

STAR WARS

ROLEPLAYING GAME

NET. GUIDE to the T-65 X-Wing



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NET. GUIDE to the T-65 X-Wing for the Star Wars Roleplaying Game

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The Incom T-65 X-Wing

Introduction

In war, there inevitably comes a weapon backed by doctrine that changes the very nature of how war is waged. During the bitter days of the Rebellion and through to its most desperate yet hope-filled hour at Endor, the T-65 Incom X-wing starfighter earned its place in history as one such weapon. It was the first Rebel fighter capable of outperforming the lethal TIE/In starfighter. It proved to be too fast and maneuverable to be brought down by turbolasers, and it preyed on the massive capital ships of the Imperial Navy. The X-wing was able to engage escort ships and was equipped with a hyperdrive for a sudden attack and quick withdrawal from the battlefield. The pilot of an X-wing destroyed both of the Emperors fearsome Death Stars.

History and Models of the T-65 X-Wing

T-65A X-Wing

The first squadrons of X-wings were flown by the very best volunteers the Rebel Alliance could encourage to switch over from Cloakshapes, Y-wings, Headhunters and the like. While slightly inferior to the T-65B successor in all respects, the prototype A model served its purpose. Small design changes incorporated in from the feedback of combat veterans allowed the designers to improve on the already formidable design. As the B model entered into service, T-65A models were shuffled back to the rear to serve as training ships. Several dozen T-65As survived the Rebellion to make their way into museums, memorials and private collections.

The T-65A featured an onboard slot for an R2 astromech droid behind the pilot as in the T-65B. The A model lacked the quad-link for the four S-foil mounted laser cannons, and its engine performance, targeting computer interface, and shield generator were substandard to later models. Engineers minimized storage space to expand the internal magazine to accommodate more proton torpedoes.

D20

Incom T-65A X-Wing

Class: Starfighter **Crew:** 1 (Veteran +6)
Size: Tiny (12.5 meters) **Initiative:** +8 (+6 crew, +2 size)
Hyperdrive: x1 **Maneuver:** +8 (+6 crew, +2 size)
Passengers: None **Defense:** 22 (+2 size, +10 Armor)
Cargo Capacity: 300 kg **Shield Points:** 20 (DR 10)
Consumables: 1 week **Hull Points:** 120 (DR 10)
Cost: 180,000 (new as prototype), up to 1,000,000 (used-due to collector value)
Maximum Speed in Space: Ramming (9 squares/action)
Atmospheric Speed: 1,050 km/h (18 squares/action)
Weapon: Laser Cannons (2X2 fire-linked); Fire Arc: Front; Attack Bonus: +9 (+2 size, +3 crew, +4 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S -2, M/L n/a.
Weapon: Proton Torpedo Launchers (2, 1 torpedo each); Fire Arc: Front; Damage: 9d10x2; Missile Quality: Marginal (+5).

D6

Incom T-65A X-Wing

Craft: Incom T-65A X-wing
Type: Space Superiority starfighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter Piloting: X-wing
Crew: 1 and astromech (can coordinate)
Cargo Capacity: 110 kg
Consumables: 1 week
Cost: 180,000 (new as prototype), 1,000,000 (used-due to collector value)
Hyperdrive Multiplier: X1
Nav Computer: uses astromech droid
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Crew Skill: Piloting 5D, Gunnery 4D+2
Sensors:
Passive: 50/0D **Scan:** 100/1D
Search: 120/2D **Focus:** 5/4D
Weapons:
4 Laser Cannons (2 sets fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D
Proton Torpedo Launcher
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 1D
Space range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D

T-65B/BR X-Wing

The T-65B was the workhorse of the Rebel Alliance X-wing fleet. A substantial improvement over the A model led to the T-65B's dominance of the space arena. Luke Skywalker and Wedge Antilles both flew T-65Bs into combat against the first Death Star. The T-65B achieved a kill ratio of 3.27 to 1 against TIE/Ins up to the Battle of Hoth. Commander Wedge Antilles noted this was a reflection both on the skill of the pilots that flew it in combat and the ship tough and agile enough to bring the pilot safely back to base even when outnumbered.

