



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

Consumables: 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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