

STAR WARS

The Y-wing Sourcebook

By Urban Lundqvist

wingcommander.luna@home.se



An unofficial fan-based supplement about different Y-wing versions.
For use with the *Star Wars* role-playing game made by West End Games

Version 1.0
April 2000

®, TM & © 2000 Lucasfilm Ltd. (LFL). All Rights Reserved. Trademarks of LFL used without authorization, although no copyright infringement is intended. This document may not be altered or reproduced without prior written consent of the author.

Introduction

“A-wings? X-wings? Phew!! A true pilot do not need such fancy contraptions to strike a blow against the Empire.”

-- General Salm, Defender Wing

The Y-wing is an older design, pre-dating the X-wing and TIE/In by several years. In the early days of the Rebellion was it the major fighter type in use and subsequently participated in numerous battles.

The Y-wing's main benefits are its versatility and durability in combat. However, it became increasingly more vulnerable against the faster and more maneuverable TIE fighter models that were introduced as the years went by.

With the introduction of newer rebel starfighters such as the X-wing, was the Y-wing transferred from pure fighter missions into fighter-bomber missions, were it attacked enemy starships or ground installations in-stead of starfighters.

Many were also transferred from regular fleet use to local sector commands were they became the main striking weapon against the Empire. With the introduction of the New Republic, it served in local defense and sector patrols as well as training new fighter pilots.

Several independent systems also bought large numbers of this fighter for their starfighter forces and the Y-wing has even served with the Imperial Star Fleet, although primary in the aggressor role for training TIE pilots and ship gunners against rebel tactics.

Its versatility coupled with the many starfighter factories geared towards building Y-wings plus the ease of production and availability of parts, made the Y-wing one of the longest produced starfighters ever. In fact, the last Y-wing rolled off the

production line roughly two year after the defeat of Grand Admiral Thrawn.

Table of Contents

[F1 Y-wing Fighter](#)

[T2 Y-wing Trainer](#)

[T2mod Y-wing Intel Courier](#)

[T2W Y-wing Early Warning](#)

[T2KC Y-wing Tanker](#)

[S3 Y-wing Fighter-Bomber](#)

[A4 Y-wing Recon](#)

[E5 Y-wing Wild Weasel](#)

[The Y-wing mark II](#)

[A6 Y-wing II Recon](#)

[S7 Y-wing II Fighter-Bomber](#)

[U8 Y-wing Pinnacle](#)

[E9 Y-wing II Wild Weasel](#)

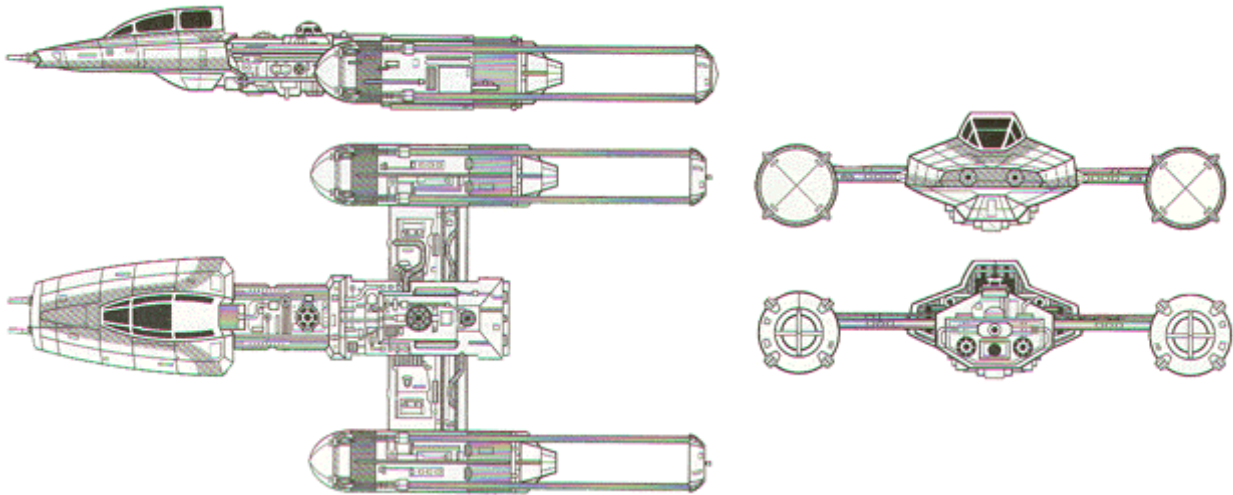
[T10 Y-wing II Trainer](#)

[D11 Y-wing Drone](#)

Authors Note: I use a set of homemade rules that incorporate a lot of Earth-like equivalents into the Star Wars Universe. In this instance, I have added the possibility for starfighters to carry missiles, torpedoes, rockets, bombs or equipment on external wing pylons or other mountings.

These rules may be viewed in a separate file.

F1 Y-wing Fighter



Craft: Koensayr BTL-F1 Y-wing
Type: Space Superiority Starfighter
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 80 kg
Consumables: One week
Cost: 134,000 (new), 60,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1050kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunner

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 0.1-0.3/1.2/2.5 km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 8

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

External Payload

Mass: Max: 48D, 3/4: 36D, 1/2: 24D)

1 Centerline Pylon (16D)

4 Semi-Recessed Missile Housings (2D)

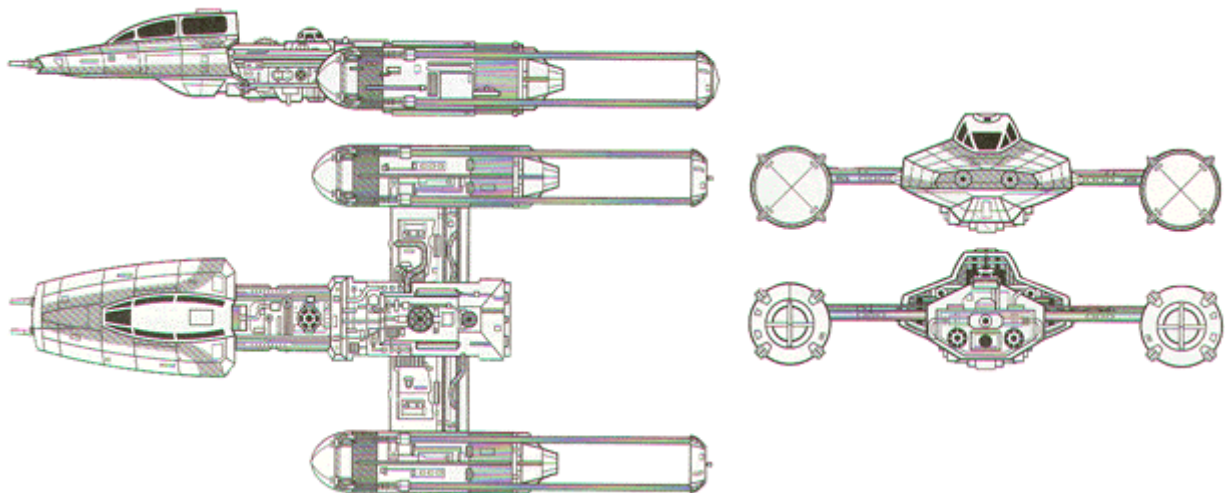
2 Wing Pylons (12D)

