Starships D6 / Hellhound Assault Fighter



Name: Hellhound Assault Fighter
Type: Mandalorian Hellhound Heavy Assault Fighter
Scale: Starfighter
Length: 21 Meters
Skill: Starfighter Piloting - Hellhound
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
Consumables: 2 Weeks
Cargo Capacity: 300 Kg
Hyperdrive Multiplier: X5
Hyperdrive Backup: n/a
Nav Computer: Limited to 2 Jumps
Space: 7
Atmosphere: 350;900kmh
Maneuverability: 1D+1
Hull: 5D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 30/1D
- Search: 40/2D
- Focus: 1/3D

Cloaking Device : No

Weapons:
- Twin Medium Laser Cannons
  - Fire Arc: Front
  - Fire Control: 1D+1
  - Space: 1-4/15/30
  - Atmosphere Range: 100-400/1.5/3
  - Damage: 4D
- Concussion Missile Launcher (16 Missiles)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 7D

Description: An older Mandalorian Design dating back a century, the Hellhound was a heavy fighter filling a role similar to that of the Y-Wing or B-Wing fighters. The Hellhound was one of the first

fighters to be equipped with a hyperdrive, and although large and unweildy the amount of damage that the Hellhound could take and still keep fighting made it a remarkable vessel for its time. Also the large engines which occupied 75% of the ships hull, actually gave this ship a high top speed, which still makes this a fast assault vessel even now. Although now phased out of service, the Hellhound is still kept in a number of planetary reserve storage facilities, and during their long war with the Sith it may become necessary for these reliable and tough fighters to see service once more.

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