Starships D6 / Dylarian Drive Yards Slasher

Slasher Starfighter

The Slasher was primarily developed to be used as a superiority fighter at the Dylarian Drive Yards at Dylar IV. This competitive combat ship is a in-system fighter craft with ion cannon capability, making it excellent addition to capture operations. As yet, its lack of hyperdrives makes it one the New Republic has been slow to invest in, although numerous
independent defense forces employ Slashers as heavy planetary defense fighters that can stop smuggling by disabling their ships.

Model: Dylarian Drive Yards Slasher
Type: Space superiority starfighter
Scale: Starfighter
Length: 4.50 meters
Skill: Starfighter Piloting: Slasher
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1
Cargo Capacity: 55 kilograms
Consumbles: 1 week
Maneuverability: 2D
Space: 8
Atmoshere: 415; 1,200 kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 80/3D
- Focus: 4/4D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 1D+2
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D

2 Ion Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 1D+2
- Space Range: 1-6/15/28
- Atmosphere Range: 100-450/1.2/3 km
- Damage: 3D

Concussion Missile Launcher

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/6/9
Atmosphere Range: 100-200/600/1.2 km
Damage: 8D

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