

Name:

Viper Patrol Ship

Type: Bell-Braben Shipyards Viper Patrol Ship

Scale: Starfighter

Length: 30m

Skill: Space Transports - Viper Patrol Ship

Crew: 2 ; skeleton 1/+10

Crew Skill: varies

Passengers: 30

Consumables: 6 Months

Cost: 130,000 (new), 35,000 (used)

Cargo Capacity: 50 Tonnes

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Nav Computer: Yes

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 1D

Hull: 3D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 75/3D

Focus: 3/4D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Twin Concussion Missile Launchers (firelinked)

Fire Arc: Front

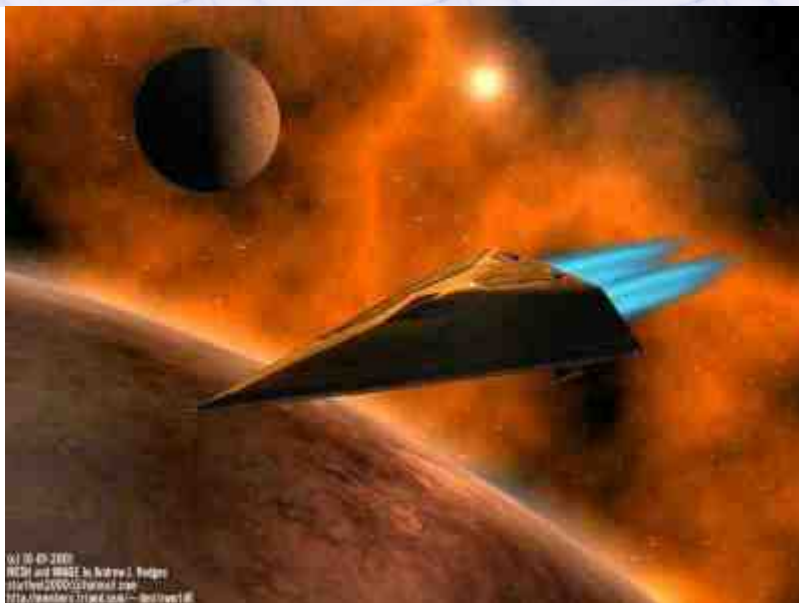
Skill: Starship Gunnery

Fire Control: 1D+2

Space Range: 1/3/7

Atmosphere Range: 100/300/700m

Damage: 9D



Description: The Viper Patrol Ship is an older design, dating back to before the rise of the Empire, the Viper is designed to patrol systems and to perform early customs checks. Capable of carrying a squad of security troopers and a number of prisoners in addition to its crew, the viper can act as a small troop transport or a shuttle in addition to the duties it was designed for, and a few have had the additional passenger quarters ripped out to free cargo space to make the Viper a small but perfectly servicable transport ship. While the Viper achieved some success when released, that has now waned enough that the line may soon be discontinued, buyers now feel that the single laser is not enough for a patrol ship to stand up against the heavy armaments that most pirates and smugglers have mounted on their vessels. Although a few remain in service with system patrol forces, the majority have been sold off into the private sector with some ending up in the hands of the very pirates that the ship was designed to combat.

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

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