Capsule: This was Koensayr's first attempt to make a hyperspace capable starfighter. It was only a partial success. The main fault was in making a starfighter with mediocre performance. Nevertheless was this the only modern hyperspace-capable fighter available to the Alliance in the beginning.

The BTL-F1 has a slightly smaller cockpit than other Y-Wing variants and has a power booster generator placed right behind the pilot instead of a gunner.

When the higher performing X-wing came into service, many BTL-F1's were converted into BTL-T2 Trainers. However, the increased demand for starfighters after the Battle of Yavin meant that plenty of the BTL-F1 variant continued in active duty as fighters, although most of them served in low-threat areas.

T2 Y-wing Trainer



Craft: Koensayr BTL-T2 Y-wing

Type: Trainer

Scale: Starfighter

Length: 16.0 meters

Skill: Starfighter Piloting: Y-wing

Crew: 2, 1 astromech droid (can coordinate)

Crew Skill: Astrogation 2D+2, Starfighter Piloting 3D, Starship Gunnery 3D, Starship Shields 2D+2

Cargo Capacity: 110 kg

Consumables: One week

Cost: 125,000 (new), 60,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: None (uses astromech droid)

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1000kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 20 / 0D

Scan: 35 / 1D

Search: 40 / 2D

Focus: 2 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 0.1-0.3/1.2/2.5 km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 8

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D)

1 Centerline Pylon (16D)

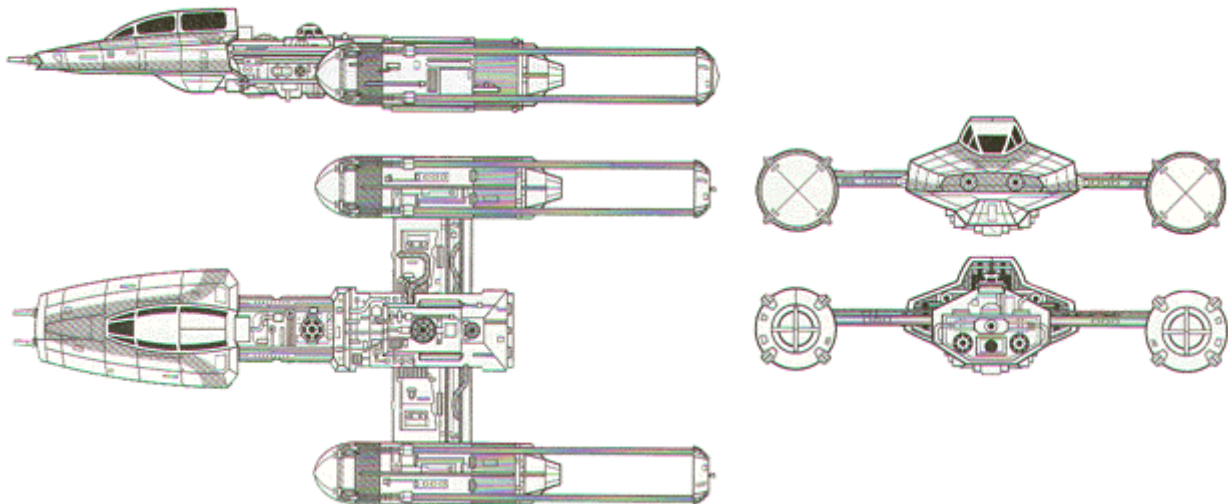
4 Semi-Recessed Missile Housings (2D)

2 Wing Pylons (12D)

Capsule: The BTL-T2 variant of the Y-wing series is a dedicated trainer version. It is basically a standard BTL-F1 with identical controls for the pilot-in-training in front and his instructor in the rear. The second crew station was made possible by increasing the size of the cabin and removing the power booster generator. The penalty for this was slightly reduced performance.

Some were newly built to this standard but the majority was converted from F1's, after they were replaced by the X-wing as the standard Alliance fighter. Most of the conversions took place after the Battle of Yavin to cope with the increased number of volunteer pilot trainee's.

T2mod Y-wing Intel Courier



Craft: Koensayr BTL-T2mod Y-wing
Type: Special Intel Courier
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogration 3D+2, Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D+2
Passengers: 1
Cargo Capacity: 150 kg
Consumables: 2 Weeks
Cost: 140,000 (new), 65,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

External Payload:

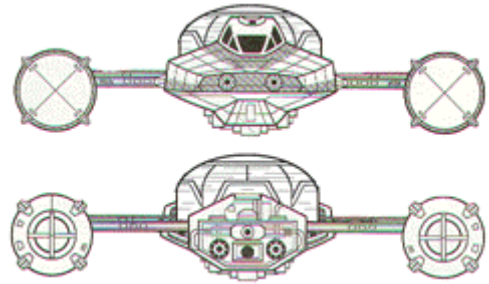
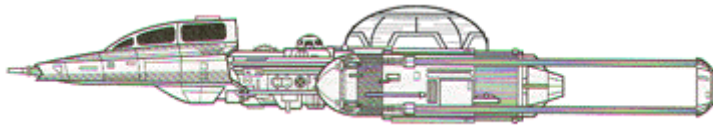
Max: 48D, 3/4: 36D, 1/2: 24D
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: The Rebel Alliance Intelligence has found new uses for the T2 Trainer

version and has rebuilt several to serve as long-range couriers. This means stripping the rear cockpit of all controls to make room for an extra 40-kg of cargo, and the fitting of a special canopy to make it possible to jump while in flight without endangering the pilot.

