Starships D6 / Incom Corporation UT-60D U-w



Name: Incom Corporation UT-60D U-wing starfighter/support craft
Type: Gunship
Scale: Starfighter
Length: 24.98 meters, (82 ft) with S-foils forward
Skill: Space Transports Piloting: U-wing starfighter/support craft
Crew: 2; Skeleton: 1/+10 2 Door Gunners
Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D
Passengers: 5 (although can carry up to 25 in emergencies for 5 hours)
Cargo Capacity: 5 metric tons
Consumables: 5 days
Cost: Not for sale to civilians
Hyperdrive Multiplier: x1
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1050 kmh
Hull: 3D
Shields: 2D
Sensors:
- Passive: 10/0D
- Scan: 30/1D
- Search: 60/2D
- Focus: 2/2D+2

Weapons:
- Taim & Bak KX7 laser cannons (2)
  - Fire Arc: Front
  - Skill: Starship Gunnery
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 4D
- Infantry-based heavy weapons (2)
  - Fire Arc: Side Doors in atmosphere only
  - Scale: Character
  - Skill: Blasters
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 20-60/240/500 m
  - Damage: 6D

Components:

Weapons: {replaces the above weapon}

Standard Taim & Bak KX8 Laser Cannon: A well balanced weapon with good range. {as above}

Krupx JR-89 Ion Cannon: The default ion cannon is occasionally used on the U-wing to emphasize its support role. In general however the default laser will actually kill targets and can help target AI opponents in fleet battles. {Damage: 3D Ion Damage}

Gyrhil EM-8V Auto-Aim Cannon: Identical to the default cannon, but causes less damage and has auto-aim. The auto-aim on the cannon helps when tracking mobile targets like TIE Interceptors, but this upgrade is situational at best. {Fire Control: 3D, Damage: 3D}

Countermeasures: {Elite Pilots can choose to equip their fighter with one of the below}

ArMek HM Seeker Warheads: Seeker Warheads, or sometimes called "flares", are the most common and flexible anti-missile countermeasure. U-Wings are slower and larger vessels, so more likely to be targeted by Missiles, and the Sensor Jammer is only a single use, so Seekers are a useful defence. {When used reduces enemy skill to attack the fighter with Missiles by 3D}

Particle Burst: As a support vessel, U-Wings often use Chaff, as in order for it to reach maximum effectiveness, enemy missiles must fly through the static cloud. This cloud can be used to cover capital ships on occasion, allowing the Reaper to protect it's squadron or target. {When used creates a cloud behind the fighter which reduces all skill with missiles by 3D, but only for weapons fires through the cloud}

Melihat Sensor Jammer: The sensor jammer's short 4 second duration and single use make it not often used. Its biggest benefit is being able to shake missiles at any rate and from any direction. {A single use system, which stops any missile from hitting the fighter}

Auxiliary: {Depending on mission Elite Pilots may be allowed to equip their fighter with two (left and right) Auxiliary systems}

Gyrhil EP Ion Missile: Ion missiles are designed to be used against starfighters, and have half the lock-on time of concussion missiles. They cause minimal damage upon hits, but are strong against shielding. They inflict a stun on the target. Stunned targets continue on their previous trajectory and spin out of control, giving a pilot ample time to finish their opponent. They can be dumbfired and travel much faster than a torpedo, allowing a pilot to quickly hit-and-run capital ship shields or disable subsystems. {Skill: Starship Gunnery: Ion Missile, Fire Control: 3D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 5D Ion Damage, Ammo: 4 missiles, Rate of Fire: 1}

Krupx Ion Torpedo: Ion torpedoes are much like proton torpedoes in that they are designed to be launched from standoff ranges against capital ships. As ion weapons cause considerable shield damage, ion torpedoes are slightly more widespread. It is much easier to hit a shield from standoff range than it is to hit a subsystem. Like proton torpedoes, ion torpedoes have a minimum range and cannot be dumbfired. {Skill: Starship Gunnery: Ion Torpedo, Scale: Capital, Fire Control: 1D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 3D Ion Damage, Ammo: 4 missiles, Rate of Fire: 1}

Carbanti Targeting Beacons: Targeting Beacons auto-target and mark nearby enemies for 20 seconds. Marked enemies take extra damage, cannot use countermeasures to defend against missile attack, and will receive missile locks faster. {Skill: Starship Gunnery: Targeting Beacons, a successful hit attaches a targeting beacon to the target, adding +2D to the fire control and damage of all allied fighter attacking that target.}

Fabritech Squadron Mask: The squadron mask temporarily provides stealth to the entire team, forcing the enemy team to rely on their eyes to track your movements. This only works for 2 rounds, with a 5 round cool down .{Increases the difficulty to detect the Reaper and its squadron by 3D}

Incom Light Tractor Beam: The tractor beam is a lock on immobilizing tool. Catching an

interceptor in your tractor beam allows you and your team to easily follow up and destroy the target. {Skill: Starship Gunnery: Tractor Beam, Fire Control: 3D, Space Range: 1/4/10, Atmospheric Range: 50-100/40/100m, Damage: 4D}

Loronar Tactical Shield: Lock onto a friendly and fire the tactical shield at them to grant them extra shield strength as their shields are energised and enhanced. The tactical shield is long ranged, allowing you to fire it from safety. {Skill: Starship Gunnery: Tactical Shield, Fire Control: 3D, Space Range: 1/4/10, Atmospheric Range: 50-100/40/1000m, Damage: +3D to targets Shields, loses 1D every 2 rounds as the energy depletes, requires a 4 round cool down before firing again}

