

Y-Wing Assault Bomber

SPECS

Class: Heavy Fighters
In Service: A long time ago
Point Value: 68 each
Ramming Factor: 25
Jinking Limit: 6 Levels
Jump Delay: 12 turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +4
Initiative Bonus: +15

Weapon Data

Laser Cannon
Number of Guns: 2(Linked)
Class: Laser
Damage: 1D6+4
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 2 per turn
Intercept Rating: -2

Proton Torpedo
Cost: 12 Combat Points
Class: Ballistic
Damage: 15
Max Range: 8 Hexes
Fire Control: n/a
Intercept Rating: n/a

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

SPECIAL NOTES
Can carry 8 Torpedos
Launch rate 2 per turn
Astromech available
Atmospheric capable



Astromech Droid
Cost: 10 Combat Points
Initiative Bonus: +1
Missile guidance ability
Enables Hyperspace-Jump

Medium Ion Cannon
Number of Guns: 2(Linked)
Class: Electromagnetic
Damage: 1D6
Range: -2 per Hex
Fire Control: n/a
Rate of Fire: Once per turn
Special: If combined ion damage is twice as high as armor of penetrated system, system shuts down during following turn.
Reroll, if structure is hit.
Double damage vs shields
360 degrees firing arc

ARMOR



Shields

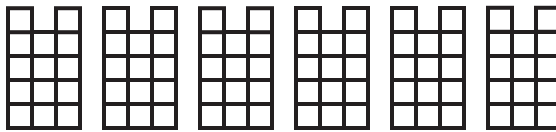


Flight # 1



Dropped Out
Ftr Destroyed

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6



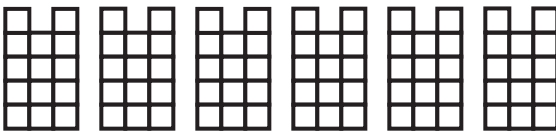
Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 2



Dropped Out
Ftr Destroyed

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6



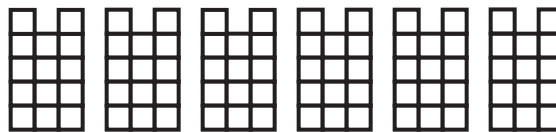
Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 3



Dropped Out
Ftr Destroyed

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6



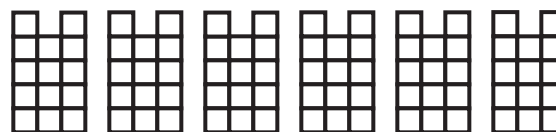
Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 4



Dropped Out
Ftr Destroyed

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6



Initiative	Speed	Thrust Used	Jinking	Notes

Lasers

- ☐ Lasers + Ion Cannons
☐ Standard(Lasers or Ion Cannons)
☐ all off

Shields

Power

Full (+2 Armor)
Normal (+1)
Stand by (/)
Off (Uncharged, 1 turn to recharge)
Note: At begin of turn, shields can be devided at will(rear to front for example)

Thrust

Power(Speed)

- ☐ Full Power (12)
☐ High (10)
☐ Medium (9)
☐ Low (5)

Lasers

- ☐ 4 Linked Lasers
☐ Std.(2 Linked or 4 per 2 turns)
☐ 1 Laser(or 2 linked per 2 turns)
☐ all off

Shields

Power

Full (+2 Armor)
Normal (+1)
Stand by (/)
Off (Uncharged, 1 turn to recharge)
Note: At begin of turn, shields can be devided at will(rear to front for example)

Thrust

Power(Speed)

- ☐ Full Power (12)
☐ High (10)
☐ Medium (9)
☐ Low (5)

Lasers

- ☐ 4 Linked Lasers
☐ Std.(2 Linked or 4 per 2 turns)
☐ 1 Laser(or 2 linked per 2 turns)
☐ all off

Shields

Power

Full (+2 Armor)
Normal (+1)
Stand by (/)
Off (Uncharged, 1 turn to recharge)
Note: At begin of turn, shields can be devided at will(rear to front for example)

Thrust

Power(Speed)

- ☐ Full Power (12)
☐ High (10)
☐ Medium (9)
☐ Low (5)

Lasers

- ☐ 4 Linked Lasers
☐ Std.(2 Linked or 4 per 2 turns)
☐ 1 Laser(or 2 linked per 2 turns)
☐ all off

Shields

Power

Full (+2 Armor)
Normal (+1)
Stand by (/)
Off (Uncharged, 1 turn to recharge)
Note: At begin of turn, shields can be devided at will(rear to front for example)

Thrust

Power(Speed)

- ☐ Full Power (12)
☐ High (10)
☐ Medium (9)
☐ Low (5)