

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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