Starships D6 / X-Wing / TIE Fighter Hybrid Ug



Name: X-Tie
Type: X-Wing / TIE Fighter Hybrid Ugly Starfighter
Scale: Starfighter
Length: 12.8 Meters
Skill: Starfighter Piloting - X Tie
Crew: 1 + Astromech
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2
Consumables: 1 Week
Cargo Capacity: 100 Kg
Cost: 22,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Uses Astromech
Space: 8
Atmosphere: 350;1050kmh
Maneuverability: 2D
Hull: 3D+1
Shields: 1D
Sensors:
- Passive: 25/1D
- Scan: 50/2D
- Search: 75/3D
- Focus: 3/3D+2

Weapons:
- 2 Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 2 Proton Torpedo Launchers
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 9D

Description: The X-Tie is a hybrid of the standard Tie Fighter and the Incom X-Wing fighter, and mainly consists of a battle damaged X-Wing patched up with Tie components. The resulting fighter is far more fragile than a standard X-Wing, but retains a fair amount of manueverability and firepower, matching up well against other pirate fighters such as Z-95 Headhunters and Y-Wings,

as well as being very favorable in comparison to standard Tie Fighters. The X-Tie is a cheap and common Ugly design, although many have the Proton Torpedo Launchers, Shield Generators and Hyperdrive stripped out as these are the most valuable components of this vessel.

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