



STAR WARS

ULTIMATE COLLECTOR SERIES
SÉRIE DE COLLECTION SUPRÊME



75181



“WE’RE STARTING OUR ATTACK RUN!”



Design Director: Jens Kronvold Frederiksen / Model Designer: Jordan David Scott / Graphic Designer: Madison O'Neil

ABOUT THE LEGO® STAR WARS DESIGN TEAM

LEGO® *Star Wars* started in 1999 and we have made new models for the product line every year since then. The LEGO *Star Wars* design team consists of eleven model designers and four graphic designers. The team is a mix of brand new designers with new fresh ideas, and experienced LEGO *Star Wars* designers with many models under their belts.

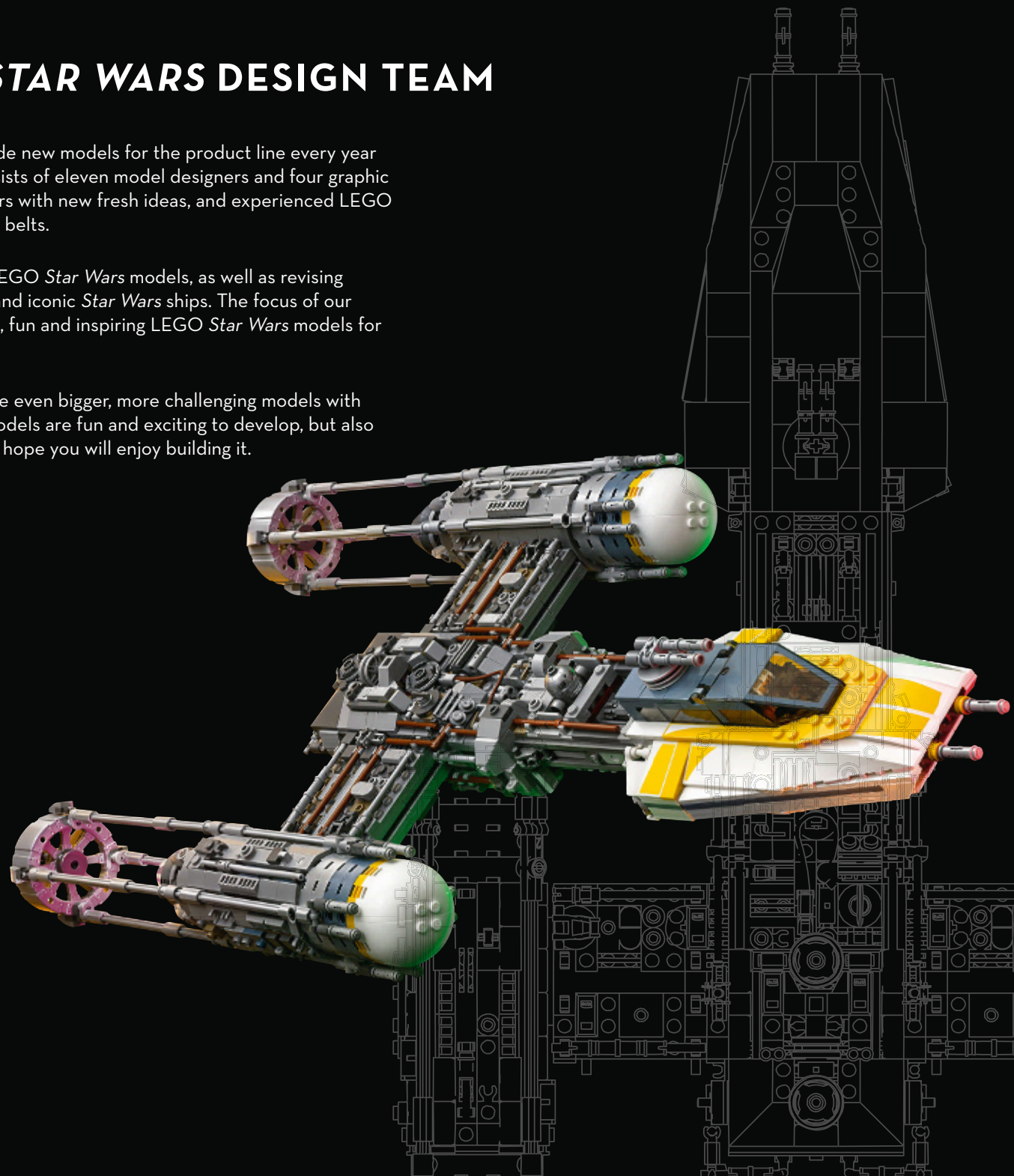
This is an ideal team for creating new, innovative LEGO *Star Wars* models, as well as revising and improving previous LEGO versions of classic and iconic *Star Wars* ships. The focus of our main LEGO *Star Wars* product line is to make cool, fun and inspiring LEGO *Star Wars* models for children.

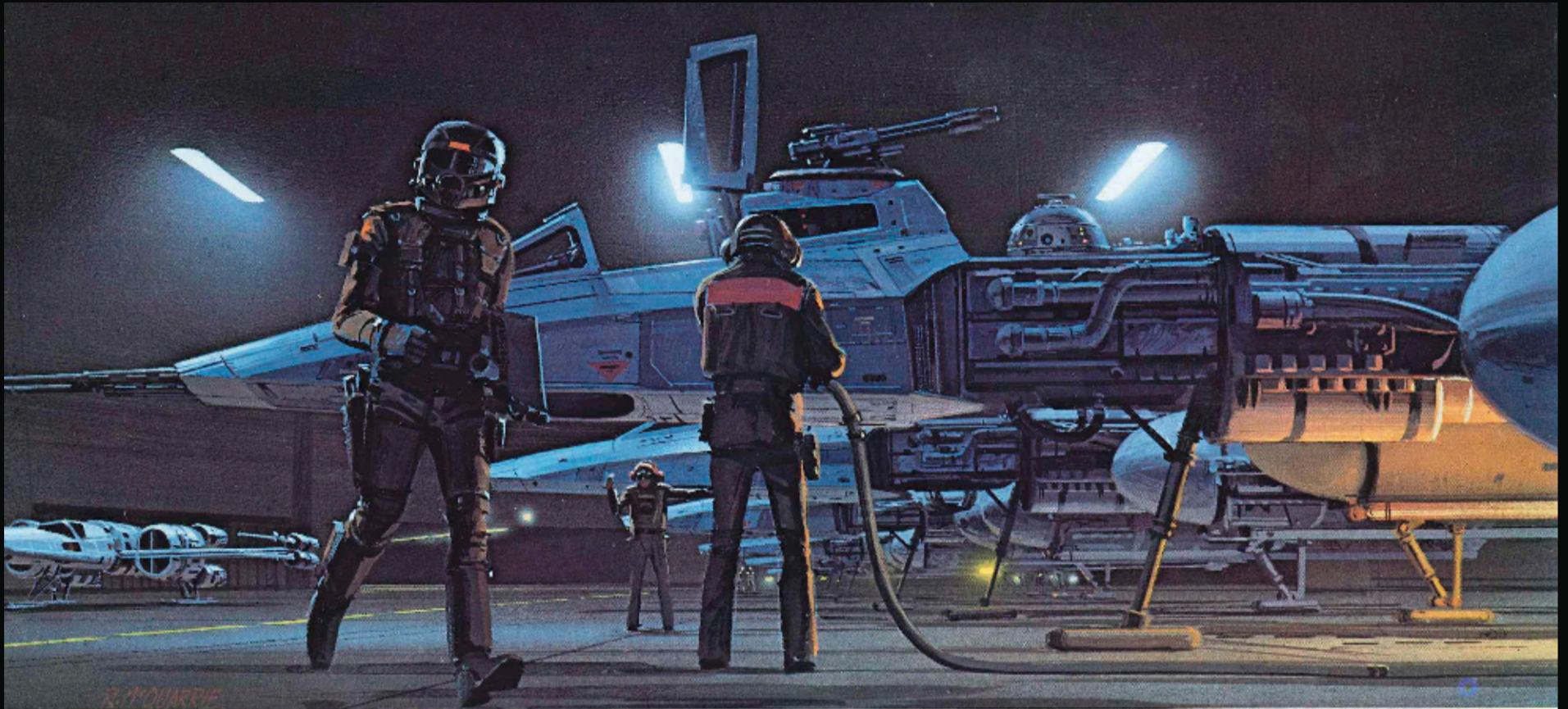
For LEGO Direct, we have the opportunity to make even bigger, more challenging models with special attention to accuracy and details. These models are fun and exciting to develop, but also a huge challenge! We always do our very best, and hope you will enjoy building it.

Happy building!



Jens Kronvold Frederiksen
Design Director, LEGO® *Star Wars*™





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ABOUT THE Y-WING STARFIGHTER™

Glistening with stardust and laden with heavy proton bomb payloads, the Y-wing was a robust fighter-bomber originally designed for use in the Clone Wars. This long-range bomber was eventually superseded by capital ships in the Imperial Starfleet however; so surplus ships were sold, reclaimed, or stolen for use in the Rebellion. Nicknamed “wishbone” by the rebels who used this spacecraft, due to its shape, the Y-wing became an invaluable resource in the fight against the Galactic Empire.

The Y-wing’s design was well-shielded and included aesthetically pleasing fuselage plating when first introduced during the Clone Wars, but the superficial hull plating required continued maintenance, and had to be removed each time work was needed on the interior of the ship. Thus, when the Y-wing was enlisted

into service for the Rebel Alliance, many maintenance crews left off the plating entirely, leaving the main hull exposed. This change lightened the weight of the spaceframe and also served to cool the engines faster, which boosted the performance of the Y-wing.

With a powerful ordnance and reliable hyperdrive, the Y-wing was used in numerous conflicts. The sturdy hull and defensive shields allowed the ship to survive flak hits during bombing runs, but due to its speed, the Y-wing was vulnerable in dog fights with the much faster TIE fighters. As a testament to the Y-wing’s utility, the rebel group on Yavin 4 stocked its Gold Squadron entirely with powerful Y-wings.

MEET THE MODEL DESIGNER

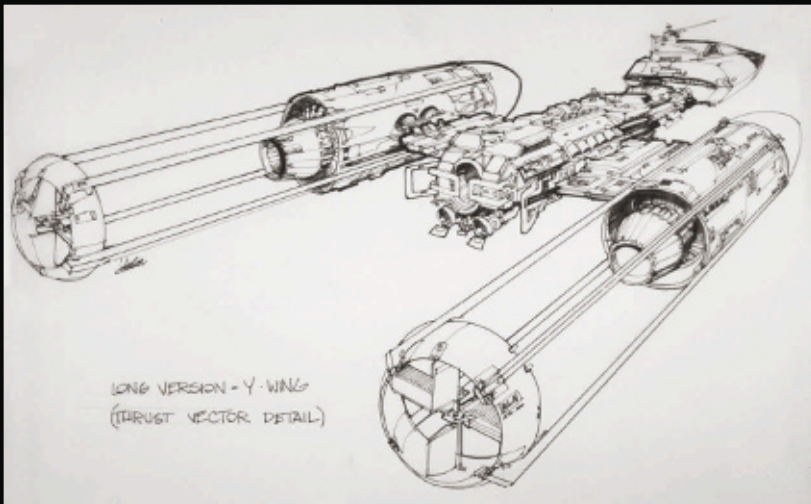
Jordan David Scott

Q: There are many unique and storied vehicles in the *Star Wars* universe. What is the process behind choosing the next amazing LEGO® *Star Wars* vehicle the team will create?

A: Deciding the next model is a long process with many factors in play! First, we look at our fans' feedback and requests for new potential models. We also look at earlier versions of a potential new model; how long ago was it launched and how can we improve it in a new version? Finally, if there is a new *Star Wars* movie out, or other relevant content, this can also influence our choice for a new model.

Q: There are several different versions of the Y-wing; the BTL-S3 two-man strike fighter, the BTL-A4 with a front-facing ion cannon, the "Longprobe" model and of course, the very first version, the BTL-B. How did you decide which Y-wing version would be built in LEGO brick form?

A: We wanted to make the most iconic depiction of the Y-wing from the *Star Wars* universe. The BTL-A4 Y-Wing Starfighter appears in *Star Wars* Episode IV: *A New Hope* in the trench run scene. It is one of the most iconic *Star Wars* scenes, so we had to go with this version.



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Jordan David Scott

Q: The Y-wing was known for having removable hull plating that was often left off. What techniques did you use to ensure the model would be robust enough with so much fuselage exposed?

A: When I started to build the Y-wing, I knew that the engines on the sides were going to be my biggest problem. They are very long and very thin. This also affected the balance point and made locking these engines quite tricky. I tried a few different designs, but in the end it turned out that a simple Technic frame and some very stable cross axles were all I needed to make it strong and easy to build. This allowed me to hide the entire construction in the amazing details of the Y-wing's exposed fuselage.

Q: What sets the Y-wing apart from other LEGO *Star Wars* sets?

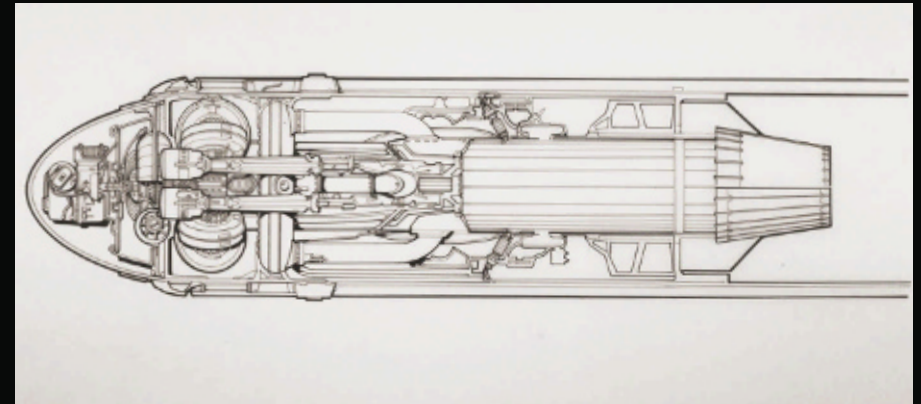
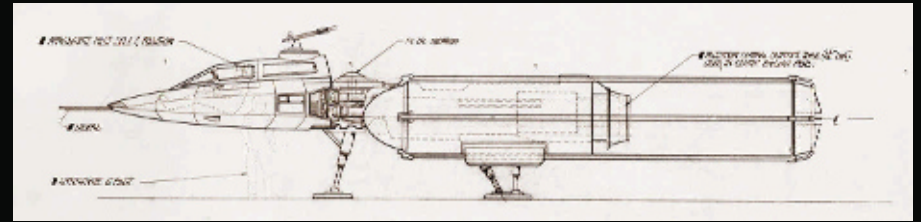
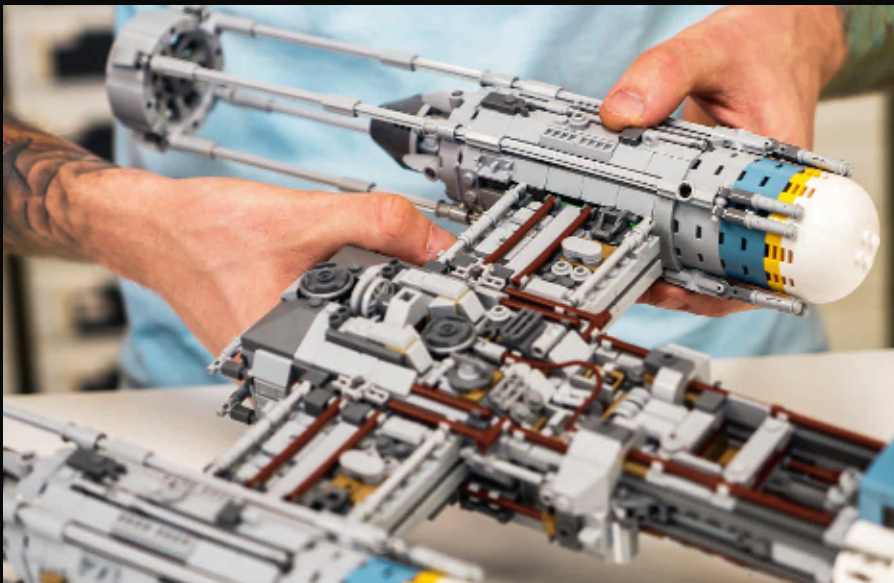
A: I think this is one of the few UCS *Star Wars* sets that has so much greebling, literally every part of the model is packed with intricate small details and builds.

Q: Was any part of the Y-wing particularly challenging to recreate with LEGO® bricks? How did you solve the problem?

A: Most definitely. The engines on the sides as I mentioned were very tricky to make stable, but the most challenging part was that they are cylinders. The previous version of the UCS Y-wing was more square in its construction, so I wanted to try and improve this, but it led to a lot of building challenges. The support pylons that run all the way down the engines are built on 4 sides, which is easy to build. However, the challenge was then attaching the whole engine to the chassis of the model. My connection points were on the same angle as the support pylons, which isn't accurate. I had to use some very weird builds with turntables to get this 45-degree angle connection point. After that, I still had to build in the details and make it look round. It was a big challenge but I am glad it paid off in the end, and I think it looks pretty accurate... I hope fans do, too.

Q: How accurate is the LEGO Y-wing, compared to the real in-universe vehicle?

A: In my eyes, it's pretty accurate. I had a lot of great reference from Lucasfilm and model kits around the office. However, like the studio-scale models, several were used for filming different scenes, so it was very difficult to pinpoint exactly which Y-wing I was building from. In the end, I would say the LEGO® Y-wing is a combination of a few different models.



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Q: What features of the Y-wing were important for you to include in the final design?

A: When looking at the reference images, I particularly liked the sand blue stripe running down the side of the cockpit. The stripe made for an interesting build but I think it worked out, and a similar technique was used on the smaller retail product from *Rogue One*. Another detail I wanted to keep, like in the UCS Snowspeeder I worked on, was the detailed underside of the model. I feel it is very important to make sure that no matter which part of the model you look at, there are accurate details from the movie.

Q: What goes into the color selection of the LEGO bricks used to create the model? Do you try to match the colors of the vehicle from the film, or are there other elements taken into consideration?

A: For the exterior of the model, we definitely have to match it as closely as possible. Luckily, the Y-wing is quite muted in color but with some nice accents. For this, I used a lot of gray and dark gray but then added in some splashes of brown and dark red for piping and dark tan for some more rusty, worn details. Inside, the model is quite colorful to make the building experience easier. I am from Scotland so I always try to hide a blue and white brick in the build somewhere. The cockpit is all white, so that wasn't too difficult!

MEET THE GRAPHIC DESIGNER

Madison O'Neil

Q: How do you begin the graphic design process for a new set and new minifigures?

A: When the graphic design process begins, we usually have a solid idea of which characters we want to include. From that point, I move to reference-gathering and graphic design exploration. Exploration usually involves creating several different versions of the same design, playing with the color choices and sizes of elements. I will occasionally sketch by hand, but most of the time I start directly in Adobe Illustrator. We then have several rounds of discussions and reviews within the *Star Wars* graphic design team to make refinements, and of course Lucas film approval is the final step where revisions may be required.

Q: What challenges do you face when creating designs that need to be recognizable and sufficiently detailed, but also small enough to fit on a minifigure?

A: The greatest challenge comes from *Star Wars* characters that are overloaded on detail. A standard minifigure is tiny, and very differently proportioned from an actual human. Fitting in all the important details can sometimes feel like a jigsaw puzzle. But, part of the LEGO® DNA is simplification. We determine the most important details to prioritize in our characters, perhaps eliminating small things that add little value to a design at this scale.



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Madison O'Neil

Q: Are there any memorable details from the movie versions of the minifigures that were important for you to incorporate in the final design?

A: Most important in this set was of course the helmet of Gold Leader, a.k.a. Jon "Dutch" Vander. The olive green color and the symbols on its sides make it quite unique.

Q: What do you find enjoyable about the minifigure design process?

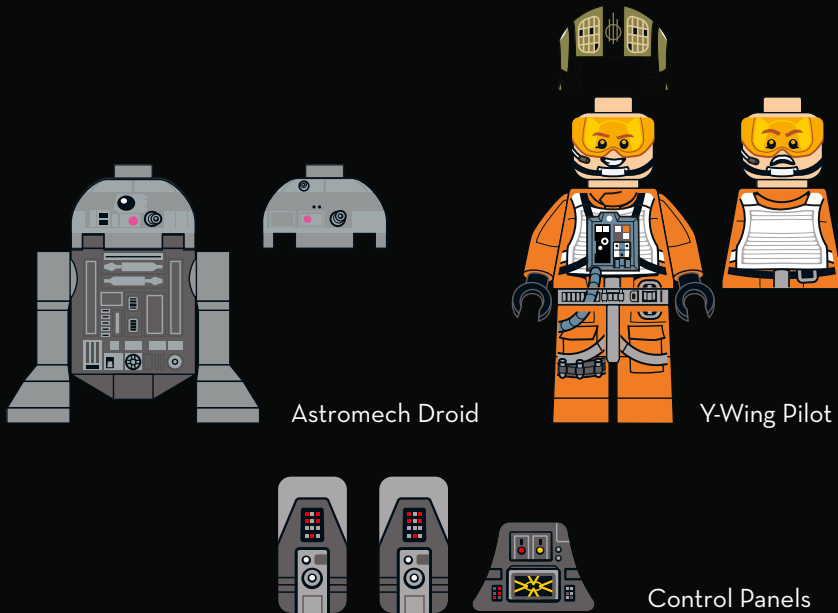
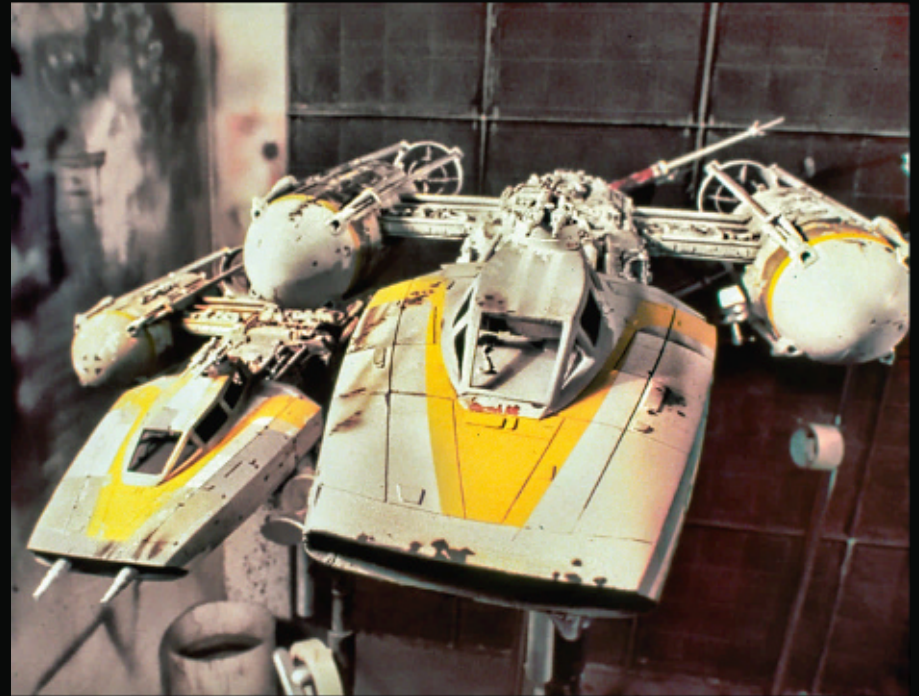
A: I have the good fortune of being both a huge *Star Wars* fan and a huge LEGO fan, so being able to translate characters from one beloved universe to another is a truly special experience for me. If I had to pick a favorite part of the process, it would have to be the full completion of a design, which to me is when I receive the printed elements for the first time and can hold the character in my hands.

Q: What do you use as reference material for designing the minifigure decos? Film stills? Licensed art?

A: This can depend largely on which film the character is from. If the film hasn't been released yet, we will receive concept art and turn-around images of the character to work from. If the character is from the original trilogy or prequels, I prefer to go back and collect stills directly from the films. I feel that this provides the best representation of how the audience will have experienced a given character, and also provides a good excuse for me to watch *Star Wars* at work! For Gold Leader, I collected images from *A New Hope* and even referenced his brief cameo appearance in *Rogue One*.

Q: Characters from the *Star Wars* universe are very detailed. How do you pick and choose which details to bring to life, and which are ultimately not as important in the final design?

A: I think it comes down to scale and impact. We have many design requirements when it comes to ensuring quality graphics, like minimum stroke thicknesses and dot size. Some details on characters are too small to include simply due to our guidelines. Other small details might be weeded out because they are not as impactful... they are not the things a fan will remember about the character. The most interesting and memorable features are always accentuated.



« NOUS DESCENDONS SUR L'OBJECTIF ! »



Directeur du design : Jens Kronvold Frederiksen / Designer du modèle : Jordan David Scott / Graphiste : Madison O'Neil

À PROPOS DE L'ÉQUIPE DE DESIGN LEGO® STAR WARS

L'aventure LEGO® *Star Wars* a commencé en 1999 et nous avons depuis conçu chaque année de nouveaux modèles pour cette gamme de produits. L'équipe de design LEGO *Star Wars* est composée de onze créateurs de modèles et de quatre graphistes. Elle regroupe de nouveaux designers avec des idées originales et des designers LEGO *Star Wars* expérimentés ayant de nombreux modèles à leur actif.

