



Y - Wing Medium Fighters

WEAPON DATA	
Laser Cannon	
Number of Guns: 2 (Linked)	
Class: Laser	
Damage: 1d6+3	
Range Penalty: -2 per hex	
Fire Control: n/a	
Rate of Fire: Once per turn	
Twin Lt Ion Cannon	
Class: Ion	
Mode: Standard	
Damage: 1/+4/d8	
Range Penalty: -2 per hex	
Fire Control: n/a	
Rate of Fire: Once per turn	
Proton Torpedo	
Cost: 5 Combat Points	
Class: Ballistic	
Damage: 10	
Max Range: 5 Hexes	
Fire Control: +3/+3/+3	
Intercept Rating: n/a	

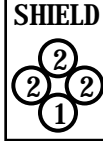
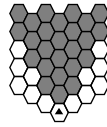
SPECS
Class: Medium Ftr
In Service:
Point Value: 50 each
Ramming Factor: 24
Jinking: 8 Levels

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Dec Cost: 1 Thrust
Pivot Cost: n/a
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 7
Sth/Port Defense: 8
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +17

SPECIAL NOTES
Atmospheric, Hyperdrive
R2 Unit - May repair 1 point of damage per turn on a roll of 5-6 on a d6
Can carry 8 proton torpedoes or concussion missiles, launch rate 2/turn
Deflector Shield: At the beginning of each turn, 1 point of forward or aft armor may be transferred to the opposite end for the following turn

Optional Navigator
Cost: 10 Combat Points
Initiative Bonus +1, with Ion Cannon fires 360 degree
Concussion Missile
Cost: 4 Combat Points
Class: Ballistic
Damage: 12
Max Range: 3 Hexes
Fire Control: +4/+2/+0



Flight Level Combat
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #4

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #5

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #6

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #7

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	

Flight #8

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Use	Jinking	Notes	