



# Starships D20 / TCS Rapier

## 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.

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