Starships D20 / Naboo Royal N-2 Bomb

Naboo Royal N-2 Bomber

While not boasting a formidable military force, the people of Naboo were equipped to defend themselves on a small level. Their royal starfighter corps made up the bulk of the planet's defense force.

While the N-1 starfighter would stand out as the keystone of Naboo's defense force, it was not alone. The N-2 fighter/bomber, while not nearly as commonplace as the N-1, did fill a vital role.

The N-2 was designed with a highly advanced quad proton torpedo pod mounted on a remote turret controlled by the gunner. This allowed the N-2 to launch devastating vollies of proton torpedoes in multiple directions. To incorporate this feature, Theed designers were forced to eliminate all hyperdrive systems, thus negating the need for an onboard astromech droid.

Slower and less maneuverable than the N-1 starfighter, the N-2 was equipped with slightly heavier armor and was intended to be used in flights of four or more.

Craft: Theed Palace Space Vessel Engineering Corp's N-2 Bomber

Class: Bomber

Cost: Not available for sale Size: Tiny (12 meters long)

Crew: 2 (Normal +2)
Passengers: None

Cargo Capacity: 30 kilograms

Consumables: 3 days

Hyperdrive: None

Maximum Speed: Ramming Defense: 20 (+2 size, +10 armor)

Shield Points: 60 Hull Points: 90

DR: 5

Weapon: 2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 5d10x2

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

Weapon: Proton Torpedo Launcher (10 torpedoes)

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 10d10x2

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

Weapon: Proton Torpedo Launcher (6 torpedoes) Fire Arc: Turret (front, left and right arcs only)

Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)

Damage: 10d10x2

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

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