Starships D6 / BY-Wing Ugly



BY-WING UGLY STARFIGHTER

(* has notes below for further reading and explanation)

Craft: BY-Wing
Model: BY-Wing custom ugly starfighter
Type: "Ugly" composite starfighter
Scale: Starfighter
Length: 11.42m
Skill: Starfighter piloting: BY-Wing
Crew: 1 (+ astromech droid)
Crew Skill: Varies
Cargo Capacity: 110kg
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Astromech droid stores 10 jumps
Maneuverability: 1D
Speed:
-Space: 5
-Atmosphere: 295; 850kmh
Hull: 3D
Shields: 1D+2
Sensors:
-Passive: 20/0D
-Scan: 35/1D
-Search: 40/2D
-Focus: 2/3D

WEAPONS:
2 Taim & Bak KX5 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 5D
Rate Of Fire: 1

2 *Arakyd Flex Tube Proton Torpedo Launchers (fire-link optional)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Range:
-Proton Torpedoes:
-Space: 1/3/7
-Atmosphere: 50-100/300/700+m
-*Proton Bombs:
-Space: 1/3/7+
-Atmosphere: 50-100/300/700+m
Damage:
-Proton Torpedoes: 10D (fire-linked); 9D (not fire-linked)
-*Proton Bombs: 10D (fire-linked); 9D (not fire-linked)
Ammo:
-Proton Torpedoes: 5 each/10 total
-Proton Bombs: 10 each/20 total
Rate Of Fire: 1

2 Gyrhil R-9X Heavy Laser Cannons
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Range:
-Space: 1-3/12/25
-Atmosphere: 50-300/1.2/2.5km
Damage: 8D
Rate Of Fire: 1/2

8 *Light Ion Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 4D
Range:
-Space: 1-3/7/36
-Atmosphere: 100-300/700/3.6km
Damage: 6D
Rate Of Fire: 1/2

2 *Krupx MG9 Proton Torpedo Launchers (fire-link optional)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700m
Damage: 10D (fire-linked); 9D (not fire-linked)

Ammo: 4 torpedoes each/8 total
Rate Of Fire: 1

DESCRIPTION:

The BY-Wing is yet another in a long line of Ugly poor quality composite starfighter designs. Assembled from the components of a Y-Wing and two B-Wing starfighters, the BY-Wing focuses on impressive combined firepower at the cost of almost everything else. The result is a heavy-hitting starfighter that works more like a "glass cannon". If an enemy starfighter gets in a lucky shot, the BY-Wing could be taken out quickly. While at first this would seem like a problem, the BY-Wing is still more resilient than most non-shielded TIE starfighters. The result is a mobile weapons platform that performs poorly as a dogfighter, interceptor, or any role involving speed, but instead performs excessively well in a defensive role where it doesn't need to move very far from a nearby based position. Further, while other starfighter pilots may think the BY-Wing would be an easy target due to being an Ugly, one wrong move on the part of these pilots would lead to their death and destruction due to the BY-Wing's overpowered arsenal.

In whatever role it is used in, the BY-Wing also has a powerful collection of fire-linked ion weapons. As long as the pilot hits their mark, the BY-Wing can capture almost any starfighter scale scale starships. While not as fast as either of its original starfighter components, if the it can get close to capital ships, its fire-linked heavy laser cannons make it a viable rosk against these ships. Even more so with having the Y-Wing's launchers that can carry proton bombs perfect for such a bomber role if the pilot can avoid being hit.

While BY-Wings are few and far between, the main reason hndering their wider use in the galaxy seems to be less about their performance issues, and more about the expensive and rare nature of B-Wings and the complexity of making B-Wing and Y-Wing components work together in a siccessful combined form. Most owners of BY-Wings are technically inclined individuals who love starfighters and who seek ways to overcome the BY-Wings shortcomings in the hopes of creating one of the most powerful starfighters the galaxy has ever seen.

And if one of these individuals ever finds a way to solve the BY-Wing's power comsumption problems, this dram could become a reality...

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GAME NOTES:

Power Core Limits

Due to the power consumption needs of the Heavy Laser canons and Light Ion Cannons, and focusing on powerful firepower when making the BY-Wing, many of the craft's other systems are weakened as a result. Unfortunately, even if a skilled individual wanted to improve the BY-Wing's systems, a new power core would need to be obtained first. This power core would need to have a power output greater than most other starfighters, as the BY-Wing's current power core is heavily

modified from the original Y-Wing's.

