Starships D6 / TIE-Wing Starfighter

TIE-Wing Starfighter

The TIE-Wing is, like the name implies, a composite starfighter created using parts from several different vessels - an ugly. Uglies are common among most space vermin, such as pirates, privateers and smugglers. Others construct these vessels as a hobby, but this hobby is usually restricted to individuals with the credits, the time and the knowledge to invest.

The TIE-Wing became a notable ugly design after the basic plans and instructions on how to cheaply construct one were freely distributed across the Holonet and other means. The original designer, a man by the name of Veg Arboro from the Venkothian system, designed and built the first TIE-Wing in his spare time. So proud of his creation, he chose to freely distribute the plans and instructions to anyone who wanted a copy.

The TIE wing is a bastardization of three vessels, a TIE fighter, an X-wing and a Y-wing. The main fuselage of the vessel consists of that from an X-wing. All four original X-wing engines are present on the TIE-Wing, but the S-foils were heavily modified.

The S-foils are what really made the TIE-Wing a notable and successful ugly design. Unlike the X-wing in form, the bottom two S-foils were removed from the design completely and the top two were locked up in a permanent "attack position" with a laser cannon on the tips. Interestingly enough, the S-foils were not taken from the X-wing, but rather the TIE fighter - they are solar panels.

These solar-powered S-foils provided a unique way to power the laser cannons independently from the ship's main generator, allowing a greater deal of power from the main generator to be sent to other vital systems. In the event of a catastrophic failure of the main power generator, the solar panels could be rerouted to provide minimul power to the rest of the ship - just enough to limp back home.

The only drawback to these solar panels is that they were somewhat more fragile and expensive to repair than the standard S-foils found on an X-wing. Extensive or extreme atmospheric travel in the TIE-Wing could warp, bend or even snap one of these solar S-foils and cause extensive damage to the ship.

All of the systems found within the fuselage of an X-wing are also found within the fuselage of the TIE-Wing, except for sensors and the cockpit displays.

Located at the nose of the ship are the sensors, in the same exact spot as on an X-wing. However, the X-wing's sensors were removed and replaced with a dome-like

sensor package which would be found on the front end of a Y-wing's engine nacelle. Many Y-wings, especially of the Longprobe variant, carried better long range sensors than an X-wing or a TIE fighter and replacements could be found for much cheaper.

The cockpit displays were butchered, incorporating concepts from all three fighters and providing the pilot with one of the best Heads Up Displays, targetting systems, sensor displays, communications systems and astromech interfaces that any fighter of the era could offer. While it all worked well (if it was properly constructed), it usually wasn't the most attractive cockpit in the galaxy. Panels were commonly molded on top of one another, sometimes just bolted together with wires hanging out and open spaces where there shouldn't have been.

An average person could probably construct a TIE-Wing with spending as little as 40,000 credits. Depending upon supply and demand, the cost could go as high as 70,000 credits to get the job done - and this is assuming that it will be built first hand, and not by a contractor.

Due to the availability of the plans and parts needed to construct it, the TIE-Wing was a fairly common ugly - as common as an ugly can be. Veg Arboro enjoyed getting feedback about his design, and tried his best to track how many of his TIE-Wings were being built. To the best of his knowledge, there were over three hundred constructed across the galaxy by a wide array of collectors, enthusiasts and mechanics. However, not everyone who used the designs took the time or effort to let Veg know, wanting their new fighters to be kept a secret.

Craft: Custom Built TIE-Wing Starfighter
Type: Ugly
Scale: Starfighter
Length: 12.6 meters
Skill: Starfighter piloting: TIE-Wing
Crew: 1
Crew Skill: Varies dramatically
Cargo Capacity: 15 kilograms
Consumables: 2 days
Cost: 40,000 to 70,000 credits
Hyperdrive Multiplier: x2
Nav Computer: Requires astromech droid
Manuverability: 3D
Space: 10
Atmosphere: 450; 1,300 kmh
Hull: 3D
Shields: 2D
Sensors:
- Passive: 30/0D
- Scan: 65/1D
- Search: 75/2D
- Focus: 2/4D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery

Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

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