

Starships D6 / Sarypan/SunHui Space

Name: Razor Fighter

Type: Sarypan/SunHui Spaceworks Razor
Starfighter

Scale: Starfighter

Length: 13.2 Meters

Skill: Starfighter Piloting - Razor

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 3D+2, Starship Shields 3D

Consumables: 1 Week

Cost: 72,000 (used)

Cargo Capacity: 105 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Limited to 3 Jumps

Space: 8

Atmosphere: 375; 1,100kmh

Maneuverability: 1D+2

Hull: 4D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 40/1D+1

Search: 65/2D+2

Focus: 2/4D

Weapons:

2 Light Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 Light Ion Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km



Damage: 4D

2 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: The Razor Starfighter was the last produced by the Sarypan/SunHui Spaceworks before the destruction of Alderaan, and thought by many to be one of the finest fighters of its period, equalling the X-Wing in most areas. If history had gone slightly differently, with Incom not defecting, and spares not being so rare after Alderaan's destruction, then the Razor could have become the standard fighter of the Rebel Alliance. Most Razors have had to be adapted to use non-standard parts, and although this increases their down time for maintenance, these fighters still have a very good record for reliability, and their use of non-military restricted weaponry (eg their use of Concussion Missiles rather than Proton Torpedoes), means that they are often cheaper to keep operational than other front-line military fighters.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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