



Starships D20 / Verdant Spaceworks X

Verdant Spaceworks Xi-Wing

Verdant's Xi-Wing Assault Fighter started life out as an "ugly" or ship comprised of various pieces of other ships. However, that was just the working model, from there they were put into production as more precisely calculated design.

The fuselage was taken from a z-95, the engines in the back removed and an X-wing's more powerful block of them added in. To account for the uneven drop in the fuselage a blocky shaped shell containing a Y-wing's double ion cannons was installed between the engines and the cockpit. With this adjustment the fuselage was once again streamlined if somewhat large.

The wings were shorn off rather close to the hull and added on them were modified TIE Interceptor wings. The TIE wings were elongated horizontally and shortened vertically to match the ship's profile more closely. The solar panels generate enough energy to maintain shields while the energy in the Z-95 originally given over to shields was put into the extra laser cannons.

The standard missile launcher was then removed as well as the cargo space and a multi-purpose warhead launcher was installed. With this warhead system the Xi-wing can pose a significant threat to a capital ship.

Craft: Verdant Spaceworks Xi-Wing Assault Fighter

Class: Starfighter

Size: Tiny (11 m long)

Hyperdrive: None

Passengers: None

Cargo Capacity: 50 kg

Consumables: 2 days

Cost: 280,000 (new)

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

Atmospheric Speed: 1,250 km/h (21 squares/action)

Crew: 1 (Normal +2)

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

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

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

Shield Points: 30 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 6d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Medium Ion Cannons

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10x2

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

9 Ordnance Hardpoints

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: Varies

Missil Quality: Varies

Note: The Xi-wing may be fitted with up to 9 concussion missiles (8d10x2), 9 proton torpedoes (9d10x2), or any combination of the two. Other ordnance includes an "egg" (5d10x5), 4 heavy rockets (10d10x2), or 2 heavy space bombs (11d10x2).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).