Arakyd Tactical Supply Droid: Lock onto a friendly and fire this at them to heal and resupply them. The Droid has a 5D repair skill and the target has all their ammunition replenished. {Skill: Starship Gunnery: Supply Droid, Fire Control: 1D, Space Range: 1/5/9, Atmospheric Range: 50-100/500/900m, Ammo 4}

Taim & Bak Turret Mine: Can be either dropped behind you and activated at any point. When it arrives at its destination, the turret mine will open fire with a small gun at surrounding enemies. {Fire Control: 4D (does not use pilots skill), Space Range: 1-2/10/20, Atmosphere Range: 100-200/1/2 km, Damage: 4D, Ammo: 4 mines, mine is dropped behind the fighter where it remains static, firing its blaster cannon at enemy fighters, has enough power for 5 rounds of operation}

Czerka Seeker Mine: Drops a mine behind you. The mine locks onto and chases any enemy that gets too close. Mines are most effective in narrow corridors where enemies will have to run near them.. {Skill: Starship Gunnery: Seeker Mine, Fire Control: 5D (does not use pilots skill), Space Range: 3, Atmospheric Range: 300m, Damage: 6D, Ammo: 5 mines, mine is dropped behind the fighter, where it follows for up to 1 minutes until another vessel enters it's range, upon which it attacks using only it's Fire Control}

Taim & Bak D9 Rocket Turret: Can be either dropped behind you and activated at any point. When it arrives at its destination, the turret mine will open fire with rockets at enemy targets, useful against enemy capital ships and subsystems. {Fire Control: 4D (does not use pilots skill), Space Range: 1/3/7, Atmosphere Range: 50-100/300/700m, Damage: 7D, Ammo: 4 missiles in three Mines}

Hull: {One of the below may be selected for specific missions}

Incom Ferroceramic Hull: The standard hull, with no strengths or weaknesses. {as above}

Slipstream Light Hull: Equip this to make your U-wing fly more like an A-wing - a reduction in maximum health, but receiving improvements to manoeuvrability and acceleration. Fairly useful for brawling U-wings, though the most powerful technique to use in turning fights is microboosts, not traditional turns. The light hull does not offer any benefits to maximum speed, so this part alone will not help you make hit and run attacks. {-1D to Hull, +2D to Manoeuvrability}

Koensayr Reinforced Hull: Equipping this helps you absorb more damage to your hull, but reduces acceleration and manoeuvrability. To mitigate the mobility penalty, equip items that let you operate from a long distance, where only minute adjustments are necessary to shield allies. {+2D to Hull, -1D Manoeuvrability, -2 Speed}

Chempat Deflector Hull: The deflector hull places more emphasis on your shields rather than your health. Players who are good at hit and run attacks will find this component attractive, as shields regenerate but health does not. {-1D Hull, +2D Shields}

Engines: {One of the below may be selected for specific missions}

Incom Sublight Engine: The standard engine offers no benefits or drawbacks. Works reasonably well in all situations. {as above}

Koensayr Microthrust Engine: Use the Microthrust Engine for close-quarters brawling. You lose a notable amount of maximum speed and acceleration, but gain it back in mobility. {-1

Speed, +1D Manoeuvrability}

Quadex Propulsion Engine: The propulsion engine makes you start and stop quicker by a significant margin, at the cost of a small loss in manoeuvrability. {+1 Speed, -1D Manoeuvrability}

Incom SLAM Engine: The SLAM (Sublight Acceleration Motor) engine automatically produces boost power regardless of whether there is maximum power in the engines or not, at the cost of maximum speed. It is similar to the Jet Engine, in that it provides smaller boosting power but lets you boost more often. The SLAM engine reduces your overall speed, but lets you divert power from engines to other systems and receive a small trickle of boost power. Increasing power to engines will appropriately increase the boost meter respectively. {This diverts power to the other systems of the Reaper, +1D damage to the Energy Weapons or Shields, at the expense of -2 Speed and -1D Manoeuvrability}

Shields: {One of the below may be selected for specific missions}

Standard Incom Deflector Shield: This shield offers no benefits or drawbacks. {as above}

Gyrhil Resonant Shield: Reduces your maximum shield capacity, but overcharges your lasers automatically when your shields are maxed out. The shield also does not decay when you switch power away from them. Using this shield lets you freely charge boost power, and when combined with the SLAM engine, vastly simplifies power management at the cost of performance. {The pilot may divert power from Shields to Weapons, dropping Shields by 1D, but increasing Energy Weapon damage by 1D)

Fabritech Scrambler Shield: An alternative to the Dampener Hull, the scrambler shield offers even longer lock times than the dampener hull {-2D to enemy Fire Control for Missiles}

*Chempat Fortified Deflector:*The Fortified Shield offers a bonus to shield capacity at the cost of shield regeneration. This shield is best used when taking heavy fire to attack a capital ship.{adds +1D to shields, however when the fighter takes any damage at all, this bonus is lost}

Description: A sturdy gunship, the U-wing starfighter is a well-armed swing-wing vessel with support capabilities that make it dangerous against the Empire, and vital for New Republic squadrons.

Support craft have a number of auxiliary systems dedicated to helping their team and hindering their opponents. While poor dogfighters and should never be in the middle of a furball, supports are often bullied by other players due to their value. They have a few anti-fighter auxiliary options, but lack the mobility of fighters and interceptors and the raw damage of bombers.

As a support, you will also be responsible for coordinating the rest of your team. You will be the furthest back from the action, and have the widest view of the battle. Communicate with your team and tell them about the stealthed TIE fighter going for a torpedo run on your capital ships.

Support U-wings will usually run the repair droid, which allows them to heal and resupply other Republic fighters. The tactical shield is helpful in cases where your team refuses to withdraw to your position for healing.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.