



# Starships D20 / HattMark Industries Owarin

## Owarin-S Starfighter

The Owarin fighter looks quite similar to the X-Wing when the S-Foils are in cruise mode. However, when put into attack mode, you can see a definite difference. The S-Foils have a wider angle of movement than the ones on the X-Wing, giving it a much slimmer and taller sensor shadow. Had the Alliance been responsible for its naming, it most certainly would have been christened the O-Wing.

Instead of having four bulky engines attached to the wings, the Owarin has four attached to the rear of the chassis.

As with the X-Wing, the Owarin has its weapons mounted on the extremities of the wings. However, these weapons are of slightly different natures, the top two wings sporting Laser Cannons, and the bottom wings with Ion Cannons. However, the Owarin does not have torpedo launchers, and also has lighter hull, allowing it to go much farther and be more efficient.

The Owarin-S model is the stock model, which is the most popular and most adaptable model.

Craft: HattMark Industries Owarin-S Stock Model

Class: Starfighter

Size: Tiny (11.3 m long)

Hyperdrive: x2

Passangers: None

Cargo Capacity: 50 kg

Consumables: 1 week

Cost: 150,000 (new), 70,000 (used)

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: 1,100 km/h (18 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: 30 (DR 5)

Hull Points: 90 (DR 5)

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10x2

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

2 Ion Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10x2

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

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