

To capitalize on the recently increasing threats of piracy in the outer rim, Kuat Systems Engineering, forever loyal to the Republic, choose to fulfill the role of assault fighter, and designed a craft to work well along side the FreiTek FP-B6 Pod Fighter, and Sienar Fleet Systems' Wasp Strike Fighter. Using the still-popular "wing" concept, KSE released the TX-387 V-Wing, which indeed makes the perfect assault fighter alongside the other two craft.

The V-Wing looks almost similar to the E-Wing, having two wings cutting forward on either side of a main fuselage; however, the V-Wing's air-foil wings sweep forward in a more sleek design, giving the wingspan the look of a "V" when viewed from above, as well as resulting in a slightly faster atmospheric speed.

The craft mounts an incredibly impressive weapons array, including both heavy and assault laser cannons complimented by a proton torpedo launcher, capable of frontal assault and all-around defense. As well, the V-Wing carries a fire-linked set of light ion cannons, enabling the craft to quickly cripple other starfighters, and often even smaller transports, allowing the Ranger Gunships and Bothan A-II Command Cruisers to sweep in for the "kill" (of capturing the pirates for arrest and questioning). Also, the V-Wing's weapon systems have been designed to function solely at the operation of one single pilot, at the hands of a gunner who can ward off the attacks of pursuing craft, freeing the pilot of that worry, or even around the expertise of the newly released R7X astromech droid; during times when pilots were sparse (or simply during training exercises), an R7X astromech droid with the appropriate combat programming has served most impressively as a gunner.

Kuat Systems Engineering TX-387 V-Wing

Class: Starfighter	Crew: 1 or 2 (Skilled +4)
Size: Tiny (lng 48 m)	Initiative: +6 (+2 size, +4 Crew)
Hyperdrive: x2 (backup x12)	Manuever: +9 (+2 size, +4 Crew, +3 engine)
Passengers: 1	Defense: 22 (+2 Size, +10 armor)
Cargo Capacity: 50 metric tons	Shield Points: 90
Consumables: 1 week	Hull Points: 120 (DR 5)
Cost: 346,700	Construction Points: 80
Maximum Speed in Space: Ramming (10 squares/action) (M: Excellent)	
Atmospheric Speed: 19 squares/action	
Weapon: Assault Laser Cannons (4; fire linked); Fire Arc: Front; Atack Bonus: +13 (+2 size, +2 crew, +3 engine, +6 fire control); Damage: 9d10x2; Range Modifiers: PB +13; S +11; M/L n/a.	
Weapon: Heavy Laser Cannons (4; fire linked); Fire Arc: Turret; Atack Bonus: +13 (+2 size, +2 crew, +3 engine, +6 fire control); Damage: 7d10x2; Range Modifiers: PB +13; S +11; M/L n/a.	
Weapon: Light Ion Cannons (4; fire linked); Fire Arc: Turret; Atack Bonus: +13 (+2 size, +2 crew, +3 engine, +6 fire control); Damage: 5d10x2 (Special); Range Modifiers: PB +13; S +11; M/L n/a.	
Weapon: Proton Torpedo Launcher (16 max); Fire Arc: Front; Damage: 7d10x2;	
Missile Quality: Good (+15).	
Additional Equipment: Hypertransceiver.	

*Maneuverability yields +3 attack bonus, and +3 equipment bonus on Pilot checks.