Starships D20 / Verdant Spaceworks Xi-Wing

Verdant Spaceworks Xi-Wing

Verdant's Xi-Wing Assault Fighter started life out as an "ugly" or ship comprised of various pieces of other ships. However, that was just the working model, from there they were put into production as more precisely calculated design.

The fusalge was taken from a z-95, the engines in the back removed and an X-wing's more powerful block of them added in. To account for the uneven drop in the fusalage a blocky shaped shell containing a Y-wing's double ion cannons was installed between the engines and the cockpit. With this adjustment the fusalage was once again streamlined if somewhat large.

The wings were shorn off rather close to the hull and added on them were modified TIE Interceptor wings. The TIE wings were elongated horizontally and shortened vertically to match the ship's profile more closesly. The solar panels generate enough energy to maintain shields while the energy in the Z-95 originally given over to shields was put into the extra laser cannons.

The standard missile launcher was then removed as well as th cargo space and a multi-purpose warhead launcher was installed. With this warhead system the Xi-wing can pose a signifagant threat to a capital ship.

Craft: Verdant Spaceworks Xi-Wing Assault Fighter
Class: Starfighter
Size: Tiny (11 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 50 kg
Consumables: 2 days
Cost: 280,000 (new)
Maximum Speed In Space: Ramming (9 squares/action)
Atmospheric Speed: 1,250 km/h (21 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 120 (DR 5)
Weapons:
  4 Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +5 (+2 size, +3 fire control)
    Damage: 6d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Medium Ion Cannons
    Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M -2, L n/a
9 Ordnance Hardpoints
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: Varies
Missil Quality: Varies

Note: The Xi-wing may be fitted with up to 9 concussion missiles (8d10x2), 9 proton torpedoes (9d10x2), or any combination of the two. Other ordnance includes an "egg" (5d10x5), 4 heavy rockets (10d10x2), or 2 heavy space bombs (11d10x2).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney,OverLord, 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.