Starships D20 / 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.

Craft: Dylarian Drive Yards Slasher
Class: Starfighter
Size: Fine (4.5 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 55 kg
Consumables: 1 week
Cost: Not available for sale
Maximum Speed In Space: Ramming (10 squares/action)
Atmospheric Speed: 1,200 km/h (20 squares/action)
Crew: 1 (Skilled +4)
Initiative: +12 (+8 size, +4 crew)
Maneuver: +12 (+8 size, +4 crew)
Defense: 28 (+8 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 120 (DR 5)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Ion Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)
Damage: 3d10x2
Range Modifiers: PB/S +0, M -2, L n/a
Concussion Missile Launcher
Fire Arc: Front
Attack Bonus: +12 (+8 size, +2 crew, +2 fire control)
Damage: 8d10x2
Missil Quality: Good (+15)

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