



Vehicles D6 / Mobquet Stormfire-Class

Craft: Mobquet Stormfire-Class Gunship

Type: Armored Aerospace Gunship

Scale: Speeder

Length: 8 meters

Skill: Repulsorlift Operations

Crew: 1

Passengers: 6 Troops

Cargo Capacity: 500 kilograms

Cover: Full

Altitude Range: Ground-250 km

Cost: 45,000

Move: 900; 2,600 kmh

Maneuverability: 4D

Body Strength: 8D

Shields: 2D

Sensors:

Passive: 6 km/1D

Scan: 9 km/1D+1

Search: 12 km/2D

Focus: 400 meters/2D+1

Weapons:

1 Heavy Rotary Blaster Cannon

Scale: Speeder

Fire Arc: Front

Fire Rate: 20

Crew: Pilot

Skill: Vehicle Blasters

Fire Control: 6D For Fire Suppression or 3D For Sustained Fire

Range: 40-1.2/6/32 km

Blast Radius: 10 meters

Damage: 8D For A Single Blaster Bolt (14D For Sustained Fire)

4 Medium Concussion Rocket Pods

Scale: Walker

Fire Arc: Front

Fire Rate: 1 At A Time, 6 Rocket Salvos, or 36 Rocket Barrages

Crew: Pilot

Fire Control: 4D For 1, 6D For 6, 8D For 36, or 10D For All 144

Range: 40-1.2/6/32 km

Blast Radius: 20 meters (60 meters for 6, 120 meters for 36, 240 meters for all 144)

Damage: 7D (10D for 6, 14D for 36, 18D for all 144)

Ammunition: 36 Each (144 total)

Capsule: The Mobquet Stormfire-Class Gunship is the latest combat speeder offering to come out of Corporate Sector Authority space. Built and distributed by Mobquet, a subsidiary corporation of TaggeCo, the Stormfire is a deadly addition to any combat force. With a hardened ceramic-durasteel composite hull averaging 8 centimeters thick and a top of the line Class 2 shield generator the Stormfire can handle immense amounts of punishment before losing structural integrity. The Stormfire is practically built around its main cannon, a Golan Arms LaserStorm-7 multi-barrel blaster cannon that can maintain an immense rate of fire and lay down a withering barrage of energy bolts for strafing runs or sustained bombardment whilst hovering. The Stormfire's secondary weapon system is arguably more devastating than its main system. This secondary system mounts 4 concussion rocket pods on the short stub wings extending from the sides of the Stormfire. Each rocket pod carries 36 powerful concussion rockets in six rows of six rockets which can be fired in one of four modes. In the first mode the rockets fire one at a time, launching with each pull of the trigger. The second mode ripple fires six rockets with a quarter second delay between each missile so that all six rockets have been launched in 1.5 seconds. The third mode fires four six-rocket volleys at once, one volley from each rocket pod. The fourth, final, and most devastating attack is a mass firing of all 144 rockets with a single pull of the trigger. This launches all 144 rockets in opposite-side ripple fire formations with the six rockets of the first row firing top-to-bottom while the rockets of the second row fire bottom-to-top and so on. This veritable shower of concussion rockets blankets an area of nearly half a kilometer in diameter and is frequently used to shatter large infantry or light assault vehicle formations. The Stormfire has a fully pressurized and environmentally sealed cabin that holds air enough for up to a full week outside a breathable atmosphere. While this is rarely necessary given the nature of the Stormfire's mission profile, it does allow the Stormfire a high level of flexibility when it is called upon for other roles. With the ability to carry six extra beings in addition to the pilot this sturdy craft is a favorite among small special operations units around the galaxy. Its high speed, heavy armor and armaments, and excellent speed make it perfect for insertion and extraction of small commando teams and the reasonable price tag makes it attractive to just about anyone who needs a small, fast, and deadly airborne attack craft.

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