Starships D6 / RanCorp atmospheric Radiatic

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
Type: Atmospheric superiority fighter
Scale: Starfighter
Length: 14 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 5D
Cargo Capacity: 80 kilograms
Consumables: 5 days
Maneuverability: 3D+2
Atmosphere: 400; 1,150 kmh
Hull: 2D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 65/2D
- Focus: 3/3D

Weapons:
3 Puncturer Slug Cannons
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Range: 10-50/100/400
- Fire Rate: 5
- Damage: 4D+2

4 Air-to-Surface Anti-Tank 'Cleansing' Missles
- Fire Arc: Front
- Skill: Missle Weapons
- Fire Control: 4D
- Range: 20-100/400/800
- Damage: 6D+2

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