Starships D6 / Hammer Heavy Bomber



Name: Hammer Heavy Bomber
Type: Mandalorian Hammer Heavy Bomber
Scale: Starfighter
Length: 26 Meters
Skill: Starfighter Piloting - Hammer
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
Consumables: 2 Weeks
Cargo Capacity: 200 Kg
Hyperdrive Multiplier: X1
Hyperdrive Backup: X5
Nav Computer: Limited to 10 Jumps
Space: 7
Atmosphere: 350;900kmh
Maneuverability: 2D
Hull: 5D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 5/6D

Cloaking Device : No

Weapons:
- Heavy Gatling Laser Cannon
  - Fire Arc: Turret (Front/Left/Right)
  - Fire Control: 5D
  - Space: 1-5/17/40
  - Atmosphere Range: 100-500/1.7/4
  - Damage: 6D+2
- Twin Heavy Laser Cannon
  - Fire Arc: Turret
  - Crew: 1 each
  - Fire Control: 4D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- Twin Heavy Ion Cannons (Firelinked)
  - Fire Arc: Front

Fire Control: 4D
Space: 1-3/7/36
Atmosphere Range: 100-300/700/3.6km
Damage: 5D

16 Atomic Compression Missiles (16 reloads (takes an action to reload))
Fire Arc: Front
Fire Control: 3D
Space: 1/3/7
Atmosphere Range: 100/300/700
Damage: 12D

Description: The Hammer Heavy Bomber works in a role not filled in the Republic fleet, that of a dedicated Bomber / Missile Platform, although both the Y and B wing fighter can launch missiles they are still designed to fulfill multirole positions in the Republic fleet. The Hammer is heavier, larger and much more devastating vessel, and although no faster than a Y Wing fighter is is much more rugged. With a two man crew the Hammer can concentrate on its bomber role, with the pilot avoiding attacks while the gunner targets Missiles, or uses the turrets to take down interceptors. The Hammer carries 32 Missiles loaded two in each of its 16 launchers, the launchers can be configured by the gunner to fire in ripples (the gunner can fire missiles more than one at a time to get the effect of fire linking the missile launchers), the spare missiles can be readied once the primary has been fired but this takes an action for each missile to be prepared.

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