



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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