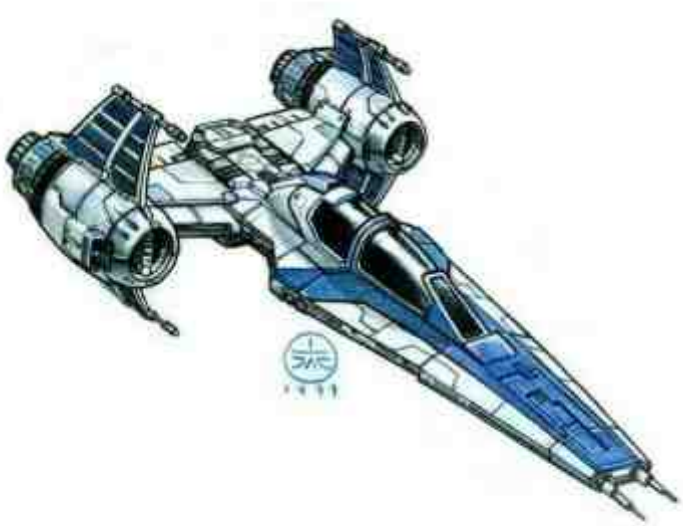
# Starships D6 / Koensayr T Wing Interceptor



Name: T Wing Fighter
Type: Koensayr T Wing Interceptor
Scale: Starfighter
Length: 14 Meters
Skill: Starfighter Piloting - T-Wing
Crew: 2+Droid; Skeleton Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Week
Cargo Capacity: 90 Kg
Hyperdrive Multiplier: X1
Hyperdrive Backup: N/A
Nav Computer: None (Uses Astromech Droid)
Space: 13
Atmosphere: 450;1,200kmh
Maneuverability: 3D
Hull: 3D+2
Shields: 3D
Sensors:
- Passive: 20/1D
- Scan: 40/2D
- Search: 70/2D+2
- Focus: 10/4D

Weapons:
- 4 Medium Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1-4/15/30
  - Atmosphere Range: 100-400/1.5/3
  - Damage: 7D
- 2 Ion Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1-3/7/36
  - Atmosphere Range: 0.1-0.3/0.7/3.6
  - Damage: 5D

Description: With the A-Wing fighter was a superb starfighter during the years of the Rebellion, due to its incredible speed and manueverability, however once the New Republic was formed instead of convoy raiding the A-Wing was pressed into service as an escort fighter, a role it was ill suited to, but against the remnants of the Empire this made little difference since it still totally outclassed the

Tie Fighters that it was put up against. But when the Republic was faced with threat of the Sith/Empire alliance, and the upgraded fighters they were fielding, the Republic began looking for a new fighter to replace the A-Wing, this is the winning model from Koensayr, the designers of the Y-Wing bomber that served the Rebel Alliance so well during the civil war. The cockpit is similar to the Y-Wing so adaptation and training was simple, the laser cannons on their struts offer a similar targeting acquisition and spread of fire to the X-Wing, plus the Ion Cannons provide flexability to this vessel.

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