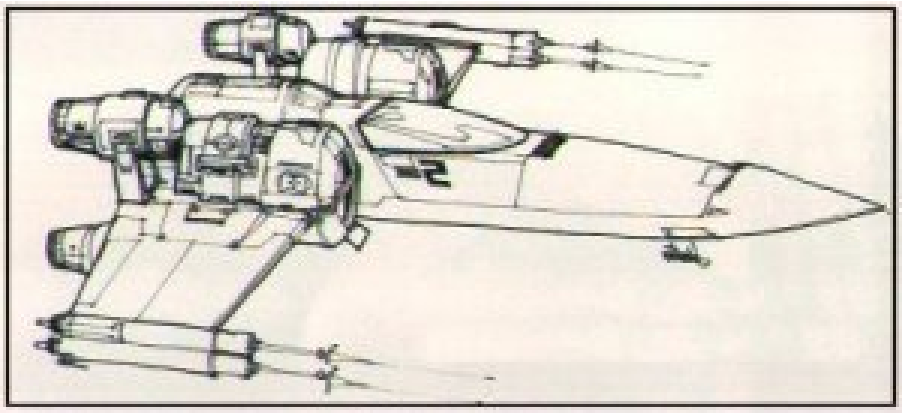
Starships D6 / Incom / Mandalore T-65X2 X2-W



Name: Incom T-65X2
Type: Incom / Mandalore X2 Wing Fighter
Scale: Starfighter
Length: 11.5 Meters
Skill: Starfighter Piloting - X-Wing
Crew: 1+Droid; Skeleton Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Week
Cargo Capacity: 60 Kg
Hyperdrive Multiplier: X.75
Hyperdrive Backup: X 10
Nav Computer: None (Uses Astromech Droid)
Space: 8 / 13*
Atmosphere: 450;1,300kmh
Maneuverability: 4D / 2D*
Hull: 4D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 15/5D

Weapons:
- 4 Medium Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 4D 0D*
  - Space: 1-4/15/30
  - Atmosphere Range: 100-400/1.5/3
  - Damage: 7D
- 2 Improved Proton Torpedo Launchers (Total Of 6 Torpedoes)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-2/5/12
  - Atmosphere Range: 0.03-0.1/0.3/0.7
  - Damage: 10D

* The X2 can fly in two configurations, with the s-foils open or closed, with them closed the ship can fly faster, but is less manueverable and has less of a field of fire for the laser cannons so fire control suffers. For the foils open use the first figure for Laser Cannon Fire Control, Space Speed, and Manueverability.

Description: When the Mandalorians confirmed themselves to their Alliance with the New Republic they were not agreeable to a total handover of their advanced technology. The X2 was their half way measure, with the Juannar tech's let free to improve the reliable and effective X Wing fighter. The X2 has many improved systems and is slightly shorter than the X Wing with heavily modified engines capable of outrunning an A Wing fighter. Although untested in battle the X2 looks likely to be as successful as its predecessor.

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