Starships D6 / Peacekeeper Prowler



PROWLER

Craft: Peacekeeper Prowler
Type: Multi-role space superiority starfighter
Scale: Starfighter
Dimensions:
-Length: 10m
Skill: Starfighter piloting: Prowler
Crew: 1
Crew Skill: starfighter piloting, starship gunnery
Passengers: 2
Cargo Capacity: 100kg
Consumables: 1 week (emergency pack)
Cost: 170,000 currency pledges (new), 90,000 (used)
Hetch Drive: 6
Nav Computer: Yes
Maneuverability:
-Space: 3D
-Atmosphere: 1D
Speed:
-Space: 9
-Atmosphere: 400; 1,150kmh
Hull: 4D
Sensors:
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 3/3D

WEAPONS:
  4 Pulse Cannons (fire-linked):
    Location: Mounted to sides of hull
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 3D
    Space Range: 1-3/12/24
    Atmosphere Range: 50-300/1.2/2.4km
    Damage: 6D+2
    Ammo: N/A
    Rate of Fire: 1

DESCRIPTION:

A multi-role trans-atmospheric starfighter used by the Peacekeepers. Mass produced, Prowlers can be found nearly anywhere a PK military installation is located. Prowlers are apparently short-ranged, but are used for many mission types, from interception, escort, space superiority, commando transports and general short-range shuttles and personnel transport. They are commonly found aboard Command Carriers as part of their standard complement. They are the fastest ships in the PK arsenal.

Prowlers are lightly armed and lightly armoured and very Manuevorable when compared to the much larger vessels seen in the Farscape universe.

Prowler pilots appear to be highly respected amongst Peacekeepers, and possibly are mostly entirely made up of commando/pilots. Standard Peacekeeper pilot uniforms are very similar to those of standard Peacekeeper soldiers, black with black helmets and a clear bug-like visor. Most pilots appear to carry a standard side-arm, and possibly rifle.

TRIVIA

In Crichton's Notes, John Crichton likened the Prowler to an F-14 Tomcat.

ATMOSPHERIC FLIGHT

The Maneuverability listed above has two entries; one for Space and another for Atmosphere. In the final episode of Farscape Season 2, Aeryn in her Prowler chased Crighton down in his Farscape 1 module in a planet's atmosphere, as he was being controlled by Scorpius' neural clone. Though her Prowler had superior speed, she had trouble maneuvering in the planet's atmosphere during the chase. The Neural Clone claimed that where she had been trained to fly in space, Crighton had been trained to fly in an atmosphere with the constant pull of gravity.

The Maneuverability listed above is to show the Prowler's design being devoted to space. However, GMs can instead leave the Prowler's Maneuverability at 3D and increase the Difficulty Levels for Space-born pilots trying to fly in an atmosphere (+1 to +2 Difficulty).

Alternatively, the GM could simply apply a -2D penalty to either the pilot's skill (when flying in space or atmosphere without proper training) or ship's Maneuverability (if it's not designed for atmospheric flight).

Also, flying in an atmosphere with a craft designed to do so could instead require the Aircraft Piloting skill (such as with the Farscape 1 module, which is designed to do so with control surfaces), possibly using the optional penalties listed above.

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