Starships D20 / Xi Char Mark II Automated St

Trade Federation Advanced Droid Starfighter

The bulk of the Trade Federation's starfighter forces were made up of their standardized Xi Char Mark I automated starfighters. However, a handful of battleships were equipped with limited numbers of Mark II fighters.

These Mark II starfighters were designed to serve solely as a space superiority weapon. The original Mark I fighters could change the basic configuration into a walking quadaped. While this feature was quite useful during ground operations, it was not a necessity. The Mark II was not equipped with this feature.

An improved droid brain was introduced, improving upon the fighters combat flight capabilities. Attempts were made during the design phase to incorporate an advanced droid brain capable of learning new maneuvers through observation and basic trial and error. Prototype models with this droid brain would often times randomly execute rather peculiar maneuvers which, in combat, would proven costly. The final Mark II was equipped with nearly two hundred preprogrammed combat maneuvers and the option for the additional programming of new maneuvers.

Another main advantage of the Mark II fighters was that it could remain in operation nearly twice as long as the Mark I. The power cells on the Mark I could only keep it in operation for 35 minutes under the most ideal conditions. The Mark II, on the other hand, could easily remain in operation for an hour under almost any condition.

Storage of the Mark II remained consistant with that of the Mark I. On board of a battleship they hung from the ceilings in the cavernous hangar bays where they would be refueled and repaired.

Craft: Xi Char Mark II Automated Starfighter
Class: Starfighter
Cost: Not available for sale
Size: Fine (4.6 meters long)
Crew: Skilled +4 (n/a)
Passengers: None
Cargo Capacity: None
Consumables: 1 hour
Hyperdrive: None
Maximum Speed: Ramming
Defense: 29 (+8 size, +11 armor)
Shield Points: 40

Hull Points: 70
DR: 5

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+8 size, +4 crew)
Damage: 5d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Energy Torpedo Launchers (5 torpedoes each)
Fire Arc: Front
Attack Bonus: +12 (+8 size, +4 crew)
Damage: 9d10x2
Range Modifiers: PB -2, S/M/L n/a

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