

Name:

Incom X Bomber
 Type: Incom T-77 X-Wing Bomber
 Scale: Starfighter
 Length: 12.8 Meters
 Skill: Starfighter Piloting - X Bomber
 Crew: 1+Droid; Skeleton Crew: 1
 Crew Skill: Starfighter Piloting 5D, Starship
 Gunnery 4D+2, Starship Shields 3D
 Consumables: 1 Week
 Cargo Capacity: 90 Kg
 Hyperdrive Multiplier: X1
 Hyperdrive Backup: na
 Nav Computer: None (Uses Astromech
 Droid)
 Space: 7
 Atmosphere: 325;950kmh
 Maneuverability: 1D
 Hull: 4D
 Shields: 2D
 Sensors:
 Passive: 25/1D
 Scan: 50/2D
 Search: 75/3D
 Focus: 3/5D



Weapons:

- 2 Heavy 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 Proton Bomb Launchers (30 Bomb Magazine)
 - Fire Arc: Front
 - Fire Control: 3D
 - Space: 5/15/35
 - Atmosphere Range: 500/1.5/3.5km
 - Damage: 10D

Description: After the defection of the Incom design team to the Rebellion, they began seeking other ways they could make themselves useful, and seeing that the Y-Wing Bomber was showing its age, and the B-Wing was still a long way from completion, they looked into filling the Bomber role for the Rebels. The X Bomber is a modified X-Wing fighter design, making use of many of the same parts, but adding two powerful Proton Bomb launchers, with a far greater range and greater power than the Torpedoes that the X and Y Wings were armed with. The X Bomber was built in small numbers, proving itself as a powerful assault vessel, but the rarity and expense of its Proton Bomb arsenal made it far more cost effective for the Rebel Alliance to keep using Y-Wings, and then to use the B-Wing once it became available. The X Bomber was then consigned to use by a few speciality squadrons, making use of its powerful bombs in cracking open enemy bunkers or vessels.

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