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.