



Starships D6 / RanCorp atmospheric R

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 level 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' Missiles

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 4D

Range: 20-100/400/800

Damage: 6D+2

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