

## Starships D6 / Slither Space Superiority

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.

---

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

Text completely by FreddyB. Image is from Freespace 2 and is copyright Volition Games.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

