Starships D20 / 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
Class: Starfighter
Size: Tiny (17.1 m long)
Hyperdrive: x1
Passangers: None
Cargo Capacity: 95 kg
Consumables: 1 week
Cost: 300,000 (new directly from Koensayr's Garan IV factory)
Maximum Speed In Space: Ramming (10 squares/action)
Atmospheric Speed: 1,150 km/h (19 squares/action)
Crew: 1 or 2 and Astromech Droid (Very Skilled +6)
Initiative: +8 (+2 size, +6 crew)
Maneuver: +8 (+2 size, +6 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 120 (DR 5)
Weapons:
  2 Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +8 (+2 size, +3 crew, +3 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  3 Proton Torpedo Launchers
    Fire Arc: 2 front, 1 rear
    Attack Bonus: +7 (+2 size, +3 crew, +2 fire control)
    Damage: 9d10x2
    Missil Quality: Marginal (+5)
  2 Medium Ion Cannons

Fire Arc: Turret
Attack Bonus: +8 (+2 size, +3 crew, +3 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M -2, L n/a
Note: Can be set to fire forward by pilot at +O fire control

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