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



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 Although not carrying any more weapons than the standard X-Wing, the laser cannons have been replaced by heavier versions for extra damage and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.

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