Starships D20 / Sienar Fleet Systems Psi-Win

Psi-Wing Fighter

The Psi-Wing starfighter was designed to be a tactical superiority assault fighter capable of engaging and defeating a large number of enemy TIE fighters at once. Like the old Y-Wing, the Psi-wing is a two crewer ship, however, unlike the Y-Wing the Psi-Wing is fast and agile.

The ship gets it's name from it's distinctive shape, like the letter Psi. It has a snubfighter like fusalage with a wing structure placed over the top curving back, though more angularly than the letter psi. The wing structure attaches just behind the canopy, and mounted just off to either side of the cockpit, on the underside of the wings, are fire-linked blaster gatlings capable of spewing out deadly fire. At where the wing structure fastens to the fusalage, a double ion blaster turret sits. This weapon swivels with amazing rotation speed and accuracy. It's controlled by the gunner who's seat is back to back with the pilots.

The gunner has his own set of controls and monitors set into the back of the cockpit and can also not afford to be distratced by the flashes through the canopy. The gunner also has at his disposal, 16 concussion missiles, 5 on each wing, and 6 mounted in a nose launcher. This was done so that a lucky shot couldn't fuse the launcher shut and render all the missiles useless as has been known to happen for X-wings.

The Psi-Wing became very popular in the hot zone known as Thunder Alley, where it was tested time and again with success for the most part.

Craft: Sienar Fleet Systems Psi-Wing Fighter
Class: Starfighter
Size: Tiny (15.7 m long)
Hyperdrive: x2
Passangers: None
Cargo Capacity: Varies (see below)
Consumables: Varies (see below)
Cost: Not Available for Sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 850 km/h (13 squares/action)
Crew: 1 (Very Skilled +6)
Initiative: +8 (+2 size, +6 crew)
Maneuver: +8 (+2 size, +6 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 70 (DR 5)
Hull Points: 110 (DR 5)
Weapons:

2 Blaster Gatlings (fire-linked)
Fire Arc: Front
Attack Bonus: +7 (+2 size, +3 crew, +2 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L n/a
Game Notes: On constant-fire mode the gatlings fire a burst of 20 rounds per shot. When firing a 'spray', and hit is established, then a number of 'rounds' equal to the number to hit beat the Defense by or 20 whichever is lowest, hits the target.
If multiple targets are within the spray, roll once against the highest Defense for all within the spray, if hits are established they are spread sequentialy over all the targets. (i.e. if there's 3 targets and 11 rounds hit, then you assign one hit to 1st guy, 1 hit to second, one hit to 3rd, then another to 1st and so on till you have 4 hits on the first two and 3 on the last).
Each additional hit on a target adds +5 to the damage.
Double Ion Blaster
Fire Arc: Turret
Attack Bonus: +8 (+2 size, +3 crew, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M -2, L n/a
Concussion Missiles (16 carried)
Fire Arc: Front
Attack Bonus: +9 (+2 size, +3 crew, +4 fire control)
Damage: 9d10x2
Missil Quality: Marginal (+5)

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