

Starships D6 / Panther Stealth Fighter

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.

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

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