*Heavy Laser Cannons and Light Ion Cannons

Due to these weapons' power needs and the modified and enhanced power core still not quite meeting that need, these weapons can only fire once every other round. The ion cannons are modified to fire as a single attack, and due to complexity they are currently not able to fire like X-Wing laser cannons (1 fire-linked shot, or as several shots per weapon in a single attack). This may be possible with further modification, but Difficulty will be high (Very Difficult minimum) and failure may render the modified weapon inoperable until further repairs can be made.

*Proton Torpedo Launchers

The BY-Wing has two pairs of proton torpedo launchers. One pair is the Y-Wing's original set, while the other is part of the B-Wing's (for more details, see Game Design Notes below). If the Y-Wing's launchers are loaded with proton torpedoes, these weapons can be fire-linked for a total of 10D+2 damage as per the fire-linking rules (more notes on fire-linking further below), though the user must remember that the Y-Wing's launchers have 5 torpedoes per launcher and the B-Wing's only has 4.

If the Y-Wing's launchers are loaded with proton bombs, these bombs can be carried at double the payload of the torpedoes. Furthermore, these bombs can be launched or dropped all at once either in a wide spread (counting as a "shot" per bomb, roll damage for each bomb) or a tight spread (fire-link the bombs together and make one damage roll, using fire-link rules for all bombs launched together).

*Modular Weapons Hardpoint

The B-Wing's information states that it has an additional weapons hardpoint that can mount a single weapon. Choices of weapons mentioned include auto-blaster, laser cannon, or ion cannon. With the BY-Wing's set-up, the ship has two of these hardpoints and can mount two of these weapons. These weapons could be the same as weapons already equipped to the ship, fire-linked with the rest, and improve the damage of these weapons (though probably only by +2 pips). These hardpoints could be used with other weapons or equipment (GM discretion).

*Optional Rules: Bombs and Ordnance Weapons

Bombs are not fired the same as torpedoes and missiles. In space they are launched at their targets in a maneuver where they are effectively "flung" at the enemy. The bomber performs their bombing run against the target, then launches their bombs when ready. The bomb travels along the same path and at the same speed as the bomber upon the time of launch. The bomber then usually turns and flies away to to avoid the bomb's blast or oncoming fire from the enemy. The bomb can then not change course and stays on target.

In atmosphere or low orbit, bombs are not launched forward but instead dropped down below the bomber. The bomber's sensors are used to locate the target (usually something stationary like a base, bunker, or some other structure, but moving targets could be targeted also at +1 or more Difficulty Level (example, from Moderate to Difficult, or just +5 or more to the Difficulty number). This same modifier between stationary and moving targets can also be used in space, but other starfighter scale ships actively trying to dodge should be much more difficult to hit (+2 Difficulty Levels/+10 Difficulty number).

The effective range for bombs, in space or atmosphere, is only limited to the bomber's Sensor range. "Range" is listed in the stats above and count as far as Difficulty for attacks and range is concerned (short range, medium range, long range). However, bombs can be launched or dropped past this range if bomber pilots use their sensors to locate their targets. When launching bombs at distant targets beyond the weapon's range, the Difficulty is +5 for stationary targets, and +10 for moving targets. It is because of this Difficulty at distance that bomber pilots make "bombing runs", flying their bomber ships to get as close as possible before launching their ordnance, to get the best chance possible to drop their bombs and hit their intended target. This is also why bombers tend to be vulnerable to enemy fire as they often place themselves as a target when making bombing runs.

The skill for launching bombs can be Starship Gunnery (as most starfighter weapons are) or Missile Weapons, all for the sake of ease and simplicity. However, since bombs and ordnance in general do not work the same as torpedoes and missiles, a differnt skill may be required to properly portray bombs, something along the line of "Ordnance Weapons" or "Starship Ordnance". If going by the "flinging" mention above, Starfighter Piloting could be used for the launch due to how the bomber pilot (if there is only a single pilot in the bomber and no other crew available to help) often also performs the maneuver of turning and flying away from the bombs after launch (which could also incur a -1D to actions due to performing 2 or more actions in a single round).

Enemy ships can perform a "starship dodge" as usual. GMs may have this dodge be rolled against the bomber pilot's skill roll for making the attack with their bombs, but depending on the circumstances the target may roll against a Difficulty chosen by the GM (for instance, bombs launched at a target that is at greater than long range, as stated above). Stationary targets do not get to dodge (space stations, ground bases, etc). If enemies on the ground are made aware of the incoming bombs from high above at greater than long range, they can made a didge, or attempt to use whatever Speed is available to them to get out of the blast radius range before the bomb(s) hit the target or surrounding area.

