Starships D20 / J-Wing Starfighter

J-Wing Starfighter

The J-Wing Starfighter was designed by a small time company, AJW Engineering, which was based out of the Corporate Sector. That was until, it was literally destroyed by a much larger competitor, MetaCorp. A few of the prototype fighters were already in the hands of the Rebellion at the time of of AJW's destruction leaving it in the hands of the Rebel Alliance. However, the Rebel Alliance High Command chose not to mass produce the J-Wing because it was too slow to combat the Empire's TIE fighters. Instead they chose to sell the designs to another company, DurranCorp. The money they received for the J-Wing's design went toward a new gunship which, consequently, was destroyed in combat only weeks later.

The J-Wing itself is an odd design. The main body appears to have once been the main body of the famed X-Wing Starfighter. However, there is a concussion missile hardpoint on the nose of the ship which houses six concussion missiles. The main distinctive trait of the J-Wing is its single sliding wing which can act as a weapons platform. Both of the J-Wing's laser cannons are mounted on the wing (which is usually mounted on the port side of the ship, but can be reversed with modification). During combat, the wing is extended out to give the pilot a better firing arc. When entering an atmosphere, the J-Wing retracts the wing (the other end of the wing will come out of the other side) to give the craft enough lift to fly efficiently.

Craft: AJW Engineering's T-983 J-Wing Starfighter
Class: Starfighter
Cost: 160,000 credits (new)
Size: Tiny (14 meters long)
Crew: 1 (Skilled +4)
Passengers: None
Cargo Capacity: 110 kilograms
Consumables: 3 weeks
Hyperdrive: x2
Maximum Speed: Ramming
Defense: 22 (+2 size, +10 armor)
Shield Points: 50
Hull Points: 100
DR: 5

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

Weapon: Concussion Missile Launcher (6 missiles)
Fire Arc: Front
Attack Bonus: +14 (+2 size, +4 crew, +8 fire control)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

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