Starships D20 / Slayer Interceptor

Slayer Interceptor

The Slayer interceptor was a design by Subpro predating the development of the soon-to-be infamous Z-95 Headhunter. The Slayer would prove to be a moderately successful short-range interceptor which saw several years of manufacture - Subpro stopped production of the Slayer when the Headhunter was put on the open market.

The Slayer was what is typically classified as a tri-fighter due to its three flight wings. The wing configuration is similar to that which would later appear on the Empire's TIE Defenders in regards to placement and spacing. Each of the wings were only a meter and a half in length and each mounted a blaster cannon on the tip.

The Slayer propulsion was handled by six ion engines - mounted in pairs next to each wing - which were very similar to those which would appear on the first Z-95s. Due to the energy required to power six ion engines, Subpro was forced not to include a shield generator or hyperdrive unit which not only conserved power but also made the craft lighter and faster.

The Slayer was used in limited numbers by the Republic but was much more commonly found serving private institutions such as corporations as well as planetary defense forces.

Craft: Subpro V45-E "Slayer"
Class: Starfighter
Cost: 95,000 (new), 37,500 (used)
Size: Tiny (13.9 meters long)
Crew: 1 (Normal +2)
Passengers: None
Cargo Capacity: 50 kilograms
Consumables: 1 day
Hyperdrive: None
Maximum Speed: Ramming
Defense: 20 (+2 size, +10 armor)
Shield Points: 0
Hull Points: 60
DR: 5

Weapon: 3 Blaster Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 3d10x2
Range Modifiers: PB +0, S -2, M/L n/a

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