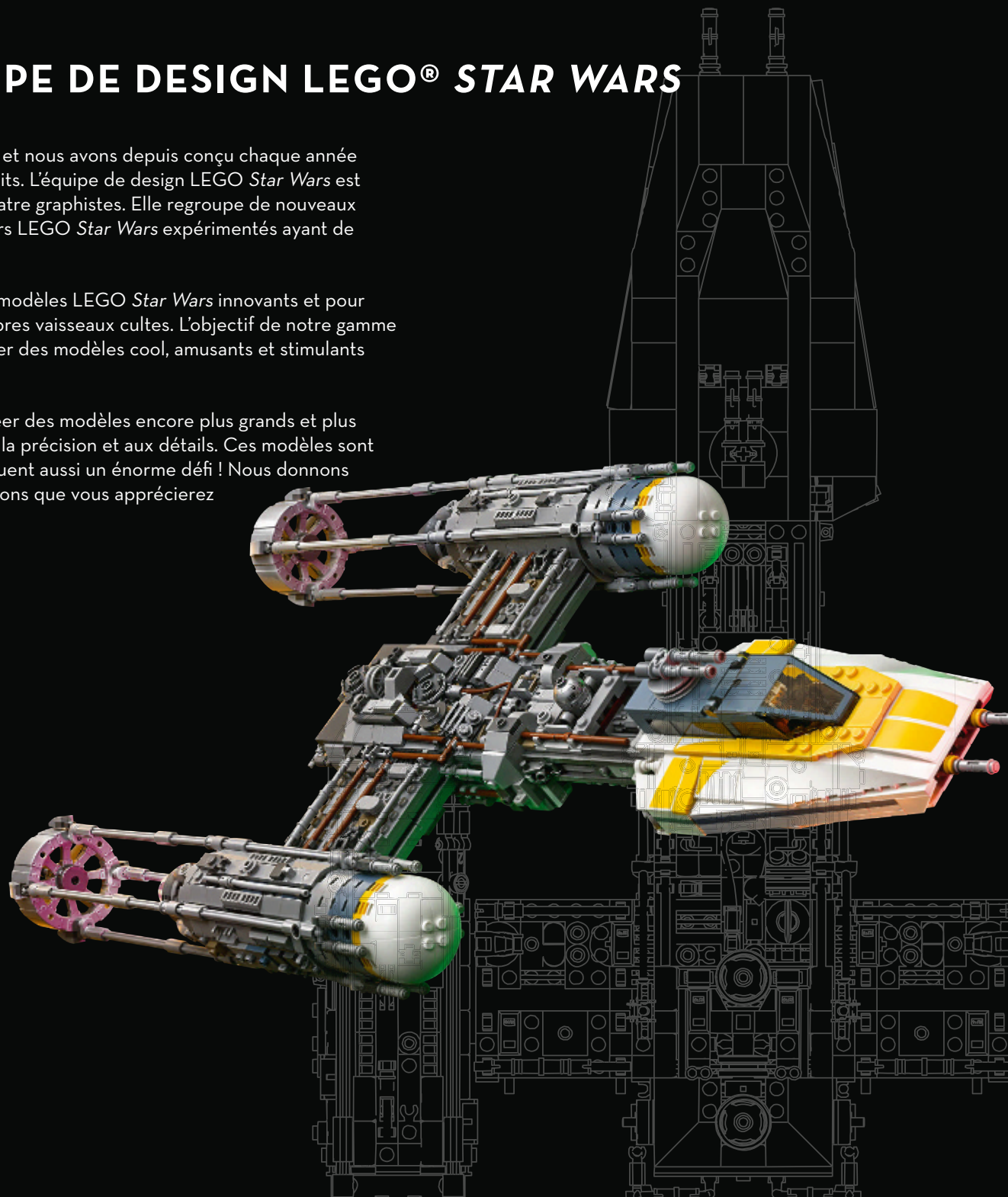
Il s'agit de l'équipe idéale pour créer de nouveaux modèles LEGO *Star Wars* innovants et pour améliorer les versions LEGO antérieures des célèbres vaisseaux cultes. L'objectif de notre gamme principale de produits LEGO *Star Wars* est de créer des modèles cool, amusants et stimulants pour les enfants.

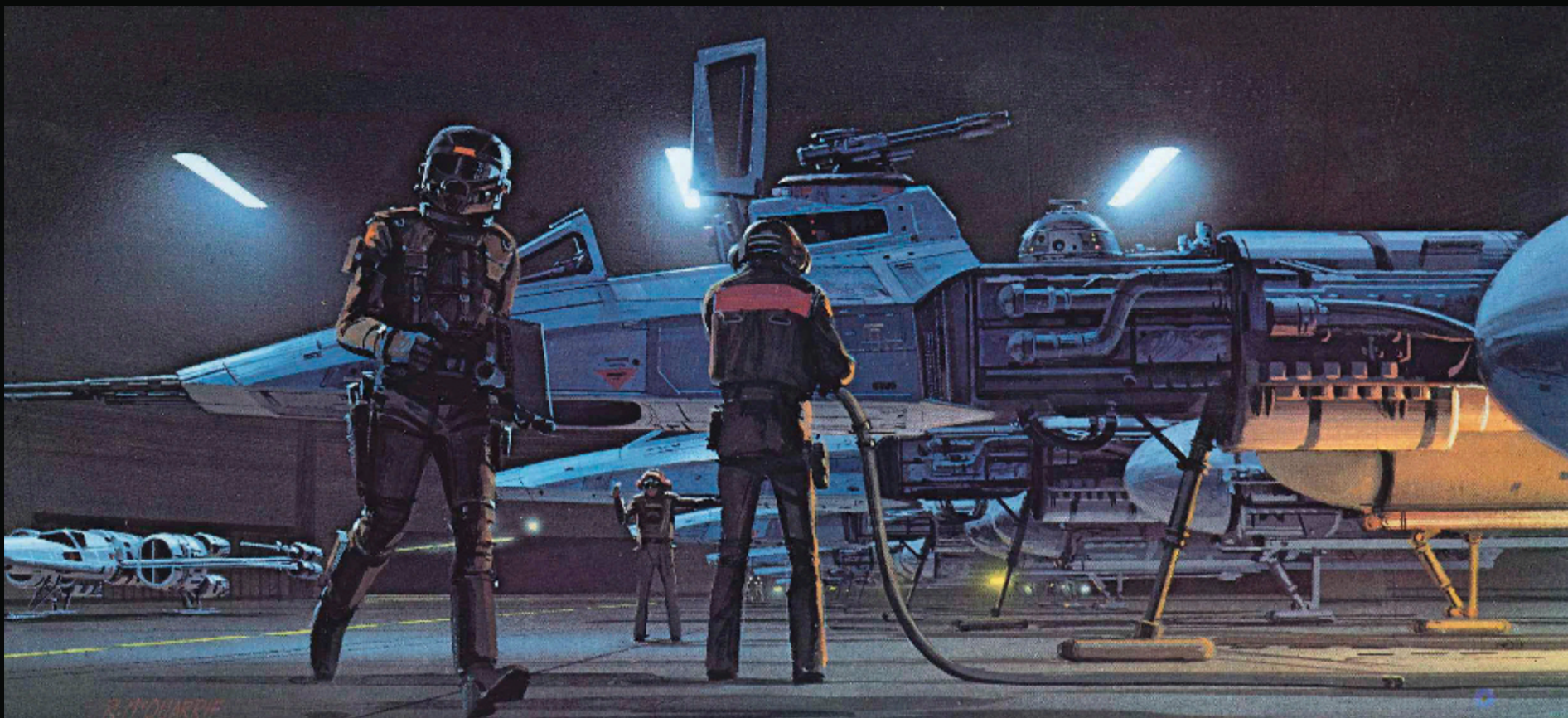
Pour LEGO Direct, nous avons la possibilité de créer des modèles encore plus grands et plus complexes, en prêtant une attention particulière à la précision et aux détails. Ces modèles sont amusants et fascinants à concevoir, mais ils constituent aussi un énorme défi ! Nous donnons toujours le meilleur de nous-mêmes, et nous espérons que vous apprécierez l'expérience de construction.

Bonne construction !



Jens Kronvold Frederiksen
Directeur du design, LEGO® *Star Wars*™





Ralph McQuarrie © et ™ Lucasfilm Ltd.

À PROPOS DU Y-WING STARFIGHTER™

Scintillant de poussière d'étoiles et lourdement armé de bombes à protons, le robuste chasseur-bombardier Y-Wing était à l'origine destiné à la Guerre des Clones. Ce bombardier longue portée fut finalement remplacé par des vaisseaux plus imposants dans la flotte impériale. Les modèles restants ont donc été vendus, récupérés ou volés pour servir la Rébellion. Surnommé « wishbone » par les rebelles qui ont piloté ce vaisseau spatial, le Y-wing a joué un rôle de premier plan dans le combat contre l'Empire Galactique.

Le premier modèle de Y-wing, conçu pendant la Guerre des Clones, offrait une excellente protection et les sections du fuselage formaient un résultat très esthétique. Toutefois, la carlingue qui le recouvrait nécessitait un entretien continu et devait être retirée chaque fois qu'une réparation interne était

nécessaire. Ainsi, lorsque l'Alliance Rebelle a pris possession de ces vaisseaux, plusieurs équipes d'entretien ont décidé de laisser tomber la carlingue, exposant alors la coque principale. Une fois délesté de ce poids, le Y-wing a gagné en puissance, notamment parce que les moteurs arrivaient à se refroidir plus rapidement.

Chargé de munitions explosives et doté d'un hyperpropulseur à toute épreuve, le Y-wing a participé à de nombreuses batailles. Grâce à une coque robuste et à des boucliers défensifs, le vaisseau était capable d'absorber de gros tirs, mais il restait vulnérable face aux chasseurs TIE qui étaient beaucoup plus rapides. Fait révélateur du rôle de ce vaisseau, l'escadron Gold du groupe rebelle sur Yavin 4 était entièrement composé de puissants Y-wings.

RENCONTRE AVEC LE DESIGNER DU MODÈLE

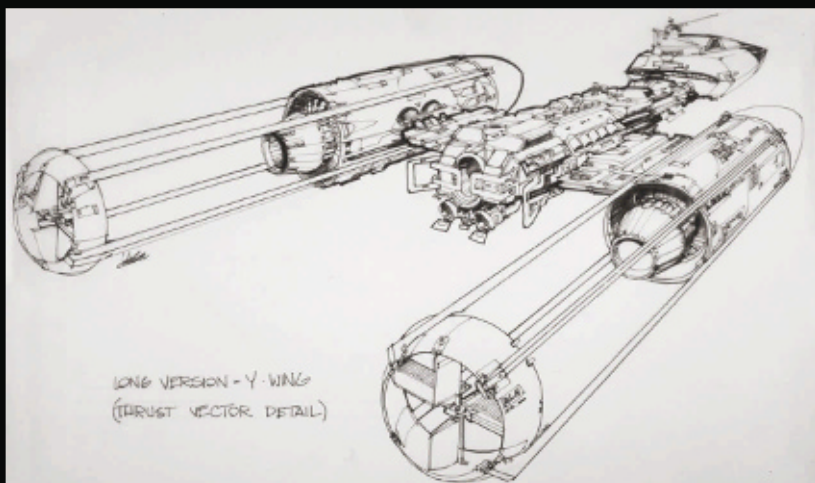
Jordan David Scott

Q : Il existe une foule de véhicules et de vaisseaux dans l'univers *Star Wars*, chacun ayant une histoire unique. Comment faites-vous pour choisir quel sera le prochain modèle LEGO® *Star Wars* génial que vous allez créer avec votre équipe ?

R : Choisir un modèle est un long processus qui implique plusieurs facteurs ! Tout d'abord, nous allons voir les commentaires et les demandes des fans de LEGO® pour trouver des idées de nouveaux modèles potentiels. Puis, nous regardons les modèles déjà offerts, et leur date de sortie, pour évaluer comment nous pourrions améliorer l'un d'eux et proposer une nouvelle version. Enfin, lors de la sortie d'un nouveau film *Star Wars* ou de contenu associé, nous restons à l'affût pour voir le potentiel d'un nouveau modèle.

Q : Il existe différentes versions du Y-wing. Il suffit de penser au BTL-S3, un chasseur à deux sièges, au BTL-A4, doté d'un canon à ions à l'avant, au modèle longue portée et finalement, au BTL-B, la version originale. Comment avez-vous choisi le modèle de Y-wing à construire en briques LEGO ?

R : Nous voulions que notre Y-wing soit le plus représentatif de l'univers *Star Wars*. Le chasseur-bombardier Y-Wing BTL-A4 fait une apparition



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Jordan David Scott

dans l'Épisode IV : *Un nouvel espoir* dans la scène de poursuite dans les tranchées. C'est l'une des scènes les plus célèbres de *Star Wars*, c'est pourquoi nous avons choisi ce modèle.

Q : Le Y-wing était reconnu pour sa carlingue amovible, qui était souvent mise de côté. Comment avez-vous fait pour vous assurer que le modèle soit assez solide, en laissant une grande partie du fuselage à découvert ?

R : Lorsque j'ai commencé à construire le Y-wing, je savais déjà que les moteurs latéraux seraient mon plus gros défi. Ils sont très longs et très minces. Cela compliquait notre tâche pour trouver le point d'équilibre du vaisseau et bien ancrer les moteurs. J'ai essayé plusieurs façons, puis j'ai finalement opté pour un simple cadre Technic doté d'essieux stabilisateurs entrecroisés, afin d'obtenir un résultat solide et facile à construire. Ainsi, j'ai pu dissimuler la structure du Y-wing sous les détails impressionnants du fuselage à découvert.

Q : Qu'est-ce qui différencie le Y-wing des autres ensembles LEGO *Star Wars* ?

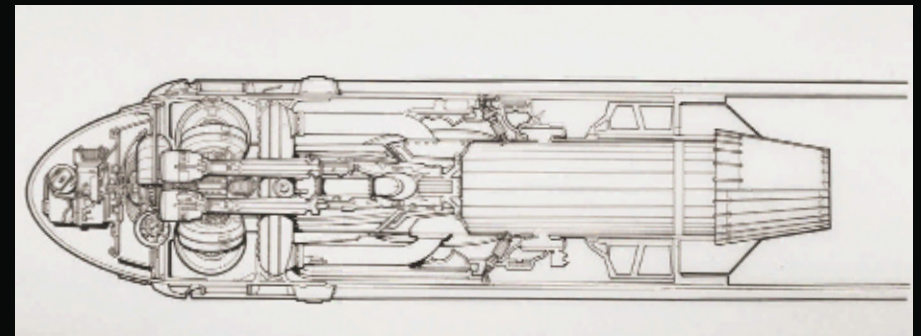
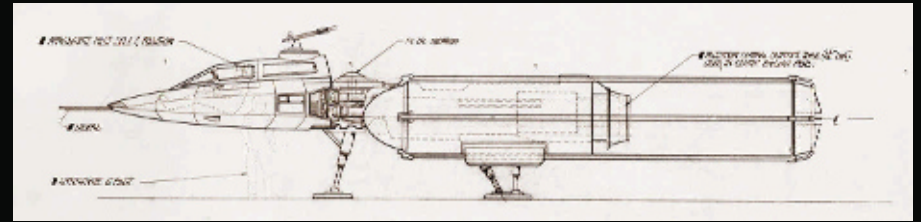
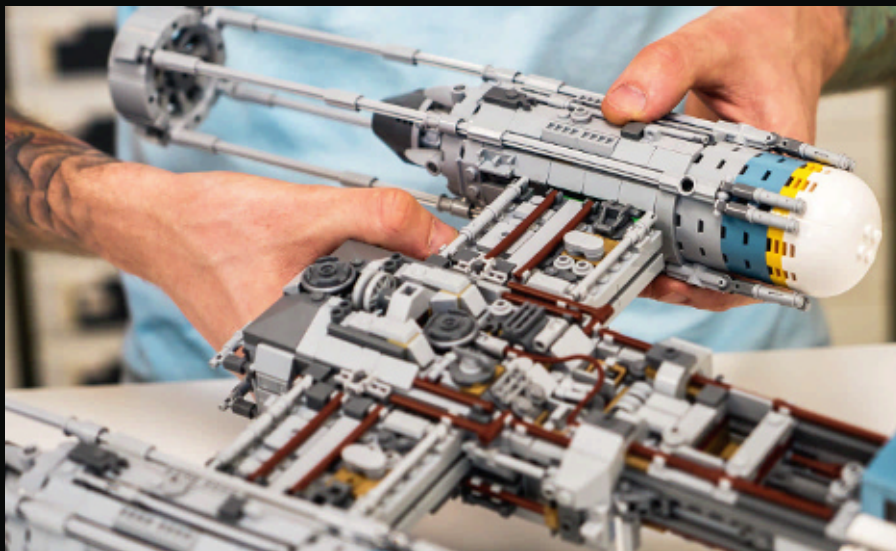
R : Je dirais qu'il s'agit d'un des rares ensembles de la série de collection suprême de *Star Wars* à être aussi détaillé. En effet, chaque partie comporte de minuscules détails et garnitures.

Q : Y a-t-il une section particulière du Y-wing qui était plus difficile que les autres à reproduire en briques LEGO® ? Et comment avez-vous surmonté cette difficulté ?

R : Absolument ! Comme je l'ai déjà mentionné, les moteurs latéraux représentaient tout un défi du point de vue de la stabilité, mais plus encore, le fait qu'ils soient cylindriques rendait la chose complexe. La version précédente du Y-wing de la série de collection suprême avait une forme plus carrée, alors je voulais faire mieux, mais cela a amené son lot de difficultés. Les pylônes de soutien qui longent les moteurs sont construits sur 4 faces, ce qui simplifie la construction. Par contre, le vrai défi était de fixer le moteur au châssis du modèle. Les points d'ancrage disponibles étaient dans le même axe que les pylônes de soutien. Ce n'était pas une bonne chose. J'ai eu recours à des techniques vraiment étranges avec des plaques tournantes pour obtenir un point d'ancrage à 45 degrés. Ensuite, il me restait encore à ajouter les détails et à lui donner un aspect arrondi. C'était tout un défi, mais je suis fier d'avoir trouvé, et je pense que le résultat est assez réaliste... J'espère que les fans seront aussi satisfaits.

Q : À quel point le Y-wing LEGO ressemble-t-il au vrai vaisseau de l'univers Star Wars ?

R : À mes yeux, il est assez réaliste. Au bureau, j'étais entouré de nombreux plans et modèles de référence de Lucasfilm. Cependant, comme le studio possédait plusieurs modèles réduits pour filmer les différentes scènes, je ne pourrais pas dire exactement quel Y-wing a été mon modèle principal. Bref, on peut dire que le Y-wing LEGO® est une combinaison de plusieurs modèles.



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Q : Quelles caractéristiques du Y-wing étaient essentielles à la conception finale ?

R : En regardant les images de référence, j'ai tout de suite accroché sur la bande bleue qu'arborait le côté de la cabine. La bande ajoutait un élément intéressant à la construction et l'effet était réussi. Une technique semblable a été utilisée pour le produit plus petit de *Rogue One*. Un autre aspect important pour moi était la complexité du dessous du modèle, comme celui du Snowspeeder de la série de collection suprême sur lequel j'avais travaillé. À mon avis, on doit retrouver sur le modèle des détails précis des films, peu importe de quel angle on l'observe.

Q : Comment choisissez-vous les couleurs des briques LEGO pour un modèle ? Essayez-vous de respecter les couleurs du véhicule aperçu dans le film ou vous basez-vous sur d'autres éléments ?

R : Pour l'extérieur du modèle, nous devons rester près de l'original autant que possible. Heureusement, le Y-wing a des couleurs assez neutres avec quelques touches plus vives. Pour reproduire l'original, je suis allé dans les teintes de gris et de gris foncé, puis j'ai ajouté des touches de brun et de rouge foncé pour les conduites, et finalement un peu de beige foncé pour ajouter des détails d'usure et de rouille. À l'intérieur, les pièces sont assez colorées, afin de faciliter la construction. Puisque je suis Écossais, j'essaie toujours de cacher une brique bleue et blanche quelque part dans l'ensemble. La cabine est entièrement blanche, alors ça n'a pas été trop difficile !

RENCONTRE AVEC LE GRAPHISTE

Madison O'Neil

Q : Comment amorcez-vous le processus de conception graphique d'un nouvel ensemble et de nouvelles figurines ?

R : Au début du processus de conception graphique, nous avons déjà une bonne idée des personnages que nous voulons faire. À partir de cela, je commence à rassembler de l'information et à explorer différents modèles. Durant cette étape, je produis plusieurs versions d'un même design, en modifiant les couleurs et la taille des éléments. Parfois, je dessine à la main, mais la plupart du temps, je travaille directement dans Adobe Illustrator. Ensuite, nous nous réunissons en équipe pour discuter et retoucher certains détails, et après plusieurs modifications, nous devons évidemment faire approuver le modèle par Lucasfilm.

Q : Quels défis rencontrez-vous à la conception lorsque vous devez créer une figurine suffisamment détaillée pour que les gens reconnaissent le personnage, tout en respectant le format miniature ?

R : Les personnages de *Star Wars* représentent un véritable défi; ils sont tellement chargés de détails ! Une figurine standard est petite et n'a pas les mêmes proportions qu'un humain. Trouver un moyen de faire rentrer tous les détails importants est un véritable casse-tête. Toutefois, les principes de LEGO® reposent sur la simplification. Nous sélectionnons donc les détails les plus importants à ajouter au personnage et laissons de côté ce qui est superflu pour un modèle de cette taille.



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Madison O'Neil

Q : Y a-t-il des détails marquants tirés du film que vous vouliez absolument ajouter à la conception finale ?

R : Oui, je tenais vraiment à incorporer le casque du chef de l'escadron Gold, surnommé Jon « Dutch » Vander. De couleur vert olive et décoré de symboles sur le côté, ce casque est tout à fait unique.

Q : Qu'est-ce que vous aimez le plus dans le processus de conception des figurines ?

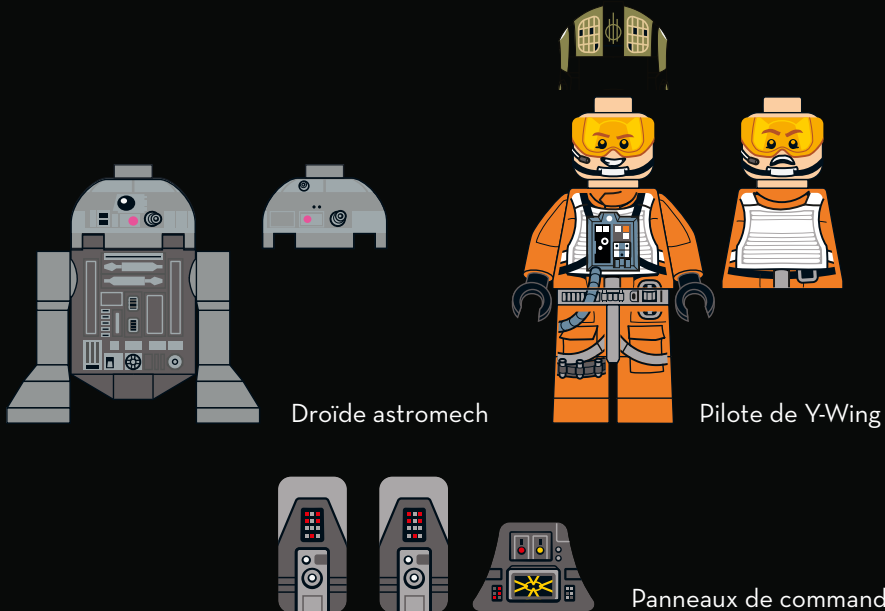
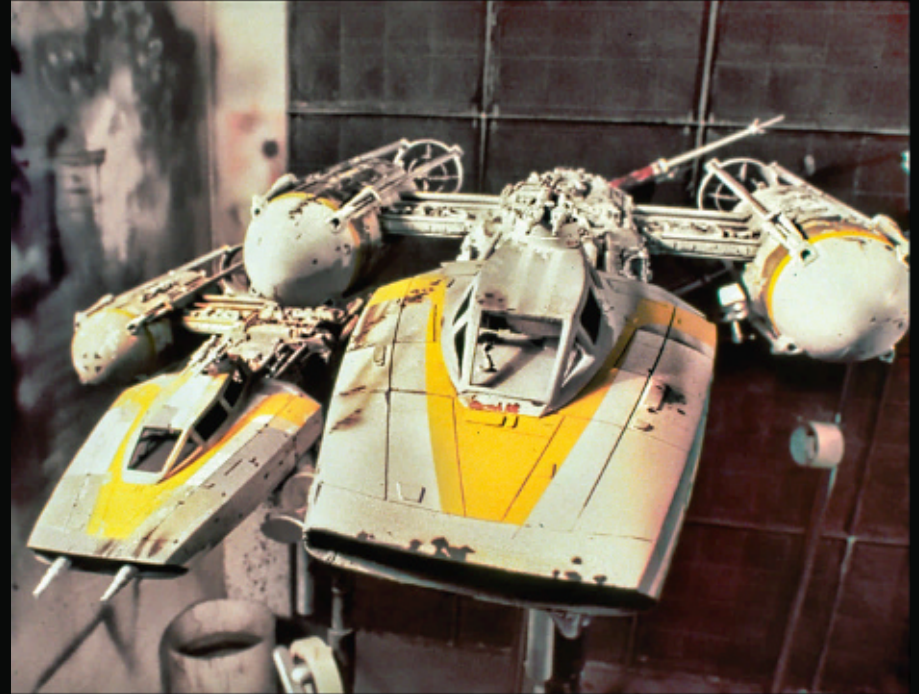
R : En fait, je suis un très grand amateur de *Star Wars* et de LEGO, alors j'ai la chance de pouvoir transposer les personnages d'un univers fantastique à un autre. C'est une expérience exceptionnelle pour moi. Si je dois choisir une étape en particulier, je dirais à la toute fin de la conception, quand je reçois les éléments imprimés et que j'ai le personnage entre mes mains pour la toute première fois.