In its later days, upgraded T-65C-A models were swiftly replacing the T-65B. With a waning defense budget, Starfighter Command was reluctant to mothball T-65Bs, but its performance parameters made it undesirable as a training ship. Instead, the remaining T-65Bs were slated for conversion over to reconnaissance to replace the obsolete Y-wings fulfilling that crucial military task. The T-65BR rose to the challenge during the Black Fleet Crisis.

Stats for the T-65B X-wing can be found on page 227 of the RCRB.

D20

Incom T-65BR X-Wing

Class: Starfighter Crew: 1 (Skilled +4)
Size: Tiny (12.5 meters) Initiative: +6 (+4 crew, +2 size)
Hyperdrive: x1 Maneuver: +6 (+4 crew, +2 size)
Passengers: None Defense: 22 (+2 size, +10 Armor)
Cargo Capacity: 110 kg Shield Points: 30 (DR 10)
Consumables: 1 week Hull Points: 120 (DR 10)

Cost: 200,000 (new), up to 80,000 (used)

Maximum Speed in Space: Ramming (9 squares/action)

Atmospheric Speed: 1,050 km/h (18 squares/action)

Weapon: Laser Cannons (4 fire-linked); Fire Arc: Front;
Attack Bonus: +10 (+2 size, +2 crew, +6 fire control);
Damage: 6d10x2; Range Modifiers: PB +0, S -2, M/L
n/a.

Weapon: Baradium Self-Destruct Device; Fire Arc: n/a;
Damage: 14d10x2 to entire square.

Sensor Package: In addition to sensor bonuses on page 210 of the RCRB, the T-65BR's sensors provide a +8 equipment bonus to the Computer Use skill check of the R2 unit or pilot.

Optional rule: A ship exploding inside a larger vessel causes catastrophic damage even large vessels may not be able to handle. In such cases, all DR is negated and the damage multiple goes up by 1 (for example, the device above would do 14d10x3 damage).

D6

Incom T-65BR X-Wing

Craft: Incom T-65BR X-wing
Type: Reconnaissance starfighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter Piloting: X-wing
Crew: 1 and astromech (can coordinate)
Cargo Capacity: 110 kg
Consumables: 1 week
Cost: 200,000 (new), 80,000 (used)
Hyperdrive Multiplier: X1
Nav Computer: uses astromech droid
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Crew Skill: Piloting 5D, Gunnery 4D+2
Sensors:
Passive: 50/0D Scan: 100/1D
Search: 120/2D Focus: 5/4D
Weapons:
4 Laser Cannons (fire-linked)
Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Self-Destruct Device

Fire Arc: n/a

Skill: n/a

Fire Control: n/a

Space range: 0

Atmosphere Range: 0

Damage: 12D

Optional rule: A ship exploding inside a larger vessel causes catastrophic damage even large vessels may not be able to handle. In such cases, shields (energy and particle) do not apply.

T-65C-A1/A2 X-Wing

The T-65C-A1 holds a small but notable (and infamous) distinction in the history of the X-wing's service to the Rebellion. Luke Skywalker flatly refused to fly it and instead stuck with his T-65B that served him so well over Yavin on that fateful day. While the C-A1 model was not a marked improvement over the T-65B, the X-wing was going to be in need of further design upgrades as the Galactic Civil War raged on. Functionally identical to the T-65B in performance, the C-A1's chassis was already modified to incorporate intended design improvements in almost every single facet of the ship. The C-A2 model sported the first improvements over the T-65B: a faster sublight speed and enhanced modulators on the shield generators.



Rogue Squadron flew T-65C-A2s during the latter days of the Rebellion and in particular at the climactic Battle of Endor (under the honorific Red Group for the valor of the X-wing squadron nearly annihilated in battle against the first Death Star).

