Starships D6 / Slither Space Superiority Fight



Name: Slither Space Superiority Fighter
Type: Mandalorian Slither Space Superiority Fighter
Scale: Starfighter
Length: 14 Meters
Skill: Starfighter Piloting - Slither
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
Consumables: 1 Week
Cargo Capacity: 50 Kg
Hyperdrive Multiplier: X1
Hyperdrive Backup: X5
Nav Computer: Limited to 8 Jumps
Space: 9
Atmosphere: 350;900kmh
Maneuverability: 3D
Hull: 4D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 15/5D

Cloaking Device : Mandalorian

Weapons:
- 4 Medium Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-4/15/30
  - Atmosphere Range: 100-400/1.5/3km
  - Damage: 7D

Description: The Slither is a space superiority fighter used for escort and protection roles. Fairly nimble and fast, the Slither is a pure dogfighter and can hold its own against almost any other fighter although many find it underarmed. The lack of missiles or ion cannon leave this ship incapable of a multirole capacity, but when acting as close support to capital ships these disadvantages are more than compensated for.

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