This variant, in-officially known as BTL-I2, also includes a custom-built power pack made to fit instead of the proton torpedo launcher and its magazine, which increases the craft's endurance to 2 weeks. The Intel version also features the same nav computer as in the A4 and is therefore capable of unlimited jumps, however, the nav computer is placed in an extension of the main cockpit towards the droid and is therefore more susceptible to damage compared to the A4.

T2W Y-wing Early Warning



Craft: Koensayr BTL-T2W Y-wing
Type: Space-borne Early Warning Ship
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D, Sensors 4D, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 165,000 (new), 80,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850kmh
Hull: 4D
Shields: 1D
Sensors:

Standard Sensor Array
Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Onboard Early Warning Sensor Array
Scan: 90 / 0D
Search: 150 / 0D
Focus: 4 / 0D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

External Payload:

Max: 48D, 3/4: 36D, 1/2: 24D
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: To extend the sensor coverage of the fleet, a special variant of the easily modified Y-wing was used. Under Project Cadillac I, the prototype BTL-T2 Trainer was rebuilt to house a sensor array on the

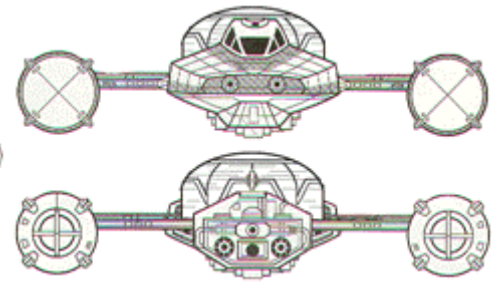
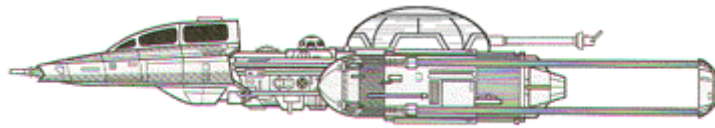
back of the main body. To compensate for the increased power demand the proton torpedo launchers were removed and power generators added instead. The sensor equipment was crude and bulky, and the fighter lacked the onboard computing power to shift rapidly through the vast amount of data. Thus, sensor data had to be transmitted back to the carrier where the sensor information was compiled into sensible information.

The additional equipment reduced the performance of the already mediocre Y-wing to the point where pilots referred to these as "eggs waiting to be cracked". Still, they fulfilled a vital role until replaced by E-1 Tracers and other better suited vessels.

Many of the carrier fighter wings had at least one flight of these, and some of the squadrons aboard escort frigates also replaced part of their normal fighter complement with a couple of T2W's.

Several were still in service at the time of the Battle of Endor, but most were phased out of service soon after or relegated to second-line duty.

T2KC Y-wing Tanker



Craft: Koensayr BTL-T2KC Y-wing
Type: Tanker
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D, Sensors 4D, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week + 8 Weeks
Cost: 160,000 (new), 70,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

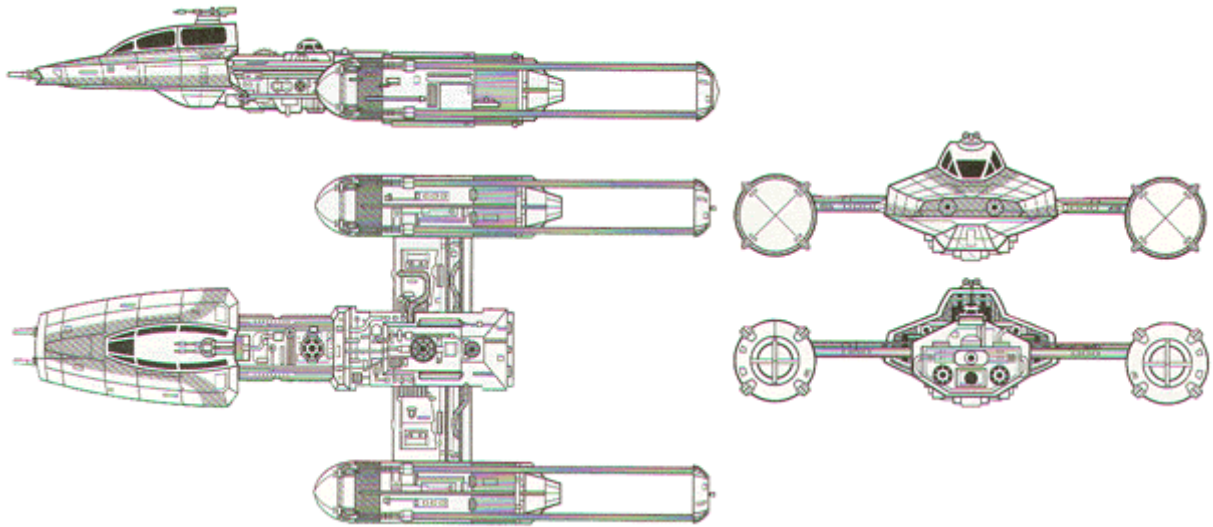
Capsule: The T2KC is dedicated tanker version, especially designed to refuel fellow starfighters in-flight.

It uses the basic hull configuration of the T2W, but replaces the sensor array within the bulbous housing on top of the craft with extra fuel cells, and has a rear-mounted boom to transfer fuel to another

starfighter equipped with an in-flight refueling receptacle

Several of the starfighter wings equipped with Y-wings have a special tanker flight in order to increase combat endurance and prolong reconnaissance patrols.

