

Starships D6 / Zenid Defence Bulldog

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

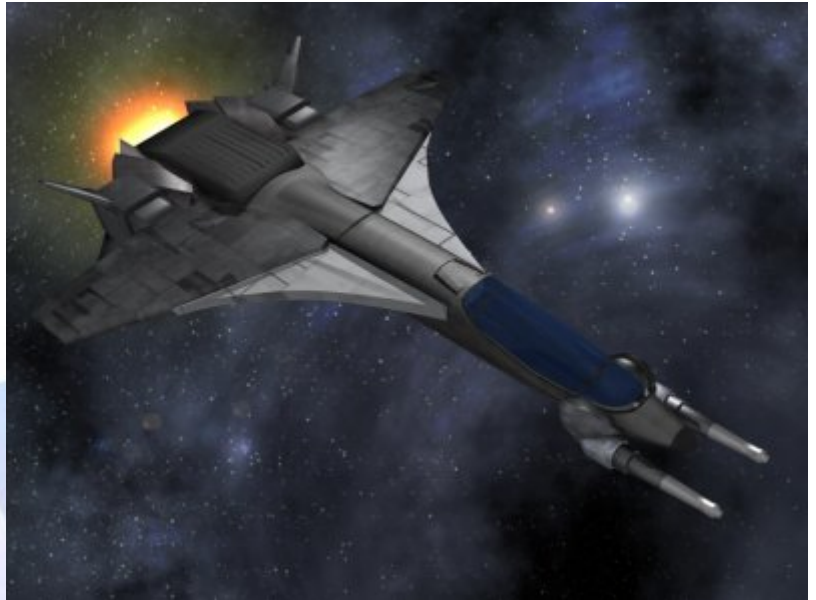
Proton Torpedo Launcher (6 Torpedo Magazine)

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.

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

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