



Starships D6 / TCS Rapier

Rapier

Model: TCS Rapier

Type: Heavy Fighter

Scale: Starfighter

Length: 12.7 meters

Skill: Starfighter Piloting: Rapier

Crew: 1

Cargo Capacity: 65 kg

Consumables: 5 days

Cost: 145,255 (new), 85,000 (used)

Manueverability: 3D+1

Space: 8

Atmosphere: 340; 990 kmh

Hull: 3D+2

Shields: 2D+2

Sensors:

Passive: 25/0D+1

Scan: 33/1D+2

Search: 58/2D

Focus: 4/2D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1200/2500

Damage: 4D+1

2 Neutron Guns

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-2/8/15

Atmosphere Range: 50-200/800/1500

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 4

Space Range: 1-2/4/8

Atmosphere Range: 100-200/400/800

Damage: 6D

Spiculum IR Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 2

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 6D

Pilum FF Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Ammo: 2

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 5D+2

Note: When the Pilum FF is launched, all enemy craft in range roll their dodges. The lowest rolling enemy (as long as they don't beat the attacker's roll) is hit. On a complication, the Friend or Foe missile's IFF signals are confused, and attack friendly units as well, including the firing ship. The Spiculum IR, once launched, will pursue an opponent relentlessly for 3 rounds before detonating.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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