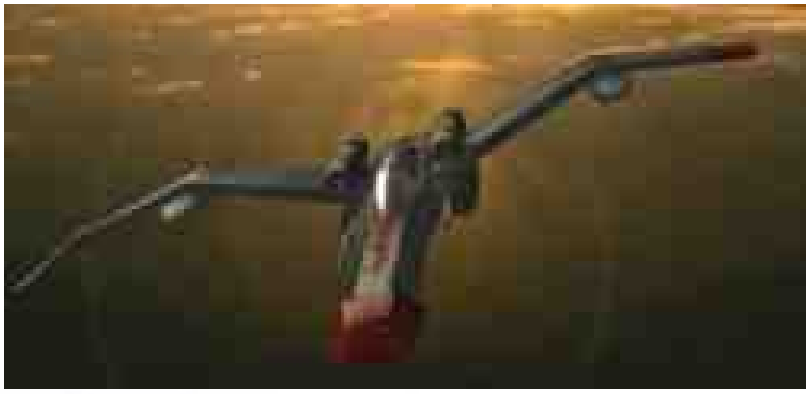
Starships D6 / Incom T-90 W-Wing Starfighter



Name: W-Wing Fighter
Type: Incom T-90 W-Wing Starfighter
Scale: Starfighter
Length: 11.9 Meters
Skill: Starfighter Piloting - W-Wing
Crew: 1
Crew Skill: Starfighter Piloting 4D+2, Starship Gunnery 4D+2, Starship Shields 4D
Consumables: 5 Days
Cargo Capacity: 95 Kg
Cost: 79,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Stores 4 Jumps
Space: 8
Atmosphere: 325;900kmh
Maneuverability: 2D
Hull: 5D
Shields: 2D
Sensors:
- Passive: 25/0D
- Scan: 50/1D
- Search: 75/2D
- 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: 6D
- 2 Heavy Concussion Missiles
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700m
  - Damage: 9D

Description: The W-Wing Starfighter is a modified X-Wing design, built to fill the gap left by the X-Wings exclusive construction for the New Republic, but only made in small quantities until newer and better designs replaced the fighter. With the same body and engines as the X-Wing, the fighter uses a number of parts in common with its brother, but the cockpit module uses that of the Z-95

Headhunter allowing pilots to swap over to this fighter with some ease. The wings also bear a large amount in common with the Z-95, although their W arrangement allows an extra weapon pylon, in which the W-Wing mounts its twin heavy missiles. The Heavy Missiles are similar to Proton Torpedos, but are not covered by the same military restrictions, allowing the W-Wing to mount them without being limited to government purchasers. A mixture of new and old technology leaves the W-Wing somewhat outdated from the day it was released, however a number of owners love this fighter, and find that it is a huge advancement over the Z-95, yet still affordable and free from government restrictions.

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