

Name:

Scorpion Light Patrol Fighter

Type: Mandalorian Scorpion Patrol Fighter

Scale: Starfighter

Length: 16 Meters

Skill: Starfighter Piloting - Scorpion

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 6D+2, Starship Shields 5D

Consumables: 1 Week

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: X5

Hyperdrive Backup: n/a

Nav Computer: Limited to 2 Jumps

Space: 7

Atmosphere: 350;900kmh

Maneuverability: 3D

Hull: 2D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 90/2D

Focus: 15/3D

Cloaking Device : No

Weapons:

Medium Laser Cannon

Fire Arc: Turret (front/left/right)

Fire Control: 4D

Space: 1-4/15/30

Atmosphere Range: 100-400/1.5/3

Damage: 5D

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-4/15/30

Atmosphere Range: 100-400/1.5/3

Damage: 6D



Description: This is a light patrol fighter, used for securing and controlling Mandalorian controlled systems. The two man crew allows the fighter to more easily do several tasks, letting the pilot concentrate on piloting and sensors, while the gunner controls weapons and communications. The Mandalorians never use this fighter on the front line of battle, or even in more secure areas, but instead use it for patrolling less important installations such as gas miners or scientific stations.

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