Starships D20 / RanCorp atmospheric Radiat

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney,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.