S3 Y-wing Fighter-bomber



Craft: Koensayr BTL-S3 Y-wing
Type: Fighter-bomber
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 135,000 (new), 65,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D

Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D
Shields: 1D+2
Sensors:

Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

2 Light Ion Cannons (fire-linked)

Fire Arc: Turret
Crew: 1 (Gunner)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 0.1-0.3/0.7/3.6 km
Damage: 4D

2 Proton Torpedo Launchers

Fire Arc: Front
Skill: Starship Gunnery
Ammo: 8
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

External Payload:

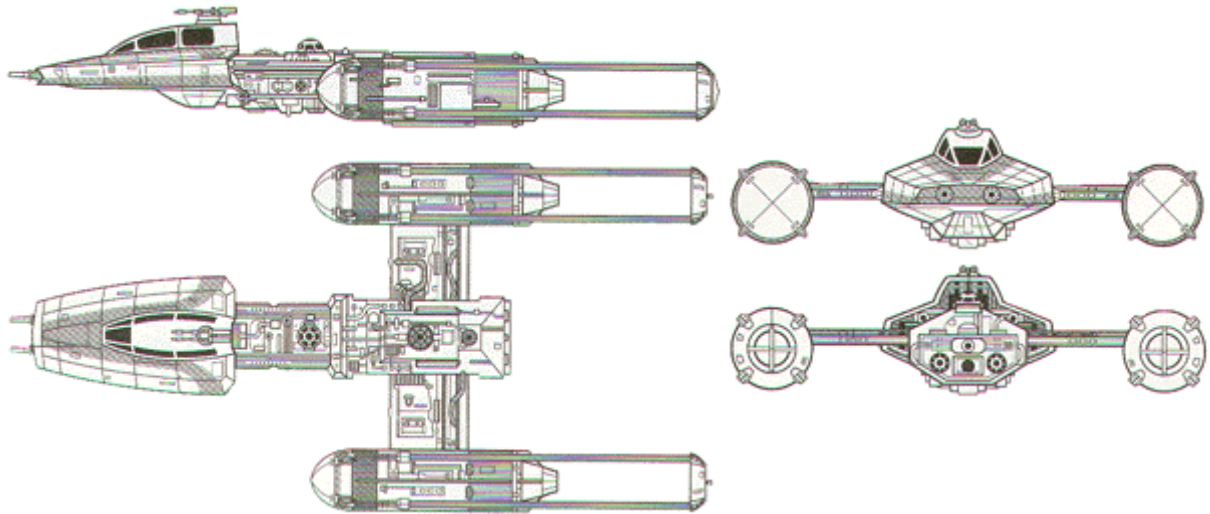
Max: 48D, 3/4: 36D, 1/2: 24D
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: This is the special attack version of the Y-wing series, and it is based on the BTL-T2 variant but features a rear-looking seat for a gunner and his ion cannon turret.

During the early days of the rebellion was this the main strike fighter in use by the Alliance.

Note: Original Design, copyright West End Games. Included here for reference.

A4 Y-wing Recon



Craft: Koensayr BTL-A4 Y-wing (LP)
Type: Long-range Reconnaissance Starfighter
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Sensors 4D, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 80 kg
Consumables: 3 Weeks
Cost: 142,000 (new), 73,500 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D+1
Shields: 1D

Sensors:
Passive: 40 / 0D
Scan: 70 / 1D
Search: 80 / 2D
Focus: 4 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

2 Light Ion Cannons (fire-linked)

Fire Arc: Must be fixed to one facing: front, left, right or rear
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/7/36

Atmosphere Range: 0.1-0.3/0.7/3.6 km

Damage: 4D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 8

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D)

1 Centerline Pylon (16D)

4 Semi-Recessed Missile Housings (2D)

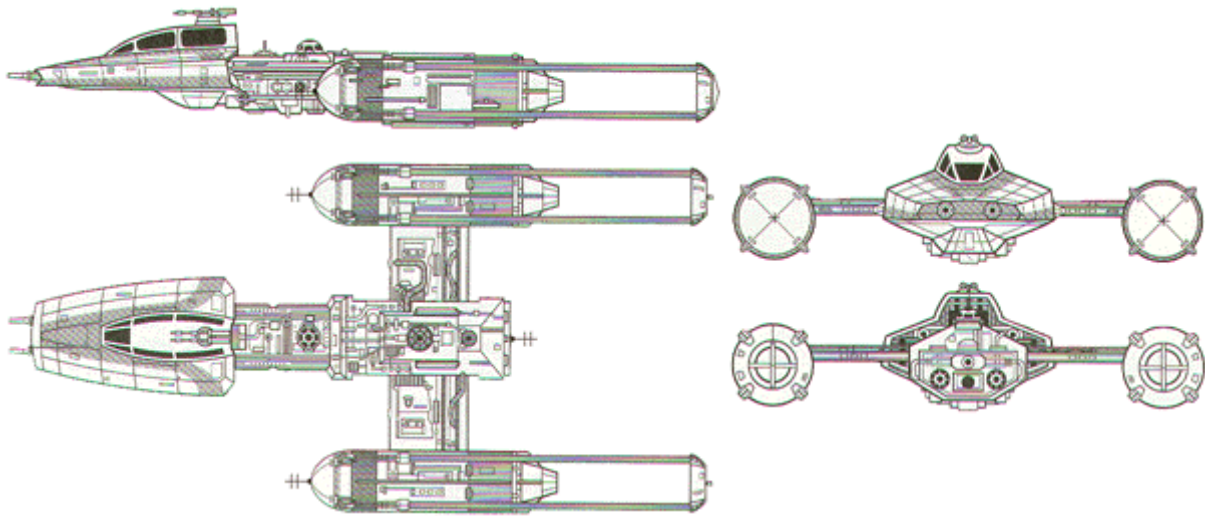
2 Wing Pylons (12D)

Capsule: The A4 variant of the Y-Wing is also known as the "Longprobe". It is modified for deep-space missions with longer in-flight time. The A4 has weaker shields due to increased power drain from its stronger hyperdrive. Instead it has a reinforced hull.

The biggest difference between the S3 and the A4 models is the omission of the gunner. That space is taken up by a nav computer and hyperdrive back-up. The A4 pilot must fix his ion cannon in one position (usually directed forward), and cannot make use of the turret's rotational capabilities.

Note: Original Design, copyright West End Games. Included here for reference.

E5 Y-wing Wild Weasel



Craft: Koensayr BTL-E5 Y-wing
Type: Wild Weasel
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-Wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Sensors 4D+2, Starfighter Piloting 5D+1, Starship Gunnery 4D+2, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 90,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 40 / 0D
Scan: 70 / 1D
Search: 80 / 2D
Focus: 4 / 3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 5D

2 Light Ion Cannons (fire-linked)

Fire Arc: Turret
Crew: 1 (Gunner)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 0.1-0.3/0.7/3.6 km
Damage: 4D

2 Proton Torpedo Launchers

Fire Arc: Front
Skill: Starship Gunnery
Ammo: 8
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: The first Y-Wings modified for suppression of enemy air defenses were BTL-S3s which became known as BTL-E5s.

