

Starships D6 / Viper Patrol Vessel

Name:

Viper Patrol Ship

Type: Mandalorian Viper Patrol Vessel

Scale: Starfighter

Length: 30 Meters

Skill: Space Transports: Viper

Crew: 1 + 1 Gunner

Crew Skill: Space Transports 6D, Starship

Gunnery 6D+2, Starship Shields 5D

Passengers: 10

Consumables: 6 Months

Cargo Capacity: 25 Tons

Hyperdrive Multiplier: X.5

Hyperdrive Backup: X2

Nav Computer: Yes

Space: 9

Atmosphere: 350;900kmh

Maneuverability: 3D

Hull: 4D

Shields: 4D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 120/4D

Focus: 15/5D

Cloaking Device : Mandalorian

Weapons:

4 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 8D

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Turret (back/left/right)

Crew: 1

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

2 Smart Concussion Missile Launchers (6 Missiles Total)

Fire Arc: Front

Fire Control: 5D

Space: 1/3/7

Atmosphere Range: 100/300/700

Damage: 8D

Description: The Viper patrol ship is used by the Mandalorian Empire as a scout and patrol vessel. Capable of carrying troops, some equipment and supplies for long missions, it also serves as a transport for commando missions. The Viper can handle itself in combat with starfighters and with its speed and cloaking device is an impressive ship to see in operation. The Viper is however very expensive and its role is covered by a number of other Mandalorian ships so is not seen in service a great deal, however as older vessels are phased out of service it is probable that the Viper will be manufactured in greater quantities to fill the gap left.

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

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