Starships D6 / Vornskyr X-Wing / Tie-In Fight



Name: Vornskyr X-Tie Ugly Starfighter
Type: Vornskyr X-Wing / Tie-In Fighter Hybrid Ugly Starfighter
Scale: Starfighter
Length: 11.9 Meters
Skill: Starfighter Piloting - Vornskyr Ugly
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D
Consumables: 1 Day
Cost: 45,000 (used)
Cargo Capacity: 85 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: N/A
Space: 7
Atmosphere: 350;1050kmh
Maneuverability: 1D
Hull: 3D+2
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 3/3D

Weapons:
- 2 Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 2 Laser Cannons (Fire-Linked)
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 2 * Concussion Missiles
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 7D

Description: The Vornskyr is an "Ugly" hybrid of an X-Wing fighter and a Tie-In, and combines the cockpits of both into one fighter. The cockpit of the X-Wing is used to control the vessel using most of the avionics and electronics of the X-Wing fighter, the cockpit of the Tie is strapped to one side and is used by a gunner to control the Tie laser cannons which are mounted to a swivelling mounting on the Tie cockpit roof. Vornskyr's are designed to use parts from the most damaged X-Wings and Tie Fighters, using only one engine from the X-Wing and relying on the sensors of the Tie Fighter replacing those of the X-Wing with a laser cannon mounting. For all their weaknesses and clumsyness Vornskyrs are fairly efficient and reliable fighters, which are reasonably common among pirate groups.

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