

Name:

Viper Patrol Ship  
 Type: Mandalorian Viper Patrol Vessel  
 Scale: Starfighter  
 Length: 30 Meters  
 Skill: Space Transports: Viper  
 Crew: 1 + 1 Gunner  
 Crew Skill: Space Transports 6D, Starship  
 Gunnery 6D+2, Starship Shields 5D  
 Passengers: 10  
 Consumables: 6 Months  
 Cargo Capacity: 25 Tons  
 Hyperdrive Multiplier: X.5  
 Hyperdrive Backup: X2  
 Nav Computer: Yes  
 Space: 9  
 Atmosphere: 350;900kmh  
 Maneuverability: 3D  
 Hull: 4D  
 Shields: 4D  
 Sensors:  
     Passive: 30/1D  
     Scan: 60/2D  
     Search: 120/4D  
     Focus: 15/5D



Cloaking Device : Mandalorian

Weapons:

- 4 Heavy Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 8D
- 2 Medium Laser Cannons (Fire Linked)
  - Fire Arc: Turret (back/left/right)
  - Crew: 1
  - Fire Control: 4D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Twin Heavy Ion Cannons (Firelinked)

Fire Arc: Front

Fire Control: 4D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 5D

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 Viper patrol ship is used by the Mandalorian Empire as a scout and patrol vessel. Capable of carrying troops, some equipment and supplies for long missions, it also serves as a transport for commando missions. The Viper can handle itself in combat with starfighters and with its speed and cloaking device is an impressive ship to see in operation. The Viper is however very expensive and its role is covered by a number of other Mandalorian ships so is not seen in service a great deal, however as older vessels are phased out of service it is probable that the Viper will be manufactured in greater quantities to fill the gap left.

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