Starships D6 / Incom T-65XJ3 X-Wing



XJ3 X-WING

Craft: Incom T-65XJ3 X-Wing
Type: Space superiority starfighter
Scale: Starfighter
Dimensions:
-Length: 12.6m
Skill: Starfighter piloting: X-Wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Varies by pilot
Passengers: N/A
Cargo Capacity: 35 kilograms
Consumables: 3 days
Cost: 315,000 (new, as of 27ABY), 220,000 (used)
Hyperdrive: x1
Nav Computer: Uses astromech droid programmed with 10 jumps
Maneuverability: 4D+1
Speed:
-Space: 14
-Atmosphere: 500; 1,450kmh
Hull: 4D
Defenses:
-Shields: 2D+2
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 85/2D
  Focus: 4/4D

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+1
    Space Range: 1-4/15/30
    Atmosphere Range: 50-400/1.5/3km
    Damage: 7D+1
    -Stutter Fire: 5D
    Ammo: N/A
    Rate of Fire: 1
    -Stutter Fire: 6 (1 per gun, +2)

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+1
Space Range: 1/3/7
-Shadow Bomb: 1/2/4
Atmospheric Range: 50-100/300/700km
-Shadow Bomb: 50-100/200/400m
Damage: 11D
-Shadow Bomb: 14D
Ammo: 9 torpedoes (3 per launcher)
Rate of Fire: 1

DESCRIPTION:
The Incom T-65XJ3 X-wing starfighter was a starfighter used by the New Republic and the Galactic Federation of Free Alliances.

GAME NOTES

STUTTER FIRE: When the XJ X-Wings were introduced, they had the standard Rate of Fire of 1 like their predecessors and other starfighters. However, when the Yuuzhan Vong invaded the galaxy, the XJ and all other fighters had trouble getting through their defensive measures, namely the black hole shields of the dovin basals equipped to their ships. To help with this, many pilots began modifying their fighters energy weapons to use a stuttering fire option, where they would fire multiple shots at lesser power in order to tire out the dovin basals, allowing later shots at higher power to hit the Yuuzhan Vong ships.

In game terms, this means that any energy weapons (not missiles or projectiles) will instead fire +2 shots, with damage dice reduced as though it had been fire-linked (Damage -1D+1). If the weapons are a fire-linked set, then they fire separately, increasing the Rate of Fire by +1 per extra weapon, including the +2 shots for this modification. Damage dice is adjusted accordingly for reverse fire-linked weapons, lessened by 1D for the first extra weapon, then by -1 pips for every extra weapon (every 3 counts as a die), and another -2 pips for the stutter fire mod (if you have trouble with the math, just look at the stats above for the laser cannons).

When this is used in an attack against a dovin basal, the damage rolled for every shot from the increased Rate of Fire stacks together for the purposes of overpowering the dovin basal's black hole shields. For further information on using this tactic, or for variant rules on dovin basals, see the Dovin Basal entry in Equipment on the site.

INERTIAL COMPENSATOR FIELD EXPANSION (ICFE): Another tactic the Yuuzhan Vong used against New Rapublic starships was having their Dovin Bassals exert their gravitic influence to rip away a ship's shields in an instant, thereby leaving it more vulnerable. Later on, many pilots and ship crews began using a tactic of expanding their ships inertial compensator fields, a common piece of starship technology, to cover the ship's shields and help protect them from the shield ripping tactic. In game terms, instead of the dovin basal directing its dice to only a ship's shield

dice, the target ship gets to roll its Hulld AND Shield dice together to resist the dovin basal. This was not always full-proof, as Yuuzhan Vong ships could focus more of their dovin basals into the effort to still rip away the shields, though this effort might cost them more if they focused too hard. For more information on shield ripping and the effects of the ICFE, see the Dovin Basal entry in Equipment.

SHIELD TRICK: Another tactic to keep dovin basals from ripping away the shields was to drop the shields then bring them back up. Pilots could feel when their starfighters were being affected by these attacks, so they can use this as a defensive action, just like Dodging. Jedi even more so when using Danger Sense or other relevant Force powers. The pilot simply makes a Starship Shields roll against the Yuuzhan Vong's roll to rip their shields, with the higher roll succeeding.

SHADOW BOMBS: After the forces of the galaxy began developing tactics to use against the Yuuzhan Vong's unique biotechnology, the Jedi began using a tactic called the "Shadow Bomb", where proton torpedoes would be emptied of their propellant fuel and filled with even more explosive yield, as well as modifying the launchers and hull to deploy the torpedoes into space without any bright propellant trails for the Yuuzhan Vong to notice. They would then launch the torpedo and move it with their Jedi powers (Telekinesis) towards a target and would have greater impact. this was because the Yuuzhan Vong could only spot the torpedoes by their brightly burning propellant trail when they were launched, and therefor these would usually not be caught by the black hole shields of the dovin basals. Note that Jedi Telekinesis is needed to move the torpedoes, but the shadow bomb tactic could still be used by normal pilots to lay mines in the path of Yuuzhan Vong ships. The ranges given above for shadow bombs are for the modified launching system. The speed of the torpedoes after launch is equal to the relative speed of the ship that launched them. Jedi and other Force users using shadow bombs while in combat must make a Heroic Difficulty on their Alter Force skill roll to deploy and move the bombs while flying their starfighter and dodging incoming attacks. This is also modified by range, easily becoming a +5 to +10 Difficulty roll as the bomb moves further out of site in the combat zone. Shadow bombs have +3D to their damage dice from the extra explosive yield they possess.

Characteristics

This version of the venerable starfighter, like the improved XJ X-Wing before it, added a third proton torpedo launcher, increasing the number of carried torpedoes to nine, as well as improvements to the targeting systems, shields, avionics, and laser cannons, which fired blue rather than red lasers. It could also use the R7-series astromech droid. Compared to the earlier series of X-wing starfighters, the XJ was a great improvement, and the XJ3 follows this advancement nicely.

History

Shortly before the invasion of the Yuuzhan Vong, the New Republic deployed the first of the XJ-series X-wing. Originally, it was issued to elite squadrons aboard Star Destroyers and the New Jedi Order, which resulted in the craft being one of the first to face the deadly coralskippers.

In 27 ABY, the XJ3 X-wing was introduced. Among the improvements it introduced was a mechanism to bring the shields down, then back up to keep them from being overloaded by dovin basals, a launcher (on Jedi craft) for their shadow bombs, and stutter-fire lasers that helped to get past the dovin basal shields of the Yuuzhan Vong ships. It was deployed primarily to Admiral

Traest Kre'fey's ships and to the Jedi, who used them quite effectively.

By 35 ABY, the XJ5, also called the ChaseX, was introduced. It featured improvements to the weapons and shielding, and was the Galactic Alliance's primary space superiority fighter.

By the time of the Killik/Chiss Conflict, the XJ3 X-wing, along with the StealthX, was the primary fighters used by the New Jedi Order.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB,
Stats done by Hellstormer1,
Images and model created by Alfred Wong (www.alfredsmind.ca/index.htm).
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.