One of the few external signs of conversion was the presence of several antennas on the fuselage, but otherwise they retained the external configuration of the S3 variant. The main difference is the special in-built computer and sensing arrays, which helps to pinpoint threats and is considered vital to its mission profile. However, it can also carry specially adapted equipment on the wing pylons and in the semi-recessed missile housings.

The E5 variant of the Y-Wing is also known as the "Wild Weasel", since it scurries all over a combat scene, irritating

larger enemies and making trouble for smaller.

It lacks sufficient internal volume to house more advanced systems and control boxes and was therefore only produced by the field-conversion of some redundant S3s until the advent of the specially designed BTL-E9.

The E5 was deployed some months before the Battle of Yavin.

The Y-wing mark II

The original Y-wing was a potent craft able to endure and deliver tremendous punishment, but it was not as fast, maneuverable or heavily armed as modern starfighters.

To rectify those problems some of the best technicians in the Alliance formed a special task group specifically dedicated to upgrading the Y-wing.

The main goal to achieve was to increase survivability, while maintaining the basic versatility of the original Y-wing design.

By installing more powerful sub-light engines (made possible by the addition of an extra ion coil to the R200 Ion Jet Engine), did the space speed increase by over 10 percent.

Reconfigured steering plates and disk vectrals enhanced maneuverability, while the hull gained more blast resistant outer layers.

The original sensor array was replaced by the more powerful one used by the X-wing, which simplified production and increased the availability of spare parts.

The recon variant received an improved version of the A4 sensors, while the wild

weasel variant got the most sophisticated sensor equipment of them all.

To improve its offensive capability, the original Taim & Bak laser cannons was replaced by a new, improved version, which substantially increased the damage rating.

The ion cannon was not replaced, since the basic design was considered to be good enough.

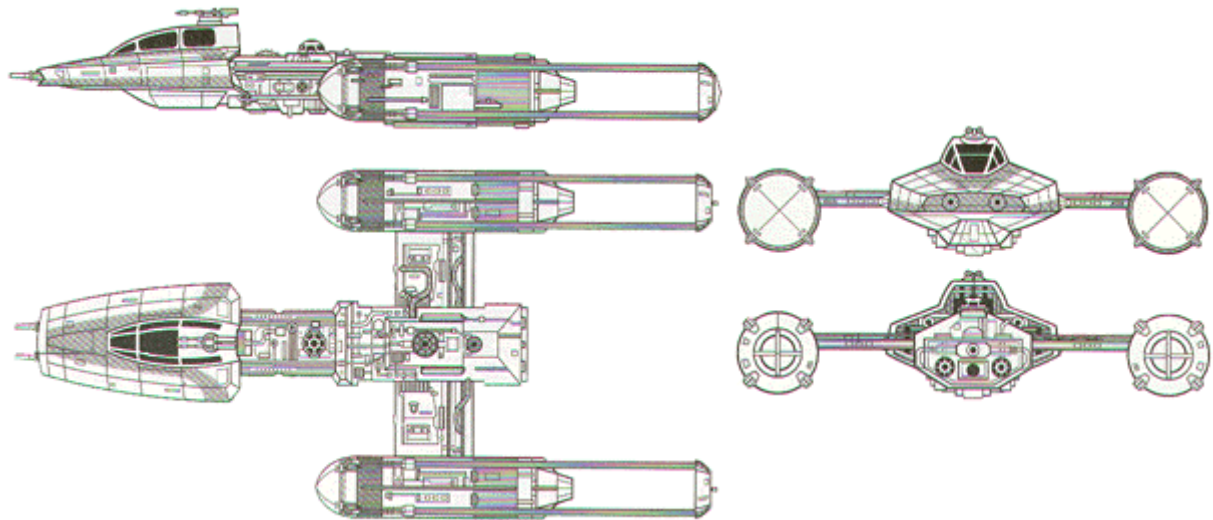
The proton torpedo launchers were heavily modified. The magazine capacity was increased and steps taken to reduce the time necessary to reload.

Externally the Y-wing II looks slightly different from the original Y-wing. The sub-light engines are a bit longer, although the support pylons have been shortened, so the length of the Y-wing is still 16 meters. In addition, the housing for the proton torpedoes has been elongated in order to take the increased magazine.

The Y-wing II replaced the original Y-wing on the production lines between the Battle of Hoth and the Battle of Endor.

During the early days of the New Republic some of the older Y-wing's was upgraded to the new standard, but the majority were sold, scrapped or relegated to planetary defense roles. Instead, the Y-wing mark II took over majority of the roles performed by the original Y-wing., while the rest was performed by newer starfighter designs.

A6 Y-wing II Recon



Craft: Koensayr BTL-A6 Y-wing II
Type: Long-range Reconnaissance Starfighter
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 80 kg
Consumables: 3 Weeks
Cost: 153,000 (new), 76,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1050kmh
Hull: 4D+2
Shields: 1D
Sensors:
Passive: 50 / 0D
Scan: 80 / 1D
Search: 90 / 2D
Focus: 6 / 3D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 6D

2 Light Ion Cannons (fire-linked)

Fire Arc: Must be fixed to one facing: front, left, right or rear
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/7/36

Atmosphere Range: 0.1-0.3/0.7/3.6 km

Damage: 4D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 12

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D)

