

## Starships D6 / Cosmowing Heavy Space

Cosmowing Heavy Space Fighter/Bomber

Craft: Cosmowing Heavy Space Fighter Plane

Type: Heavy space fighter plane

Scale: Starfighter

Dimensions:

-Length: 15.4m

Skill: Starfighter piloting: Cosmowing or Bullet One

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 4D,  
starship shields 3D

Passengers: N/A

Cargo Capacity: 80 kilograms

Consumables: 3 days (emergency pack)

Cost: Not available for sale

Hyperdrive: N/A (Backup: N/A)

Nav Computer: No

Maneuverability: 2D

Speed:

-Space: 6

-Atmosphere: 330; 950kmh

Hull: 4D+2

Shields: 1D+2

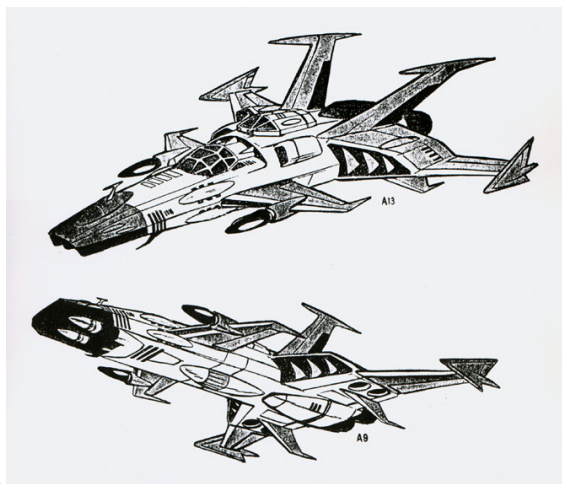
Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/2D+2



WEAPONS (The Bullet One has its weapons listed with it else where):

4 Focal Blaster Cannons (fire-linked)

Location: mounted in wings

Fire Arc: front

Crew: 1 (pilot)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 1D  
Space Range: 1-5/10/20  
Atmosphere Range: 50-500/1/2km  
Damage: 6D  
Ammo: N/A  
Rate of Fire: 1 (fire-linked); or 4 (not fire-linked)

#### 8 Anti-Starfighter Missiles

Location: Mounted in launchers in the hull  
Fire Arc: Front  
Crew: 1 (pilot)  
Skill: Starship gunnery  
Scale: Starfighter  
Fire Control: 3D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700m  
Damage: 7D  
Ammo: N/A  
Rate of Fire: 1 (single), or up to 8 (volleyfire)

#### 4 Anti Ship Missiles

Location: Mounted to wings  
Fire Arc: Front  
Crew: 1 (pilot)  
Skill: Missile weapons  
Scale: Capital  
Fire Control: 1D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700m  
Damage: 7D  
Ammo: 2  
Rate of Fire: 1 (single); 1 (fire-linked); or 2 (volleyfire)

#### DESCRIPTION:

(For stats on the Bullet One Light Fighter, see separate entry. While the Cosmowing has a Bullet One docked with it and can deploy it as desired, the stats given in this write-up are mostly for the Cosmowing without the Bullet One)

The Cosmowing is a heavier design of space fighter/bomber plane used by Captain Harlock and his crew on the Arcadia in their battles against threats throughout the universe. It carries more weapons than any of the standard model of Spacewolf space fighter planes. It also has a Bullet One light space fighter docked with it. The two look like a single fighter while together and will usually take enemies by surprise when they split into two separate craft.

In other sources, it is listed that the Cosmowing also carries a Bullet Two Light Fighter somewhere, though where it would fit is anyone's guess. It is thought that this was a fluke on the part of the toy

companies for marketing, but who knows. It is the GM's/player's choices whether or not to allow this in their games.

Even without the Bullet Twos, the Cosmowings with their Bullet Ones make an impressive combatant in space or atmosphere, delivering lots of firepower against other starfighters and when bombing enemy targets on a planetary surface or other likely locations.

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