D20

Incom T-65C-A2 X-Wing

Class: Starfighter Crew: 1 (Skilled +4)
 Size: Tiny (12.5 meters) Initiative: +6 (+4 crew, +2 size)
 Hyperdrive: x1 Maneuver: +6 (+4 crew, +2 size)
 Passengers: None Defense: 22 (+2 size, +10 Armor)
 Cargo Capacity: 110 kg Shield Points: 40 (DR 10)
 Consumables: 1 week Hull Points: 120 (DR 10)
 Cost: 180,000 (new), up to 70,000 (used)
 Maximum Speed in Space: Ramming (10 squares/action)
 Atmospheric Speed: 1,120 km/h (19 squares/action)

Weapon: Laser Cannons (4 fire-linked);
 Fire Arc: Front; Attack Bonus: +10
 (+2 size, +2 crew, +6 fire control);
 Damage: 6d10x2; Range Modifiers:
 PB +0, S -2, M/L n/a.

Weapon: Proton Torpedo Launchers (2
 fire-linked, 3 torpedoes each); Fire
 Arc: Front; Damage: 9d10x2; Missile
 Quality: Ordinary (+10).

D6

Incom T-65C-A2 X-Wing

Craft: Incom T-65C-A2 X-wing
 Type: Space Superiority starfighter
 Scale: Starfighter
 Length: 12.5 meters
 Skill: Starfighter Piloting: X-wing
 Crew: 1 and astromech (can coordinate)
 Cargo Capacity: 110 kg
 Consumables: 1 week
 Cost: 180,000 (new), 70,000 (used)
 Hyperdrive Multiplier: X1
 Nav Computer: uses astromech droid
 Maneuverability: 3D
 Space: 9
 Atmosphere: 365; 1,050 kmh
 Hull: 4D
 Shields: 1D+1
 Crew Skill: Piloting 5D, Gunnery 4D+2
 Sensors:
 Passive: 25/0D Scan: 50/1D
 Search: 75/2D Focus: 3/4D

Weapons:
 4 Laser Cannons (2 sets fire-linked)
 Fire Arc: Front
 Skill: Starship Gunnery
 Fire Control: 3D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D
 Proton Torpedo Launcher

Fire Arc: Front
 Skill: Starship Gunnery
 Fire Control: 2D
 Space range: 1/3/7
 Atmosphere Range: 30-100/300/700
 Damage: 9D

T-65C-A3 X-Wing

The T-65C-A3 served the Republic during the bitter days of Grand Admiral Thrawn's lightning offensive that nearly brought down the fledgling New Republic. Like its predecessors, the C-A3 proved itself in combat. The most significant design change from the C-A2 model was a reinforced hull and a new armor plate derived from alloying durasteel with ceramics. Production on the T-65C-A3 was stopped just after the Black Fleet Crisis.



D20

Incom T-65C-A3 X-Wing

Class: Starfighter Crew: 1 (Skilled +4)
 Size: Tiny (12.5 meters) Initiative: +6 (+4 crew, +2 size)
 Hyperdrive: x1 Maneuver: +6 (+4 crew, +2 size)
 Passengers: None Defense: 22 (+2 size, +10 Armor)
 Cargo Capacity: 110 kg Shield Points: 40 (DR 10)
 Consumables: 1 week Hull Points: 140 (DR 10)
 Cost: 180,000 (new), up to 100,000 (used)
 Maximum Speed in Space: Ramming (10 squares/action)
 Atmospheric Speed: 1,120 km/h (19 squares/action)

Weapon: Laser Cannons (4 fire-linked); Fire Arc: Front;
 Attack Bonus: +10 (+2 size, +2 crew, +6 fire control);
 Damage: 6d10x2; Range Modifiers: PB +0, S -2, M/L
 n/a.

Weapon: Proton Torpedo Launchers (2 fire-linked, 3
 torpedoes each); Fire Arc: Front; Damage: 9d10x2;
 Missile Quality: Ordinary (+10).