1 Centerline Pylon (16D)

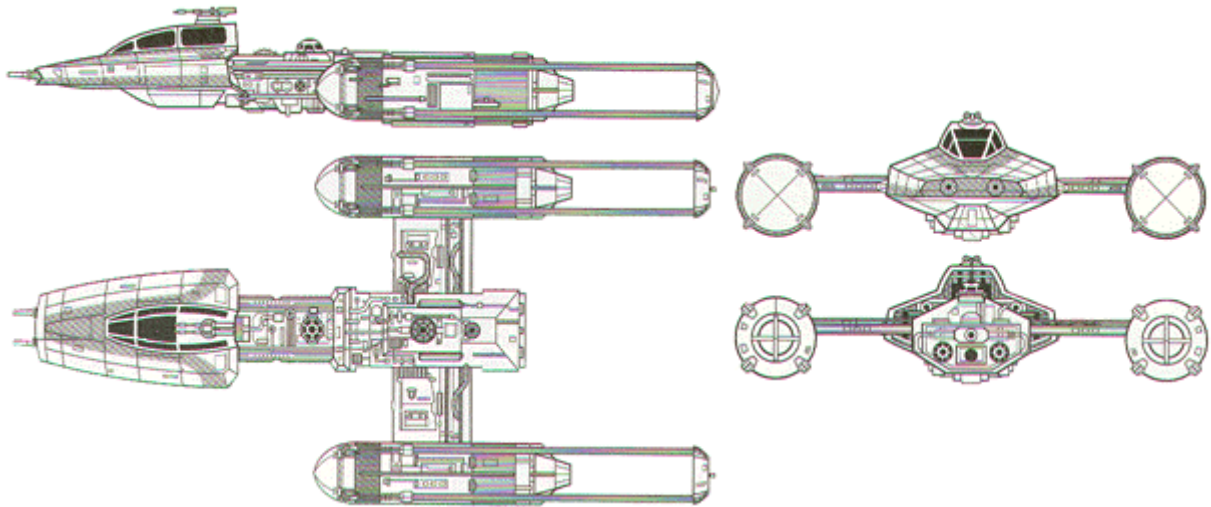
4 Semi-Recessed Missile Housings (2D)

2 Wing Pylons (12D)

Capsule: The A6 variant of the Y-Wing is also known as the "Longprobe II" and is like its predecessor A4, modified for deep-space missions with longer in-flight time. It does also have an improved version of the A4's sensors.

This variant was issued to front-line squadrons about one year after the Battle of Yavin.

S7 Y-wing Fighter-bomber



Craft: Koensayr BTL-S7 Y-wing II
Type: Fighter-bomber
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 145,000 (new), 75,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1050kmh
Hull: 4D+1
Shields: 1D+2
Sensors:
Passive: 25 / 0D
Scan: 50 / 1D
Search: 75 / 2D
Focus: 3 / 3D

Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 6D

2 Light Ion Cannons (fire-linked)
Fire Arc: Turret
Crew: 1 (Gunner)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 0.1-0.3/0.7/3.6 km
Damage: 4D

2 Proton Torpedo Launchers

Fire Arc: Front
Skill: Starship Gunnery
Ammo: 12
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

External Payload:

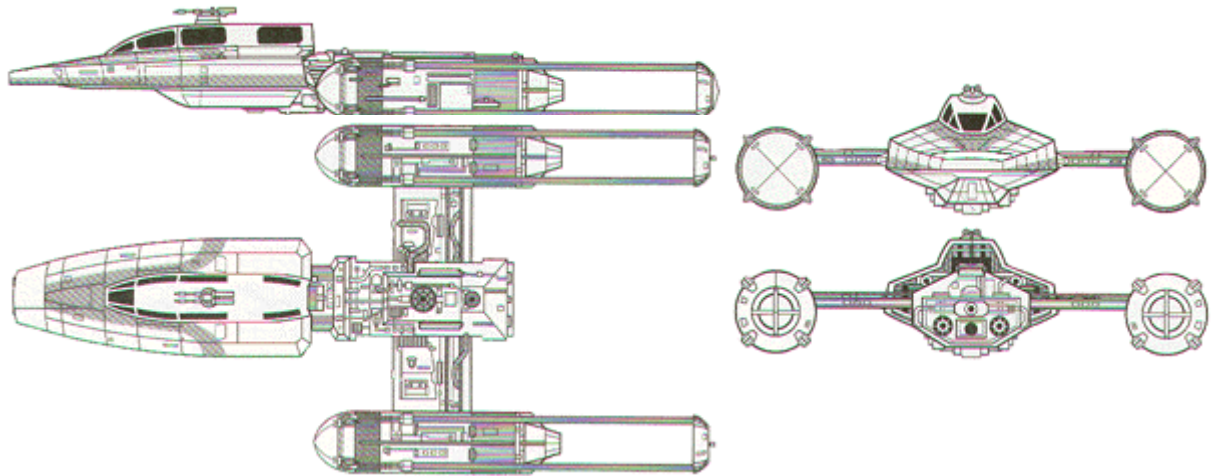
Max: 48D, 3/4: 36D, 1/2: 24D)
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: This is the special attack version of the Y-Wing series, and features a rear-looking seat for the gunner and his ion cannon turret.

The S7 is based upon the A6 variant, but features all of the characteristics of the original S3 version.

This variant was issued to front-line squadrons about one year after the Battle of Yavin.

U8 Y-wing Pinnacle



Craft: Koensayr BTL-U8 Y-wing
Type: Long-range Pinnacle
Scale: Starfighter
Length: 16.5 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Passengers: 3
Cargo Capacity: 400 kg
Consumables: 3 Weeks
Cost: 75,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 330; 950kmh
Hull: 4D+1
Shields: 1D
Sensors:
Passive: 40 / 0D
Scan: 70 / 1D
Search: 80 / 2D
Focus: 4 / 3D
Weapons:
2 Light Ion Cannons (fire-linked)
Fire Arc: Turret
Crew: 1 (One Passenger serves as Gunner)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 0.1-0.3/0.7/3.6 km
Damage: 4D
External Payload;
Max: 40D, 3/4: 30D, 1/2: 20D)
1 Centerline Pylon (16D)
2 Wing Pylons (12D)

Capsule: The BTL-U8 variant (U for Utility) is based on rebuilt Y-Wings and has an enlarged cockpit, which incorporate limited passenger and crew quarters. Its primary mission was to carry vital cargoes and passengers quickly through a high-threat area.

