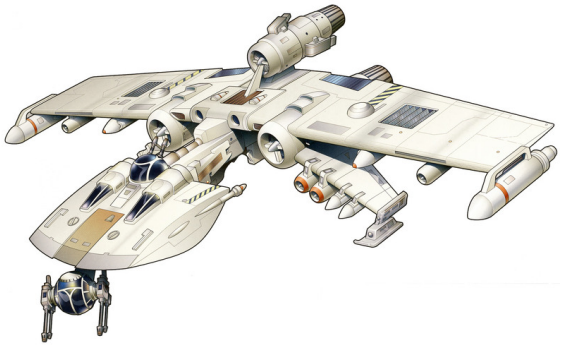
Starships D6 / Koensayr K-Wing Assault Star



K-WING ASSAULT STARFIGHTER

Craft: Koensayr BTL-S8 K-Wing
Type: Assault starfighter
Scale: Starfighter
Dimensions:
-Length: 16m
Skill: Starfighter piloting: K-wing
Crew: 4
-pilot: 1
-gunners: 3 (2 gunners, 1 bombardier)
Crew Skill: Capital ship gunnery 4D+1, missile weapons 4D+1, starfighter piloting 3D+2, starship gunnery 4D+1, starship shields 3D+1
Passengers: N/A
Cargo Capacity:
Consumables: 1 week
Cost: 250,000 (new), 150,000 (used)
Maneuverability: 2D+2
Speed:
-Space: 7
--BOOST: 14 (for 1 round)
-Atmosphere: 350; 1,000kmh
--BOOST: x2 (for 1 round)
Hull: 5D
Defenses:
-Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 60/2D
  Search: 80/3D
  Focus: 4/3D

WEAPONS:
  Medium-Range Twin Laser Cannon
    Location: Mounted on aft dorsal hull of cockpit
    Fire Arc: Turret
    Crew: 1 (gunner)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 3D
    Space Range: 1-3/12/25
    Atmosphere Range: 50-300/1.2/2.5km
    Damage: 6D
    Ammo: N/A

Rate of Fire: 1

Short-Range Quad Turbolaser
Location: Mounted on front ventral hull of cockpit
Fire Arc: Turret
Crew: 1 (gunner)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 1-6/25/50
Atmosphere Range: 100-600/2.5/5km
Damage: 5D+1
Ammo: N/A
Rate of Fire: 1/2

18 Ordnance Hardpoints
Location: 5 on each upper wing, 4 on each lower wing
Fire Arc: Front
Crew: 1 (gunner/bombardier)
Skill: Varies by ordnance type
-Slugthrower Cannons: Starship gunnery
-Flechette Missiles: Starship gunnery
-Concussion Missiles: Missile weapons
-Proton Torpedoes: Starship gunnery
-Thermal Bombs: Missile weapons
-Space Mines: Missile weapons
-T-33 Plasma Torpedoes: Capital ship gunnery
Scale: Varies by ordnance type
-Slugthrower Cannons: Starfighter
-Flechette Missiles: Starfighter
-Concussion Missiles: Starfighter
-Proton Torpedoes: Starfighter
-Thermal Bombs: Capital
-Space Mines: Starfighter
-T-33 Plasma Torpedoes: Capital
Fire Control: 3D
Space Range: Varies by ordnance type
-Slugthrower Cannons: 1-3/9/18
-Flechette Missiles: 1-2/6/14
-Concussion Missiles: 1/3/7
-Proton Torpedoes: 1/3/7
-Thermal Bombs: 1/2/3 (dropped downward)
-Space Mines: 0
-T-33 Plasma Torpedoes: 1/3/7
Atmosphere Range: Varies by ordnance type
-Slugthrower Cannons: 50-300/900/1.8km
-Flechette Missiles:100-300/600/1.4km
-Concussion Missiles: 50-100/300/700km
-Proton Torpedoes: 50-100/300/700km
-Thermal Bombs: 100/300/700 (dropped downward)
-Space Mines: 0km

