Starships D20 / Wraith Tri-Fighter

Wraith 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 ship itself is in a unique tri-wing formation consisting of three wings - one on either side and a third jutting from the ventral side. Each of the wings mounts a laser cannon on its tip and the two side wings are capable of mounting concussion missile launchers for added firepower. Another unique aspect of the Wraith is the crash bars which encase the cockpit canopy and help to protect the pilot from being crushed in the event of a crash landing.

Craft: Subpro Wraith Tri-Fighter
Class: Starfighter
Cost: 120,000 (new), 67,500 (used)
Size: Tiny (13.2 meters long)
Crew: 1 (Normal +2)
Passengers: None
Cargo Capacity: 75 kilograms
Consumables: 1 day
Hyperdrive: None
Maximum Speed: Attack
Defense: 22 (+2 size, +10 armor)
Shield Points: 0
Hull Points: 100
DR: 5

Weapon: 3 Laser Cannons
Fire Arc: Front
Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
Damage: 4d10x2, 5d10x2 (fire-linked)
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Concussion Missile Launchers (6 missiles)
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 7d10x2
Range Modifiers: PB +0, S/M/L n/a

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