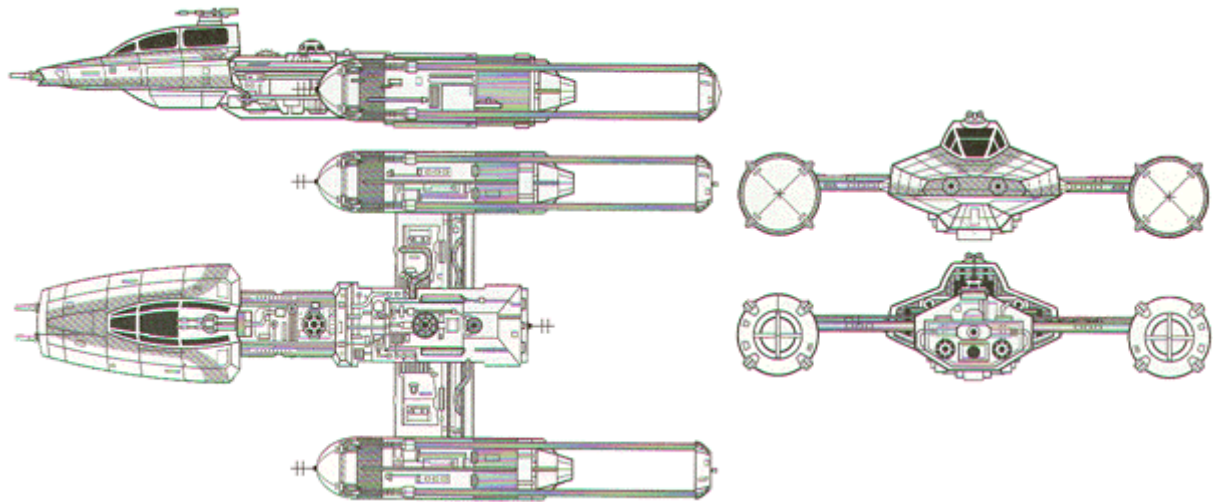
The U8 variant of the Y-Wing is also known as the "Easy Eight" due to its smooth ride and high standard compared to a real combat-capable Y-Wing. Because of the power drain of its improved hyperdrive engines, the U8 loses some of its deflector shield strength, though the hull is reinforced to compensate.

The nose-mounted laser cannons and the proton torpedo launchers are removed. In addition the four semi-recessed missile housings under the belly are plated over. This gives room for more fuel and cargo and a nav computer and hyperdrive back-up.

By using retired, high-hour Y-Wings, notably A4's, and rebuilding them into fast couriers was it possible to release shuttles and light freighters for other vital duties.

The first of this variant was put into service about one year after the Battle of Yavin.

E9 Y-wing II Wild Weasel



Craft: Koensayr BTL-E9 Y-wing II
Type: Wild Weasel
Scale: Starfighter
Length: 16.0 m
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Sensors 4D+2, Starfighter Piloting 5D+1, Starship Gunnery 4D+2, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 180,000 (new), 90,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D
Space: 8
Atmosphere: 350; 1000kmh
Hull: 4D+1
Shields: 1D+2
Sensors:
Passive: 50 / 0D
Scan: 80 / 1D
Search: 110 / 2D
Focus: 6 / 3D

Weapons: :

- 2 Heavy Laser Cannons** (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 6D
- 2 Light Ion Cannons** (fire-linked)
Fire Arc: Turret
Crew: 1 (Gunner)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 0.1-0.3/0.7/3.6 km
Damage: 4D

1 Sensor Jamming Pod

Fire Arc: All
Skill: Sensors
Fire Control: 4D
Space Range: 0-50/-/-
Atmosphere Range: 0-100/-/- km
Damage: +1D identify, -2D detect
Note: On Centerline Pylon, Weight: 9D)

2 Proton Torpedo Launchers

Fire Arc: Front
Skill: Starship Gunnery
Ammo: 12
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

External Payload:

Max: 48D, 3/4: 36D, 1/2: 24D)
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)
Note: 9D Payload already used on centerline Pylon

Capsule: The BTL-E9 is based on the S7 variant and its primary mission is to escort other starfighters on strike missions, and make it easier for them to survive by jamming enemy sensors and com gear. Another important function is its capability to target the enemy's fire control by using HARM missiles.

The E9 has a special in-built computer and sensing array, which helps to pinpoint threats and is considered vital to its mission profile.

It has a permanently attached belly capsule which contain jamming equipment and carries other mission-variable equipment on the wing pylons and in the semi-recessed missile housings. This equipment reduces the maneuverability plus the speed when traveling in atmosphere. Another drawback is that the E9's jammer shines like a beacon on a capital ship screens.

This variant was issued to front-line squadrons about one year after the Battle of Yavin.

Weapons usually carried by Wild Weasels include:

1. Anti-Radiation Missiles (ARM)

These were original meant for suppression of enemy sensor systems, they quickly became a self-defense weapon as IR and Intercept missiles were adapted for ground launching against starfighters and landing craft. As the anti-starfighter business went over almost entirely to energy weapons, ARMs dropped in popularity. Now, they are used primarily to force enemy ships to shut off their sensors at the beginning of a raid. They are effective, in that the best use a sub-nuclear explosive that is designed to minimize fallout and blast, much like a proton torpedo, but to maximize the electromagnetic pulse, killing electronics.

Skill: Starship Gunnery: ARM Missiles
Fire Control: ARM's uses the search mode on the ship sensors for initial targeting but relies on its own sensor for terminal homing. Its specialized tracking device gives +2D to fire control when used against any type of active sensor.

Arakyd AGM-45 Shrike

Scale: Starfighter
Space Range: 2-10/15/20
Weight: 2D
Damage: 1D, 3D ion

Arakyd AGM-88 HARM

Scale: Starfighter
Space Range: 2-10/20/40
Weight: 4D
Damage: 2D, 5D ion

2. Targeting James

Originally meant for courier and recon ships, these were adopted by squadrons that took on defense suppression missions for survivability reasons during the Clone Wars. In more recent conflicts, they have been used to protect stick craft from other fighters during raids. The A-Wing series has had one of these mounted internally.

Skill: Sensors

Fire Control: 0D, works against all enemy craft in range, all fire arcs.

