

RPGGamer.org 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.

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