

Azor's Starship Comp Entry:

Born on the colony world of Ocsin in the Corporate Sector, on the upper edge of Wild-Space. The lack-luster low tech world was a hard childhood for Azor Devereux. All his life he was picked on. This forced him to learn to fight with a vibro-blade at a young age. But it was the day when Azor was jumped by 3 thugs in an alleyway, that his life changed forever! Without thinking Azor summoned a powerful force that threw his attackers into the walls!

At the same time an off-world science-scout for Chiewab Pharma labs based on Lur sensed his gift, it was the Force. Chiewab Pharma & the Corp Secs were doing experiments on force sensitives. Azor was taken against his will by the Espos to Lur! And for the next 11 years he was forced to fight. Endured genetic manipulations, and given combat training as well as learning how to fly a small one man fighter via simulations. All this to bring out the force that was recorded on Ocsin. It was during this time that a Tarentum mole working in Chiewab Pharma found Azor. She too sensed his gift and knew what it was, the Dark-Side of the Force! She also knew that he needed to be removed from Lur and taken to Tarentum space. Or else be turned into a living weapon for corporate greed.

Waiting till night fall, the Tarentum mole, used a combination of the "Mind Trick" and knocking out people to get to Azor. It was she that got him out of the lab safely and into a sub-fighter called the T-99 Hex-wing. Azor was given the coordinates to a frigate large enough that it could take in the fighter he was flying. He was also given a small cred-card to give to the next contact in the chain.

From there they, for a price, they smuggled you out of the Corporate

space and into the Core Worlds. Next the freighter rendezvous with a Brotherhood ship called the Requiem. This ship transported Azor and the fighter into Brotherhood space. Since that time he has worked hard to find his place and earn the right pilot the fighter again. Having joined Battle-team Grey Wolf, Azor hopes to once again fly among the stars in the T-99 Hex-wing!

Ship Write-up:

Shortly after the DeathStar II was destroyed,... Some of the Imperial Grand Moffs refused to surrender to the New Republic. Proclaiming themselves as War-Lords,... their followers continued to terrorize the New Republic. Changing their tactics forced the New Republic military to rethink their defenses. One year after the fall of the Empire,.. Incom Systems added a new fighter for the New Republic. The Incom T-99 HEX-wing starfighter.

The T-99 boasted an impressive armament equipped with 4 Assault Laser Cannons, 2 Heavy Rapid Pulse Blaster Cannons, and 2, 4 round Concussion Missile pods, one facing to the rear of the ship. Giving the fighter the unique ability to watch it's own "6 o'clock". A very rare setup in a one man snub nosed fighter. The locked wing design was pulled from one of the toughest fighters to survive the Clone Wars. The Z-95 Headhunter, famed for it's ability to absorb punishment and still fly!

However, what caught the military commanders eye was the small one man fighter's two overpowered Ion Turbine engines giving the ship an incredible speed matching the smaller Kuat Systems Engineering A-Wing interceptor. As more of the T-99's were produced,

the New Republic military commanders felt confident in keeping the defenses up to par from the rouge War-Lords. Thou some did find thier way into the hands of smugglers, thieves, bounty hunters and Corporations by 20 ABY.

T-99 HexWing StarFighter

