Starships D6 / Nubian X-1 Bomber

Nubian X-1 Bomber

The Nubian X-1 was a prototype bomber presented to the Republic five years prior to the Battle of Naboo as a long range light bomber. The Republic rejected the design, and the prototype was placed into storage on Nubia until it was later stolen by a daring pirate known as Nym.

The X-1 was a large vessel for its class, stretching 22 meters in length and sporting a wingspan of almost 30 meters. In fact, the Republic considered it much too large and bulky.

Heavily armed, boasting six fire-linked laser cannons for ship-to-ship or air-to-surface attacks, a dorsal mounted laser cannon for ship-to-ship attacks and a proton bomb chute for air-to-surface attacks, the X-1 was more than capable of inflicting mass damage to any target. Unfortunately, it's slow rate of movement and low maneuverability made it an easy target for faster moving starfighters or combat airspeeders.

Since the Republic failed to purchase the design, the basic hull and power generators were later used in the Nubian Alpha 10 light transport, where sales more than covered the loss the Nubians took in designing and building the X-1.

Model: Nubian X-1 Prototype Bomber
Type: Prototype bomber
Scale: Starfighter
Length: 22 meters
Skill: Starfighter Piloting: Nubian X-1
Crew: 3 (pilot, navigator), gunners: 1, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 3
Cargo Capacity: 10 metric tons
Consumbables: 2 weeks
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
    Passive: 15/0D
    Scan: 30/1D

Search: 50/2D
Focus: 2/2D+2

Weapons:

6 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 5-9/15/25
Atmosphere Range: 500-900/1.5/2.5 km
Damage: 6D

Rotating Laser Cannons
Fire Arc: Dorsal turret
Crew: 1 (gunner)
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/9/14
Atmosphere Range: 100-500/900/1.4 km
Damage: 2D

Proton Bomb Chute
Fire Arc: Ventral
Crew: 1 (gunner)
Scale: Walker
Skill: Missile weapons
Ammo: 10
Fire Control: 1D
Space Range: 1/2/3
Atmosphere Range: 30-100/200/300
Damage: 8D

Notes: Based upon the "Havoc" in Star Wars: Starfighter. This is intended to be the stock version of the vessel, and not the "Havoc."
d20 stats for the "Havoc" can be found in Star Wars Gamer #2

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