D6

Incom T-65C-A3 X-Wing

Craft: Incom T-65C-A3 X-wing

Type: Space Superiority starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter Piloting: X-wing

Crew: 1 and astromech (can coordinate)

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: 180,000 (new), 100,000 (used)

Hyperdrive Multiplier: X1

Nav Computer: uses astromech droid

Maneuverability: 3D

Space: 9

Atmosphere: 365; 1,050 kmh

Hull: 4D+2

Shields: 1D+1

Crew Skill: Piloting 5D, Gunnery 4D+2

Sensors:

Passive: 25/0D Scan: 50/1D

Search: 75/2D Focus: 3/4D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

T-65D-A1 X-Wing

While the T-65D-A1 X-wing was a revolutionary design in regards to its computer and control interfacing, this notable starfighter was doomed before it could fly into combat even once. General Antilles personally vouched for the production of this high-performance starfighter to form the backbone of the Republic Starfighter Corps. Unfortunately, he had no idea that the entire design of the D-A1 was intended to do one thing: kill the best pilots the Republic had to offer when it would need them in its darkest hour since the rebirth of the Emperor.

The T-65D-A1 replaced the reliable astromech with a revolutionary hardwired computer processor/interface. Initial analysis indicated a processing time 3.27 times faster than R2 units. The computer also featured a self-destruct mechanism that could be activated via remote---vaporizing both ship and irreplaceable pilot in a microsecond. Fortunately, the plot was uncovered, but the damage was done to the reputation of the T-65D-A1. The entire line

was scrapped and the C-A3s were retrofitted back to their original specs.

D20

Incom T-65D-A1 X-Wing

Class: Starfighter

Crew: 1 (Skilled +4)

Size: Tiny (12.5 meters)

Initiative: +6 (+4 crew, +2 size)

Hyperdrive: x1

Maneuver: +8 (+4 crew, +2 size,

Passengers: None

+2 equipment)

Cargo Capacity: 110 kg

Defense: 22 (+2 size, +10 Armor)

Consumables: 1 week

Shield Points: 40 (DR 10)

Cost: 200,000 (new)

Hull Points: 140 (DR 10)

Maximum Speed in Space: Ramming (10 squares/action)

Atmospheric Speed: 1,120 km/h (19 squares/action)

Weapon: Laser Cannons (4 fire-linked); Fire Arc: Front;

Attack Bonus: +12 (+2 size, +2 crew, +8 fire control);

Damage: 6d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Proton Torpedo Launchers (2 fire-linked, 3

torpedoes each); Fire Arc: Front; Damage: 9d10x2;

Missile Quality: Ordinary (+10, +15 if missile and target remain in the Front Fire Arc of any T-65D-A1 X-wing).

D6

Incom T-65D-A1 X-Wing

Craft: Incom T-65D-A1 X-wing

Type: Space Superiority starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter Piloting: X-wing

Crew: 1 and astromech (can coordinate)

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: 200,000 (new)

Hyperdrive Multiplier: X1

Nav Computer: uses astromech droid

Maneuverability: 3D+2

Space: 9

Atmosphere: 365; 1,050 kmh

Hull: 4D+2

Shields: 1D+1

Crew Skill: Piloting 5D, Gunnery 4D+2

Sensors:

Passive: 30/0D Scan: 60/1D

Search: 90/2D Focus: 4/4D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 4D

Space range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

T-65AC4 X-Wing

The T-65AC4 was Incom's answer to the question of either scrapping production of the T-65 line in favor of a newer design or optimizing the X-wing with the latest technology. Their answer proved to be both profitable for Incom and fortuitous for a new generation of Republic pilots. It served through the events outlined in the hand of Thrawn Duology, and during its watch a lasting peace was achieved with the Imperial Remnant.

It featured sublight speed comparable to an A-wing, an improved cockpit design, heavier weapons, and an enhanced sensor suite designed to optimize performance.

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The T-65AC4's stats are provided in *Starships of the Galaxy* on page 74-75.

D6

Incom T-65AC4 X-Wing

Craft: Incom T-65AC4 X-wing

Type: Space Superiority starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter Piloting: X-wing

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: 200,000 (new), 180,000 (used)

Hyperdrive Multiplier: X1

Nav Computer: uses astromech droid

Maneuverability: 3D+2

Space: 11

Atmosphere: 365; 1,050 kmh

Hull: 4D+2

Shields: 1D+1

Crew Skill: Piloting 5D, Gunnery 4D+2

Sensors:

Passive: 30/0D Scan: 60/1D

Search: 90/2D Focus: 4/4D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space range: 1/3/7



Atmosphere Range: 30-100/300/700

Damage: 10D

T-65A3 X-Wing

The T-65A3 served the Republic even as it was being replaced by the XJ-Class X-wing. The starfighter made a name for itself among pirate crews that flew against it before the Yuuzhan Vong invasion demanded the full-scale production of the XJ-class. The A3 was noted for its improved shields and lasers over earlier models of the T-65.