Q : Quel genre de matériel de référence utilisez-vous pour concevoir les décorations des figurines ? Des photos des films ? Des images sous licence ?

R : Tout dépend du film dans lequel le personnage se retrouve. Par exemple, si le film n'est pas encore sorti, nous travaillons à partir d'illustrations et d'images 360 degrés des personnages. Pour un personnage de la trilogie originale ou des antépisodes, je préfère aller chercher des photos directement tirées des films. Selon moi, on arrive à mieux représenter un personnage en se collant à l'expérience vécue par le public. En plus, je l'avoue, ça me donne une bonne excuse de regarder *Star Wars* au travail ! Pour le chef de l'escadron Gold, j'ai recueilli des images du film *Un nouvel espoir* et j'ai également noté son apparition dans *Rogue One*.

Q : Les personnages de l'univers *Star Wars* sont très détaillés. Comment faites-vous pour départager les détails essentiels des moins importants dans la conception finale ?

R : Je pense que tout se résume à l'échelle et à l'impact. Il y a de nombreuses exigences techniques à respecter, comme l'épaisseur des traits et la taille des points, afin d'assurer une certaine qualité visuelle. Pour respecter ces critères, nous devons éliminer certains détails qui sont simplement trop petits. Nous éliminons également d'autres petits détails moins importants, qui ne sont pas des traits marquants des personnages. Par contre, les caractéristiques essentielles sont toujours mises de l'avant.



“¡INICIAMOS RONDA DE ATAQUE!”



Director de diseño: Jens Kronvold Frederiksen / Diseñador del modelo: Jordan David Scott / Diseñador gráfico: Madison O'Neil

ACERCA DEL EQUIPO DE DISEÑO DE LEGO® STAR WARS

La línea LEGO® *Star Wars* inició en 1999 y se ha ido ampliando con nuevos modelos cada año desde entonces. El equipo de diseño de LEGO *Star Wars* se compone de once diseñadores de modelos y cuatro diseñadores gráficos. El grupo combina nuevos diseñadores con ideas frescas y diseñadores con mucha experiencia en el universo LEGO *Star Wars* y un gran número de modelos a sus espaldas.

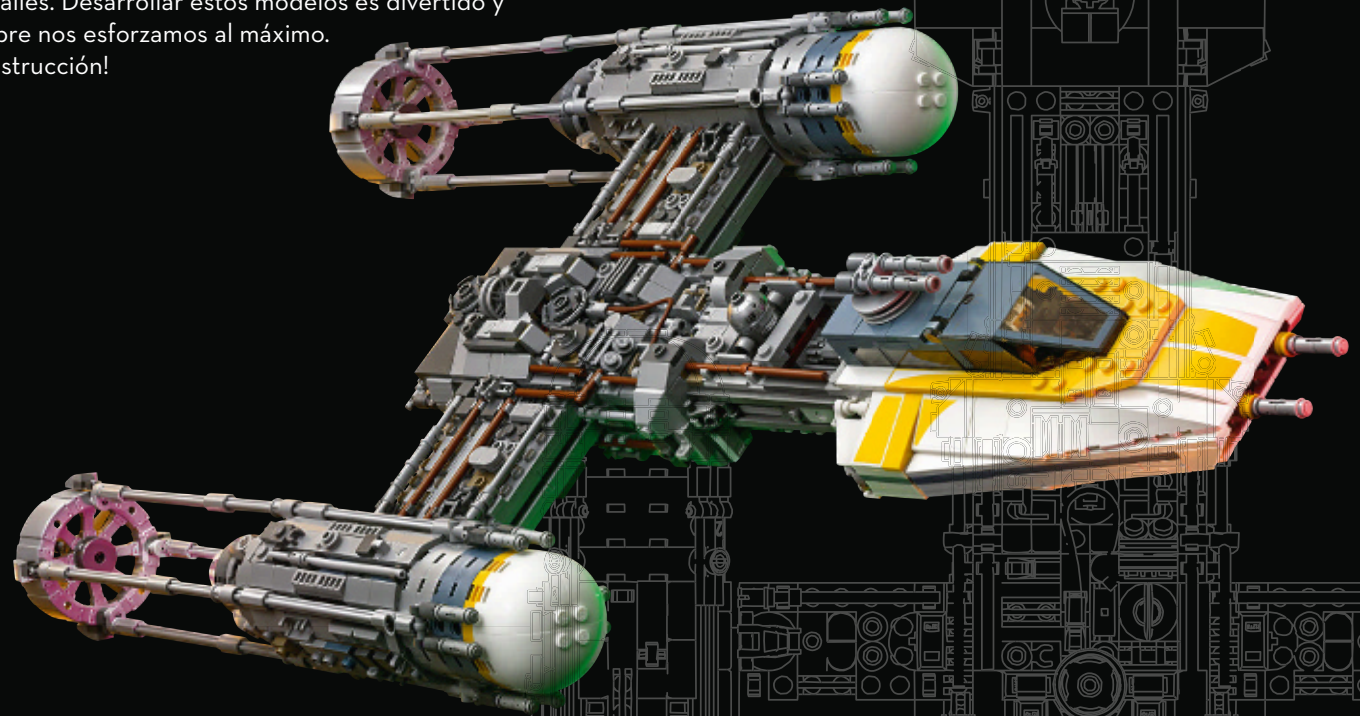
Es un equipo ideal para la creación de modelos LEGO *Star Wars* innovadores, así como para la revisión y mejora de las antiguas versiones LEGO de las naves más clásicas y populares de la saga. El principal objetivo de la línea LEGO *Star Wars* es hacer llegar a los niños modelos divertidos, modernos e inspiradores basados en este universo.

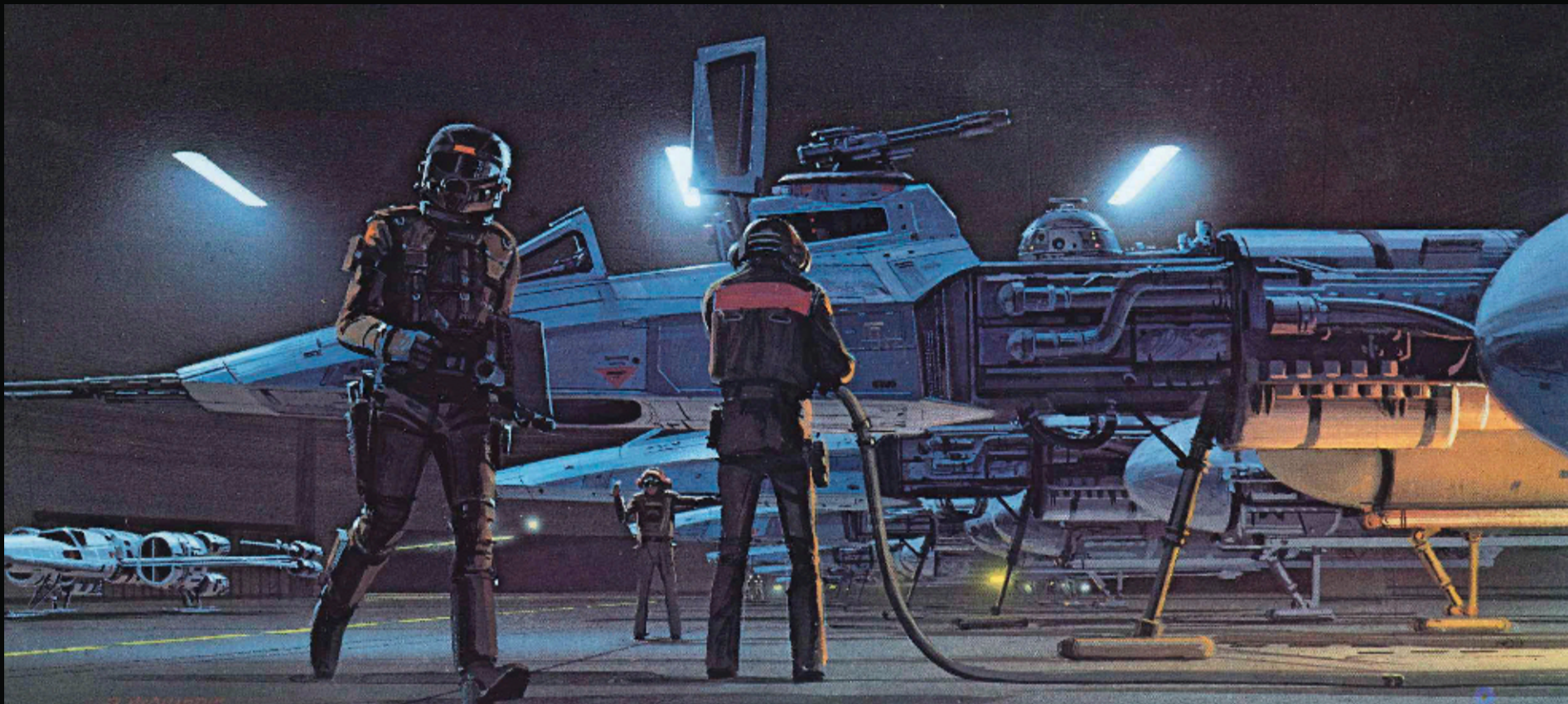
Para LEGO Direct, es una magnífica oportunidad de crear modelos más grandes y complejos, poniendo especial atención a la precisión y los detalles. Desarrollar estos modelos es divertido y emocionante, ¡pero también es un gran reto! Siempre nos esforzamos al máximo. ¡Esperamos que disfrutes de la experiencia de construcción!

¡Feliz construcción!



Jens Kronvold Frederiksen
Director de diseño, LEGO® *Star Wars*™





Ralph McQuarrie © & ™ Lucasfilm Ltd.

ACERCA DEL CAZA ESPACIAL Y-WING

Orgullosamente cubierto de polvo de estrellas y armado con pesadas bombas de protones, el Y-wing fue un sólido cazabombardero diseñado originalmente para las Guerras Clónicas. Esta nave de largo alcance acabó siendo sustituida por otras más modernas en la flota imperial, así que las unidades sobrantes se vendieron, fueron recuperadas por sus dueños originales o las robaron los rebeldes para su causa. Apodada “Wishbone” por los rebeldes que la piloteaban por su parecido con el hueso de pollo que recibe ese nombre en inglés, el Y-wing se convirtió en un valioso recurso en la lucha contra el Imperio Galáctico.

Cuando fue introducido durante las Guerras Clónicas, el Y-wing incorporaba un buen blindaje y una bonita cubierta sobre el fuselaje; sin embargo, el casco superficial requería constante mantenimiento y había que desmontarlo cada vez que era necesario trabajar dentro de la nave. Así, cuando el Y-wing entró en

servicio para la Alianza Rebelde, muchos equipos de mantenimiento decidieron mantener desmontada la cubierta, dejando descubierto el fuselaje principal. El cambio aligeró el peso de la estructura espacial y permitió también enfriar los motores más rápido, lo cual aportó potencia al Y-wing.

Con su poderoso armamento y una confiable unidad de hipervelocidad, el Y-wing fue la nave elegida para participar en numerosos conflictos. Gracias a su resistente fuselaje y sus escudos defensivos, la nave era capaz de sobrevivir al fuego antiaéreo durante los bombardeos; sin embargo, debido a su escasa velocidad, el Y-wing era muy vulnerable cuando tenía que enfrentarse a los cazas TIE, mucho más rápidos. Como prueba de la eficiencia del Y-wing, el grupo rebelde de Yavin 4 armó completamente al Escuadrón Dorado con potentes cazas espaciales de este tipo.

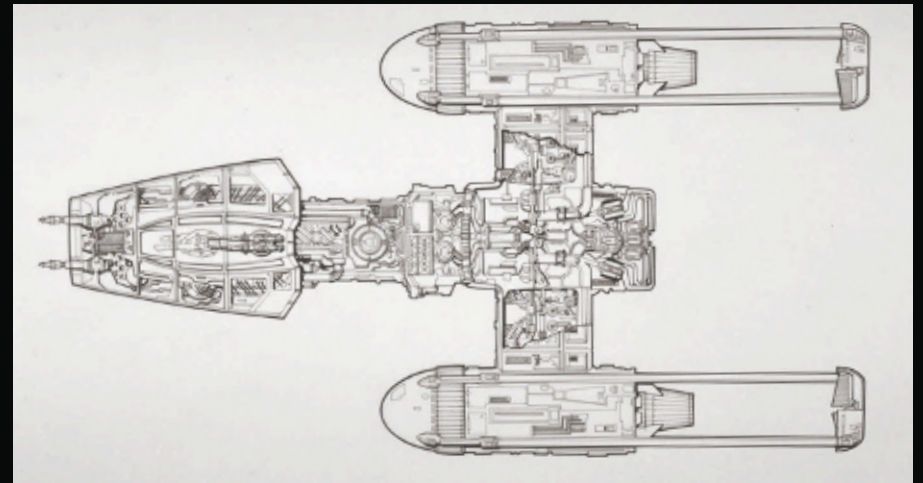
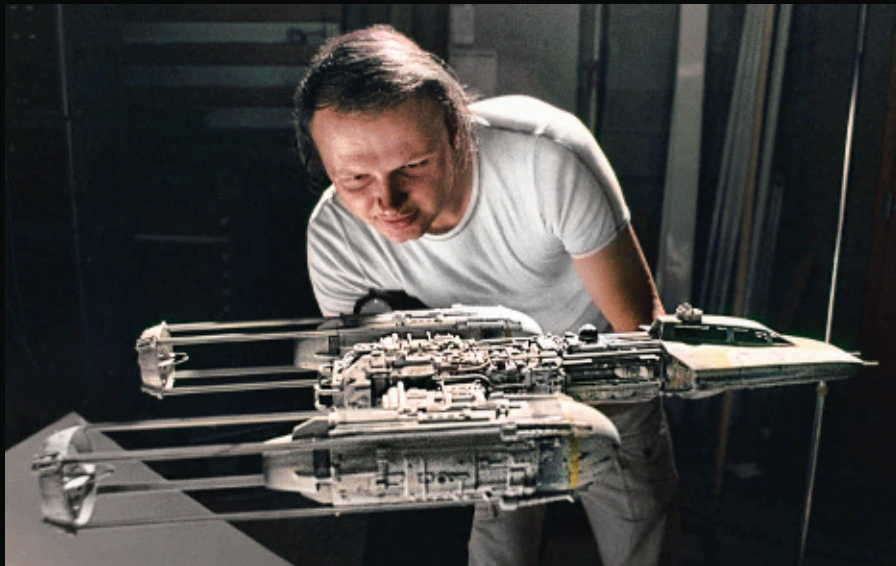
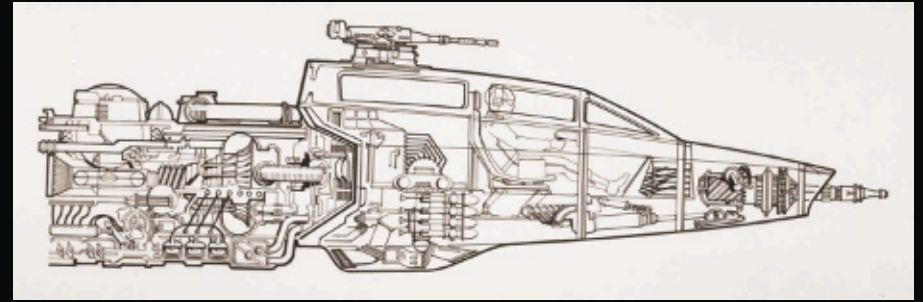
DATOS/ESPECIFICACIONES

Y-Wing BTL: datos generales

Fabricante Corporación Koensayr
Modelo Caza espacial Y-Wing BTL
Afilación Alianza Rebelde

Y-Wing BTL: especificaciones técnicas

Longitud 16,24 m
Altura 2,44 m
Velocidad atmosférica máxima 1,000 km/h
Tipo de hipervelocidad Clase 1.0
Armamento Cañones láser Taim & Bak IX4 (2)
Cañones de iones SW-5 (2)
Lanzamisiles
Propulsión Motor de iones R200 turbomodificado a estribor
Tripulación 1 piloto
Droide astromecánico



CONOCE AL DISEÑADOR DEL MODELO

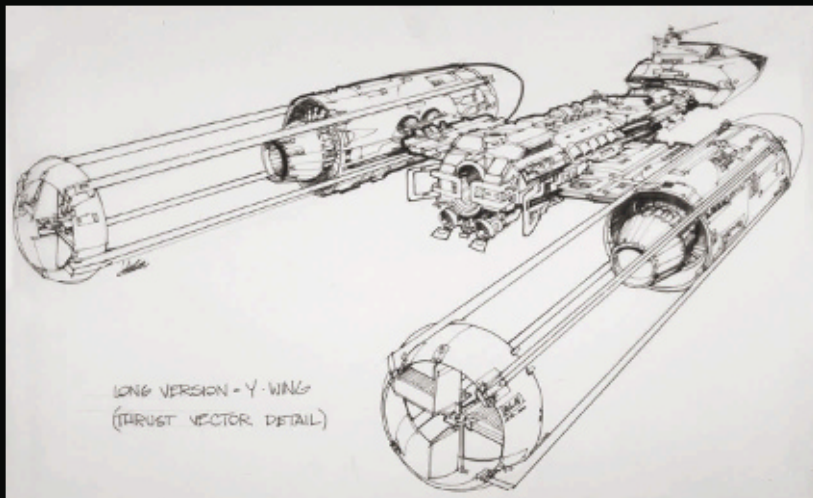
Jordan David Scott

P: Hay muchos vehículos diferentes con grandes historias en el universo *Star Wars*. ¿Qué proceso determina cuál será el siguiente vehículo LEGO® *Star Wars* que creará el equipo?

R: ¡Decidir cuál será el siguiente modelo es un proceso largo en el que intervienen muchos factores! En primer lugar, nos interesan las opiniones de los fans y sus deseos acerca de posibles nuevos modelos. También tenemos en cuenta las versiones anteriores de un posible nuevo modelo; ¿hace cuánto que salió a la venta y cómo podría mejorarlo una nueva versión? Por último, si acaba de estrenarse una película de la saga *Star Wars* o hay alguna otra novedad, eso también puede influir sobre la elección de un nuevo modelo.

P: Existen varias versiones diferentes del Y-wing: el caza de ataque de dos plazas BTL-S3; el BTL-A4, con cañón de iones delantero; el modelo "Longprobe"; y, claro está, el BTL-B, la versión original. ¿Cómo decidieron qué versión del Y-wing transformar en un modelo de bricks LEGO?

R: Queríamos reflejar la representación más emblemática del Y-wing en el universo *Star Wars*. El caza espacial Y-Wing BTL-A4 aparece en el



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Jordan David Scott

episodio IV de *Star Wars: Una nueva esperanza*, durante la escena del ataque a la Estrella de la Muerte. Es una de las escenas más populares de *Star Wars*, así que teníamos que hacer esa versión.

P: El Y-wing es conocido por tener un casco desmontable que a menudo se dejaba desmontado. ¿Qué técnicas usaron para asegurarse de que el modelo fuera lo suficientemente sólido con tanto fuselaje descubierto?

R: Cuando empecé a construir el Y-wing, sabía que los motores a los lados iban a ser mi mayor problema. Son muy largos y particularmente delgados. Eso afectó también al punto de equilibrio e hizo bastante difícil mantenerlos fijos. Intenté diferentes diseños, pero al final resultó que una sencilla estructura Technic y algunos ejes en cruz muy estables eran lo único que necesitaba para hacerlo sólido y fácil de construir. Así pude ocultar también todos los elementos estructurales en los asombrosos detalles del fuselaje expuesto del Y-wing.

P: ¿Qué diferencia al Y-wing de otros sets LEGO *Star Wars*?

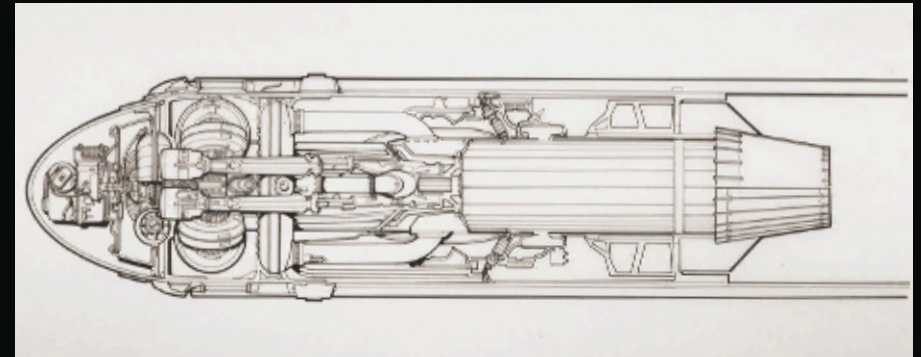
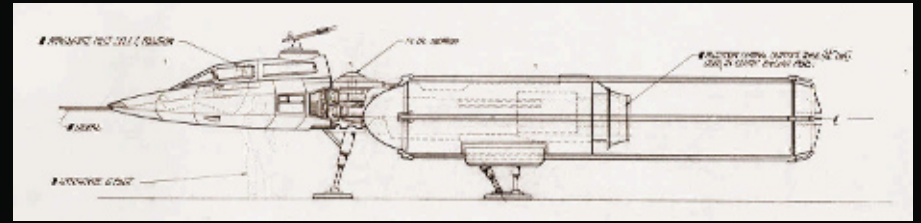
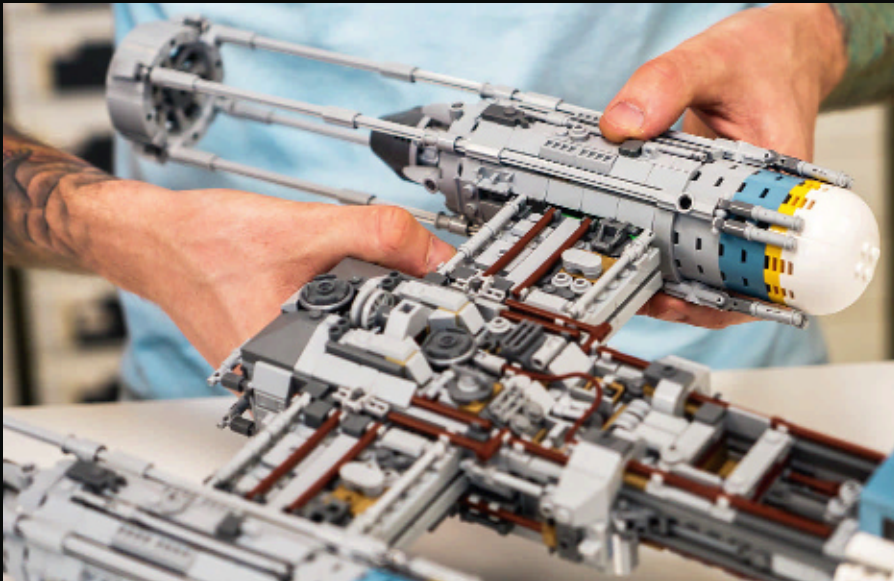
R: Creo que hay pocos sets UCS *Star Wars* tan elaborados como este: literalmente, el modelo está repleto de minuciosos detalles e intrincadas construcciones por todas partes.

P: ¿Alguna parte del Y-wing fue particularmente difícil de reproducir con bricks LEGO®? ¿Cómo resolvieron el problema?

R: Sin ninguna duda. Fue muy difícil mantener estables los motores de los lados, como ya comenté, pero lo más complicado de todo fue reflejar su forma cilíndrica. La versión anterior del Y-wing UCS era más cuadrada que esta, así que quise intentar mejorar eso; sin embargo, hacerlo dio lugar a muchos retos de construcción. Las columnas de apoyo que recorren los motores a lo largo se ubican a 4 lados, aunque eso fue fácil de construir. Lo difícil fue conectar los propios motores al chasis del modelo. Los puntos de conexión coincidían en ángulo con las columnas de apoyo y el resultado no era preciso. Tuve que recurrir a construcciones muy poco frecuentes y usar discos para lograr que los puntos de conexión quedaran a 45 grados. Cuando por fin lo logré, todavía tenía que incorporar los detalles y hacer que se vieran redondos. Fue un gran reto, pero me alegro de que resultara bien al final; creo que el modelo es muy fiel a la nave original. Espero que los fans disfruten construyéndolo.

