Starships D20 / HattMark Industries Owarin-I/

Owarin-I/X

The Owarin fighter looks quite similar to the X-Wing when the S-Foils are in cruise mode. However, when put into attack mode, you can see a definate difference. The S-Foils have a wider angle of movement than the ones on the X-Wing, giving it a much slimmer and taller sensor shadow. Had the Alliance been responsible for its naming, it most certainly would have been christened the O-Wing.

Like the X-Wing, the Owarin has four engines mounted on the wings, as well as an experimental ESID (External Speed Increase Drive) mounted on the rear, to give extra boosts of speed when required.

Unlike the X-Wing, the Owarin has no laser cannonts mounted on the extremeties of the wings, and instead has two lasers mounted below the cockpit. It also has no torpedo launchers, as well as a lighter hull, allowing it to go much farther and be more efficient.

The Owarin-I/X model is a prototype interceptor model, whose addition of an ESID will make it one of the fastest interceptors available when it comes onto the main market.

Craft: HattMark Industries Owarin-I/X Prototype Interceptor
Class: Starfighter
Size: Diminutive (10.5 m long)
Hyperdrive: xN/A
Passangers: None
Cargo Capacity: 10 kg
Consumables: 3 days
Cost: 215,000(new), 85,250(used)
Maximum Speed In Space: Ramming (10 squares/action)
Atmospheric Speed: 1,250 km/h (21 squares/action)
Crew: 1 (Normal +2)
Initiative: +6 (+4 size, +2 crew)
Maneuver: +6 (+4 size, +2 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 40 (DR 5)
Hull Points: 100 (DR 5)
Weapons:
2 Laser Cannons(Fire Linked)
Fire Arc: Front
Attack Bonus: +7 (+4 size, +3 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a

ESID: The External Speed Increase Drive comes with enough fuel to be able to power it for 90 seconds, or 18 combat rounds. The ESID allows for double acceleration, the ability to do

maneuvers while at All-Out speed, and the addition of the 2X All-Out speed rating, which is twice the normal all-out speed. However, since it is experimental, it is prone to malfunctions. Every time you turn it on, roll 1d6 and consult the following chart:

Roll:	Result:
1-4	Starts as normal
5	Doesn't trigger, 50% chance of not working until fixed.
6	Malfunctions, roll 1d6 again:

1	Explodes, and does 5d10 (10 m) damage.
2	Fuel ignites, doing 3d10 damage to the hull until it runs out.
3	Power surge, knocking out 1d6 systems of GM's choice.
4	Power surge, knocking out the engines for 1d6 rounds.
5	Power surge, knocking out the shields for 1d6 rounds.
6	Power surge, -4 to pilot checks for 1d6 rounds.

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