



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 an in-system fighter craft with ion cannon capability, making it an 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

Consumables: 1 week

Maneuverability: 2D

Space: 8

Atmosphere: 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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