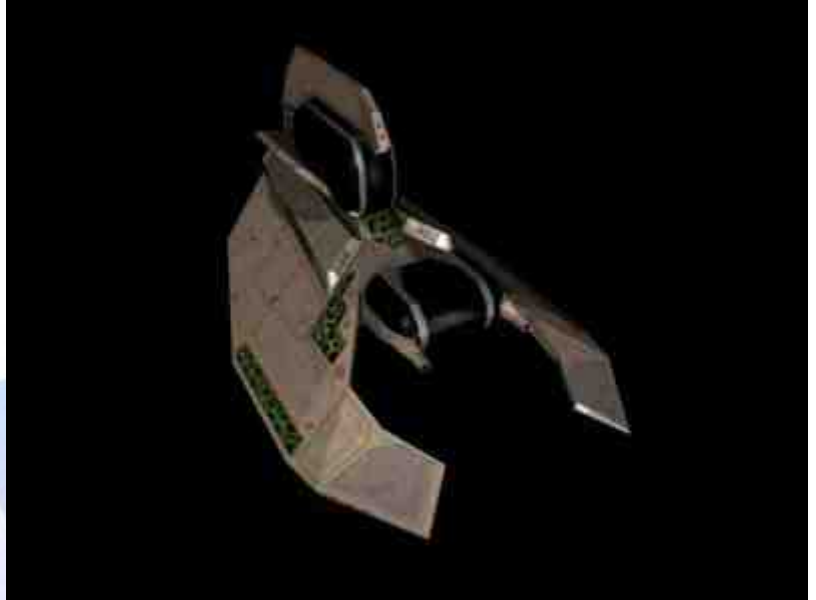


## Starships D6 / Scorpion Light Patrol Fighter

Name: Scorpion Light Patrol Fighter  
Type: Mandalorian Scorpion Patrol Fighter  
Scale: Starfighter  
Length: 16 Meters  
Skill: Starfighter Piloting - Scorpion  
Crew: 1 + 1 Gunner  
Crew Skill: Starfighter Piloting 6D, Starship  
Gunnery 6D+2, Starship Shields 5D  
Consumables: 1 Week  
Cargo Capacity: 100 Kg  
Hyperdrive Multiplier: X5  
Hyperdrive Backup: n/a  
Nav Computer: Limited to 2 Jumps  
Space: 7  
Atmosphere: 350;900kmh  
Maneuverability: 3D  
Hull: 2D  
Shields: 2D  
Sensors:  
    Passive: 30/0D  
    Scan: 60/1D  
    Search: 90/2D  
    Focus: 15/3D



Cloaking Device : No

Weapons:

Medium Laser Cannon  
    Fire Arc: Turret (front/left/right)  
    Fire Control: 4D  
    Space: 1-4/15/30  
    Atmosphere Range: 100-400/1.5/3  
    Damage: 5D  
2 Medium Laser Cannons (Fire Linked)  
    Fire Arc: Front  
    Fire Control: 2D  
    Space: 1-4/15/30

Atmosphere Range: 100-400/1.5/3

Damage: 6D

Description: This is a light patrol fighter, used for securing and controlling Mandalorian controlled systems. The two man crew allows the fighter to more easily do several tasks, letting the pilot concentrate on piloting and sensors, while the gunner controls weapons and communications. The Mandalorians never use this fighter on the front line of battle, or even in more secure areas, but instead use it for patrolling less important installations such as gas miners or scientific stations.

---

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

Text completely by FreddyB. Image is from Freespace 2 and is copyright Volition Games.

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

