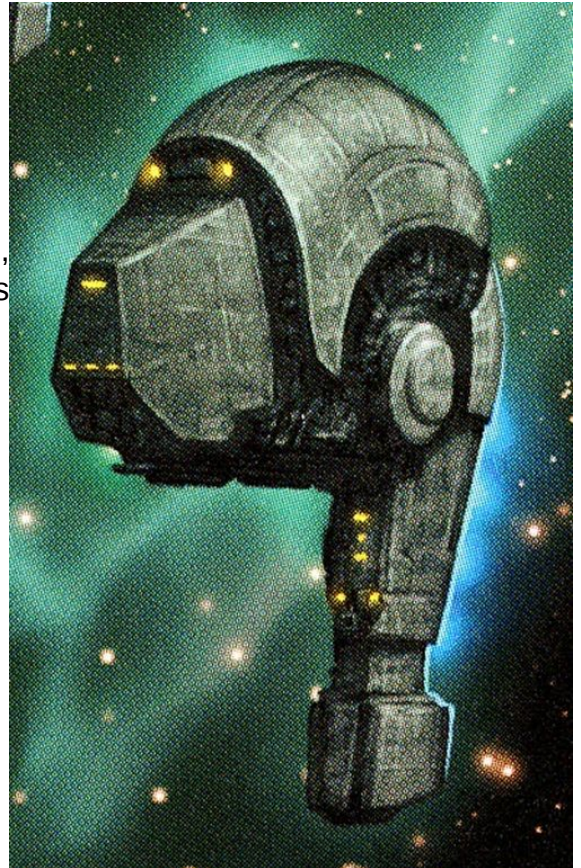


Starships D6 / Jehaveyir-type assault ship

Name: Jehavey'ir-type assault ship
Scale: Capital
Length: 188 meters
Skill: Capital Ship Piloting: Jehavey'ir-type assault ship
Crew: 200. Skeleton: 5/+15
Crew Skill: Astrogation 3D. Capital Ship Gunnery 4D+1,
Capital Ship Piloting 4D, Capital Ship Shields 4D, Sensors
2D+2
Cost: 10 million credits (4 million used)
Passengers: 500 (Mandalorian troops)
Cargo Capacity: 3,500 tons
Consumables: 6 months
Navigation Computer: Y
Hyperdrive Multiplier. x2
Hyperdrive Backup: x12
Maneuverability: 1D
Space: 5
Atmosphere: 415: 1,250 km/h
Hull: 4D+2
Shields: 3D
Sensors:
 Passive: 30/1D
 Scan: 50/2D
 Search: 65/2D+2
 Focus: 5/3D
Weapons:
 Medium double turbolasers (5)
 Fire Arc: 2 Forward, 1 Left, 1 Right, 1 Back
 Crew: 6
 Skill: Capital Ship Gunnery
 Fire Control: 1D+2
 Space Range: 2-16/30/60
 Atmosphere Range: 40-320/600/1.2 kilometers
 Damage: 5D
 2x Heavy ion cannon batteries
 Fire Arc: 1 left, 1 right
 Crew: 4
 Scale: Capital
 Skill: Capital Ship Gunnery
 Fire Control: 2D+1
 Space: 1-10/25/50
 Atmosphere: 2-20/50/100
 Damage: 5D
 Super-heavy concussion missile battery (36 missiles total))



Fire Arc :2 front
Crew: 12
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/2/6
Atmosphere Range: 2-100/200/600 m
Damage: 8D

Description: The Jehavey'ir-type assault ship, named after a Mando'a word for "ambush", was utilized by the Mandalorian Neo-Crusaders during the Mandalorian Wars.

Characteristics

Similar in appearance to contemporary Mandalorian Kyr mud-type battleships, as they were both based on Basilisk technology, the assault ships were propelled by five engines and were armed with medium double turbolasers, heavy ion cannons and super-heavy concussion missile launchers. These assault ships always had their guns charged and ready to fire, even when in hyperspace, which allowed them to engage moments after arriving on the scene of battle. They lacked landing bays, and instead had special airlocks permitting the easy projection of troops toward a ship to be boarded.

History

Ships of this kind participated in the Battle of Vanquo, and later on, in the bombing of Serroco during the Battle of Serroco. After a lengthy chase Neo-Crusader Shock Troopers from a Jehavey'ir-type assault ship took the Republic flagship Courageous.

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