Starships D6 / Earthforce Breaching Pod



EARTHFORCE BREACHING POD

Craft: Earthforce Breaching Pod
Type: Breaching pod
Scale: Starfighter
Dimensions:
-Length: 10m
Skill: Space transport piloting: Earthforce breaching pod
Crew: 1
-Troops: 20
-Skeleton: N/A
-Emergency Evac: 40/1 day
Crew Skill: Sensors 4D, Space transports 5D
Passengers: N/A (see Troops)
Cargo Capacity: 100kg
Consumables: 2 days
Cost: Not available for sale
Hyperspace Jump Engines: No
Nav Computer: No
Maneuverability: 2D+1
Speed:
-Space: 5
-Atmosphere: N/A
Hull: 3D
Shields: N/A
Sensors:
-Passive: 20/0D
-Scan: 30/1D
-Search: 40/2D
-Focus: 2/2D+2

WEAPONS: N/A

DESCRIPTION:

The Earthforce breaching pod is a small craft used by Earthforce for boarding actions.

Usage

The ship latches onto the hull of the target using the grappling claws and uses the cutting lasers to cause a small breach in the hull. This allows marines to enter the enemy ship or station to neutralize combatants, then plant explosives to destroy the target or attempt to capture it.

Design Notes

The Breaching Pod is statted up to be exactly what it is, a short ranged transport meant to get troops into the fight during space combat engagements. In this way, troops aboard starships still have their purpose and are not left behind while other starships go into battle. Even better, if these troops can take the enemy starships and use them for Earthforce, so much the better!

While not listed here, assume these breaching pods have everything they need to latch onto ship hulls and quickly cut through thick hull armor to gain access to a starship or space station. This may still take a little time, enough for enemy troops to possibly discover their breaching location and position their troops accordingly to fight off the intrusion.

It should be assumed that any Earth Alliance/Earthforce military vessels carries a good many breaching pods that can easily be launched with a squad of GROPOS onboard, even if the breaching pods are not listed in those ships' stats.

OTHER INFO:
Affiliation: Earthforce
Crew: Pilot + Marine detachment
Jump Capable: No
Gravity: No

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