Starships D6 / TCS Javelin

Javelin Heavy Fighter

The Javelin is considered by many to be one of the best ships put out by TCS. As fast as their Scimitar model, with the protection of the Rapier, and with more powerful weaponry as well, this is considered THE heavy starfighter on the market today by most.

Model: TCS Javelin
Type: Heavy Fighter
Scale: Starfighter
Length: 19.5 meters
Skill: Starfighter Piloting: Javelin
Crew: 1
Cargo Capacity: 85 kg
Consumables: 1 week
Cost: 200,500 (new), 100,000 (used)
Manueverability: 1D+2
Space: 6
Atmosphere: 250; 720 kmh
Hull: 3D+2
Shields: 2D+2
Sensors:
- Passive: 27/0D+1
- Scan: 37/1D+2
- Search: 60/2D+1
- Focus: 5/2D+2

Weapons:
2 Neutron Guns (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-2/8/15
- Atmosphere Range: 50-200/800/1500
- Damage: 5D

2 Mass Driver Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 1D+1
- Space Range: 1-3/11/23
- Atmosphere Range: 75-275/1100/2250
- Damage: 5D

2 Concussion Missile Launchers (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery

Fire Control: 1D
Ammo: 6 each
Space Range: 1-2/4/8
Atmosphere Range: 100-200/400/800
Damage: 6D+1

2 Spectrum IR Launchers
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 1D
Ammo: 4 each
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 6D+1

Porcupine Mines
Fire Arc: Rear
Skill: Starship Gunnery
Fire Control: 1D
Ammo: 2
Space Range: 1/2/4
Blast Radius: 0/1/2
Damage: 5D/4D/3D

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