P: ¿Qué grado de precisión alcanza el Y-wing LEGO en comparación con el vehículo original de la saga?

R: Para mí, es muy preciso. Lucasfilm nos proporcionó muchas referencias fantásticas. ¡Teníamos la oficina llena de maquetas! No obstante, como eran modelos a escala de estudio, algunos se habían usado para rodar diferentes escenas, así que a veces no sabía cuál Y-wing era el que estaba construyendo. Al final, diría que el Y-wing LEGO® es una combinación de varios modelos diferentes.



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P: ¿Qué características del Y-wing no podían faltar para ti en el diseño final?

R: Cuando estaba estudiando las referencias visuales, me fijé en la franja azul arena que recorre los lados de la cabina y me gustó mucho. Para reflejarla había que aplicar algunas técnicas interesantes, pero creo que resultó bien; en un producto más pequeño basado en *Rogue One* se usó una técnica parecida. Otra de las cosas que quería conservar, al igual que en el set UCS Snowspeeder, en el que también trabajé, era la detallada cara inferior del modelo. Creo que es muy importante asegurarse de que, independientemente de la parte del modelo que mires, encuentres detalles precisos de la película.

P: ¿Qué se tiene en cuenta al elegir los colores de los bricks LEGO que se usarán para crear el modelo? ¿Intentan hacerlos coincidir con los del vehículo de la película, o también hay que considerar otras cosas?

R: Para el exterior del modelo, tenemos que hacerlos coincidir tanto como sea posible. Por suerte, el Y-wing no tiene colores muy llamativos, aunque sí detalles muy interesantes. Para reflejarlos, usé mucho gris y gris oscuro, agregué algunos toques de café y rojo oscuro en las tuberías, y también bronce oscuro para las partes más viejas y oxidadas. Por dentro, el modelo tiene muchos colores para facilitar la experiencia de construcción. Soy escocés y siempre trato de esconder un brick azul y blanco en algún lugar del modelo. La cabina es toda blanca, ¡así que no fue muy difícil!

CONOCE AL DISEÑADOR GRÁFICO

Madison O'Neil

P: ¿Por dónde empieza el proceso de diseño gráfico de un nuevo set y nuevas minifiguras?

R: Cuando empezamos el proceso de diseño gráfico, normalmente ya tenemos una idea clara de los personajes que queremos incluir. A partir de ahí, recopilo referencias y exploro posibles diseños desde el punto de vista gráfico. Parte de la exploración implica crear diferentes versiones del mismo diseño, jugando con las opciones de color y el tamaño de los elementos. A veces hago un boceto a mano, pero casi siempre empiezo directamente en Adobe Illustrator. Después, el diseño pasa por varias rondas de reuniones y revisiones dentro del equipo de diseño gráfico de *Star Wars*, a lo largo de las cuales se retoca; el paso final, por supuesto, es la aprobación de Lucasfilm, que suele dar lugar a algunas revisiones más.

P: ¿A qué desafíos te enfrentas al crear diseños que tienen que ser reconocibles y suficientemente detallados dentro de los límites de una minifigura?

R: El mayor desafío en el caso de *Star Wars* es que los personajes tienen muchísimos detalles. Una minifigura estándar es diminuta y sus proporciones son muy distintas a las de un ser humano de verdad. A veces, incorporar todos los detalles importantes es como resolver un rompecabezas. Pero simplificar forma parte del ADN de LEGO®: lo que hacemos es elegir los detalles más importantes que deben aparecer en los personajes, quizá eliminando cosas pequeñas que no aportan mucho valor a un diseño a esta escala.



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Madison O'Neil

P: ¿Hay algún detalle memorable de las versiones cinematográficas de las minifiguras que fuera importante para ti incorporar al diseño final?

R: Lo más importante de este set, por supuesto, era el casco del Líder Dorado, también conocido como Jon "Dutch" Vander. El color verde oliva y los símbolos de los lados hacen que su minifigura sea distinta a todas las demás.

P: ¿Qué te gusta más del proceso de diseño de una minifigura?

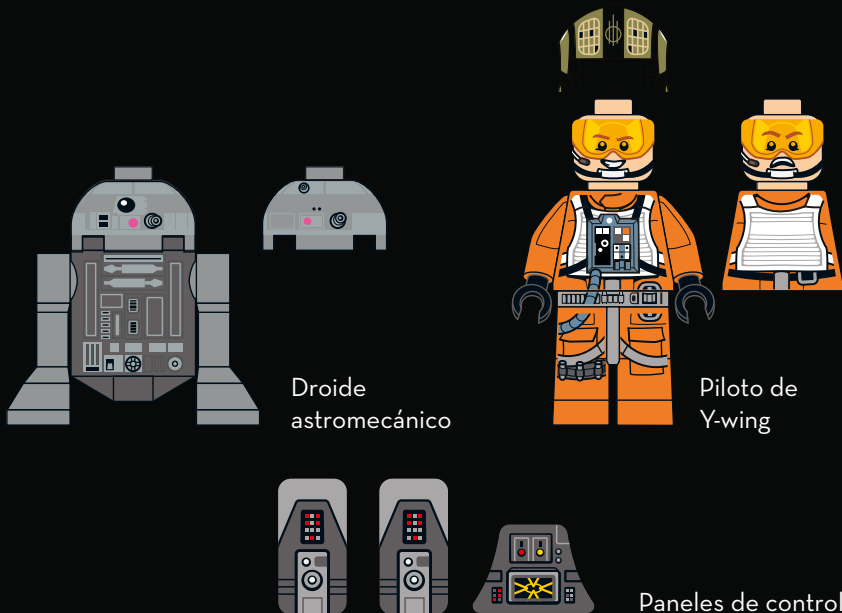
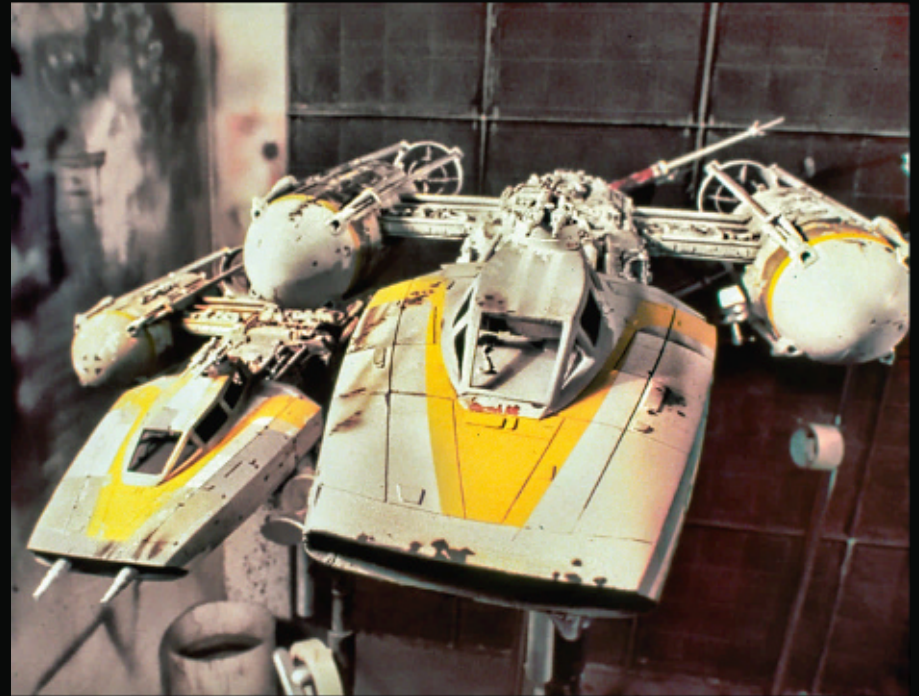
R: Tengo la gran suerte de ser muy fan de *Star Wars* y muy fan de LEGO, así que poder convertir los personajes de un universo que tanto me gusta al otro es una experiencia realmente especial para mí. Si tuviera que elegir mi parte favorita del proceso, sería la conclusión definitiva del diseño, que para mí es cuando recibo los elementos impresos por primera vez y puedo sostener el personaje con mis propias manos.

P: ¿Qué materiales de referencia usas para diseñar la decoración de las minifiguras? ¿Cuadros de las películas? ¿Material artístico oficial?

R: En gran medida, depende de la película a la que pertenezca el personaje. Si la película no se ha estrenado todavía, recibimos ilustraciones e imágenes en 360 grados del personaje para trabajar. Si el personaje pertenece a la trilogía original o a las precuelas, prefiero recopilar imágenes directamente de las películas. Creo que así es como mejor puedo representar el modo en que el público experimentó a un determinado personaje, ¡y además es una excelente excusa para ver *Star Wars* en el trabajo! En el caso del Líder Dorado, recabé imágenes de *Una nueva esperanza* e incluso hice referencia a su breve aparición en *Rogue One*.

P: Los personajes del universo *Star Wars* tienen muchos detalles. ¿Cómo eligen cuáles incorporar al diseño y cuáles no son, en realidad, tan importantes para el resultado final?

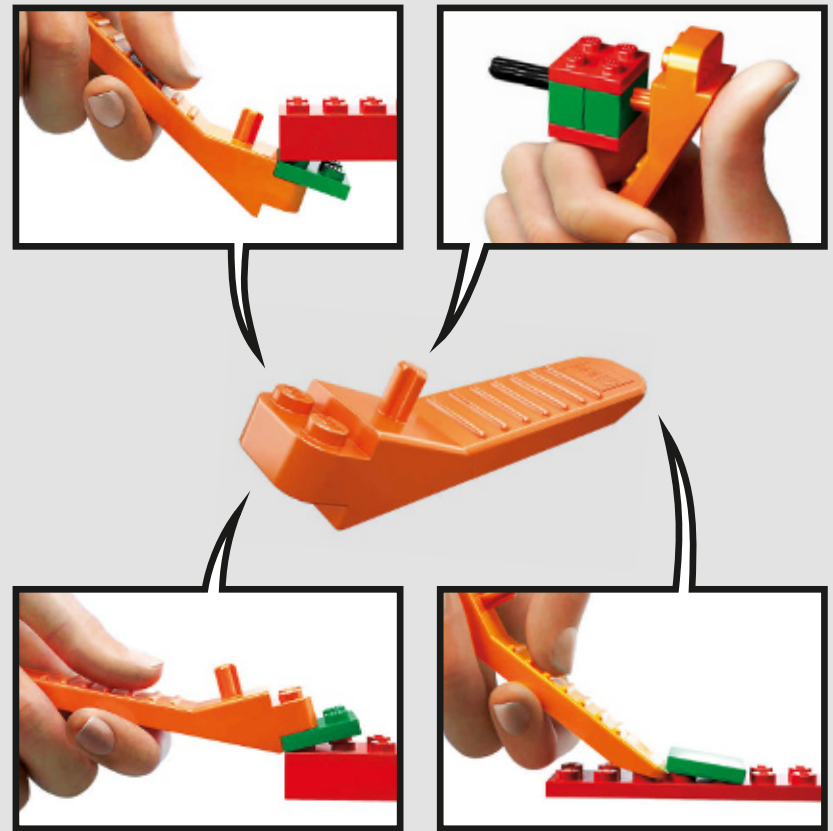
R: Creo que depende de la escala y el impacto. Tenemos que cumplir muchos requisitos de diseño en cuanto a la calidad de los gráficos, algunos relacionados con el grosor de los trazos y el tamaño de punto. A veces, los detalles de los personajes son demasiado pequeños según nuestras reglas. Otras se descartan porque no llaman tanto la atención... no son cosas que un fan recordaría del personaje en cuestión. Las características más interesantes y memorables siempre se acentúan.



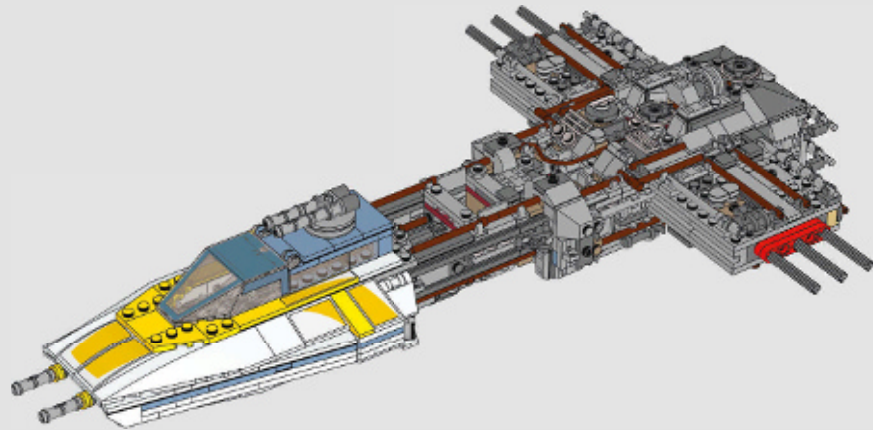
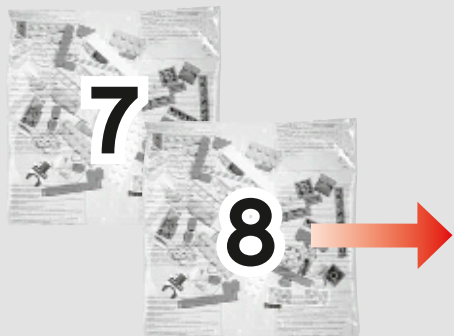
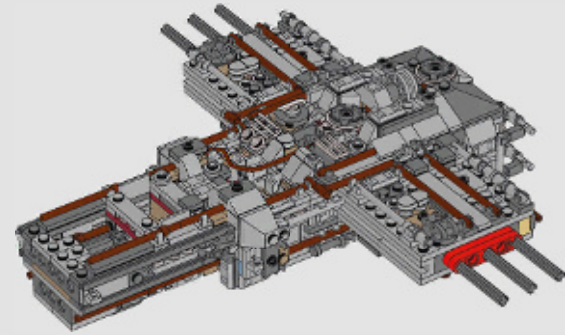
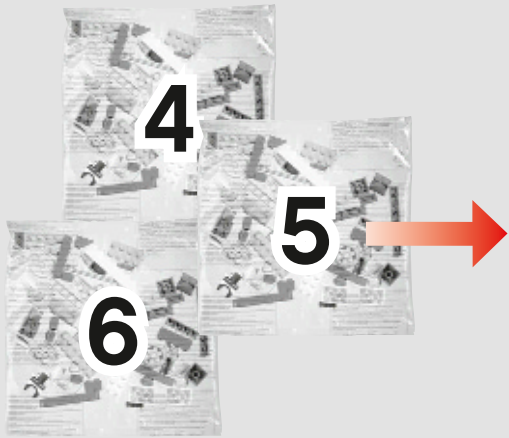
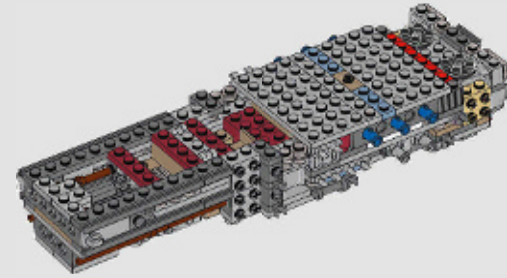
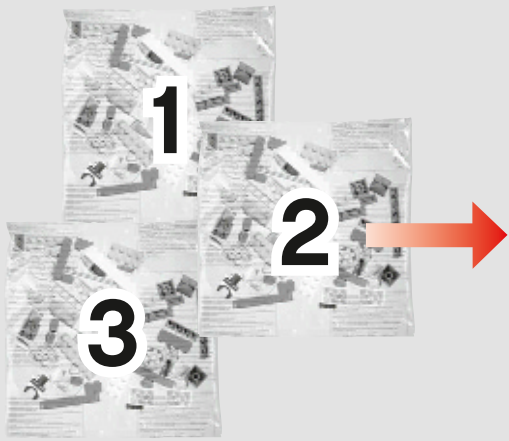
Droide
astromecánico

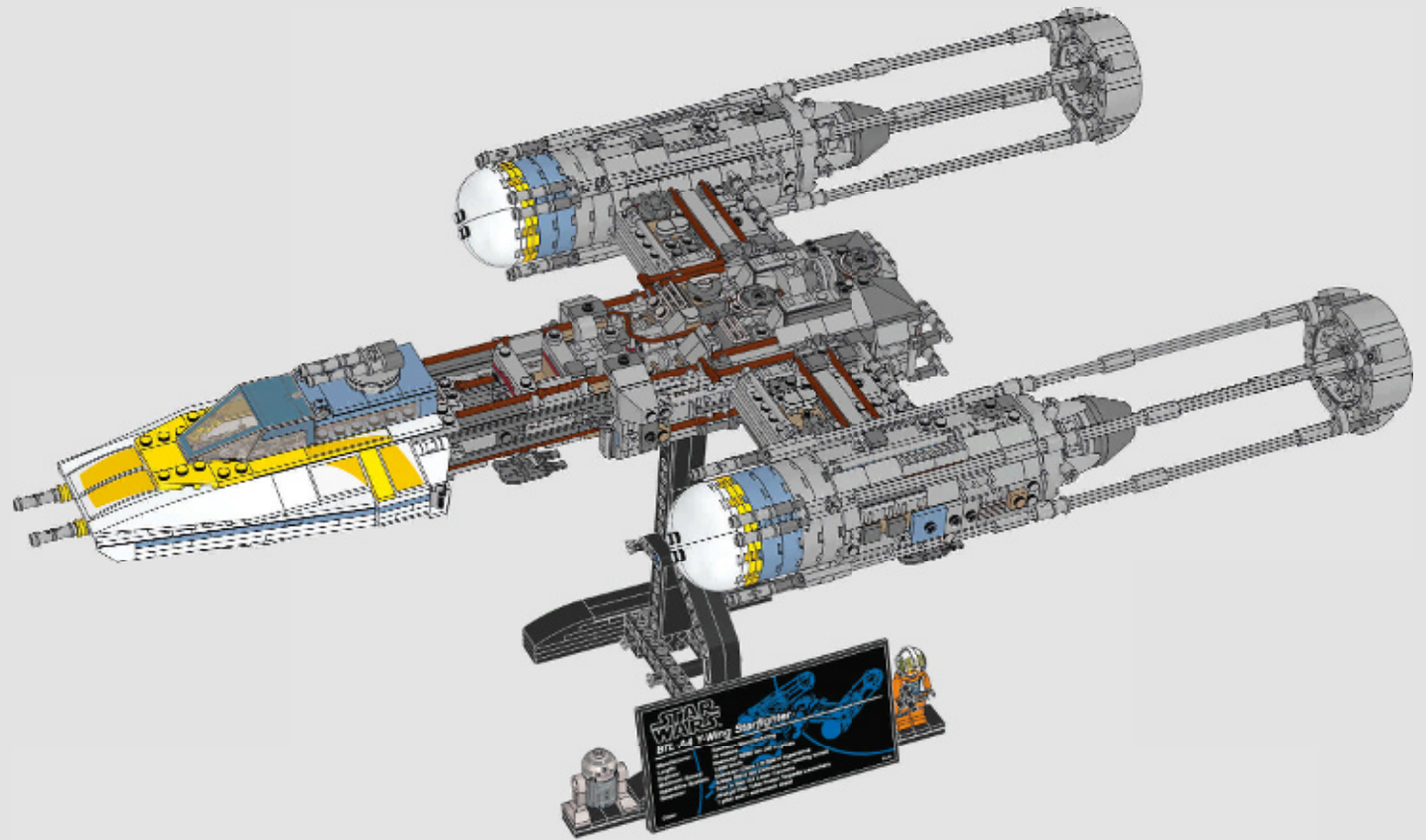
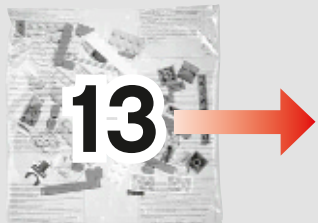
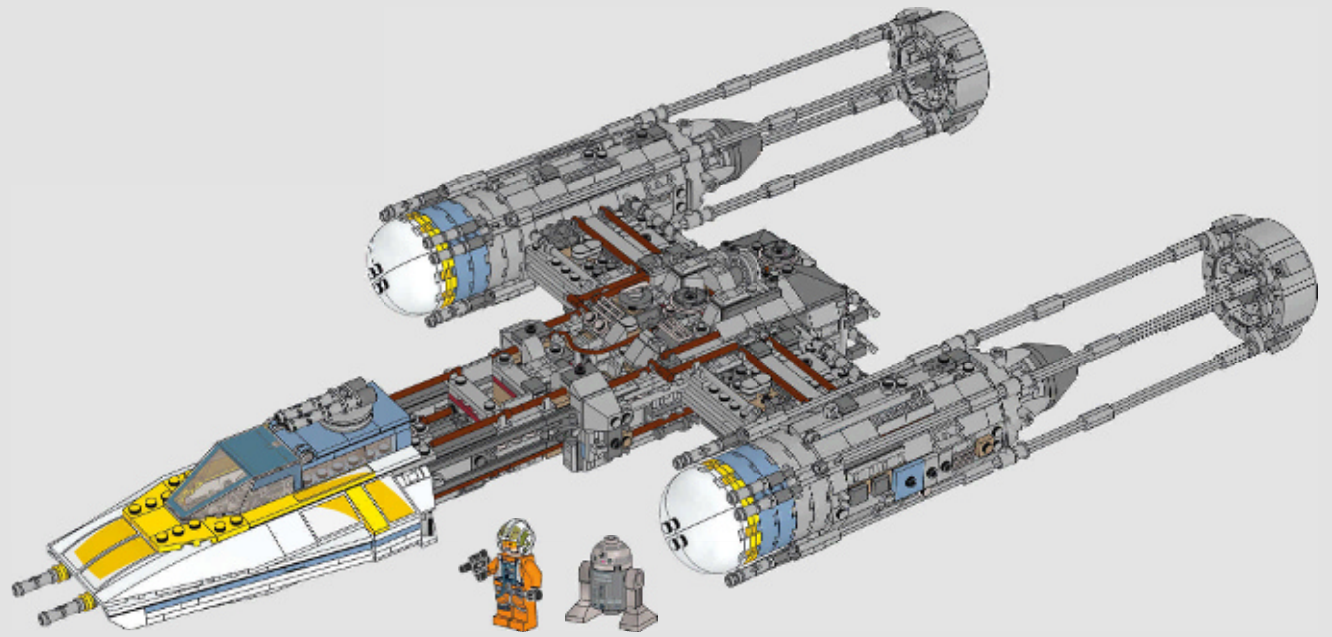
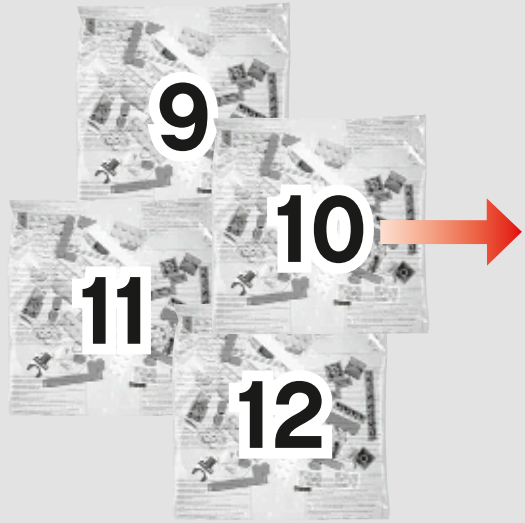
Piloto de
Y-wing

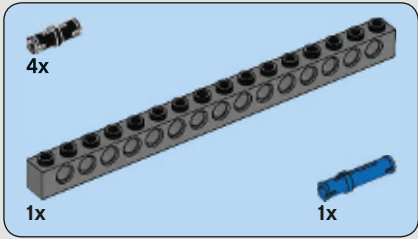
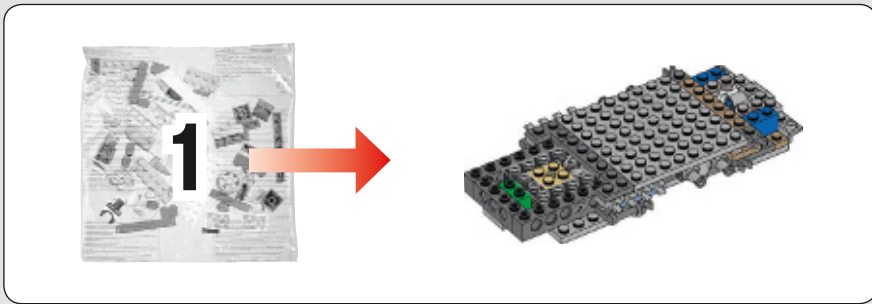
Paneles de control



