

Starships D6 / Pirahna Scout Fighter

Name: Pirahna Fighter
Type: Mandalorian Pirahna Scout Fighter
Scale: Starfighter
Length: 16 Meters
Skill: Starfighter Piloting - Panther
Crew: 1 + 1 Gunner/Passenger
Crew Skill: Starfighter Piloting 6D, Starship
Gunnery 6D+2, Starship Shields 5D
Consumables: 3 Weeks
Cargo Capacity: 200 Kg
Hyperdrive Multiplier: X.5
Hyperdrive Backup: X 1
Nav Computer: Limited to 8 Jumps
Space: 8
Atmosphere: 350;900kmh
Maneuverability: 3D
Hull: 4D
Shields: 3D
Sensors:
 Passive: 40/1D
 Scan: 80/2D
 Search: 120/3D
 Focus: 15/5D



Cloaking Device : NO

Weapons:

 Twin Heavy Laser Cannons (Firelinked)

 Fire Arc: Front

 Fire Control: 4D

 Space: 1-3/12/25

 Atmosphere Range: 100-300/1.2/2.5km

 Damage: 7D

 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 Pirahna is a standard two man fighter, capable of a high sublight speed, and very fast hyperspace jumps. Although a nice fighter in its own right, the Mandalorians have little use for this ship, since it is under armed for their likes. The Pirahna does have one use it excels in however, the two man design is very useful for training, with dual controls in both sections of the cockpit. The Pirahna is officially designated a scout fighter, the two man crew is to cover man its sensors efficiently, but this role is more commonly taken by ships with a cloaking device so as to avoid being spotted by the enemy. As the Mandalore become more involved with the New Republic it is likely that they will exchange some of these craft to the Republic so that their pilots can start training with Mandalorian designs.

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

Text completely by FreddyB. Image is from Wing Commander Prophecy and is copyright Origin Systems.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