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GAME DESIGN NOTES:

The BY-Wing is an Ugly starfighter, taking two or more starfighters and combining them together in the hopes of getting the strengths of the two, but often also inheriting the weaknesses of both as well. In the case of the BY-Wing, combining the traits of the Y-Wing and B-Wing starfighters grants an overly impressive amount of firepower by combining the available weapons of both fighters from their used respective portions and segment. However, it also makes the fighter fragile and sluggish. The Y-Wing's main body and cockpit are used as the BY-Wing's main body, which keeps its weapons and sensors, but its engines and main maneuvering thrusters are missing. The B-Wing's main and secondary wing structures are used which grants most of the B-Wing's weapons and some of its maneuvering thrusters, but also lacks its engines and sensors. Due to the mish-mash of hull components, the Y-Wing's hull structure was weakened in the process of making the B-Wing's wings stably fit on the Y-Wing's hull. Due to power needs of the B-Wing heavy laser cannons and light ion cannons, the Y-Wing's power source would need extensive upgrading or full replacement, and even then it cannot quite keep up with these weapons' needs and cannot fire as often as before. Due to the missing engines, replacement engines have been mounted to the rear

of the Y-Wing hull, but they are not fast due to being similar to TIE fighter ion engines (cheap and light), having to push a larger ship mass than they were intended for, and also not being given enough power from the BY-Wing's power core due to focusing on firepower. Due to the power mismanagament, the B-Wing's hyperdrive is used as it is slower, less powerful, smaller, takes up less room in the hull to make room for other alterations to allow everything to work together.

All in all, the BY-Wing has awesome firepower. On the up side, it has the Y-Wing's Cargo Capacity, Consumables, and Astromech droid slot for astrogation and navigation, all by default due to using the Y-Wing's main body. On the down side, it has the weakest of the Y-Wing and B-Wing's Speed, Maneuverability, Hull, Shields, Sensors, and Hyperdrive. Some stats may be lower than before to represent the difficulty of these changes and making the components work together. The BY-Wing may not be able to run down even the most common starfighters. But those same starfighters will think twice before engaing the BY-Wing with its impressive arsenal.

A potential way to fix the BY-Wing's power consumption problems is to install a strong enough power source to properly power all of its systems. As and option to solve this, the Galactic Empire's Sienar Fleet Systems GAT-12 Skipray Blastboats have a power core with output making it equal to a capital ship in many regards. Obtaining and installing such a core would give the BY-Wing plenty of power and then some, and could finally begin to upgrade its other systems like. If such a core is obtained, the Heavy Laser cannons and Light Ion Cannons would have no problem increasing their Rate Of Fire to 1, and possibly even firing with multiple actions every combat round.

a skipray blastboat's power core would be ideal, as it states it has capital ship power output

*Proton Torpedo Launchers

The proton torpedoe launchers of the Y-Wing are located in the cockpit section of the original starfighter. The B-Wing's launchers, however, had one located in the wing structure, and one located under the cockpit. The information given on the B-Wing says that it two of the same type and model of launcher, a total of 12 torpedoes, but only 4 torpedoes in the wing launcher.

*Light Ion Cannons

When looking up these weapons, the Rebel Alliance Sourcebook said the Y-Wing had 2 Light Ion Cannons, the B-Wing had 3 Medium Ion Cannons, both fire-linked, but both have damage of 4D despite having different numbers of the weapons equipped. Looking on their respective wikis, the BTL-A4 Y-Wing has 2 ArMek turreted SW-4 ion cannons, and the A/SF=01 B-Wing has 3 ArMek SW-7a Light Ion Cannons. Then looking at Galaxy Guide 6 Tramp Freighters, light ion cannons have 2D damage and medium ion cannons have 3D damage. Since the stats for both weapons are the same in the surcebook except for the damage, I combined the most useful bits of the information and made them both "light" ion cannons. Since both weapons (Aramek SW-4 and Aramek SW7a) are similar and come from the same manufacturer, this makes it easier to fire-link the whole lot together into a single weapon, though the Y-Wing's turret is now locked in the front fire arc. Using the B-Wing's 4D damage for three of these weapons as a base, each other weapon was then added to this using fire-linking rules (+1 pip per additional weapon), making the total damage 5D+2. +1 pip was added as a modification to round things off.