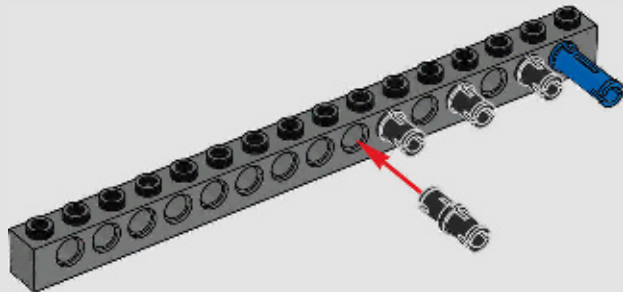
LEGO.com/brickseparator



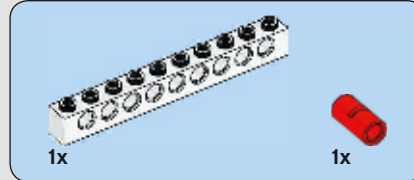
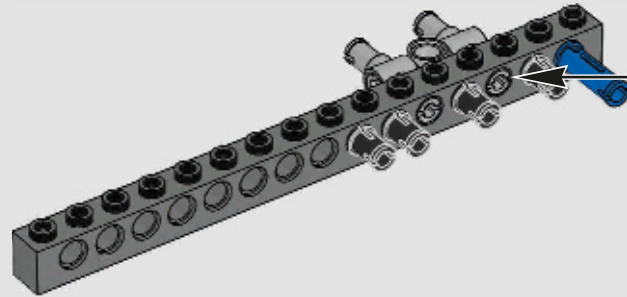
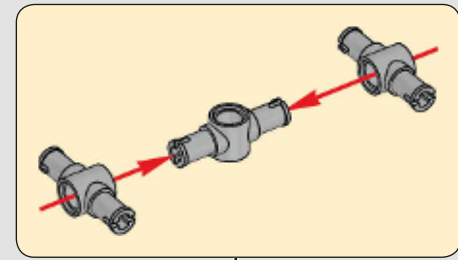




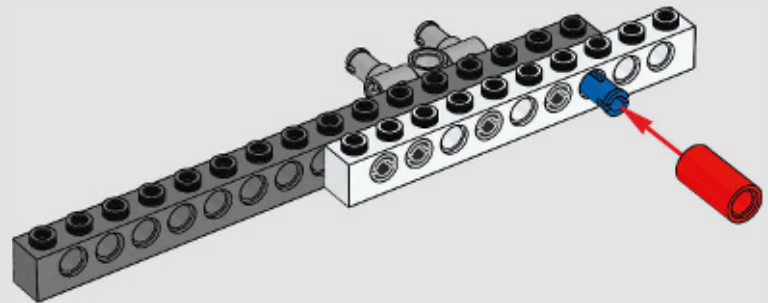
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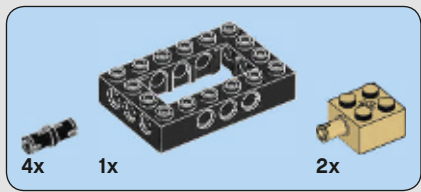


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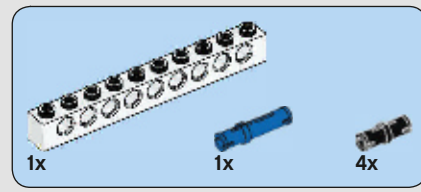
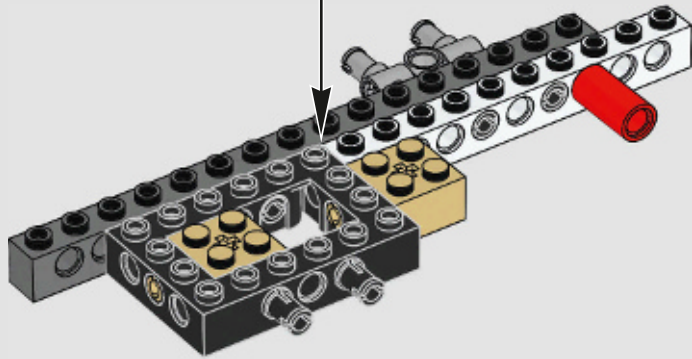
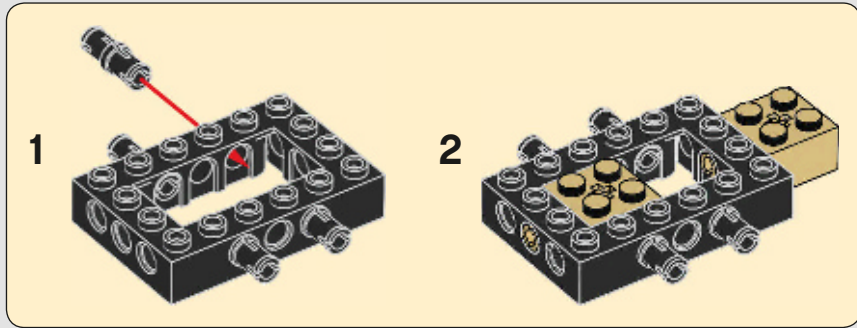


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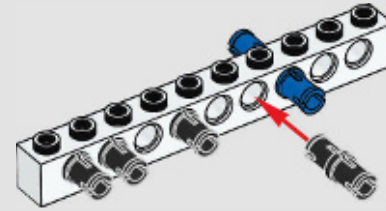


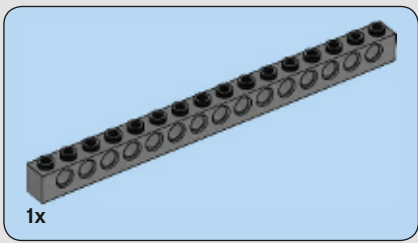


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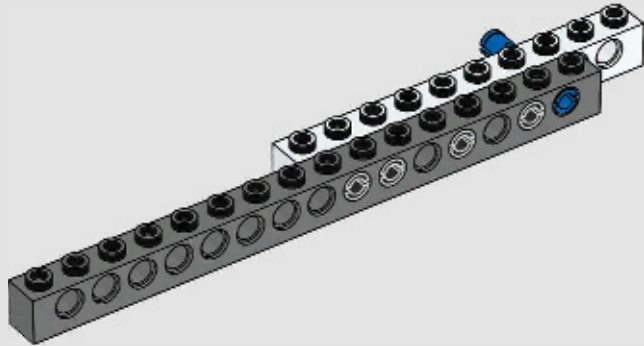


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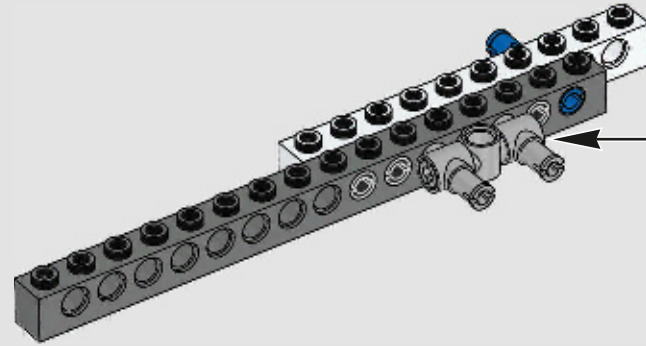
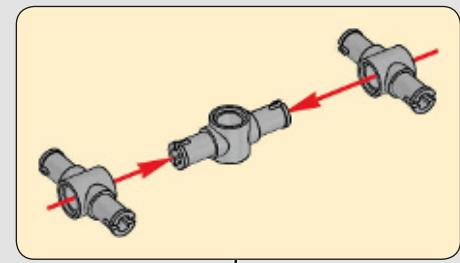




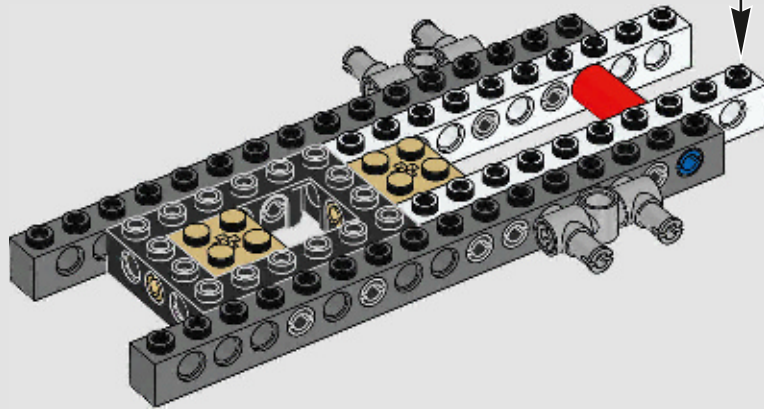
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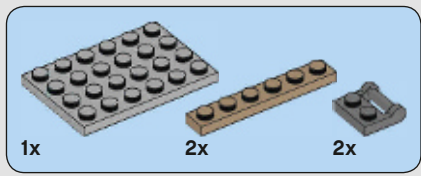


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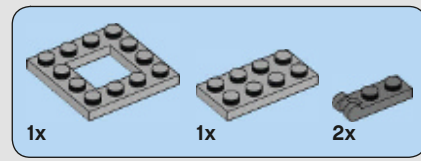
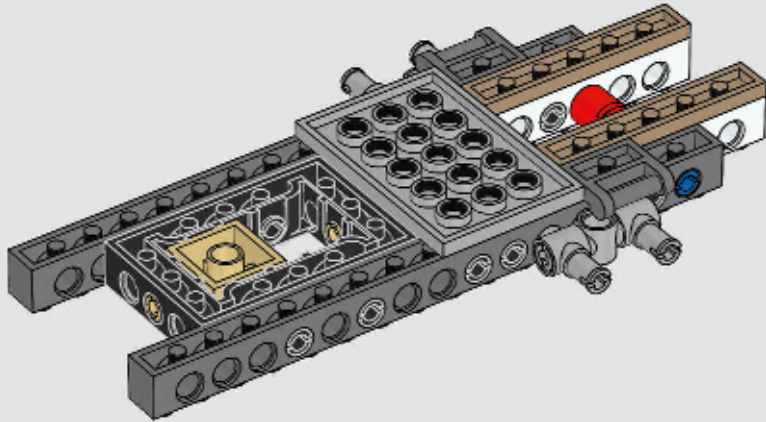


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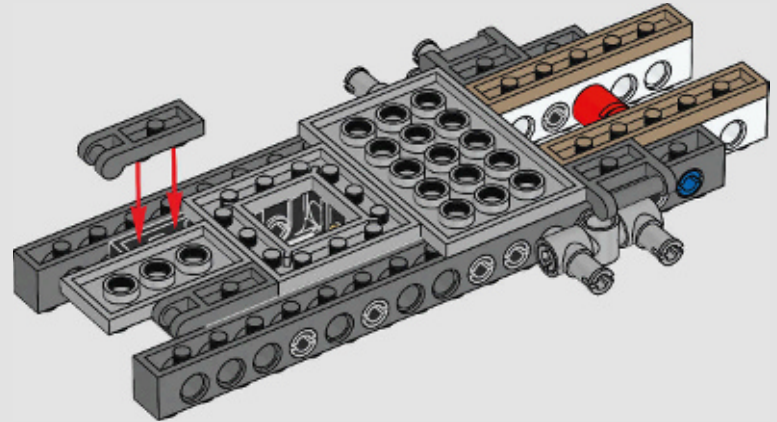


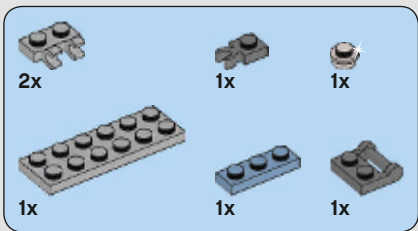


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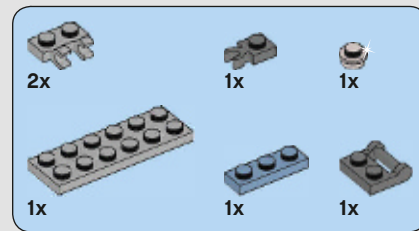
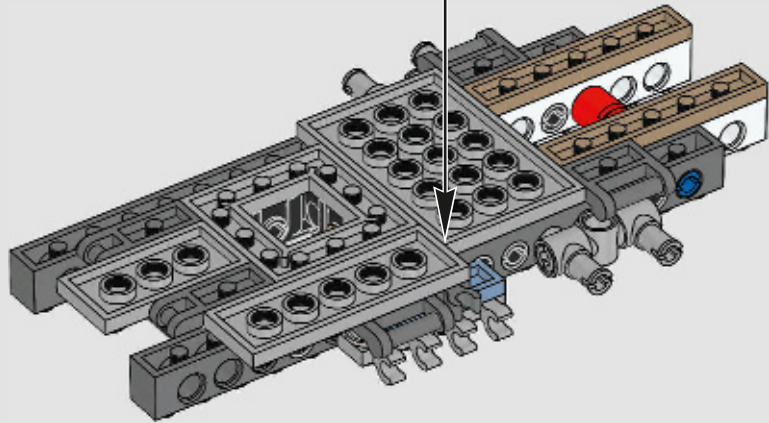
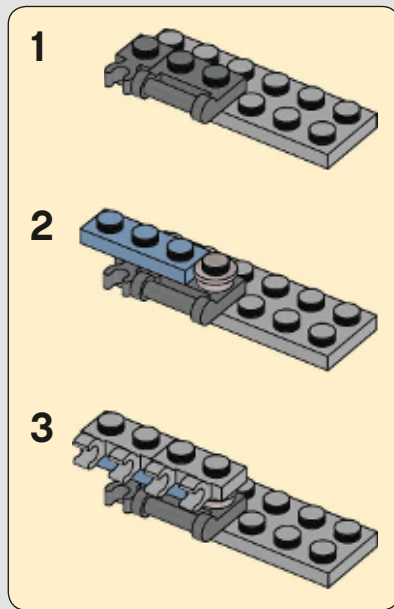


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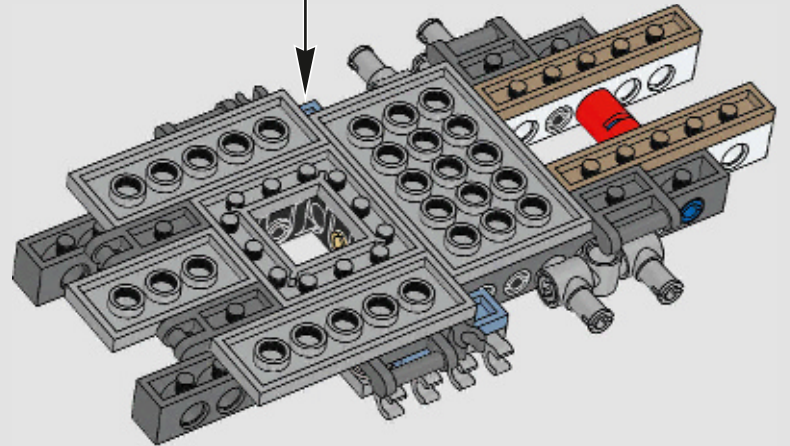
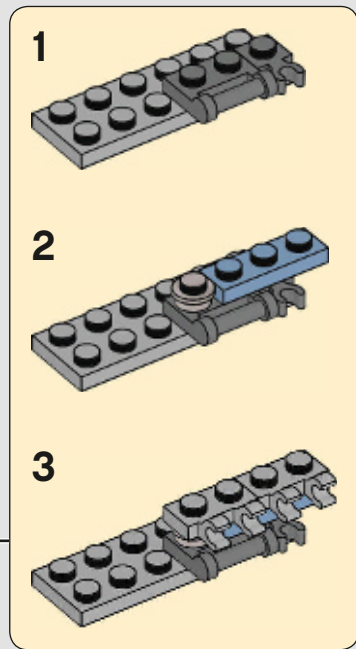




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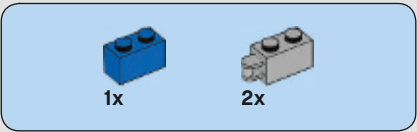
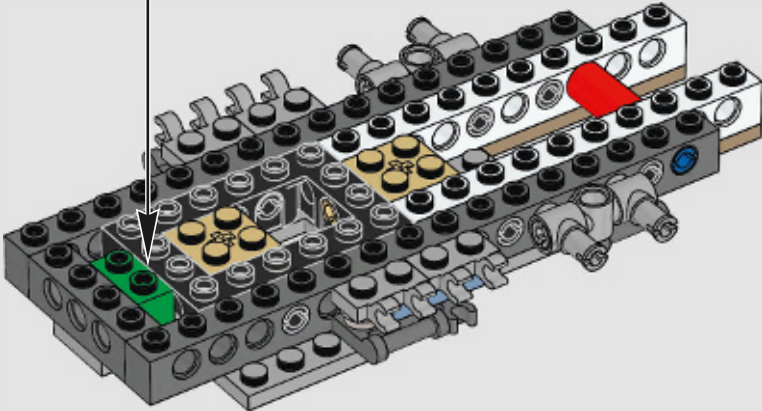
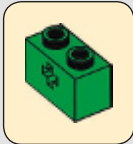


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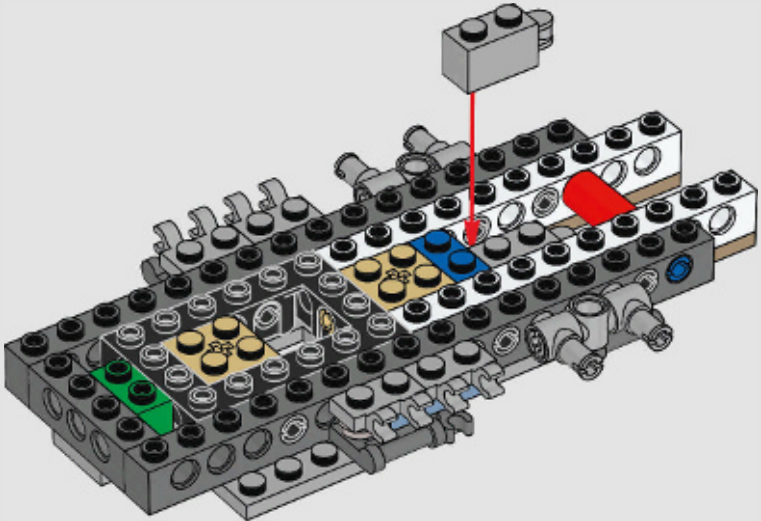


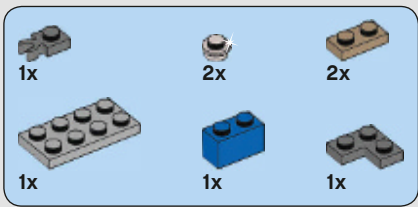


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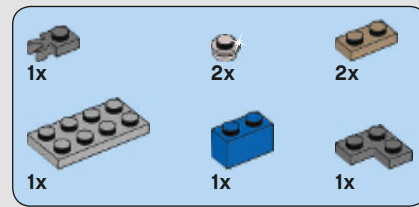
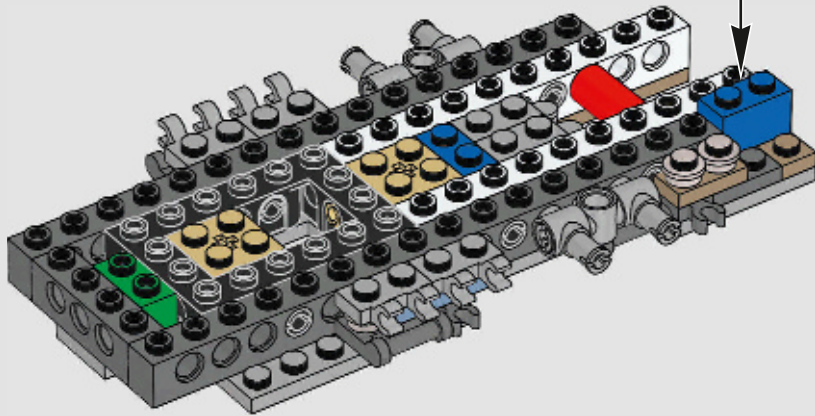
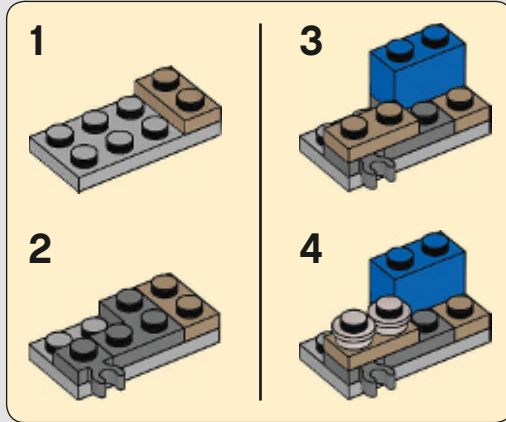


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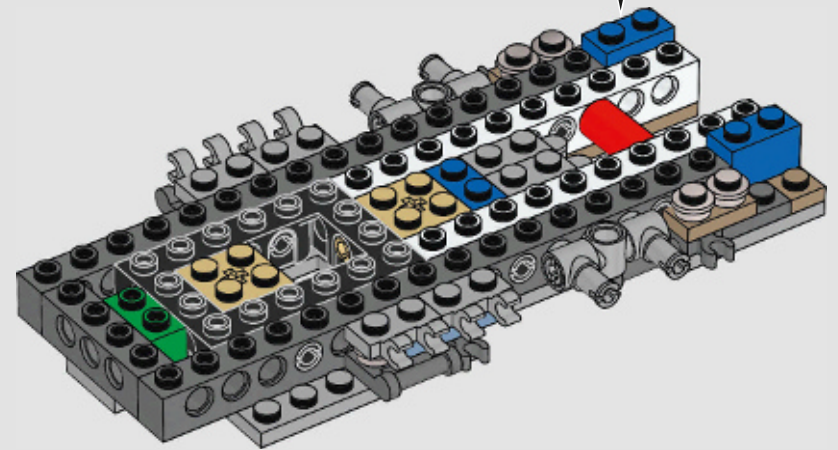
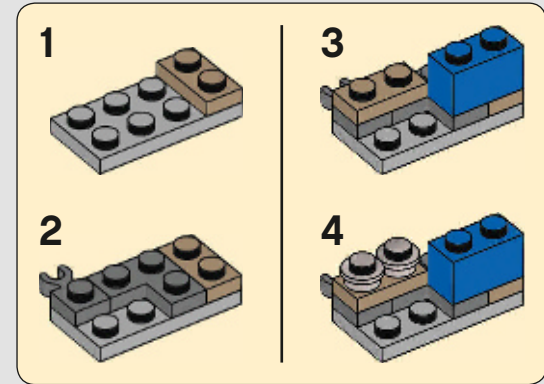


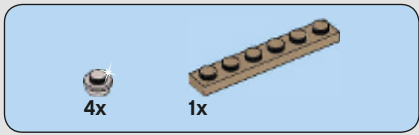


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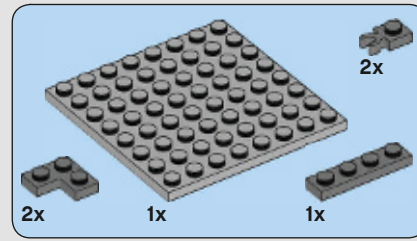
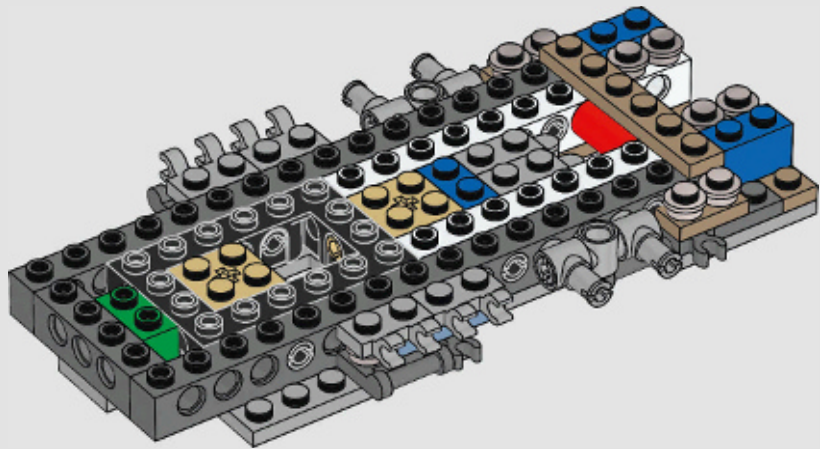


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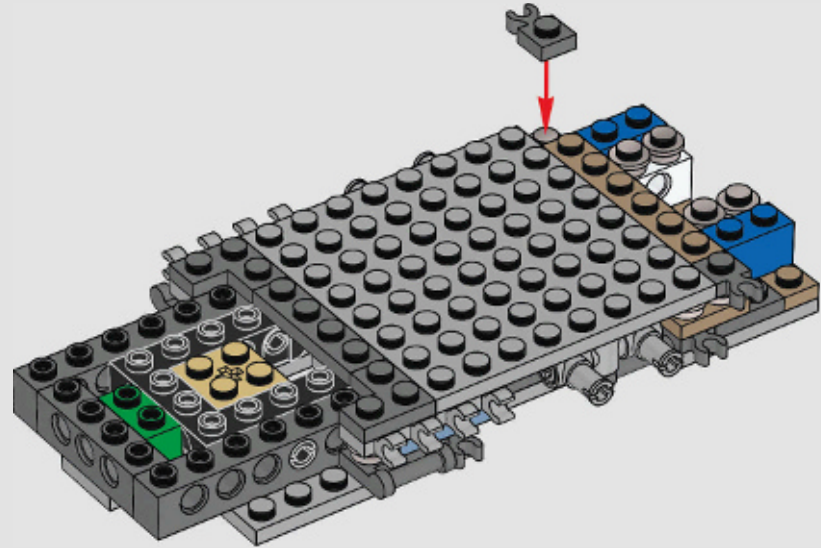


