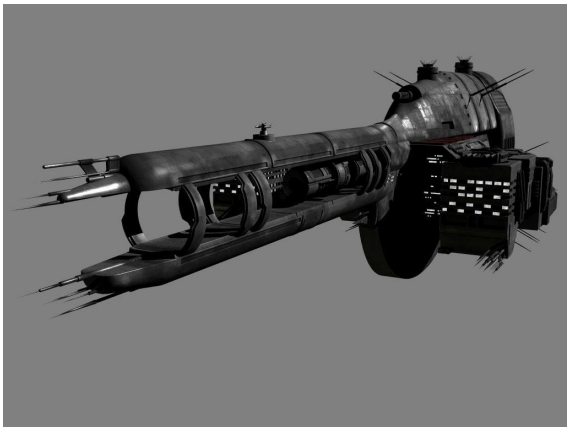
Starships D6 / Peacekeeper Pantak-class Vig



PANTAK-CLASS VIGILANTE

Craft: Peacekeeper Pantak-class Vigilante Cruiser
Type: Capture and retrieval capital ship
Scale: Capital
Dimensions:
-Length: 320m
Skill: Capital ship piloting: Vigilante
Crew: 500
-gunners: 78
-skeleton: 50/+5
Crew Skill: Capital ship gunnery 5D, capital ship piloting 4D+1, capital ship shields 4D, starship gunnery 5D
Passengers: 800 (troops; other personnel)
Cargo Capacity: 500 metric tons
Consumables: 2 years
Cost: Not available for sale (45,000,000 currency pledges)
Hetch Drive: 7
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 4
Hull: 4D
Defenses:
-Defense Screens (Shields): 2D
Sensors:
  Passive: 25/1D
  Scan: 50/2D
  Search: 100/3D
  Focus: 5/4D

COMPLIMENT:
-Prowlers: 12 (1 squadron)
-Marauders: 6

WEAPONS:
  Heavy Immobilizer Pulse Weapon
    Location: Mounted to the forward hull
    Fire Arc: Front
    Crew: 8
    Skill: Capital ship gunnery
    Scale: Capital
    Fire Control: 2D
    Space Range: 5-15/30/45

Atmosphere Range: 500-1.5/3/4.5km
Damage: 8D
Ammo: N/A
Rate of Fire: 1/3
Special: Ion Weapon

2 Heavy Pulse Cannons
Location: Mounted to the forward hull
Fire Arc: Front
Crew: 4 (2)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 4D
Space Range: 5-10/20/40
Atmosphere Range: 10-20/40/80km
Damage: 6D
Ammo: N/A
Rate of Fire: 1

6 Small Pulse Cannons
Location: Mounted along the outer ring
Fire Arc: 3 right, 3 left
Crew: 2 (6)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 3-12/24/40
Atmosphere Range: 6-24/48/80km
Damage: 2D
Ammo: N/A
Rate of Fire: 1

20 Defensive Pulse Turrets
Location: Mounted along the hull
Fire Arc: 4 front, 6 right, 6 left, 4 rear
Crew: 1 (4), 2 (12), 3 (4)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 5D
Ammo: N/A
Rate of Fire: 1

2 Torpedo Launchers
Location: Mounted forward and aft
Fire Arc: 2 front
Crew: 5 (2)
Skill: Capital starship gunnery
Scale: Capital

Fire Control: 3D
Space Range: 3-15/30/60
Atmosphere Range: 300-1.5/3/6km
Missile Speed: 10 (1km) per round
Damage: 6D/4D/2D
Blast Radius: 0/1/2
Ammo: 10 torpedoes
Rate of Fire: 1/2

DESCRIPTION:

Where standard model Vigilante light capital ships were general combat vessels able to fill multiple roles in the field, the Pantak-class was a more specialized variant equipped with a heavy immobilizer pulse weapon. It is intended to excel in capture and retrieval missions, and excel it does.

Having replaced its railgun with the immobilizer, much of the ship's compliment and layout are different from the standard Vigilante model. It carries less Prowlers and Marauders, has less cargo space, less cpassenger and troop space, and room has been made for the extra crew needed to operate the immobilizer weapon. With these changes, the Pantak-class' ability is far from diminished. Unlike standard Vigilantes that may have to engage many enemy targets at once on the battlefield, the Pantak-class' mission profile usually has it focusing on a single, lone target. For this purpose, its light compliment of Prowlers and Marauders work to its advantage.

A well known tactic for Pantaks is to use its prowlers to disorient the enemy as it approaches and lines up a shot with its immobilizer pulse weapon. After this, the target is usually incapacitated and incapable of fleeing or defending itself. The Pantak's crew then board the target vessel and take all necessary precautions to ensure the target stays in their capture.

Pantaks can be used against many targets, including normal ships, leviathans, or even strongholds that are considered not important enough for the attentions of a full on Command Carrier. Leviathans specifically are hunted by Peacekeeper Pantak-class vessels and their retrieval squads whenever one is sighted, and all Leviathans captured by these units have restraining collars placed on them to ensure they stay under peacekeeper authority.

A Pantak-class Vigilante leading one of these retrieval squadrons, led by officer Xhalax Sun, was sent in pursuit of the hybrid Leviathan gunship Talyn, ex-Peacekeeper Captain Bialar Craise and their comrades, tracking them for several months through space to different locations (Farscape season 3).

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