

## Wasp Atmospheric Fighter

The wasp atmospheric fighters are sent primarily into radzone ground battles where air support is needed (though some planets use wasps for patrol duty). The Craft is like a fixed wing version of the b-wing except the top two wings are level with the cockpit and slop down to drop the cannon tips at a leevl just below that of the cockpit. The craft also sports anti-tank missiles to deal with armored ground targets but these may be replaced by gemini air-to-air missiles. The craft's sleek aerodynamic design makes it perfect for atmospheric combat but it has no hyperdrive and can't make it out past orbit of a planet so must be moved around on carriers.

Craft: RanCorp atmospheric Radiation zone assault fighter

Class: Starfighter

Size: Tiny (14 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 80 kg

Consumables: 5 days

Cost: Not available for sale

Atmospheric Speed: 1,150 km/h (19 squares/action)

Crew: 1 (Skilled +4)

Initiative: +6 (+2 size, +4 crew)

Maneuver: +6 (+2 size, +4 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 60 (DR 5)

Hull Points: 60 (DR 5)

Weapons:

3 Puncturer Slug Cannons

Fire Arc: Front

Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)

Damage: 5d10x2

Range Increments: 40 m

4 Air-to-Surface Anti-Tank 'Cleansing' Missles

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 7d10x2

Range Increments: 80 m

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