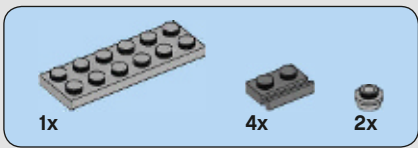


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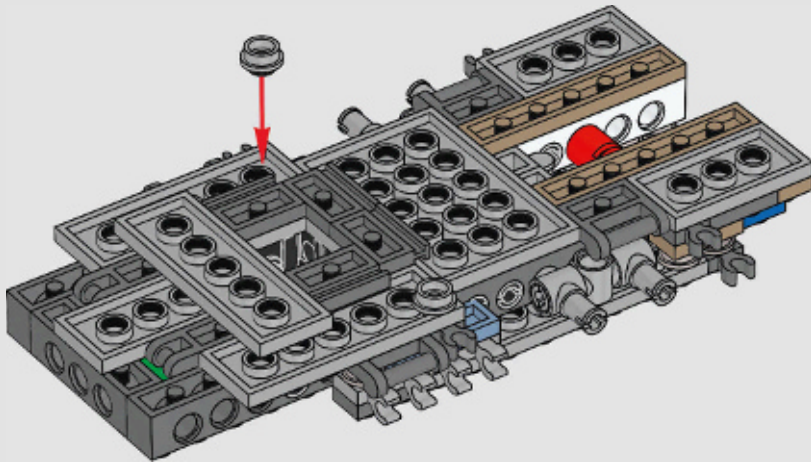


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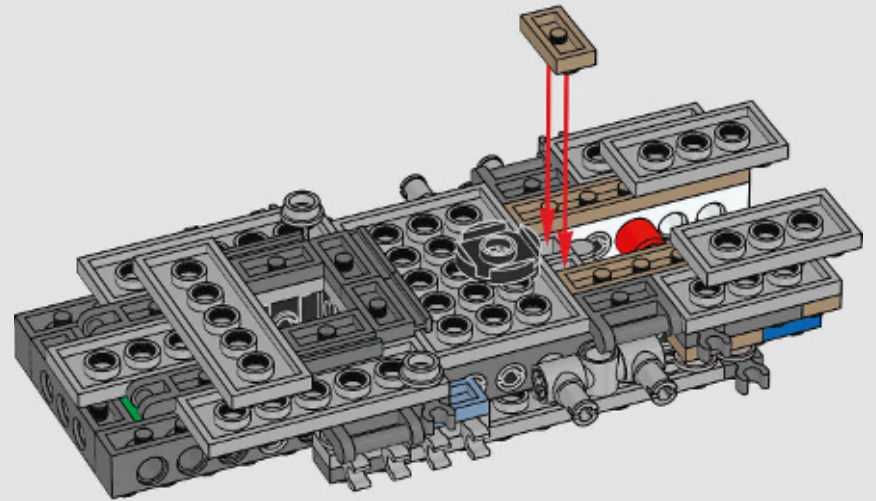


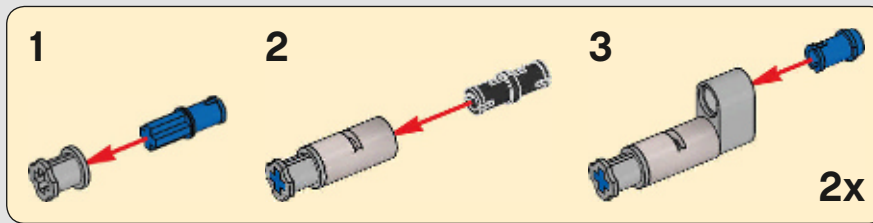
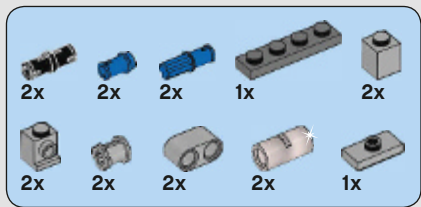


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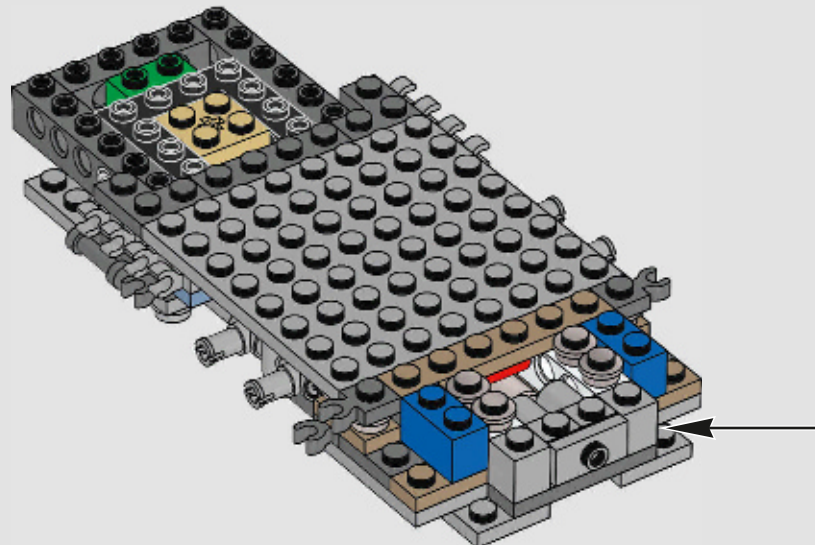
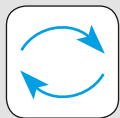
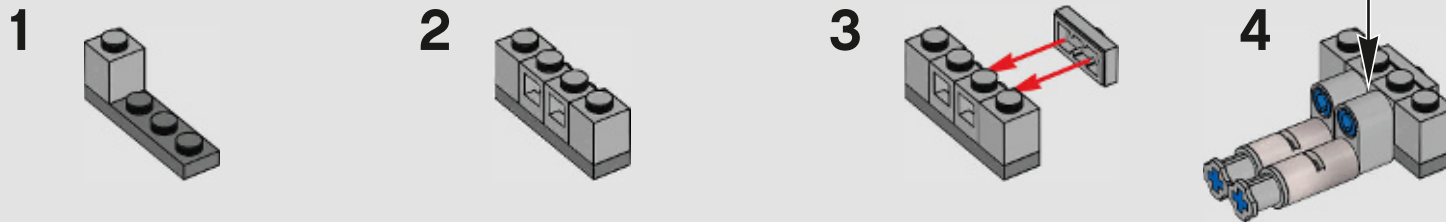


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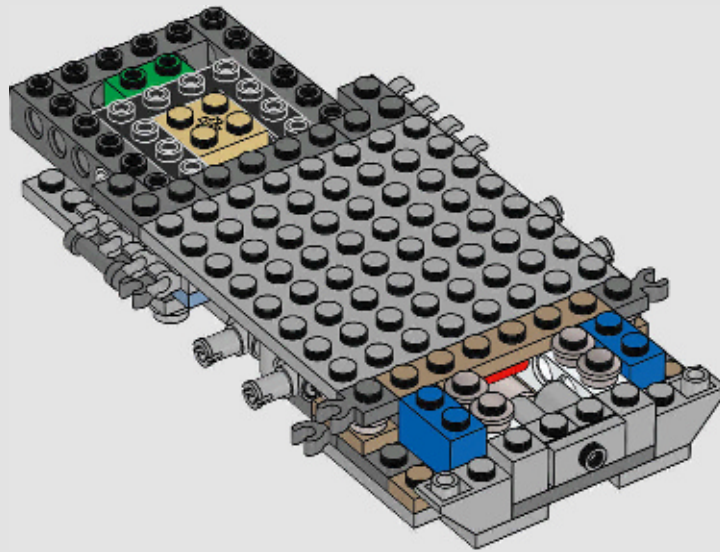
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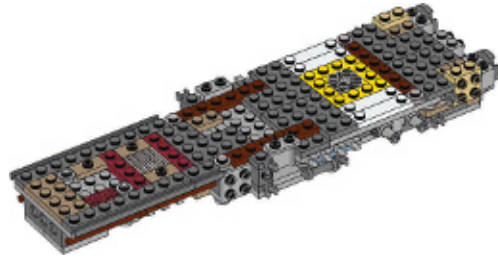




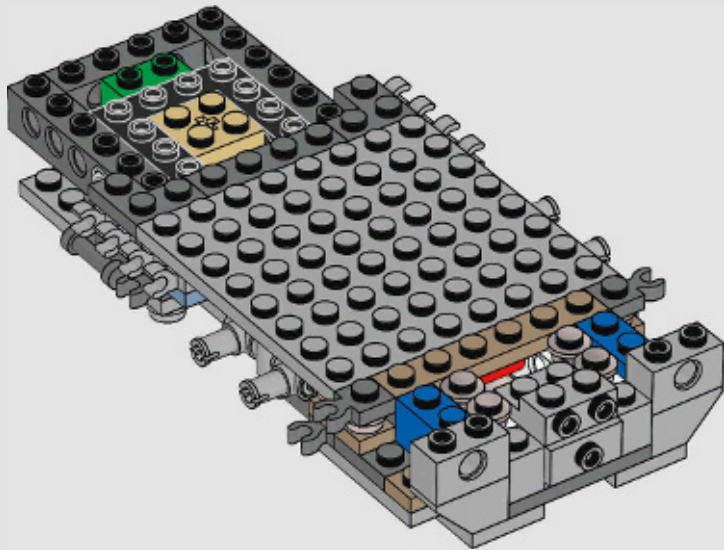
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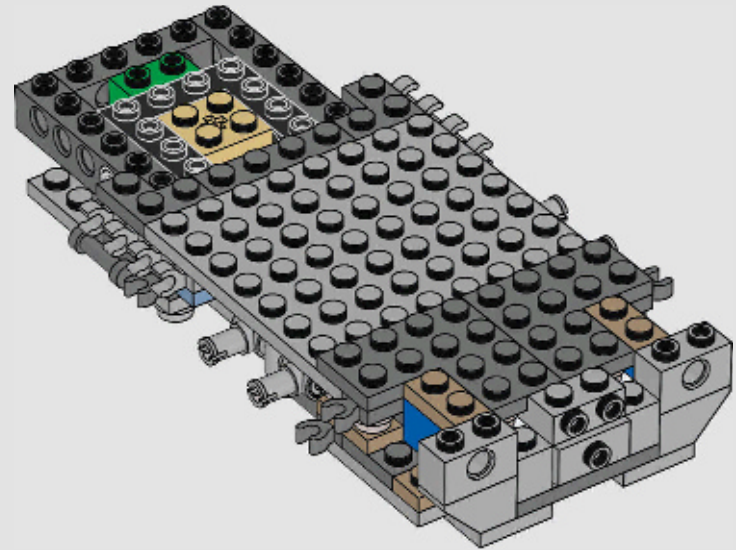




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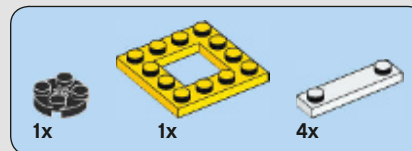
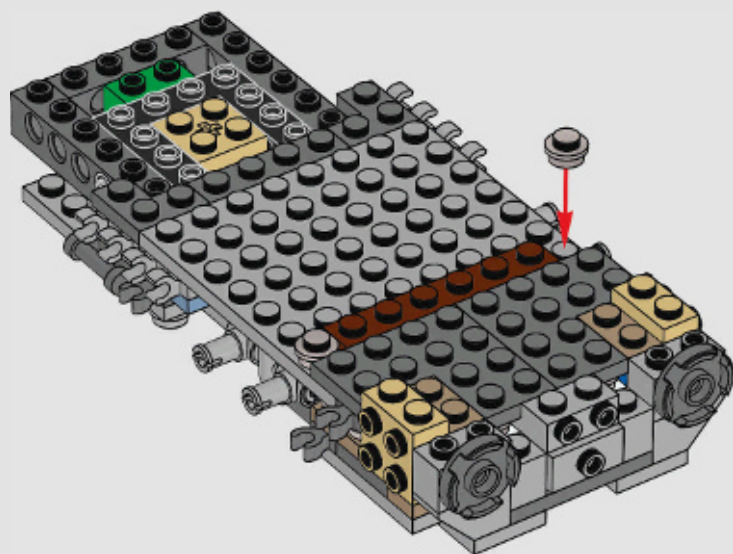


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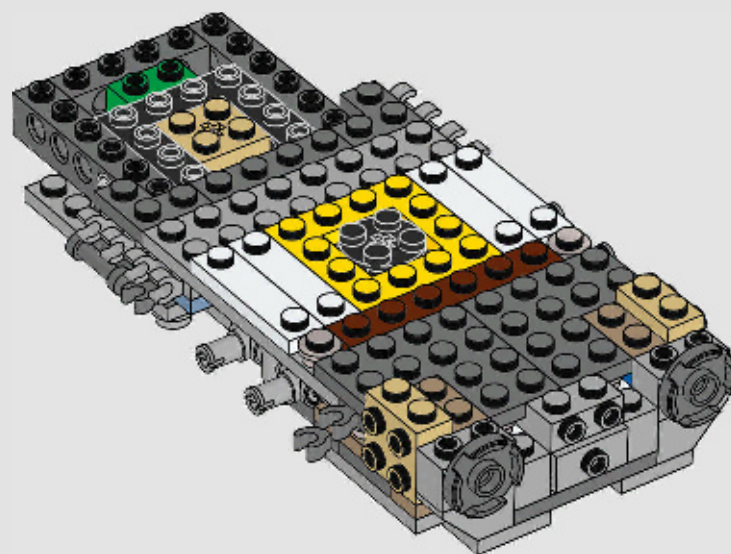


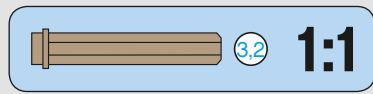
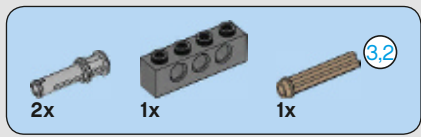


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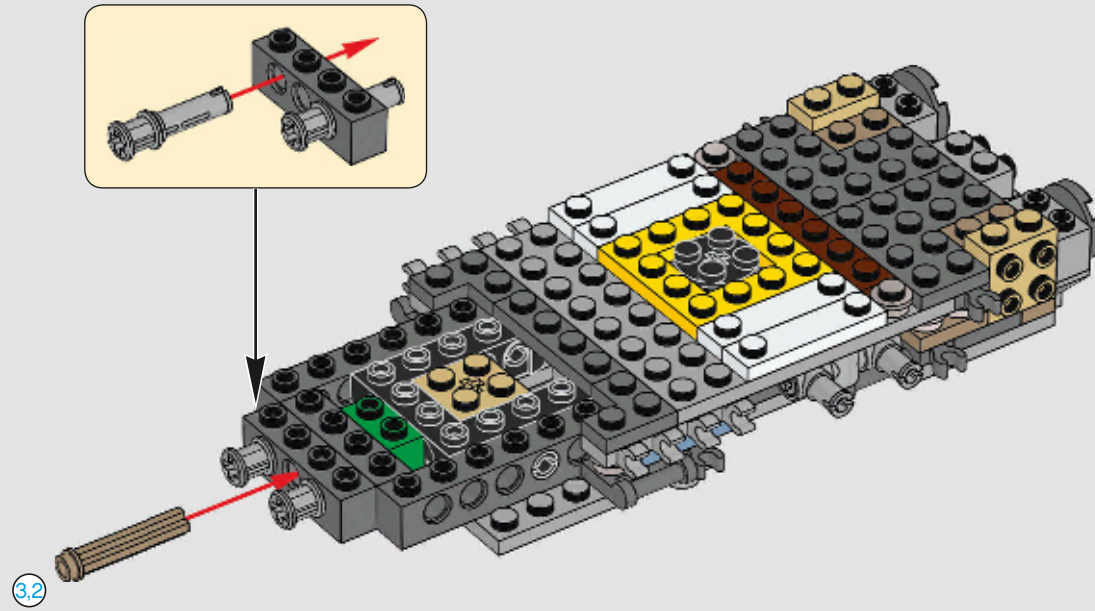


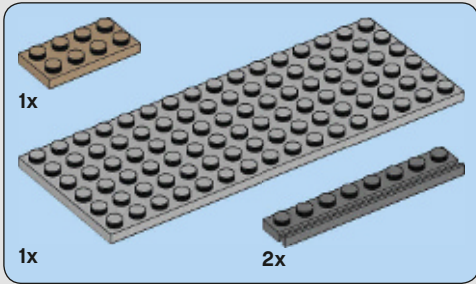
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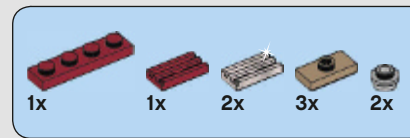
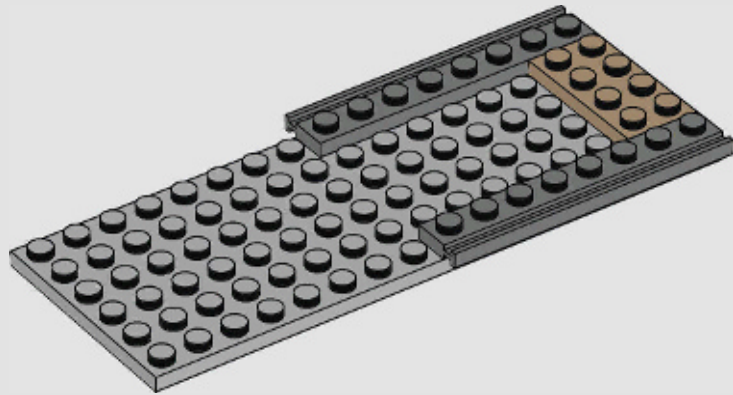


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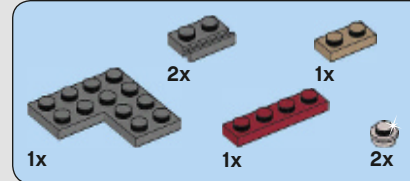
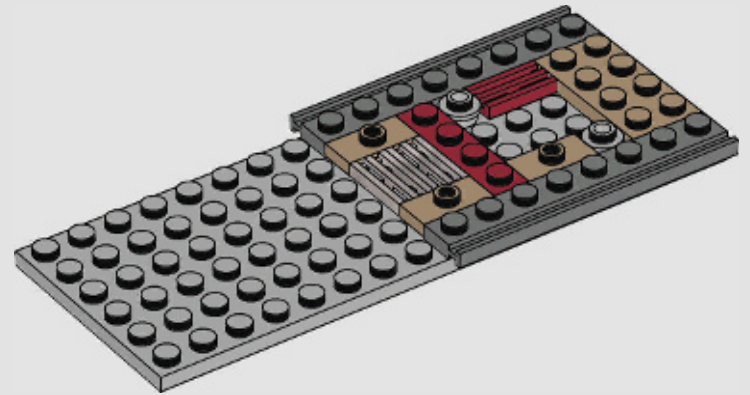




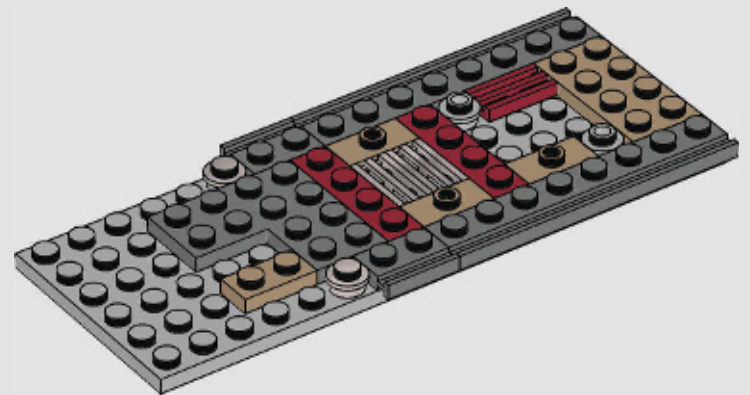
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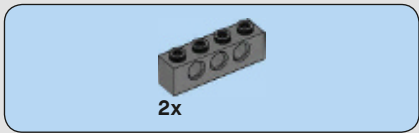


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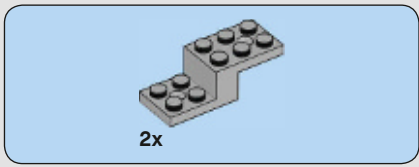
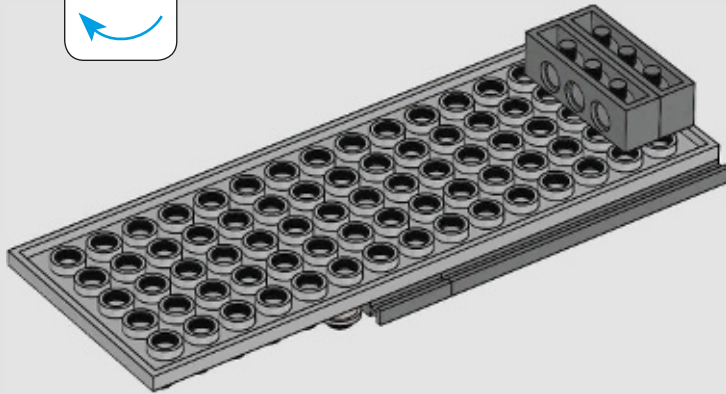


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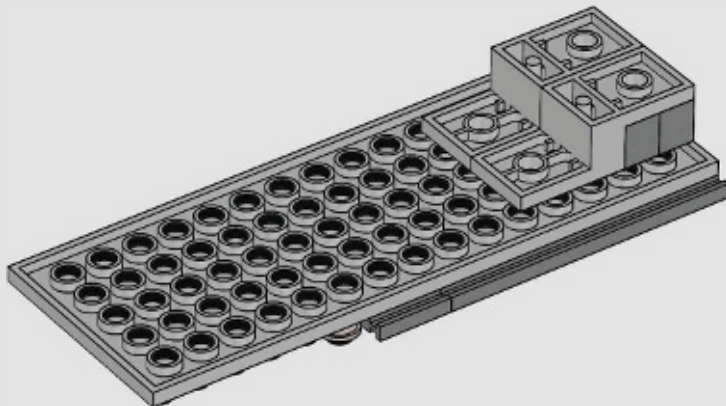




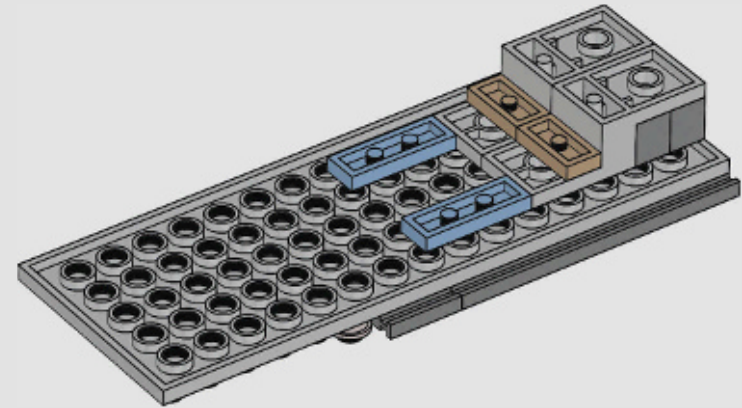
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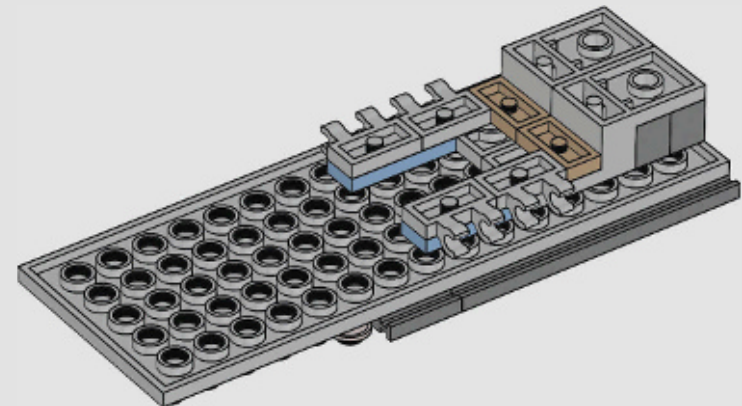
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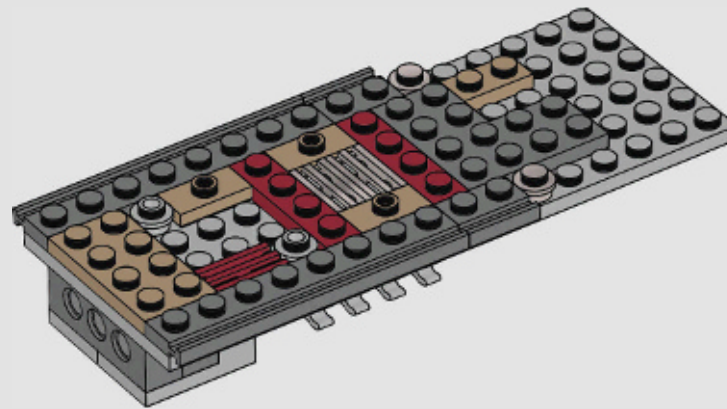
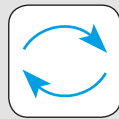
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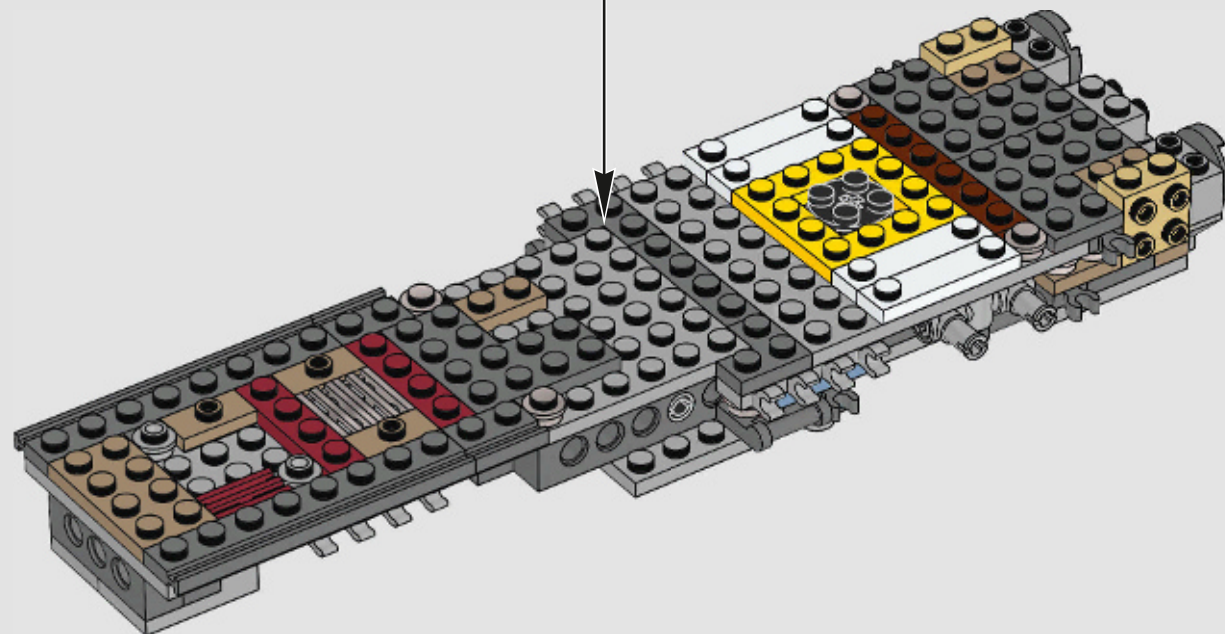
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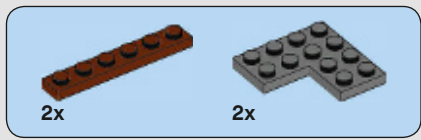


