

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 rescue 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

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