Fabritech ALQ-101

Scale: Starfighter
Space Range: 1-3/7/15
Weight: 2D
Damage: -1D to enemy fire control

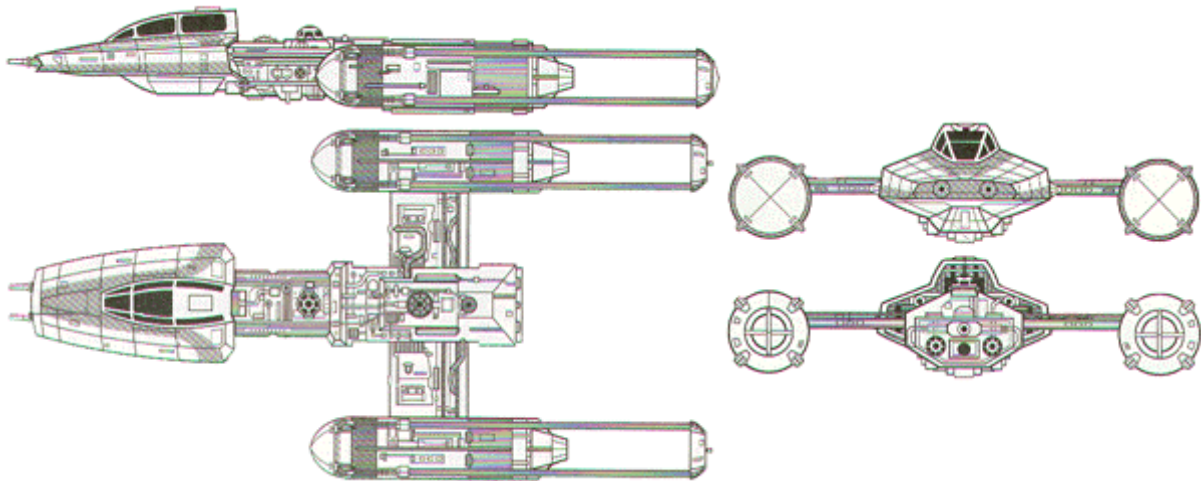
Fabritech ALQ-119

Scale: Starfighter
Space Range: 1-3/7/15
Weight: 4D
Damage: -2D to enemy fire control

Fabritech ALQ-131

Scale: Starfighter
Space Range: 1-3/7/15
Weight: 6D
Damage: -3D to enemy fire control

T10 Y-wing II Trainer



Craft: Koensayr BTL-T10 Y-wing II
Type: Trainer
Scale: Starfighter
Length: 16.0 meters
Skill: Starfighter Piloting: Y-wing
Crew: 2, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D
Cargo Capacity: 110 kg
Consumables: 1 Week
Cost: 140,000 (new), 70000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses astromech droid)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1050kmh
Hull: 4D+1
Shields: 1D+2
Sensors:
Passive: 25 / 0D
Scan: 50 / 1D
Search: 75 / 2D
Focus: 3 / 3D

Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 0.1-0.3/1.2/2.5 km
Damage: 6D

2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship Gunnery
Ammo: 12
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

External Payload;

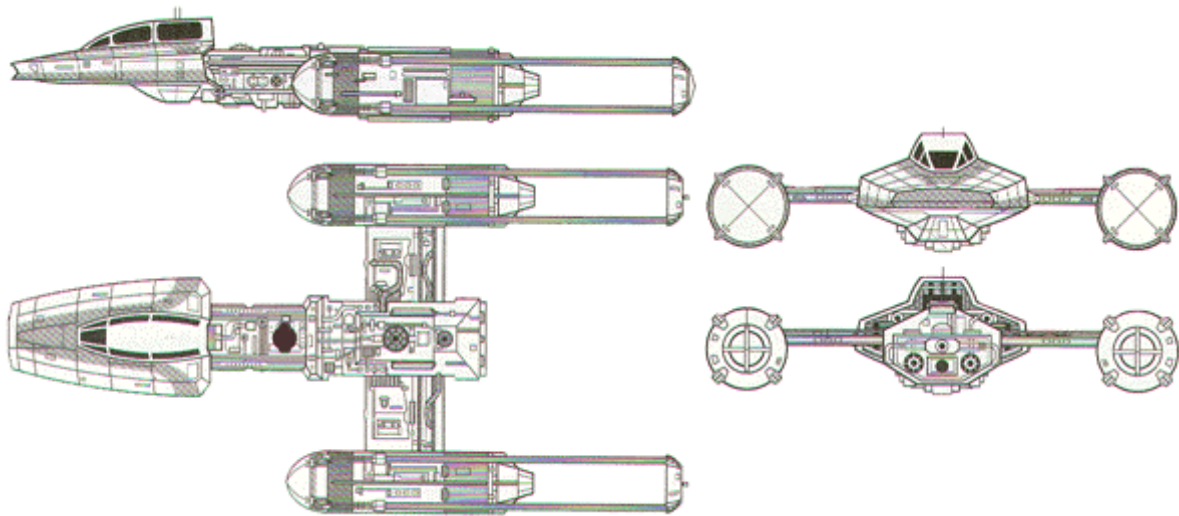
Max: 48D, 3/4: 36D, 1/2: 24D)
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: This is the special trainer version of the Y-Wing II series, and features a forward-looking seat for a second pilot, who normally is the instructor. In order to improve visibility was the ion cannon turret removed and the cockpit slightly enlarged.

Apart from being used as an operational trainer, it is also in use as a forward observer. In this type of mission it carries special target designator pods and transmits its signals back to capital ships or other starfighter squadrons.

This variant was put into service some time before the Battle of Endor and is one of the standard trainers in use by the New Republic.

D11 Y-wing Drone



Craft: Koensayr BTL-D11 Y-wing
Type: Remote-Controlled Target Drone
Scale: Starfighter
Length: 15.7 meters
Skill: Starfighter Piloting: Y-wing
Crew: (1)
Crew Skill: Depends on user
Cargo Capacity: 400 kg
Consumables: 1 Week
Cost: 25,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: None (uses slave-link)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1000kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20 / 0D
Scan: 35 / 1D
Search: 40 / 2D
Focus: 2 / 3D

Weapons:

External Payload;

Max: 48D, 3/4: 36D, 1/2: 24D)
1 Centerline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

Capsule: The New Republic found itself with large numbers of old, time-expired Y-Wings a couple of years after the Battle of Endor, and therefore initiated a program of converting some of them into target drones for live target practice.

Usable parts such as weapons were removed and a remote control system was installed. The D11 can either be piloted normally (for ferry missions) or flown by an astromech droid or controlled by ground-station data-link.

Apart from being used for target practice and live weapons test, the Y-wing Drone has also seen use as an improvised missile.

In the latter case, every available space within the fighter was packed with high explosives and the generators wired for overload. The Drone was then piloted by either an on-board astromech droid programmed for suicide missions or remotely guided by a pilot on another ship. Known instances were this modification was used is for example during the Battle of Calamari, when every available resource was used to combat the attacking World Devastators.

Game Terms: When used as an improvised missile, the Y-wing Drone has a damage rating of 10D, capital-scale.

It will explode if damaged more than lightly.