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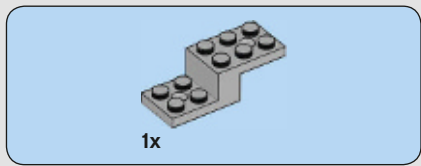


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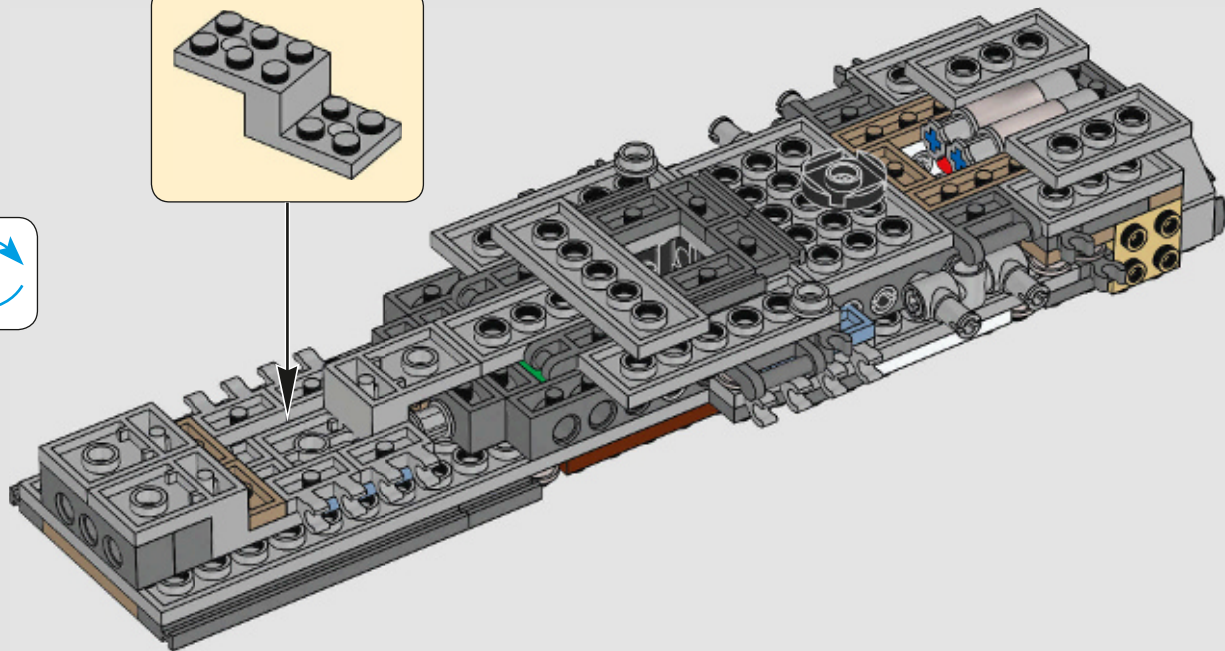
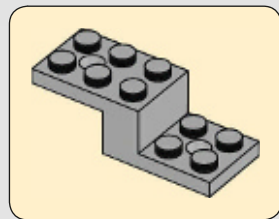




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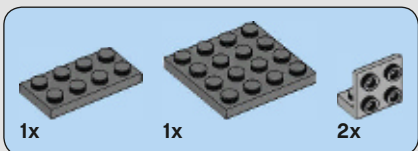
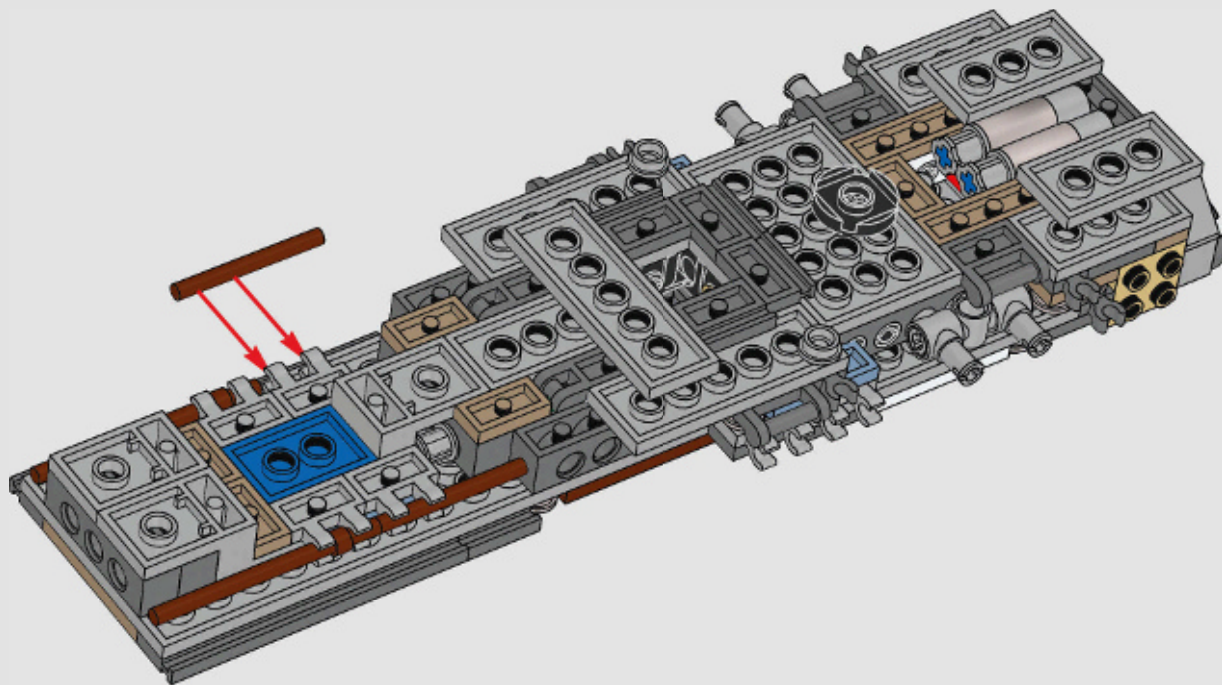


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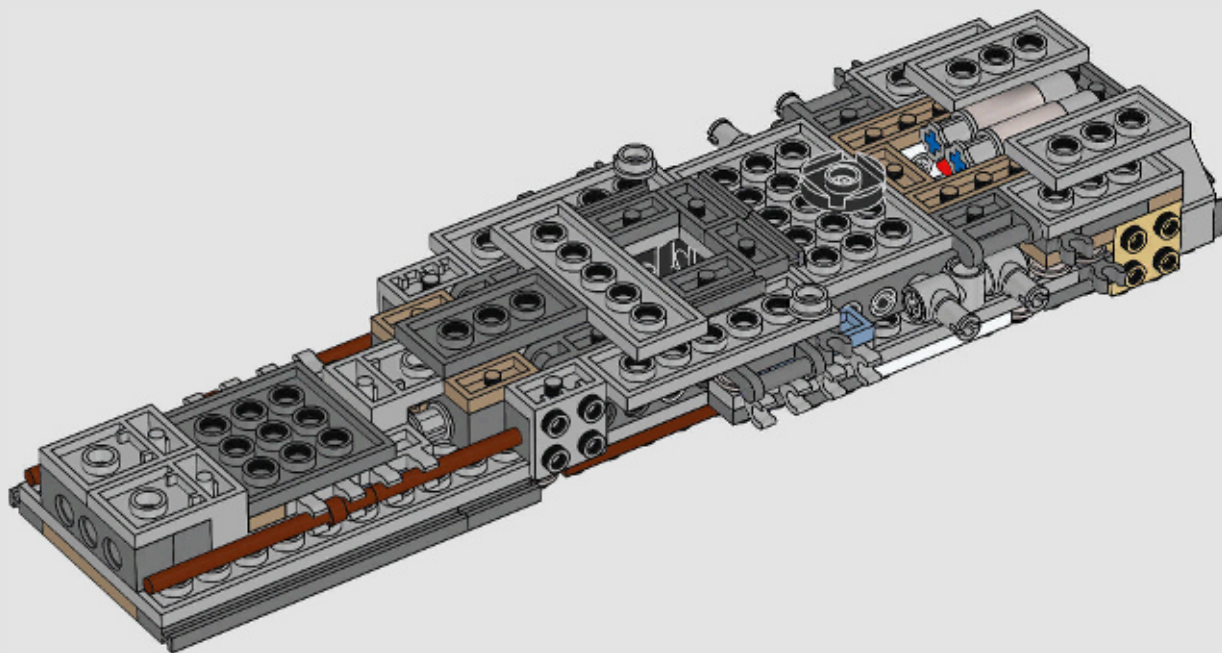


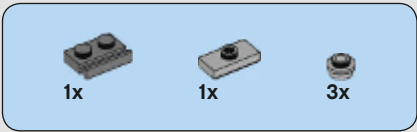


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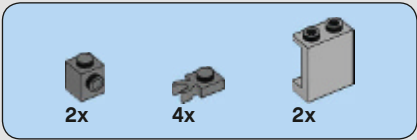
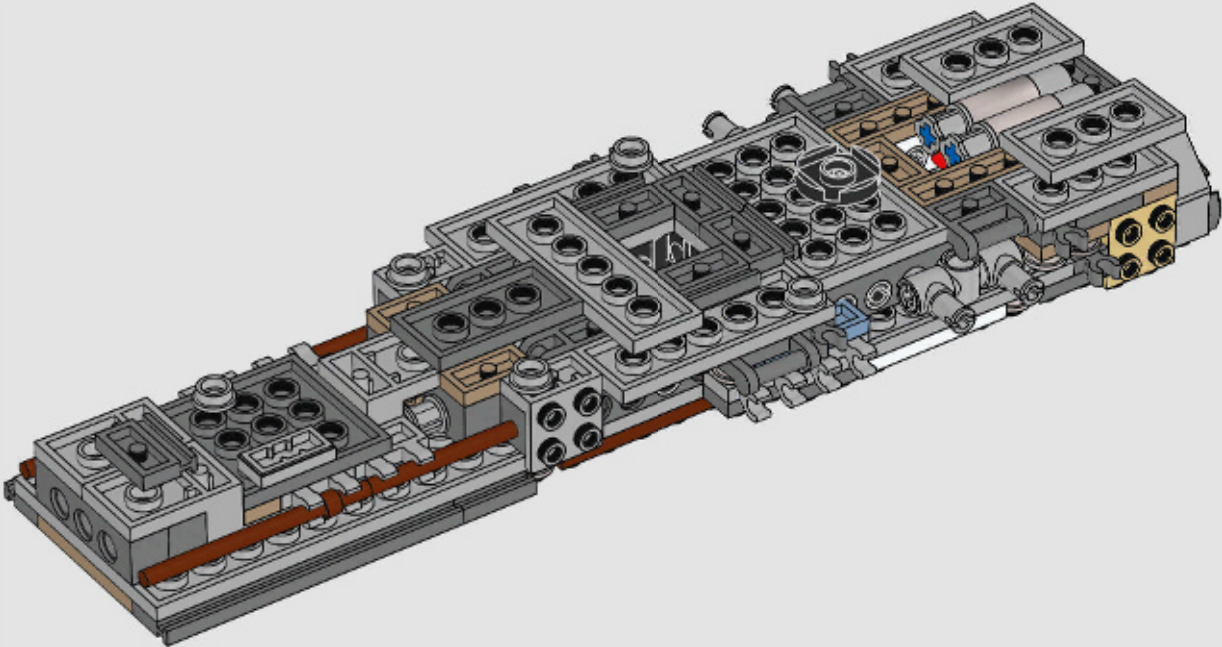


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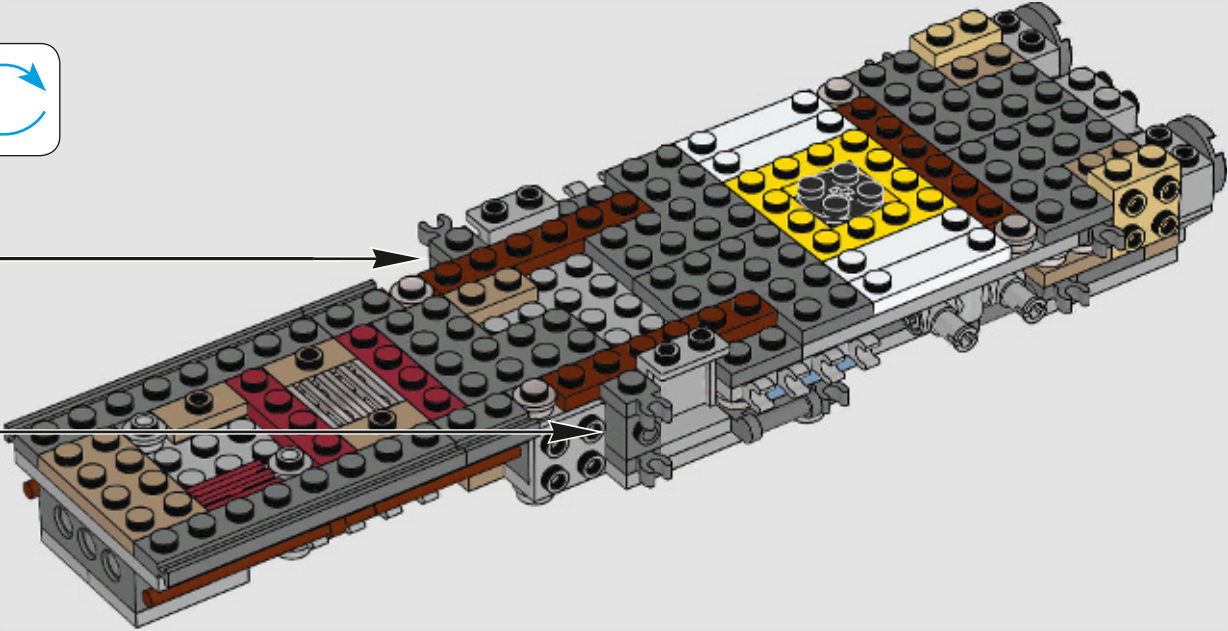
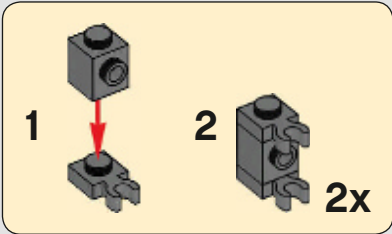


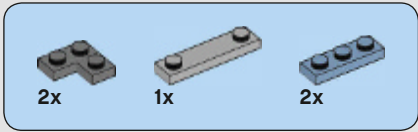
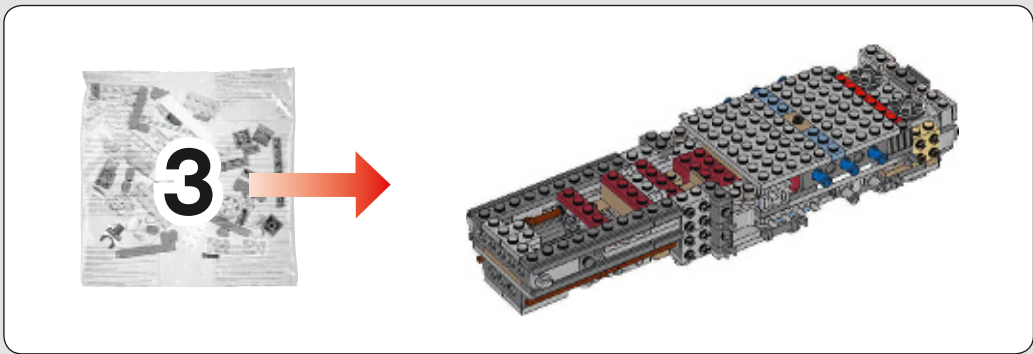


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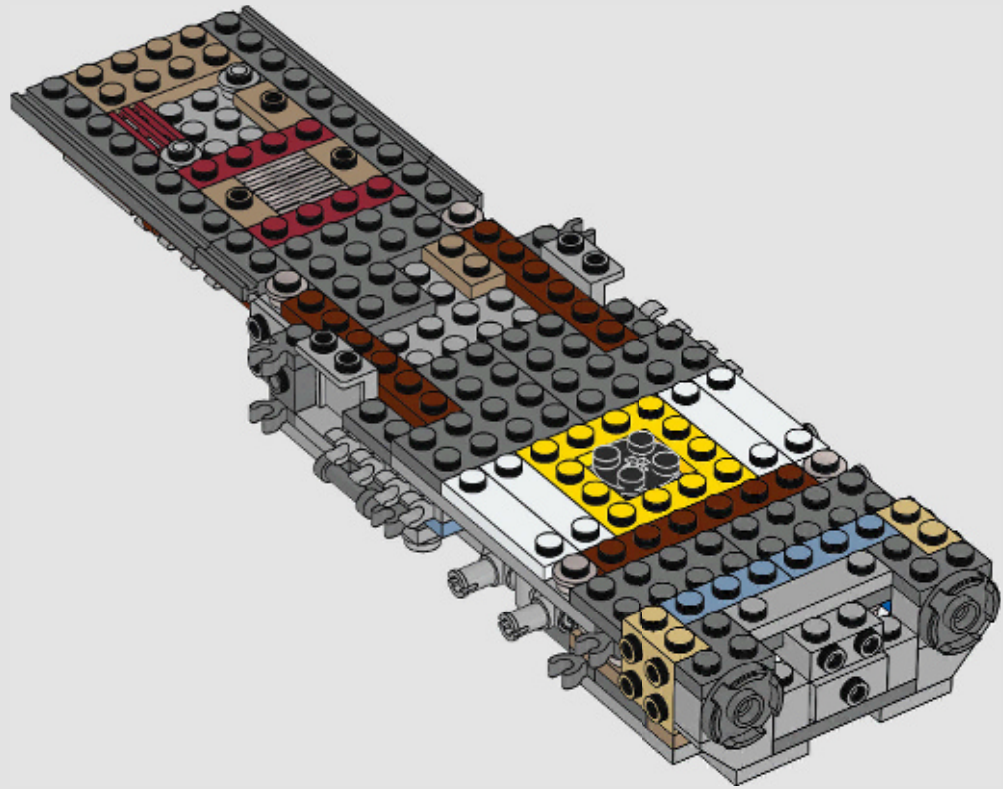
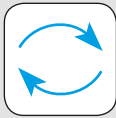


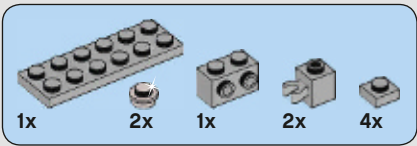
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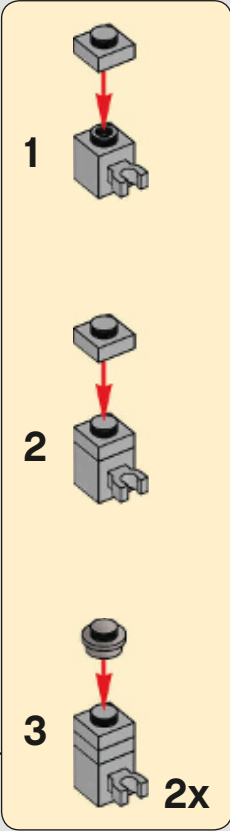
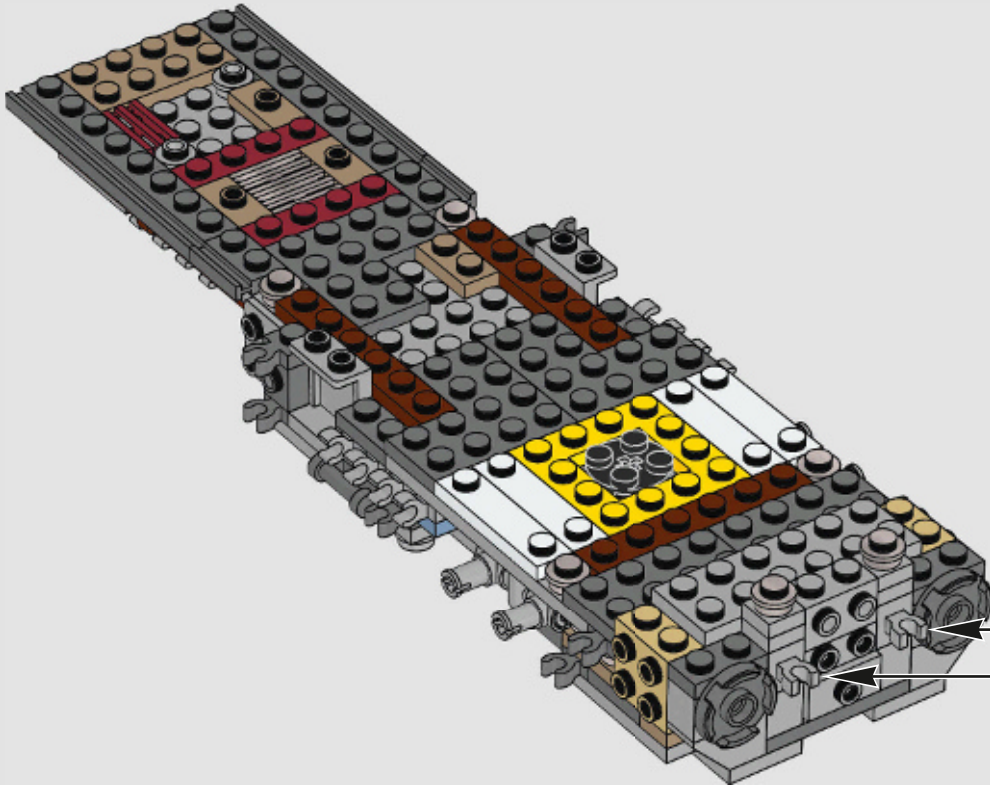


