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.

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