using methods and tactical resources that many were unprepared for. In ship-to-ship combat, their dovin basals had the ability to manipulate gravity to produce many effects, namely to create miniature blacks holes that acted as a sort of shield, and to cause gravitic stresses that would 'rip' the shields from target vessels, leaving them more vulnerable to further attack.

As the defenders of the galaxy came up with new tactics to engage the Yuuzhan Vong and their unique biotic weaponry, the Jedi began using their many powers in new techniques to combat the enemy. One such method was the shadow bomb.

By taking a standard proton torpedo, they would empty the propellant and replace this with more explosive material. The launchers on their ships were modified to deploy the bombs from the hull, and the Jedi would then use their Telekinesis to move the bombs around.

The Yuuzhan Vong usually only detected the torpedoes by their bright propellant trails and would defend themselves accordingly, absorbing much of the damaging blast effects of the projectiles into the singularities created by their dovin basals. By taking away the propellant, the Yuuzhan Vong could no longer detect the wepaons as easily as they had before (Search roll of Very Difficult, Heroic if the battle zone is truly chaotic).

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.