



Starships D20 / Adamant Space Bomber

Adamant Space Bomber

The Adamant space bomber was designed to replace the aging Y-Wings that the Palvar Defense Force had been using as dedicated space bombers with limited success. The Adamant is heavily armed and armored making it the perfect ship to serve as the PDF's primary dedicated bomber.

Craft: Kashan Systems' SB-2 "Adamant"

Class: Starfighter

Cost: 160,500 (new), 95,900 (used)

Size: Tiny (17.91 meters long)

Crew: 2 (Normal +2)

Passengers: None

Cargo Capacity: 9 metric tons (bomb bay)

Consumables: 4 days

Hyperdrive: x2

Maximum Speed: Attack

Defense: 22 (+2 size, +10 armor)

Shield Points: 60

Hull Points: 120

DR: 5

Weapon: 2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +10 (+2 size, +2 crew, +6 fire control)

Damage: 5d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Concussion Missile Launcher (18 missiles)

Fire Arc: Back

Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)

Damage: 6d10x2

Range Modifiers: PB +0, S/M/L n/a

Weapon: Proton Torpedo Launcher (12 torpedoes)

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 9d10x2

Range Modifiers: PB +0, S/M/L n/a

Weapon: 4 Multi-Purpose Missiles (mounted on hardpoints)

Fire Arc: Front

Attack Bonus: +12 (+2 size, +2 crew, +8 fire control)

Damage: 7d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Note: Can be refitted with 4 extra proton torpedoes and/or concussion missiles or the hardpoints may be modified to carry a pair of heavy space bombs (10d10x2)

Weapon: ECM Pod

Fire Arc: All

Attack Bonus: N/A

Damage: Special (reduces enemy attack bonus by -2)

Range Modifiers: PB +0, S -2, M -4, L n/a

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

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