

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.

---

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

Text completely by FreddyB. Image is from Wing Commander 3 copyright resides with Origin Systems.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)