



# Starships D20 / SoroSuub Aeolus Assault

## Aeolus Atmospheric Assault Bomber

The Aeolus Assault Bomber was designed as a Black Ops bomber. It has a Nav Computer and close to state of the art hyperdrive. It is designed to drop into a system undetected, using stealth systems, and get into the atmosphere. Once in the atmosphere it will drop into a terrain following mode at high speeds. It has a cluster of Long-Reach missiles for use against enemy fighter patrols, to take them down at long range with one hit. Then it also has Hellfire incendiary missiles to obliterate ground targets such as bunkers, garrisons, and factories. Also the ship can be equipped with a tactical nuclear warhead for use on large scale targets such as a city targeted for wiping out.

The ship was designed as a counter to the Scimitar Assault Bomber, however the empire managed to hijack several shipments of the fighters and they saw use on both sides during the time of the Reborn Emperor.

Craft: SoroSuub Aeolus Assault Bomber

Class: Starfighter

Size: Tiny (16.8 m long)

Hyperdrive: x2

Passangers: None

Cargo Capacity: 0

Consumables: 3 days

Cost: Not available for sale

Maximum Speed In Space: Attack (7 squares/action)

Atmospheric Speed: 890 km/h (14 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

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

Shield Points: 50 (DR 5)

Hull Points: 100 (DR 5)

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Attack Bonus: +2 (+2 size)

Damage: 5d10x2

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

Long-Reach Missile Launcher (8 Missiles)

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 9d10x2

Missil Quality: Ordinary (+10)

#### 12 HellFire Incendiary Missiles

Fire Arc: Turret

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10 (penetration); 7d10 (warhead)

Range Increments: 240 m

#### Tactical Nuclear Warhead

Fire Arc: Front

Attack Bonus: +6 (+2 size, +4 fire control)

Damage: 7d10x5 and 4d10x5 (ionization; EMP damage)

Range Increments: 25 km (5 km)

Notes: A nuclear blast unleashes a vast amount of radiation that will last for centuries, roll as follows:

Distance - Required Rolls

1-5 km - Survival DC 30 every round.

6-15 km - Survival DC 25 every hour.

16-25 km - Survival DC 20 every 6 hours.

26-50 km - Survival DC 15 every 12 hours.

51-100 km - Survival DC 10 once a day.

101-200 km - Survival DC 5 once a week.

Game Notes: Stealth Systems, add DC +10 to Computer Use check to detect the Aeolus Bomber.

---

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

All text and stats by Dave Maloney, OverLord, 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](#).