

Rapier

Craft: TCS Rapier

Class: Starfighter

Size: Tiny (12.7 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 65 kg

Consumables: 5 days

Cost: 145,255 (new), 85,000 (used)

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: 990 km/h (17 squares/action)

Crew: 1 (Normal +2)

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

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

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

Shield Points: 80 (DR 5)

Hull Points: 110 (DR 5)

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

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

Damage: 4d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Neutron Guns

Fire Arc: Front

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

Damage: 5d10x2

Range Modifiers: PB +0, S/M/L n/a

Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +2 (+2 size)

Damage: 6d10x2

Missil Quality: Marginal (+5)

Spiculum IR Launcher

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Marginal (+5)

Pilum FF Launcher

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Ordinary (+10)

Note: When the Pilum FF is launched, all enemy craft in range roll their dodges. The lowest rolling enemy(as long as they don't beat the attacker's roll) is hit. On a complication, the Friend or Foe missile's IFF signals are confused, and attack friendly units as well, including the firing ship. The Spiculum IR, once launched, will pursue an opponent relentlessly for 3 rounds before detonating.

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

All text and stats by Paul Hattrem,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).