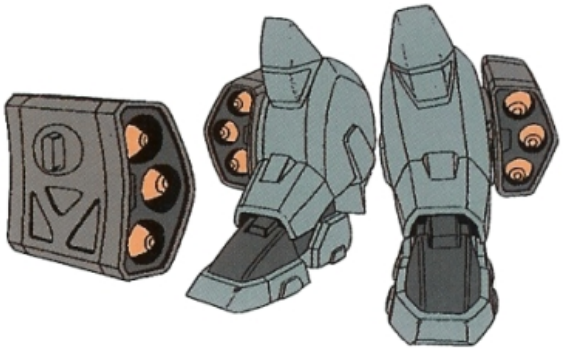
Starships D6 / M68 PARDUS Missile Launche



Model: M68 "PARDUS" Missile Launchers
Type: Modualar add-on missile launcher combat system
Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
Scale: Starfighter
Cost: 20,000 ZAFT credits
Fire Control: 2D
Space Range: 1/3/6, 6 per round.
Atmosphere Range: 50-100/300/600m, 600m per round.
Damage: 7D
Ammo: 3 missiles per launcher (6 total)
Rate of Fire: 1 per attack, or volleys up to maximum payload.
Game Notes: The M68 "PARDUS" missile launcher system is a modular attachment intended for the ZGMF-1017 GINN Mobile Suit, both produced by ZAFT (Zodiac Alliance of Freedom Treaty). They are equipped in pairs (one launcher per leg) to maintain balance, as they are mounted to the lower legs of the GINNs. Each launcher has three barrels, one missile per barrel. They can fire individual missiles, or launch volleys up to the maximum payload of all six missiles. They can be reloaded if possible, but are meant to be easily disposeable after use, able to be ejected to maintain the bets speed and maneuverability of the MS in combat.

Though the PARDUS launchers are meant for ZAFT GINNs, they can easily be adapted to anything that can fly that has enough surface to attach appropriate hardpoints to as we as the launchers. X-Wings could possibly mount four of these launchers on their wings, maybe eight if speed and maneuverability are less important. B-wings could mount two or four, and even A-wings and Y-wings could at least mount one of the launchers. Most TIE fighters could mount a launcher on the outter sides of their wings, easily using them in pairs.

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