

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)

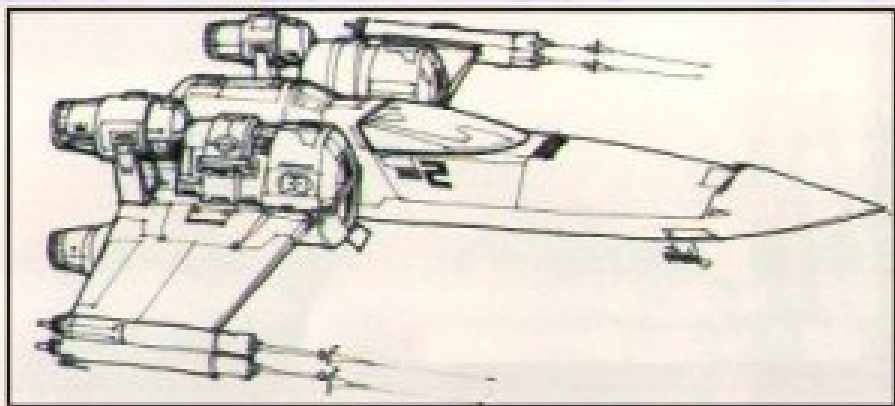
Fire Arc: Front

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 maneuverable 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 Maneuverability.

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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