D20

Incom T-65A3 X-Wing

Class: Starfighter

Size: Tiny (12.5 meters)

Hyperdrive: x1

Passengers: None

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: 220,000 (new),
180,000 (used)

Maximum Speed in Space: Ramming (12 squares/action)

Atmospheric Speed: 1,120 km/h (19 squares/action)

Weapon: Laser Cannons (4 fire-linked); Fire Arc: Front;

Attack Bonus: +15 (+2 size, +2 crew, +8 fire control, +3 equipment bonus); Damage: 6d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Proton Torpedo Launchers (2 fire-linked, 4 heavy

torpedoes each); Fire Arc: Front; Damage: 10d10x2;

Missile Quality: Ordinary (+10).

Crew: 1 (Skilled +4)

Initiative: +6 (+4 crew, +2 size)

Maneuver: +9 (+4 crew, +2 size,
+3 equipment)

Defense: 22 (+2 size, +10 Armor)

Shield Points: 60 (DR 10)

Hull Points: 150 (DR 10)

D6

Incom T-65A3 X-Wing

Craft: Incom T-65A3 X-wing

Type: Space Superiority starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter Piloting: X-wing

Crew: 1 and astromech (can coordinate)

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: 220,000 (new), 180,000 (used)

Hyperdrive Multiplier: X1

Nav Computer: uses astromech droid

Maneuverability: 3D+2

Space: 11

Atmosphere: 365; 1,050 kmh

Hull: 4D+2

Shields: 2D

Crew Skill: Piloting 5D, Gunnery 4D+2

Sensors:

Passive: 30/0D Scan: 60/1D

Search: 90/2D Focus: 4/4D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

XJ-class X-Wing

The future is uncertain as the war against the Yuuzhan Vong draws to an end. A new generation of X-wings holds the line against the extra-galactic invaders; a new generation, but the first of even more to come. The XJ3-class X-wing has been modified to fully compensate for Yuuzahn Vong tactics and biotechnology (stutter-fire lasers, expanded inertial compensator, decoy proton torpedoes).

D20

Incom T-65XJ/XJ3-class X-Wing

Class: Starfighter

Crew: 1 (Skilled +4)

Size: Tiny (12.5 meters) Initiative: +6 (+4 crew, +2 size)

Hyperdrive: x1 Maneuver: +9 (+4 crew, +2 size,

Passengers: None +3 equipment)

Cargo Capacity: 25 kg Defense: 22 (+2 size, +10 Armor)

Consumables: 3 days Shield Points: 70 (DR 10)

Cost: 250,000 (new), Hull Points: 150 (DR 10)

200,000 (used)

Maximum Speed in Space: Ramming (13 squares/action)

Atmospheric Speed: 1,120 km/h (19 squares/action)

Weapon: Heavy laser Cannons (4 fire-linked); Fire Arc:

Front; Attack Bonus: +15 (+2 size, +2 crew, +8 fire

control, +3 equipment bonus); Damage: 7d10x2; Range

Modifiers: PB +0, S -2, M/L n/a.

Weapon: Proton Torpedo Launchers (3 fire-linked, 3

torpedoes each); Fire Arc: Front; Damage: 9d10x2;

Missile Quality: Ordinary (+10).

