Starships D6 / Koensayr BTL-M11 Y-Wing

BTL-M11 Y-Wing

Designed as a replacement for Koensayr's famous (and antiquated) Y-Wing starfighter, the BTL-M11 is longer than the original Y-Wing and has more advanced sensors, sublight engines, and a experimental holographic targeting system for the lasers. The M11 also is equipped with an aft proton torpedo launcher in addition to the dual front launchers the BTL-S3 had. The ion cannon on the S3 have been upgraded into medium cannons, and an extra turret has been added so that the cannons can fire at different targets, though this makes it very difficult for the pilot to shoot without a co-pilot. More efficient power generators have increased marginally the ranges of the guns and boosted shield energy. These upgrades have made it possible for the BTL-M11 to defeat X-Wings in combat simply. Only twelve squadrons of M11's exist, piloted by crack pilots to defend Ukio, a agricultural planet, from further Imperial attack.

Craft: Koensayr BTL-M11 Y-Wing
Type: Attack Starfighter
Scale: Starfighter
Length: 17.1 Meters
Skill: Starfighter Piloting
Crew: 1 or 2 and Astromech Droid
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 2D+1
Cargo Capacity: 95 kilograms
Consumables: 1 week
Cost: 300,000 (new directly from Koensayr's Garan IV factory)
Hyperdrive Multiplier: x1
Nav computer: Uses Astromech Droid
Maneuverability: 3D+1
Space: 9
Atmosphere: 400; 1150 kmh
Hull: 4D
Shields:2D
Sensors:
- Passive: 30/0D
- Scan: 65/1D
- Search: 75/2D
- Focus: 2/4D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D

Space Range: 1-3/13/26
Atmosphere: 100-300 m/1.3 km/2.6 km
Damage: 5D

3 Proton Torpedo Launchers
Fire Arc: 2 front, 1 rear
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere: 100 m/300 m/700 m
Damage: 9D

2 Medium Ion Cannons
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship Gunnery
Fire Control: 3D (can be set to fire forward by pilot at OD fire control)
Space Range: 1-3/5/38
Atmosphere: 100-300 m/500 m/3.8 km
Damage: 4D

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