Name:



Panther Stealth Fighter

Type: Mandalorian Panther Stealth Fighter

Scale: Starfighter

Length: 16 Meters

Skill: Starfighter Piloting - Panther

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D

Consumables: 2 Weeks

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: X.5

Hyperdrive Backup: X 1

Nav Computer: Limited to 6 Jumps

Space: 8

Atmosphere: 350;900kmh

Maneuverability: 5D

Hull: 4D

Shields: 3D

Sensors:

    Passive: 30/1D

    Scan: 60/2D

    Search: 90/3D

    Focus: 15/5D


Cloaking Device : Mandalorian


Weapons:

    Twin Medium Laser Cannons (Firelinked)

        Fire Arc: Front

        Fire Control: 4D

        Space: 1-3/12/25

        Atmosphere Range: 100-300/1.2/2.5km

        Damage: 6D

    Heavy Ion Cannon

        Fire Arc: Front

        Fire Control: 4D

        Space: 1-3/7/36

        Atmosphere Range: 100-300/700/3.6km

        Damage: 4D

    4 Smart Concussion Missiles (each has separate launcher)

Fire Arc: Front
Fire Control: 5D
Space: 1/3/7
Atmosphere Range: 100/300/700
Damage: 8D
2 Atomic Compression Missiles
Fire Arc: Front
Fire Control: 3D
Space: 1/3/7
Atmosphere Range: 100/300/700
Damage: 12D

Description: The Panther Stealth Fighter is the newest and greatest fighter available to the Mandalorian Empire. Built around a cloaking Device, with vectored thrust available from its powerful main drive the Panther makes a superb weapons platform even before you take into account its vast array of weapons. The Panther carries powerful laser and ion cannons, and also is equipped with 4 Smart Concussion Missiles each loaded in its own launcher, the launchers can be configured by the pilot to fire in ripples (the pilot can fire missiles more than one at a time to get the effect of fire linking the missile launchers), the ship also carries two Atomic Compression Missiles in their own launchers but these cannot be reconfigured.

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