Starships D6 / Starypan/SunHui Spaceworks



Name: Razor Fighter
Type: Starypan/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 Starypan/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 Alderaans 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 maintanence, these fighters still have a very good record for reliabilitys, 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.

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