Starships D20 / TCS Rapier

Rapier

Craft: TCS Rapier
Class: Starfighter
Size: Tiny (12.7 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 65 kg
Consumables: 5 days
Cost: 145,255 (new), 85,000 (used)
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 990 km/h (17 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 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +4 (+2 size, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Neutron Guns
Fire Arc: Front
Attack Bonus: +4 (+2 size, +2 fire control)
Damage: 5d10x2
Range Modifiers: PB +0, S/M/L n/a
Concussion Missile Launcher
Fire Arc: Front
Attack Bonus: +2 (+2 size)
Damage: 6d10x2
Missil Quality: Marginal (+5)
Spiculum IR Launcher
Fire Arc: Front
Attack Bonus: +3 (+2 size, +1 fire control)
Damage: 6d10x2
Missil Quality: Marginal (+5)
Pilum FF Launcher
Fire Arc: Front
Attack Bonus: +3 (+2 size, +1 fire control)
Damage: 6d10x2
Missil Quality: Ordinary (+10)

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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