Starships D20 / Wraith II Tri-Fighter

Wraith II Tri-Fighter

The versatile, one man Wraith starfighters are a fairly rare older fighter which predated the release of the first Z-95 Headhunters by two years. Traditionally, most space battles take place between the large capital combat starships which form the bulk of any space fleet. However, some found that small, dynamic high-speed fighters could repeatedly deal damage to large starships while still evading most defensive battery attacks.

The Wraith didn't see much popularity as many found that its outward appearance made it look sluggish and unmaneuverable. While when compared to Imperial standards is true, it was able to hold its own when it first saw construction.

The original Wraith starfighter was heavily armed and armored, making it slow when compared to the Z-95 Headhunters which hit the market not long following the introduction of the Wraith. With added income from their joint Headhunter project with Incom Corporation, Subpro went to work redesigning the Wraith to make it more compatible with the Z-95 in terms of speed and maneuverability.

To accomplish this, Subpro added a maneuvering fin much like the one sold by Kuat Systems Engineering for its Cloakshape fighter. The fin increased maneuverability dramatically in both atmosphere and space. In addition to the maneuvering fin the ship's weapons configuration was altered so that the underwing concussion missile launchers and the wing tip laser cannons were removed and replaced with two smaller fire-linked wing tip concussion missile launchers and a burst laser cannon on the ventral wing tip.

While Subpro did reduce the armor plating somewhat to reduce mass it did leave the crash bars which encase the cockpit canopy and help to protect the pilot from being crushed in the event of a crash landing.

The Wraith II is the most commonly found of the Wraith series and can still be found in use by a handful of planetary defense forces. It is also somewhat popular among pirates due to the ease at which it can be repaired and modified.

Craft: Subpro Wraith II Tri-Fighter
Class: Starfighter
Cost: 100,000 (new), 49,950 (used)
Size: Tiny (13.2 meters long)

Crew: 1 (Normal +2)
Passengers: None
Cargo Capacity: 50 kilograms
Consumables: 1 day
Hyperdrive: None
Maximum Speed: Attack
Defense: 22 (+2 size, +10 armor)
Shield Points: 0
Hull Points: 80
DR: 5

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

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

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