

## Starships D6 / Koensayr/FreiTek TH-96

Name: K-Wing Fighter  
Type: Koensayr/FreiTek TH-96-B K-Wing Fighter  
Scale: Starfighter  
Length: 13.4 Meters  
Skill: Starfighter Piloting - K-Wing  
Crew: 1 + Astromech  
Crew Skill: Starfighter Piloting 4D+1, Starship  
Gunnery 4D, Starship Shields 3D  
Consumables: 1 Week  
Cost: 240,000 (new) 90,000 (used)  
Cargo Capacity: 180 Kilograms  
Hyperdrive Multiplier: X1  
Hyperdrive Backup: N/A  
Nav Computer: Uses Astromech  
Space: 8  
Atmosphere: 350; 1,000kmh  
Maneuverability: 1D+2  
Hull: 4D+2  
Shields: 2D  
Sensors:

Passive: 25/0D  
Scan: 50/1D  
Search: 75/2D  
Focus: 2/3D+1

### Weapons:

#### 2 Heavy Laser Cannons (firelinked)

Fire Arc: Front  
Fire Control: 2D  
Space: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5km  
Damage: 6D

#### 2 Medium Ion Cannons (firelinked)

Fire Arc: Front  
Fire Control: 3D  
Space: 1-3/7/36  
Atmosphere Range: 100-300/400/3.6km  
Damage: 4D



## 2 Proton Torpedo Launchers (Combined magazine of 6 torpedos)

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Description: The K-Wing fighter is designed to be a configurable bomber as a replacement to the Y-Wing fighter, with a lower service requirement than the B-Wing. The K-Wing was in development at the time of the Battle of Endor, but took several more years of testing to make it into the field, by which time it was sold onto the open market rather than being unique to the New Republic/Rebellion. The K-Wing fighter has several advantages over the Y-Wing although isn't quite as rugged, but manages a similar weapon load in a smaller, faster, more maneuverable vessel, and requires only a single crew member. The K-Wing wasn't the success with the New Republic that its designers hoped it would be, but in the galactic strife following the fall of the Empire, it became a huge success on the open market, where it has gained a reputation as a tried and trusted combat vehicle.

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