-T-33 Plasma Torpedoes: 50-100/300/700km
Damage: Varies by ordnance type
-Slugthrower Cannons: 6D (per cannon)
-Flechette Missiles: 7D (Blast Radius: 7D/6D/5D)
-Concussion Missiles: 8D
-Proton Torpedoes: 9D
-Thermal Bombs: 10D (Blast Radius: 10D/9D)
-Space Mines: 10D (Blast Radius: 10D/9D/8D/7D)
-T-33 Plasma Torpedoes: 8D (agaisnt Shield dice ONLY, not Hull)
Ammo:
-Slugthrower Cannons: 50 rounds (per gun, per hardpoint)
-Flechette Missiles: 1 per hardpoint
-Concussion Missiles: 1 per hardpoint
-Proton Torpedoes: 1 per hardpoint
-Thermal Bombs: 1 per hardpoint
-Space Mines: 1 per hardpoint
-T-33 Plasma Torpedoes: 1 per hardpoint
Rate of Fire:
-Slugthrower Cannons: 1 (per gun, multiple guns are fire-linked)
-Flechette Missile: 1+
-Concussion Missiles: 1+
-Proton Torpedoes: 1+
-Thermal Bombs: 1+
-Space Mines: 1+
-T-33 Plasma Torpedoes: 1+
Special: 1+ means their Fire Rate can be from 1 up to the max payload of similar ordnance, fire-linking all extra ordnance as a single attack.

DESCRIPTION:
The BTL-S8 K-wing assault starfighter, commonly known as the K-wing, was a heavy starfighter/bomber.

GAME NOTES

BOOSTER ENGINE: Noted as BOOSTER above in the Speed statistics, this can temporarily increase the K-Wing's Speed when used. This is at x2 of the listed Speed. It lasts for 1 round, +1 round for every Difficulty Level the pilot can roll past Moderate, with a max of +3 rounds after Heroic (4 rounds). After using the booster engine, another boost cannot be used for another 1D rounds.

CHARACTERISTICS

The K-wing assault starfighter was produced by Koensayr Manufacturing, the same company responsible for producing the venerable Y-wing. Like many other New Republic starfighters, the K-wing was designed to excel in a specific primary role in combat while retaining the flexibility to serve secondary functions if needed.

The K-wing starfighter's primary missions included precision bombing of planetary targets, slow-moving capital ships, and spaceborne installations. It also performed secondary missions as an escort or reconnaissance ship.

The hull design of the K-wing consisted of two primary wings attached to a fixed stabilizer. The two main ion engines located at the junction between the wings and stabilizer allowed the K-wing to achieve a sublight speed similar to the Y-wing, despite its larger size.

An additional engine mounted along the centerline on the aft dorsal section of the stabilizer allowed the fighter to accelerate rapidly in short bursts, much like the SLAM system found on the Imperial Missile Boat. Unfortunately, the K-wing had no hyperdrive capability, and was always deployed from a capital ship.

To fulfill its role in the New Republic Defense Fleet, the K-wing carried an unusually large arsenal for a vessel of its size. The hull had a total of 18 hard points, five on each upper wing and four on each lower wing, to allow technicians to arm the ship with a large variety of weapons including flechette and concussion missiles, proton and other sublight torpedoes, thermal and other inertial bombs, small space mines, and T-33 plasma torpedoes.

When attacked by enemy fighters, the K-wing could return fire with a short-range quad turbolaser turret with multi-stage lasers located at the fore and a medium-range twin laser cannon turret mounted on the top of its command module. Also, the K-wing could be outfitted with slugthrower cannons on the hardpoints for additional short-range firepower. Like most New Republic fighters, it was also equipped with a deflector shield.

Due to its large weapons loadout, the K-wing required a bombardier. The pilot and gunner sat in cockpits on either side of the command section. In case of emergency, this module was able to detach from the rest of the ship to serve as an escape pod.

HISTORY

K-wings were first deployed in combat by the New Republic during the Yevethan Crisis. Throughout their service years, they were generally deployed in outsize squadrons, with three flights of six bombers a piece.

Some Viscount-class Star Defenders were known to have K-wings in their hangar complements as an alternative to B-wings.

During the Second Galactic Civil War, Commenor deployed K-wings for defense during the Battle of Commenor.

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