Starships D6 / K-Wing Bomber

K-Wing Bomber

The K-wing was designed for the close/precision-bombardment role in planetary assaults (the standoff/area-bombardment role is adequately filled by a number of other platforms). As such, it has been designed for a primary combat environment deep in gravity wells and usually deep in atmosphere. That means big engines and lift-producing wings as well as repulsors. The primary assault modes of the K-wing are dive-bombing, skip-bombing (with delayed fusing), and lob bombing against fixed targets. With a special ordnance package, it could also be sent against ground-based mobile armor such as the Imperial AT-AT, but this has not yet been tested in combat. As befits a close-in assault platform, the K-wing is heavily armored and shielded. The airframe is specifically engineered to withstand extremely high wing loadings and provide maximum protection to the crew and avionics systems.

Viewed head-on, the K-wing resembles a capital K lying on its face - a single center fuselage, two medium straight wings above, two short angled wings below (ending in landing skids). Just outboard of the fuselage on the straight wings are two of the three primary thrust engines; the third is further aft in the fuselage, on the centerline, and has vectored-thrust nozzles. The third engine's vectored thrust allows for non-ballistic translations during attack runs, increasing survivability. The four wings have a total of 18 hard points (10 up, 8 down) to which a variety of ordnance packages can be attached. The wings are swept and staggered, with the upper wings set further back than the lower to provide drop clearance. The total weapons payload of a K-wing exceeds that of any other starfighter by a substantial margin, and is the equal of the larger TIE bomber. In some load-out configurations, not all 18 hard points can be used.

The K-wing has no integrated air defense capability of its own unless equipped with antiship missiles as part of its load-out. However, even when so equipped, the K-wing makes a poor dogfighter, and standard combat protocols call for K-wing missions to receive fighter coverage at no less than a two-to-one ratio - one-to-one where possible.

Flight Envelope: details are closely held secrets. In general, the K-wing is not noted for either its rate of acceleration or its top speed in a planetary atmosphere. However, it is known that the K-wing can go supersonic at pressures up to five atmospheres, and can outrun an X-wing in a sufficiently long straight-line race in vacuum.

The K-wing is an exception among New Republic starfighters in that it is not equipped with hyperdrive, and must be ferried to the target in a fleet

carrier. Eliminating the hyperdrive was a compromise dictated by the demands of the assault role - an extremely strong and compact airframe, dual shield generators, the third engine, and various other redundant systems.

As with all larger, multi-crew New Republic starfighters, the K-wing employs smart systems rather than an astromech droid.

Initial trials of the K-wing were carried out aboard the training carrier Monitor. The first operational wing was assigned to Task Force Quickfire of the Third Fleet.

- Capsule taken from the Black Fleet Crisis FAQ

Craft: Republic Sienar Fleet Systems' K-Wing Bomber
Type: Close/precision aerospace bomber
Scale: Starfighter
Length: 11 meters
Skill: Starfighter Piloting: K-Wing
Crew: 1; gunners: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D
Cargo Capacity: 50 kilograms
Consumables: 2 days
Cost: 210,000 (new)
Manuverability: 2D
Space: 9
Atmosphere 435; 1,250 kmh
Hull: 3D+2
Shields: 2D
Sensors:
- Passive 20/1D
- Scan 35/2D
- Search 70/3D
- Focus 3/3D+2

Weapons:
4 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Crew: 1
- Fire Control: 2D
- Space Range: 1-3/13/25
- Atmosphere Range: 100-300/1.3/2.5 km
- Damage: 5D

18 Ordnance Hardpoints
- Fire Arc: Front
- Skill: Starship gunnery
- Crew: 1
- Fire Control: Varies
- Space Range: Varies
- Atmosphere Range: Varies
- Damage: Varies
- Note: The K-wing may be fitted with up to 18 concussion missiles

(9D), 18 proton torpedoes (9D), or any combination of the two. Other ordnance includes various free-fall bombs, a pair of "eggs" (5D capital scale), 8 heavy rockets (10D), or 4 heavy space bombs (11D).

Designer Notes: This version of the K-wing was created using the Black Fleet Crisis FAQ, something that hasn't been used to create any of the various K-wing versions floating around on the internet yet. The capsule was taken from this FAQ.

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