

## 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.

Craft: TCS Javelin

Class: Starfighter

Size: Tiny (19.5 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 85 kg

Consumables: 1 week

Cost: 200,500 (new), 100,000 (used)

Maximum Speed In Space: Atteck (7 squares/action)

Atmospheric Speed: 720 km/h (12 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 80 (DR 5)

Hull Points: 110 (DR 5)

Weapons:

2 Neutron Guns (fire-linked)

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 5d10x2

Range Modifiers: PB +0, S -2, M/L n/a

2 Mass Driver Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Marginal (+5)

2 Spectrum IR Launchers

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Marginal (+5)

#### Porcupine Mines

Fire Arc: Rear

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 5d10x2

Range: Mine

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