Starships D6 / Incom T-65XJ7 X-Wing



XJ7 X-WING

Craft: Incom T-65XJ7 X-Wing
Type: Space superiority starfighter
Scale: Starfighter
Dimensions:
-Length: 12.7m
Skill: Starfighter piloting: X-Wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Varies by pilot
Passengers: N/A
Cargo Capacity: 80 kilograms
Consumables: 1 week
Cost: 330,000 (new, as of 40ABY), 250,000 (used)
Hyperdrive: x1
Nav Computer: Uses astromech droid programmed with 10 jumps
Maneuverability: 5D
Speed:
-Space: 15
-Atmosphere: 550; 1,500kmh
Hull: 4D+2
Defenses:
-Shields: 4D
Sensors:
  Passive: 35/1D
  Scan: 65/2D
  Search: 100/3D
  Focus: 5/4D

WEAPONS:
  4 Heavy Laser Cannons (fire-linked)
    Location: Mounted on wingtips
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 4D+2
    Space Range: 1-4/17/35
    Atmosphere Range: 50-400/1.7/3.5km
    Damage: 8D
    Ammo: N/A
    Rate of Fire: 1

  3 Proton Torpedo Launchers (fire-linked)

Location: Deployed from forward hull
Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D+2
Space Range: 1-2/4/8
Atmospheric Range: 50-200/400/800km
Damage: 11D
Ammo: 9 torpedoes (3 per launcher)
Rate of Fire: 1

DESCRIPTION:

The Incom XJ7 X-wing starfighter was in the service of the Galactic Alliance during the Second Galactic Civil War.

Sporting laser cannons and proton torpedoes for armament, the XJ7 featured improvements to the weapons and shielding over the XJ6 X-wing starfighter. It was the Galactic Alliance primary space superiority fighter. Rogue Squadron was known to be equipped with XJ7 X-wings.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB,
Stats by Hellstormer1,
Image and model created by Alfred Wong (www.alfredsmind.ca/index.htm).
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.