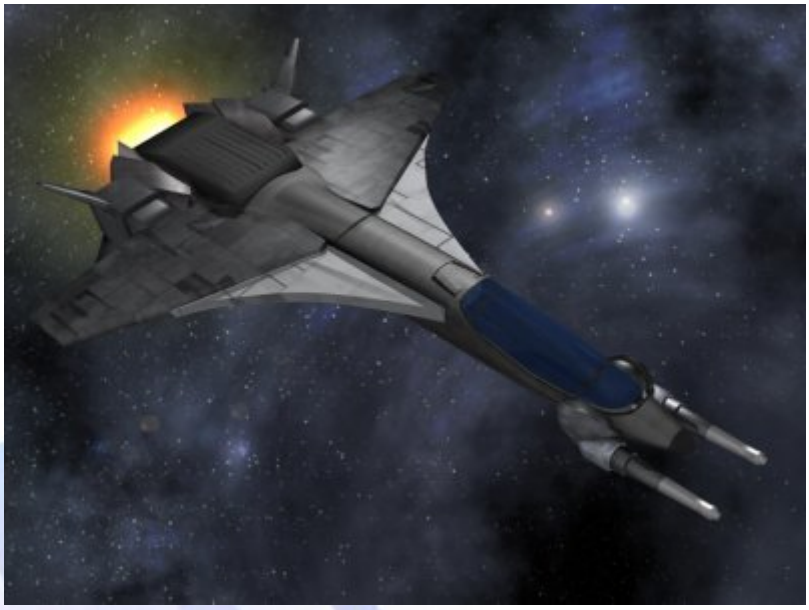
Starships D6 / Zenid Defence Bulldog Assaul



Name: Bulldog Assault Fighter
Type: Zenid Defence Bulldog Assault Starfighter
Scale: Starfighter
Length: 15.1 Meters
Skill: Starfighter Piloting - Bulldog
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Week
Cargo Capacity: 80 Kg
Cost: 250,000 (new)
Hyperdrive Multiplier: X1
Hyperdrive Backup: N/A
Nav Computer: Limited to Two Jumps
Space: 8
Atmosphere: 350;1050kmh
Maneuverability: 2D
Hull: 5D+1
Shields: 2D+1
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 4/4D

Weapons:
- Twin Heavy Laser Cannons
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D+2
- Proton Torpedo Launcher (6 Torpedo Magazine)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 100/300/700m
  - Damage: 9D

Description: The Bulldog is a heavy assault starfighter design to help achieve space superiority against larger numbers of enemy fighters, designed to be rugged and be capable of surviving direct energy weapon hits on its hull. It is equipped with Proton Torpedos and Heavy Laser Cannons capable of causing massive levels of damage to enemy starfighters, however the fighters poor

manueverability and the low storage capacity of its hyperspace navigation system has led it to be somewhat less capable than its designers intended. Even with these taken into account the Bulldog is a powerful starfighter with a punch equalling some bombers and a vessel which has proven itself in service with a number of independant worlds since it was released a year or so after the Battle of Endor.

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