*Modular Weapons Hardpoint

The wiki information given on the B-Wing mentions theese hardpoints twice, once as a single item,

and again as "hardpoints", implying the B-Wing has several. Two are mentioned in this write-up, one per B-Wing, but if the GM wishes, more hardpoints could be available on the B-Wing, and by extension the BY-Wing. The options for these hardpoints could be; 1 on each side of the main wing body, 2 total (OR, 2 on each side of the main wing body, 4 total); and 1 on each smaller wing/S-foil, 2 total. These hardpoints, depending on GM discretion, could total between 2-8. Though missiles, torpedoes and bombs are not mentioned, GMs may allow these as options as well.

*Blade Wing Composite Beam Weapon

The BY-Wing is written up as based on the standard Y-Wing and B-Wing starfighters. However, another option worth looking at for GMs/players is the original Prototype B6 "Blade Wing", the B-Wing prototype flown by Her Syndulla in Star Wars Rebels. This prototype was much more powerful than the standard B-Wing in raw firepower, possessong a composite beam weapon powered by the B6's hyperdrive. Comprised of four lesser energy beams emitting from the three wing tips and cockpit area, these beams combined in front of the B6, some how amplified (perhaps by the hyperdrive?), then fired as a single combined beam at the target. This beam weapon had enough power to take out light and medium Imperial capital ships.

If using this weapon, it may be best not given at first with the BY-Wing (as the BY-Wing is already quite powerful), but acquired later as the owning player advances their character. At a guess, the composite beam weapon could start as the standard B-Wing heavy laser cannon (7D), but four of them that fire-link (8D+2), then are amplified when fired (+1D+1, 10D totl). This would give the weapon 4D against capital ships (or capital scale +6D to resist damage). The weapon had a short range as the B6 had t get close to the Imperial ships before firing so it wouldn't miss. It also seemed to need time to recharge between shots.

Composite Beam Weapon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 0D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2.2.5km
Damage: 10D
Rate Of Fire: 1/2

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NOTE ON FIRE-LINKING, AND HOW I INTERPRET THE RULES FOR IT:

In the Star Wars Rulebook Revised & Expanded, the fire-linking rules are stated to be the same as the rules for "Combined Actions" (described on page 82-83). The rule states +1D for every three people combining actions, so effectively +1 pip per person. Or in the case of fire-linking, per weapon. However, this is contradicted on page 127 in a breakdown of the X-Wing's fire-linked laser cannons. The breakdown states that four characters working together in "Combined Actions" receive a bonus of +1D+2 (whereas the rules said earlier this would be +1 pip per person, therefor +1D total for three extra people). This breakdown then states that the X-Wing's laser cannons, if

fired separately, are reduced -1D+2 for 4D+1 damage. By the rules as written, the X-Wing's laser cannons would be 5D as heavy laser cannons shown in Galaxy Guide 6 Tramp Freighter. But by the breakdown example, the X-Wing's laser cannons would be more like medium laser cannons (3D to 4D). Because of this contradiction, I have always gone by the X-Wing breakdown example when fire-linking weapons and modifying ships, vehicles, etc, giving +1D for the first added weapon. This is because the +1D gives the player some extra punch to their modified weapons without seeming too weak, making the effort feel worth while. "Dual" or "twin" weapons usually recieve this treatment by me when figuring them out, as some I have come across seem to be standard "light", "medium" or "heavy" weapons, but with +1D damage. Any additional weapons added to the fire-link beyond the first is still only +1 pip.

In the fire-linked Light Ion Cannons listed above, the starting damage was 4D for the three from the B-Wing. But in Tramp Freighters light ion cannons are listed at 2D. At +1D for the first and +1 pip for any added after the first, these would be +1D+1, totaling at 3D+1. Due to the Rebel Alliance known for heavily modifying whatever ahips they could get their hands on, but also because the B-Wing was pretty new during the Galactic Civil War, this is assumed to be a stadardized mod or by direct design, not warranting penalties. As five more cannons are added to the fire-linked lot, the +1D is assumed to have already been added, so each additional weapon counts as +1 pip only, and totals to 5D+2. +1 pip was added as a modification to round ot off at 6D. If removing the unexplained +2 pips the Y-Wing and B-Wing have in their light ion cannons, then the extra +1 pip given in this breakdown, the damage would be 5D, but since this is never explained in these fighters' information, this is rendered a mute point and need not be worried about.

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