Starships D6 / Tempest Bomber



TEMPEST BOMBER

Craft: Tempest Bomber
Model: Slayn & Korpil H-60 Tempest Bomber
Affiliation: Old Republic; Rebel Alliance
Type: Bomber
Scale: Starfighter
Dimensions:
-Length: 19.2m
-Width: 3.8m
-Height/Depth: 2.8m
Skill: Starfighter piloting: Tempest
Crew: 2
-Gunners: 1
Crew Skill: Starfighter piloting, starship gunnery, starship shields
Passengers: N/A
Cargo Capacity: 110kg
Consumables: 1 week
Cost: 172,000 credits (new); 90,000 credits (used)
Hyperdrive Multiplier: None (after-market additions possible, see below)
Nav Computer: N/A
Maneuverability: 2D
Speed:
-Space: 5
-Atmosphere: 295; 850kmh
Hull: 4D
Defenses:
-Shields: 1D
Sensors:
-Passive: 25/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 2/3D+1

WEAPONS:
2 Laser Cannons (fire-linked)
Location: Secondary gunner cockpit
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control:

Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 5D
Rate Of Fire: 1

Twin Light Ion Cannons
Location: Secondary gunner cockpit
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Range:
-Space: 1-3/7/36
-Atmosphere: 100-300/700/3.6km
Damage: 4D
Rate Of Fire: 1
Special: Ion damage

Proton Torpedo Launcher
Location: Front central hull
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700m
Damage: 8D
Ammo: 12
Rate Of Fire: 1

Ventral Proton Bomb Bay
Location: Ventral hull
Fire Arc:
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Range:
-Space: 1/3/6
-Atmosphere: ??? (see below)
Damage: 10D
Ammo: 6
Rate Of Fire: 1+ (see below)
Special: Can swap payload for...
-Ion Bombs (8D ion damage)
-Plasma Bombs (8D to energy shields)

DESCRIPTION:

The H-60 Tempest bomber was a flying wing-style bomber that was a predecessor of the B-wing starfighter.

The Tempest resembled a larger version of the later B-wing starfighter, but lacked its folding wings. There was also a different engine configuration than that of the B-wing, and other design variations, including a cockpit on each end which were detachable for maintenance and repairs.

The H-60 bomber was developed for the Republic Navy in the final decades of the Galactic Republic. Naval planners held a dislike for the resource-heavy and unusual twin-cockpit design and the bombers saw little use. Some were stored in Republic scrap yards to be used for spare parts. As the Galactic Empire came to power, bombers were sold off to independent parties in secret and saw some moderate success for several decades. Only a few squadrons worth had been made when the line was scuttled.

Although the design was too inflexible to compete with more modern fighters, the best parts of the H-60 were used in the design of the B-wing starfighter. Around 0 BBY, the H-60 was used by the Rebel Alliance, with some ships from Ord Bueri kept in reserve at their main base on Yavin IV.

GAME NOTES:

-BOMBER RULES: When launching or dropping bombs from the Ventral Proton Bomb Bay in an atmosphere, the bombs are not fired in a fire arc like most weapons, but instead are meant to be dropped below the bomber and letting gravity to do the rest. When determining range for this weapon, use the bomber's sensor ranges, Passive for short range, Scan for medium range, and Search for long range, with the Difficulties that these ranges would normally have for missile and torpedo weapons. Due to the altitude range this allows, any available defenses for the intended target may attempt to shoot the bomb(s) down, as they will take 1 round per range increment to reach the trget on the ground. When in space, use the space range as given above, but remember that the bombs are dropped out the bottom of the starighter's ventral hull, moving by a combination of bay launchers and inertia, with no propulsion of their own like missiles and torpedoes do. Being a bomb bay, the bomber may also drop more than 1 bomb when making its attack, up to the maximum payload for combined fire-linked damage. As it is a bomb bay, the bay's payload can be changed out for other types of ordnance, like ion bombs or plasma bombs, with examples of this listed above as alternative options. As ion and plasma bombs may be statted out differently from other sources, assume the bomb bay can carry loads of any and all types and models of ordnance, as long as they are intended for starfighter scale.

GAME DESIGN NOTES:

"As seen in Dorling Kindersley factbooks, the look of the H-60 Tempest was inspired by early concept art depicting a much sleeker B-wing starfighter, made during the production of Return of the Jedi in the early 80s.[source?] Leland Chee has said that a craft that resembles a B-wing in the Droids episodes "Escape Into Terror" and "The New King" may be the H-60 Tempest bomber."

"Although the The Force Unleashed Campaign Guide says the craft has a crew of four, Stay on

Target says it only has two; a pilot and gunner."

-General Stats: For Maneuverability, the Tempest has 2D over the B-Wing's 1D+1 due to it being a more stable platform, not having the B-Wing's gyroscopically stabilized rotating cockpit (which, personally, I feel should give the B-Wing better Maneuverability until it sustains damage, but oh well...). The Hull is increased +1D from the B-Wing due to being more solid and having no fancy moving parts in the hull, though shields are reduced -1D due to being older technology, as well as designed as a devoted bomber not meant for other combat roles. Speed is reduced by 1 to 5, as bombers are somewhat slow, and older starships would be a little slower later later models. While a B-Wing is more than capable of defending itself if also acting in a bomber role, if the Tempest fell short in this then it could rely on a fighter escort (though with this design, it's still capanle as is).

-Twin Light Ion Cannons: For these, instead of transferring the B-Wing's ion cannons, I used those of the Y-Wing instead. The reason being, the Y-Wing's are called "light" and have a decent 4D damage with 2 fire-linked, so they're 3D each when not. But the B-Wing's ion cannons are supposed to be "medium" and fire-linked with 3, and seem like they should be 4D damage each, 5D+1 when fire-linked. So, to make it simple, and to give the Tempest some extra pinch for a bomber, the Y-Wing's ion cannons were used.

-Proton Torpedo Launcher: Nothing fancy, just Copies/Pasted from any other starfighter, only difference is instead of 2 fire-linked, it is only 1, so the damage is 8D, but it has 12 torpedoes so plenty to use compared to other starfighters.

-Ventral Proton Bomb Bay: From a personal perspective, I can't remember right off hand if WEG Star Wars D6 ever listed specific rules for bombs. Any time a starfighter was listed as a "bomber", the bomb weapons always seemed to operate like standard proton torpedoes or concussion missiles. While the Tempest Bomber is in many ways an older, weaker precursor to the B-Wing with many of its weapons and other traits copied & pasted from other starfighter stats, or given weaker versions of what other starfighters have since it is an older model, this time around I wanted to take a crack at making something unique and special, not just for the Tempest but for bombers in general. The "BOMBER RULES" listed in GAME NOTES shoould be able to be applied for any other bombers in Star Wars D6 as an alternate/homebrew rule. Furthermore, when deciding on damage for the proton bombs, my thoughts were that they would have no propulsion, be a bit bigger, and have their damge increased to really bust open their targets. Therefor, each bomb is equal to fire-linking 5 8D proton torpedo warheads in a single bomb for 10D damage. Since the Tempest has the option of dropping all 6 f its bombs at once, this damage can be increased to 12D+1, but only for a single attack, so you better not miss!

OTHER INFO:

Role(s): Heavy bomber[2]
Era(s): Rise of the Empire era; Rebellion era
Affiliation: Galactic Republic; Independents; Alliance to Restore the Republic

---

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