

Slasher Starfighter

The Slasher was primarily developed to be used as a superiority fighter at the Dylarian Drive Yards at Dylar IV. This competitive combat ship is a in-system fighter craft with ion cannon capability, making it excellent addition to capture operations. As yet, its lack of hyperdrives makes it one the New Republic has been slow to invest in, although numerous independent defense forces employ Slashers as heavy planetary defense fighters that can stop smuggling by disabling their ships.

Craft: Dylarian Drive Yards Slasher

Class: Starfighter

Size: Fine (4.5 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 55 kg

Consumables: 1 week

Cost: Not available for sale

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,200 km/h (20 squares/action)

Crew: 1 (Skilled +4)

Initiative: +12 (+8 size, +4 crew)

Maneuver: +12 (+8 size, +4 crew)

Defense: 28 (+8 size, +10 armor)

Shield Points: 30 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Ion Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)

Damage: 3d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)

Damage: 8d10x2

Missil Quality: Good (+15)

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