

Starships D6 / Incom T-65-t4 2 Man X-

Name: Incom T-65-t4

Type: Incom T-65-t4 2 Man X-Wing Fighter-Bomber

Scale: Starfighter

Length: 15.1 Meters

Skill: Starfighter Piloting - X-Wing

Crew: 1+1 Gunner; Skeleton Crew: 1

Crew Skill: Starfighter Piloting 5D+2, Starship

Gunnery 5D+1, Starship Shields 4D

Consumables: 2 Weeks

Cargo Capacity: 150 Kg

Hyperdrive Multiplier: X1

Hyperdrive Backup: No

Nav Computer: Stores 4 Jumps

Space: 9

Atmosphere: 350;1,000kmh

Maneuverability: 2D

Hull: 4D+2

Shields: 1D+1

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

4 Heavy Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

2 Heavy Proton Torpedo Launchers (Firelinked) (20 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 30-100/300/700m



Damage: 11D

Description: The T65-t4 is an enlarged version of the normal X-Wing fighter, carrying a pilot and a gunner as well as the standard Astromech, allowing the pilot to concentrate on avoiding enemy fire while the gunner takes out enemy targets. Although not carrying any more weapons than the standard X-Wing, the laser cannons have been replaced by heavier versions for extra damage and the torpedo launchers firelinked to add more punch. Other enhancements include an extra 3 engines which improve the fighters space speed, although its extra size slows it in an atmosphere, and tougher hull armour, shielding, larger cargo space and torpedo capacity making this a powerful starfighter. However the Rebellion never built many of these fighters due to the extra crew requirements, instead using the few they did construct as trainers adding secondary controls so an instructor could sieze control if required, due to the very nature of the Rebellion these vessels did end up in combat especially in defence of Rebel training and recruitment centre's.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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