Starships D20 / New Republic Corsair Interce

New Republic Corsair Interceptor

After the official end (historically) of the Rebellion at the Battle of Endor, the New Republic was constantly plagued with skirmish upon skirmish with the battered, yet still loyal, forces of the once mighty Galactic Empire. While these conflicts were costly in both credits and lives, they helped to strengthen the fragile unity of the New Republic. The near-constant conflicts during these first years of the New Republic ensured that technological breakthroughs would keep the New Republic's military on the cutting edge.

One very interesting technological achievement developed by the New Republic's top research and development teams was the ionic disruption cannon. Much like a standardized ion cannon, its purpose was to disable enemy starships leaving them dead in space for capture. The ionic disruption cannon took the ion cannon to the next level. Instead of firing a single bolt of ionic energy, it discharged a "web" of it, covering a much larger surface area on the target, thus causing more damage. While the overall effectiveness was increased, the range was cut quite short.

The weapon was field tested on numerous starfighters and warships but never instituted as a standardized combat weapon until the introduction of Incom's new Corsair interceptor into the fleet.

The Corsair was not a remarkable vessel by any means, boasting maneuverability and a top sublight speed inferior to that of the popular E-wing starfighters which made up the bulk of the New Republic's starfighter forces at this time.

The Corsair was only deployed in small numbers to a handful of battlegroups across the galaxy. However, when strategically used for their ionic disruption cannons, a squadron of Corsairs could render entire cruisers defenseless, powerless and dead in space. In one-on-one dogfights, Corsairs using their disruptors could disable enemy starfighters in a single hit and move onto the next target without worry.

Era Introduced: Endor +20 years

Craft: Incom T-71C "Corsair"
Class: Starfighter
Cost: 145,000 credits (new)
Size: Tiny (13.4 meters long)
Crew: 1 (Skilled +4)
Passengers: None
Cargo Capacity: 50 kilograms
Consumables: 3 days

Hyperdrive: x2
Maximum Speed: Ramming
Defense: 22 (+2 size, +10 armor)
Shield Points: 90
Hull Points: 90
DR: 10

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+2 size, +4 crew, +6 fire control)
Damage: 5d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Ionic Disruption Cannon
Fire Arc: Front
Attack Bonus: +8 (+2 size, +4 crew, +2 fire control)
Damage: Special
Range Modifiers: PB +0, S/M/L n/a

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.