

Name: X-

Tie

Type: X-Wing / TIE Fighter Hybrid Ugly

Starfighter

Scale: Starfighter

Length: 12.8 Meters

Skill: Starfighter Piloting - X Tie

Crew: 1 + Astromech

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D+2

Consumables: 1 Week

Cargo Capacity: 100 Kg

Cost: 22,000 (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Uses Astromech

Space: 8

Atmosphere: 350;1050kmh

Maneuverability: 2D

Hull: 3D+1

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/3D

Focus: 3/3D+2

Weapons:

2 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D



Description: The X-Tie is a hybrid of the standard Tie Fighter and the Incom X-Wing fighter, and mainly consists of a battle damaged X-Wing patched up with Tie components. The resulting fighter is far more fragile than a standard X-Wing, but retains a fair amount of maneuverability and firepower, matching up well against other pirate fighters such as Z-95 Headhunters and Y-Wings, as well as being very favorable in comparison to standard Tie Fighters. The X-Tie is a cheap and common Ugly design, although many have the Proton Torpedo Launchers, Shield Generators and Hyperdrive stripped out as these are the most valuable components of this vessel.

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