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.

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