D6

Incom T-65XJ/XJ3-class X-Wing

Craft: Incom T-65XJ/XJ3 X-wing

Type: Space Superiority starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter Piloting: X-wing

Crew: 1 and astromech (can coordinate)

Cargo Capacity: 25 kg

Consumables: 3days

Cost: 250,000 (new), 200,000 (used)

Hyperdrive Multiplier: X1

Nav Computer: uses astromech droid

Maneuverability: 4D

Space: 12

Atmosphere: 365; 1,050 kmh

Hull: 4D+2

Shields: 2D

Crew Skill: Piloting 5D, Gunnery 4D+2

Sensors:

Passive: 30/0D Scan: 60/1D

Search: 90/2D Focus: 4/4D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9

Ship Bond (Droid Feat)

After many months of service as an astromech for a single fighter, you have bonded with the ship's systems so that under your guidance it operates more efficiently. However, other astromechs and technicians find it difficult to work on your personal starfighter.

Prerequisite: Must have served on the same starfighter for six months and not been memory wiped during that time. If the droid is ever memory wiped the use of this feat is lost until the prerequisite is met again or its personality is restored.

Benefit: The astromech gains a +3 to its Computer Use and Repair skill checks when functioning as Sensor Operator, Engineer, or Shield Operator.

Special: This bonus applies only to the starfighter the astromech has bonded with. Any other astromech serving on a "bonded" starfighter incurs a -3 penalty on the affected skills. In addition, permanent Repair checks on damaged systems on a bonded starfighter incur a -5 penalty unless the astromech Cooperates on the skill check.



X-Wing Tactics

The X-wing is a formidable military starfighter, but like all weapons it must be used to maximize its strengths and minimize its weaknesses. The focus on this discussion will be on utilizing the T-65 against the Empire's TIE fighters.

The X-wing has several significant strengths over comparable starfighters.

- 1) **Shields** allow the X-wing to absorb one hit from an opponent's weapons systems and come through relatively unscathed. Angling the shields properly in anticipation of an enemy's angle-of-attack may allow the X-wing to come through a lethal shot with some minimal shielding remaining.
 - If an X-wing can retain just one shield point, then its shield DR will apply against the next hit.
- 2) The **astromech unit** onboard gives the X-wing a tremendous edge in battlefield flexibility and survivability. The R2 unit is capable of acting as Pilot, Sensor Operator, Engineer and Shield Operator from its socket. Although R2 units are theoretically incapable of engaging enemy craft due to programming limitations, they are capable of disengaging from a battle if the pilot becomes incapacitated. Pages 224 and 225 of the RCRB provide detailed information on options for astromechs in combat.
- 3) **Aerodynamic flight capability** allows the X-wing to function both as a space superiority and air superiority fighter. Due to design limitations, many starfighters, the TIE series being a notable example, are incapable of performing certain maneuvers in an atmosphere due to wind shear along non-aerodynamic control surfaces.
 - Any Quick Turn exceeding 45 degrees has the maneuver DC doubled. Through careful movement, an X-wing pilot may be able to place his X-wing in a tactical position where enemy TIE pilots will not be able to engage him in their forward arc.
- 4) **Superior fire-control computers** enable an X-wing pilot to successfully engage and destroy his opponent. Against fragile targets like TIE fighters, firing first and scoring a hit is all that is necessary to survive a round of combat. The X-wing is at the advantage during the attack, so a good offense is literally a good defense.
 - Consider a TIE fighter versus a T-65B. The TIE has an advantage of +2 Defense against the X-wing which can easily be mitigated by the R2 (increased damage, +2 to Defense, or +2 to an attack roll), but their basic attack bonuses are equal. If the X-wing hits, on average the TIE will have 4 hull points remaining (or destroyed if power was transferred to weapons). If the X-wing is hit, 56 points on average to its shields will blow the shields and result in 6 hull damage (or 14 angled shield points remaining).
GMs may wish to consider using Table 11-9 Battle Damage any time a ship takes hull damage.
- 5) **Proton torpedoes** can whittle down enemy forces long before they achieve contact. TIE fighters simply cannot survive a hit by a proton torpedo. With the capability of achieving a lock-on, a fire-and-forget weapon to harry enemy forces while closing to engage is indispensable.
GMs may wish to allow for a "proximity-fuse" setting on torpedoes and missiles: +3 to attack roll; automatic detonation in target's hex even if attack misses; 7d10X2 damage; setting locked at launch.

