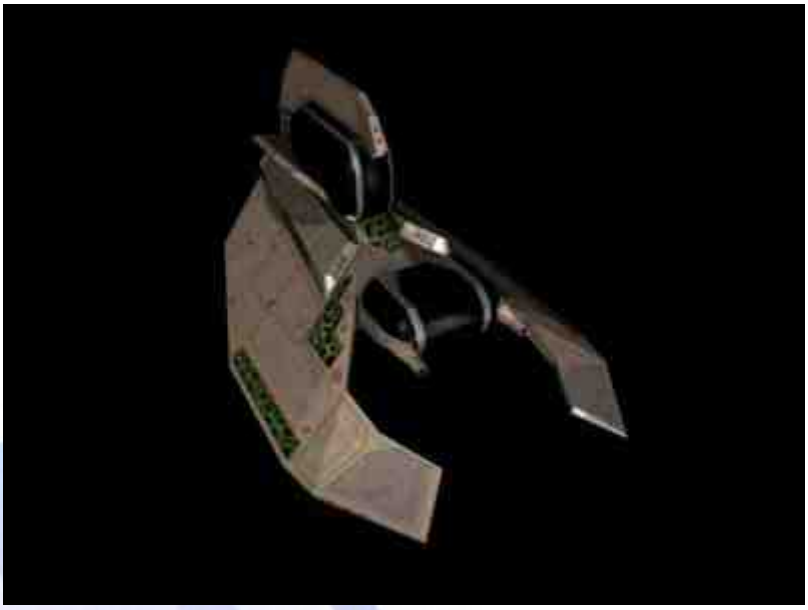
Starships D6 / Scorpion Light Patrol Fighter



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 patroling less important installations such as gas miners or scientific stations.

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