Starships D20 / 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.

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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