Starships D6 / Incom T-90 W-Wing Starf

Name: W-

Wing Fighter Type: Incom T-90 W-Wing Starfighter Scale: Starfighter Length: 11.9 Meters Skill: Starfighter Piloting - W-Wing Crew: 1 Crew Skill: Starfighter Piloting 4D+2, Starship Gunnery 4D+2, Starship Shields 4D Consumables: 5 Days Cargo Capacity: 95 Kg Cost: 79,000 (used) Hyperdrive Multiplier: x1 Hyperdrive Backup: No Nav Computer: Stores 4 Jumps Space: 8 Atmosphere: 325;900kmh Maneuverability: 2D Hull: 5D Shields: 2D Sensors: Passive: 25/0D Scan: 50/1D Search: 75/2D Focus: 3/3D Weapons: 2 Laser Cannons (Fire Linked) Fire Arc: Front Fire Control: 2D Space: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5km Damage: 6D 2 Heavy Concussion Missiles Fire Arc: Front Fire Control: 2D Space: 1/3/7 Atmosphere Range: 50-100/300/700m

Damage: 9D



Description: The W-Wing Starfighter is a modified X-Wing design, built to fill the gap left by the X-Wings exclusive construction for the New Republic, but only made in small quantities until newer and better designs replaced the fighter. With the same body and engines as the X-Wing, the fighter uses a number of parts in common with its brother, but the cockpit module uses that of the Z-95 Headhunter allowing pilots to swap over to this fighter with some ease. The wings also bear a large amount in common with the Z-95, although their W arrangement allows an extra weapon pylon, in which the W-Wing mounts its twin heavy missiles. The Heavy Missiles are similar to Proton Torpedos, but are not covered by the same military restrictions, allowing the W-Wing to mount them without being limited to government purchasers. A mixture of new and old technology leaves the W-Wing somewhat outdated from the day it was released, however a number of owners love this fighter, and find that it is a huge advancement over the Z-95, yet still affordable and free from government restrictions.

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