

Name:

Hell Fighter

Type: Galarne/Ferges Industries Hell Fighter

Scale: Starfighter

Length: 8.9 Meters

Skill: Starfighter Piloting - Hell Fighter

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 3 Days

Cost: 350,000 (new)

Cargo Capacity: 110 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 12

Atmosphere: 450;1300kmh

Maneuverability: 2D+1

Hull: 4D

Shields: 2D

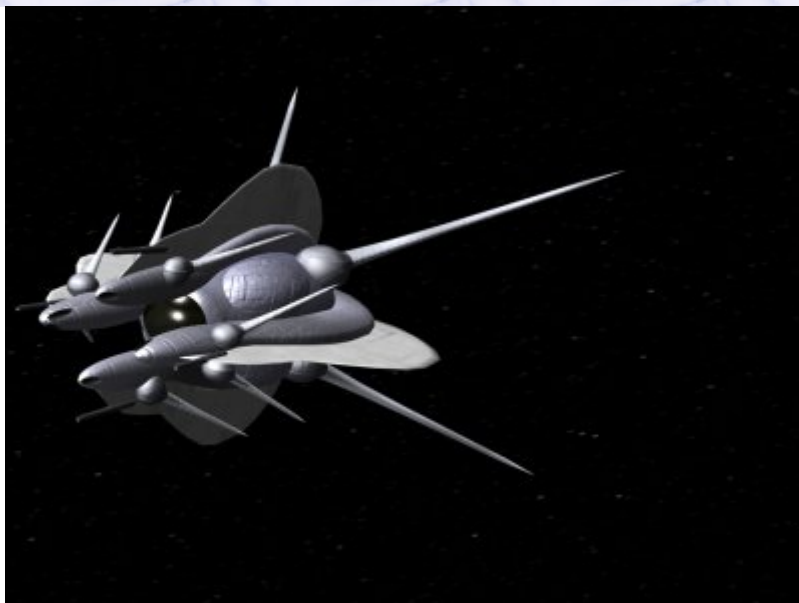
Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/3D

Focus: 3/3D+2



Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

4 Twin Concussion Missile Launchers (4 Missiles Each)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: The HellFighter owes a lot of its design to the Tie Series of fighters, being small, fast and lacking a hyperdrive. The powerful weapons, and addition of shields make this vessel better than the majority of Tie designs, although it does not rival some of the newer more powerful Ties such as the Avenger or Defender. Although the vessel was never adopted by the New Republic, it was shortly tested and heartily approved of by the Republics best pilots, but problems adapting to the fighters radically different controls meant that the vessel was never purchased in large numbers. The spines covering the ships hull provide some atmospheric control, but mainly act as stabilization when the vessel is landed.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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