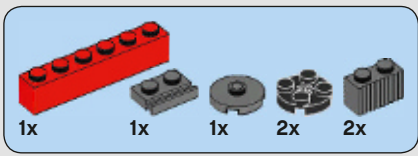
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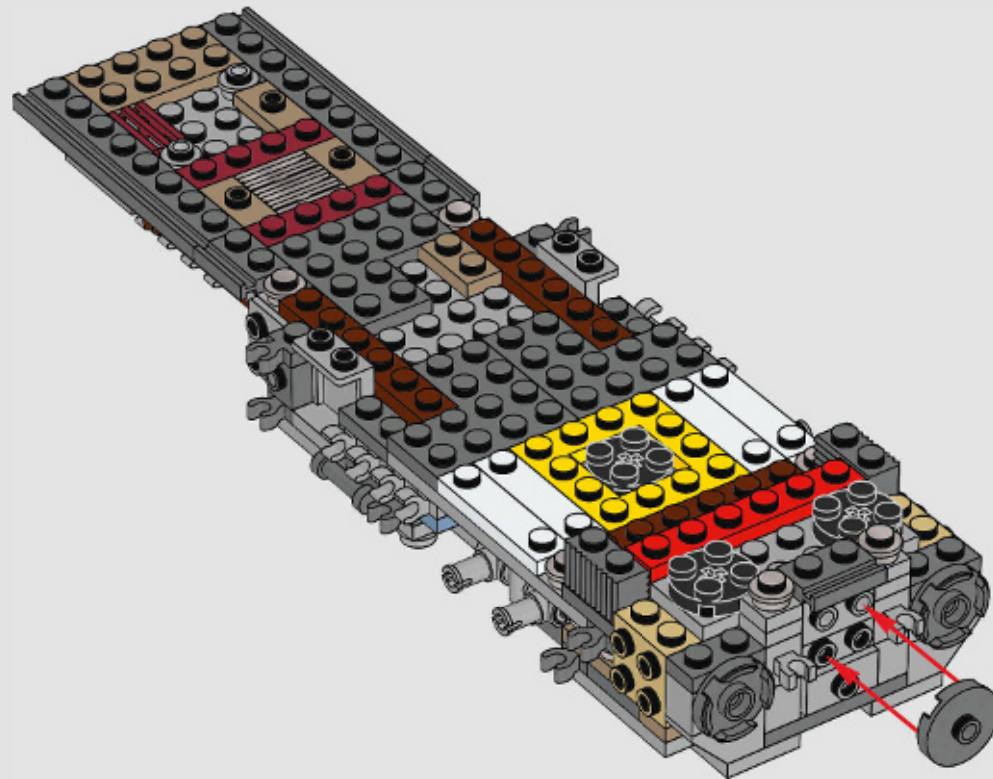


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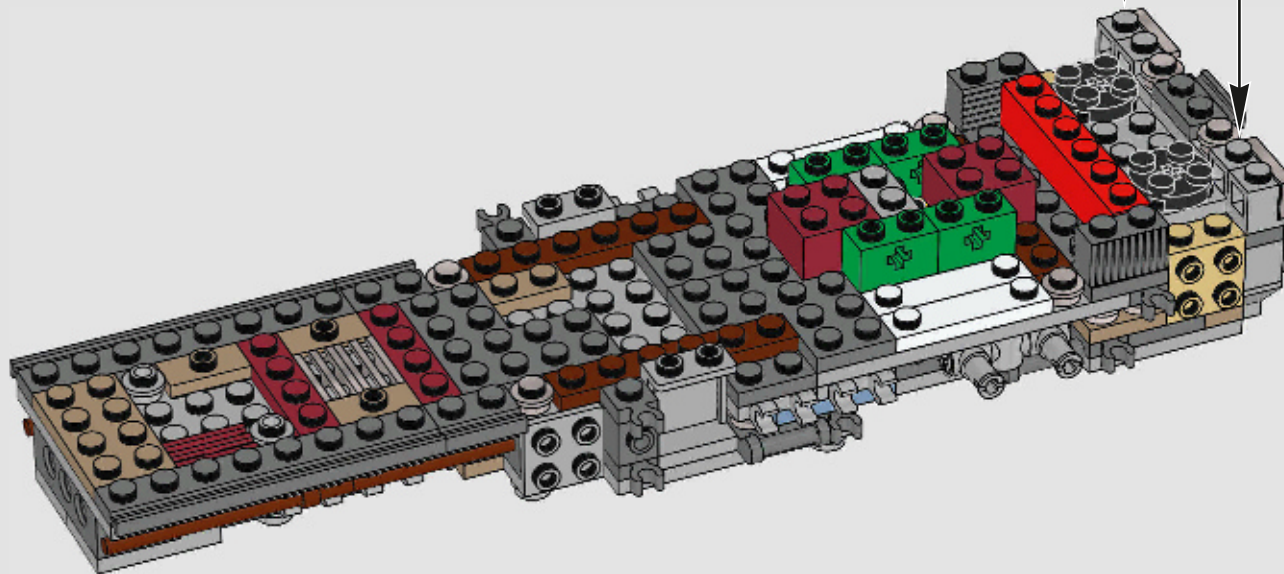
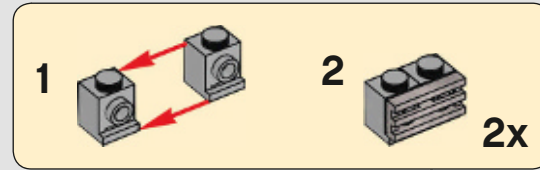


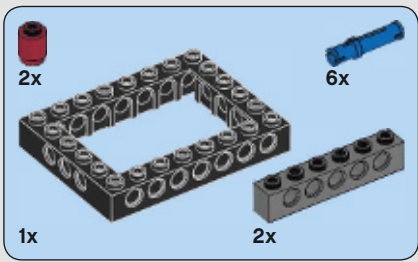
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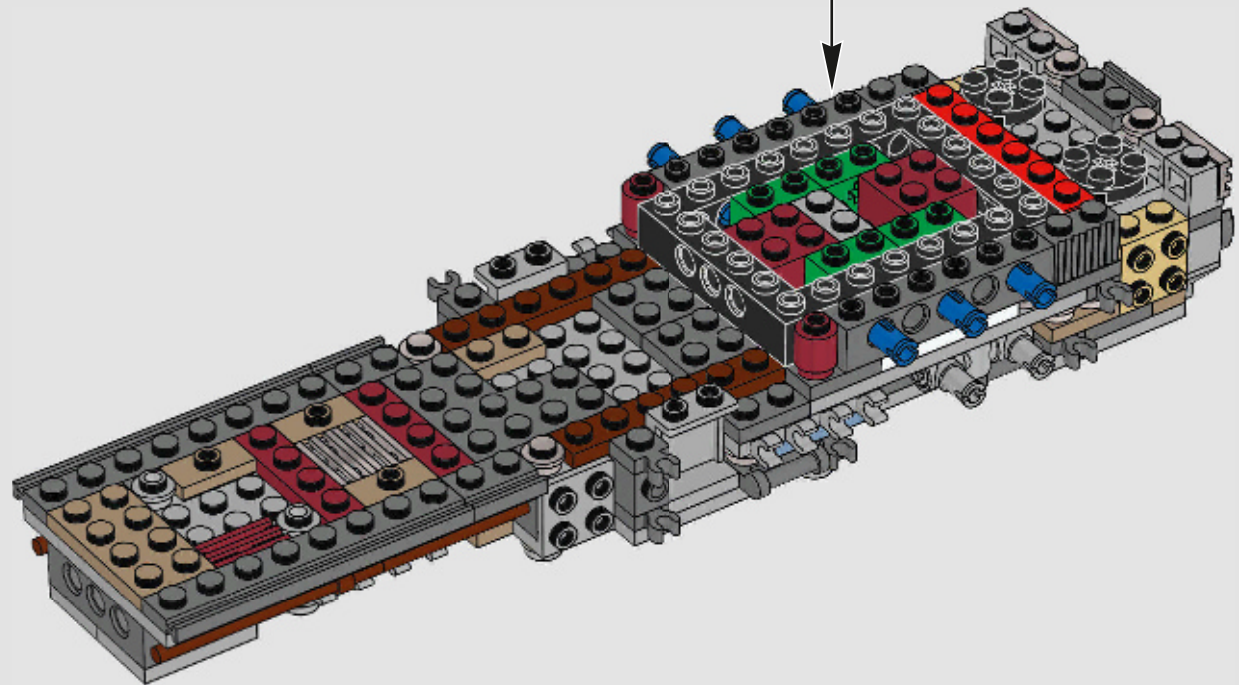
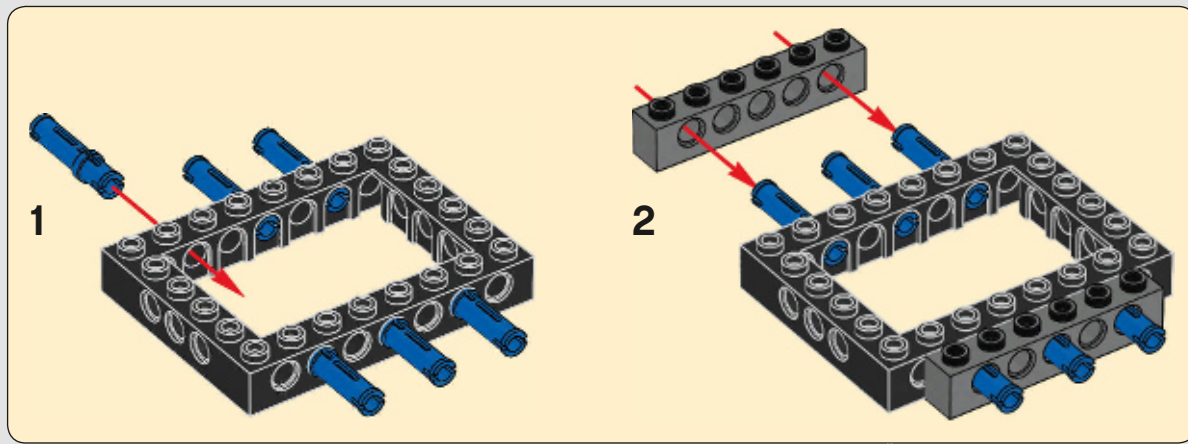


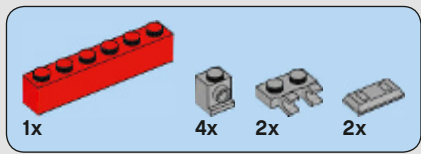
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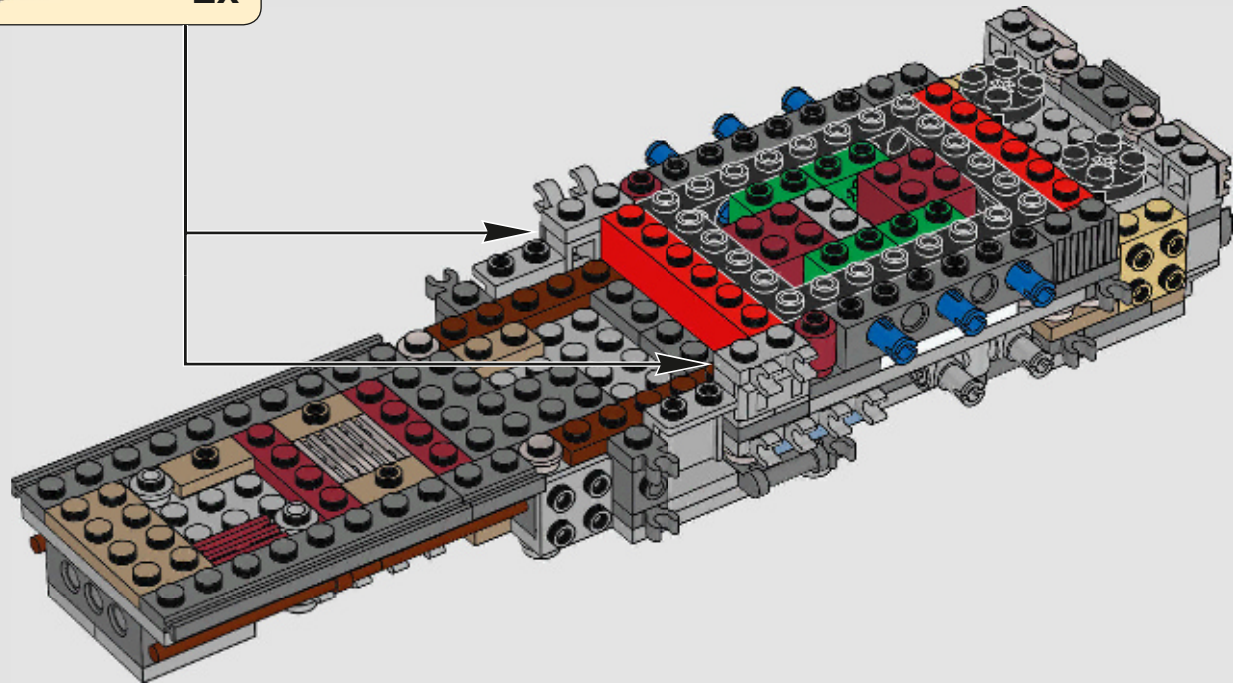
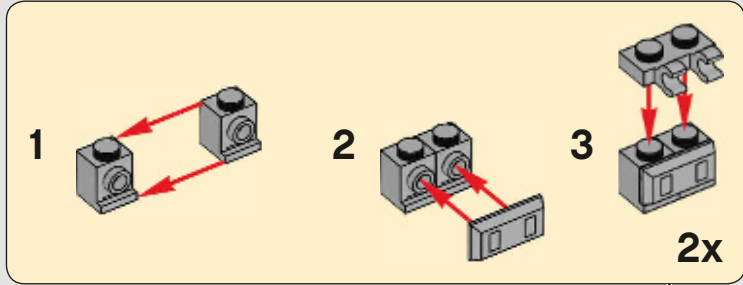


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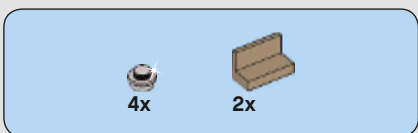
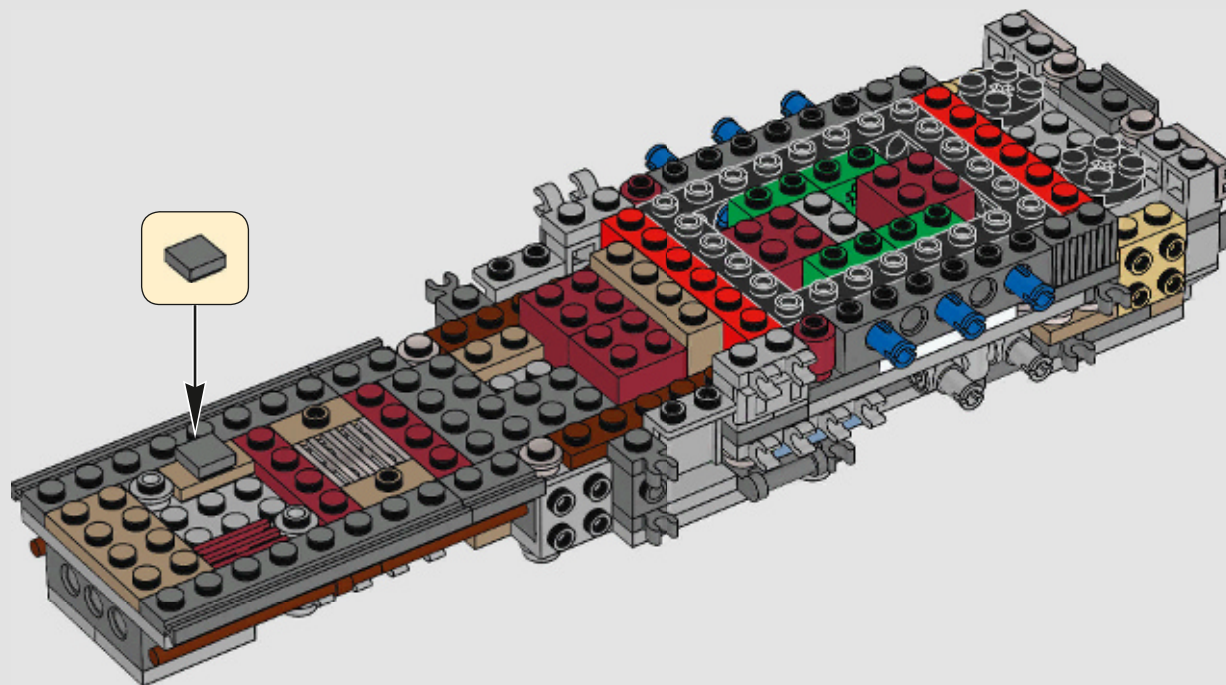


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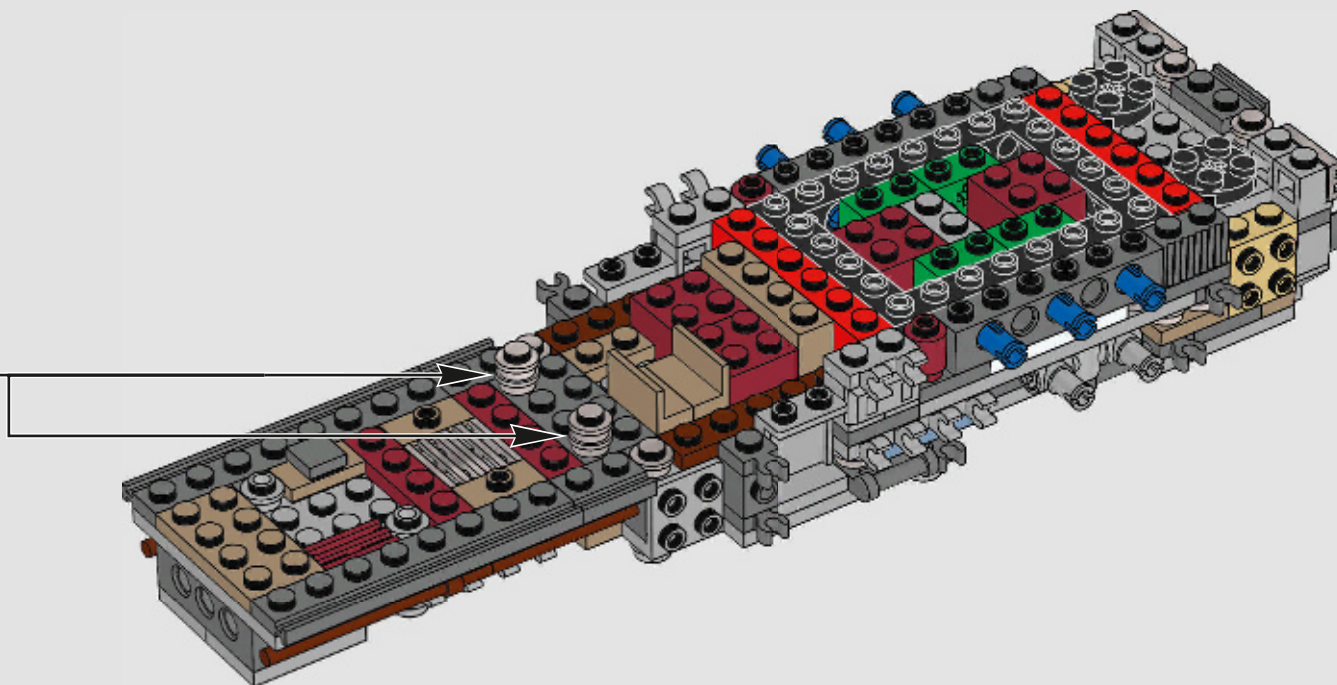
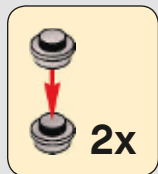


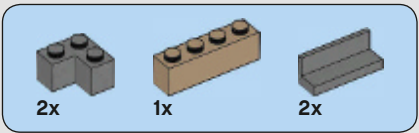


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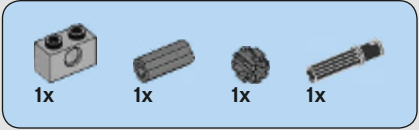
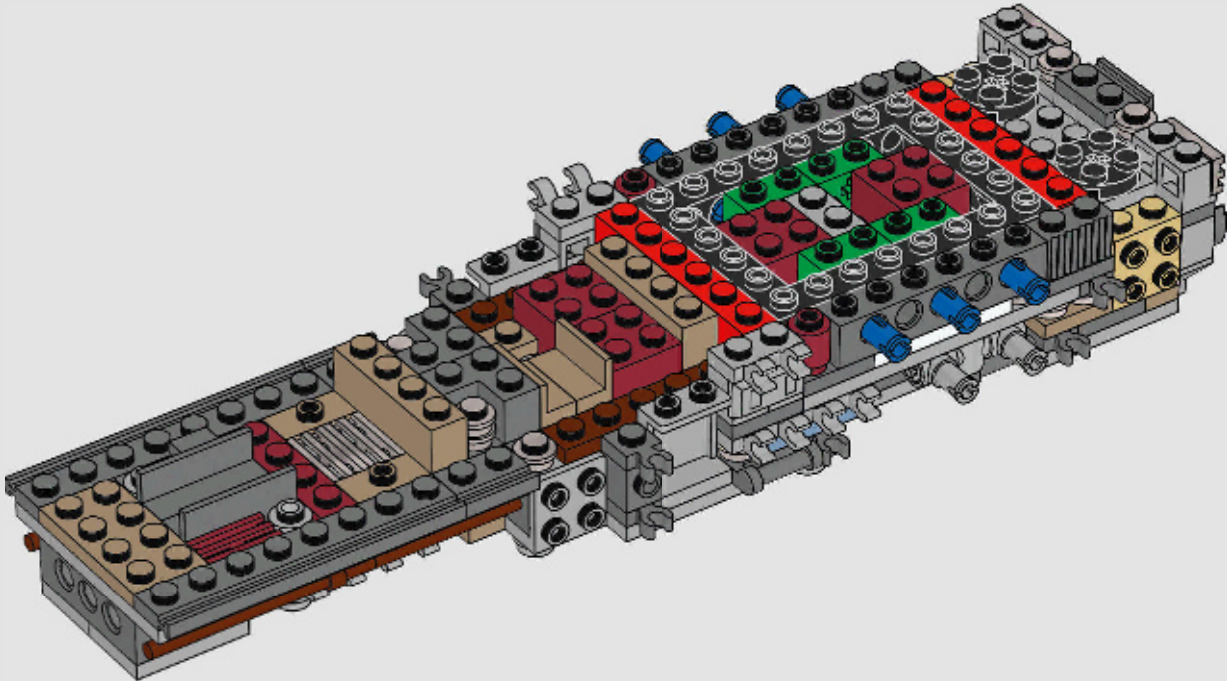


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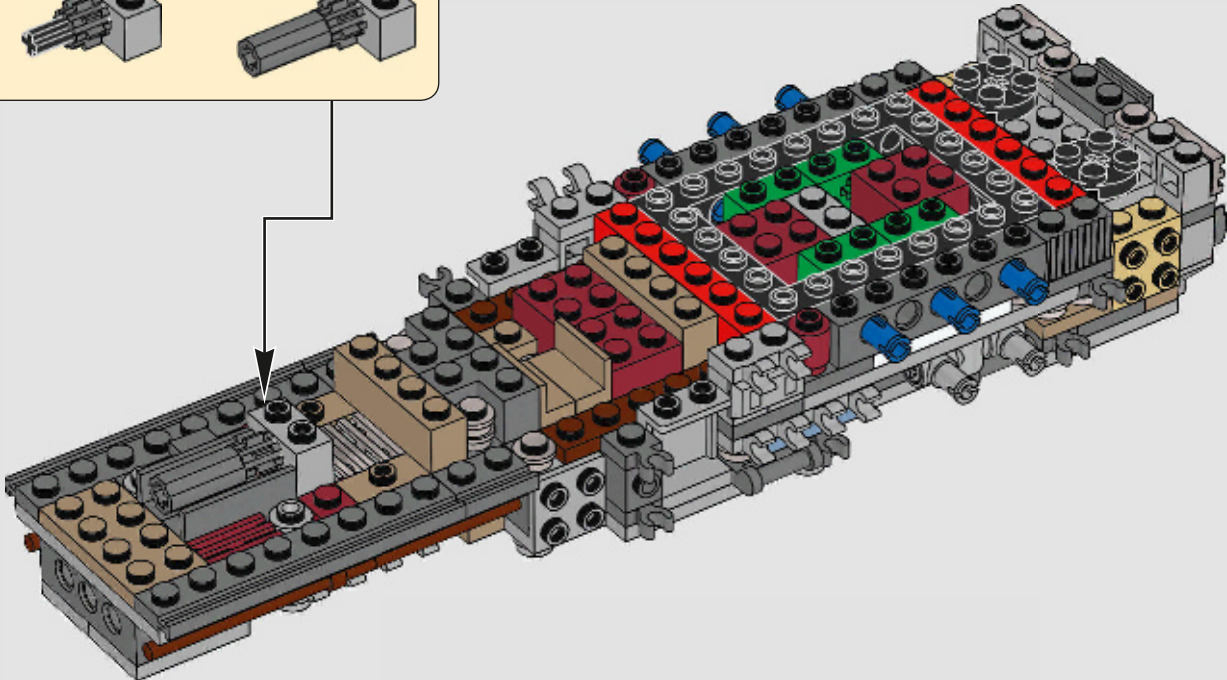
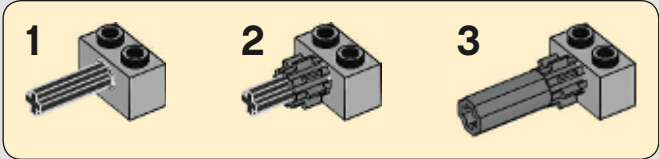


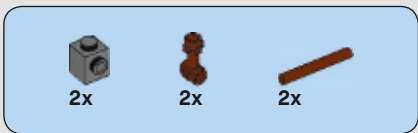


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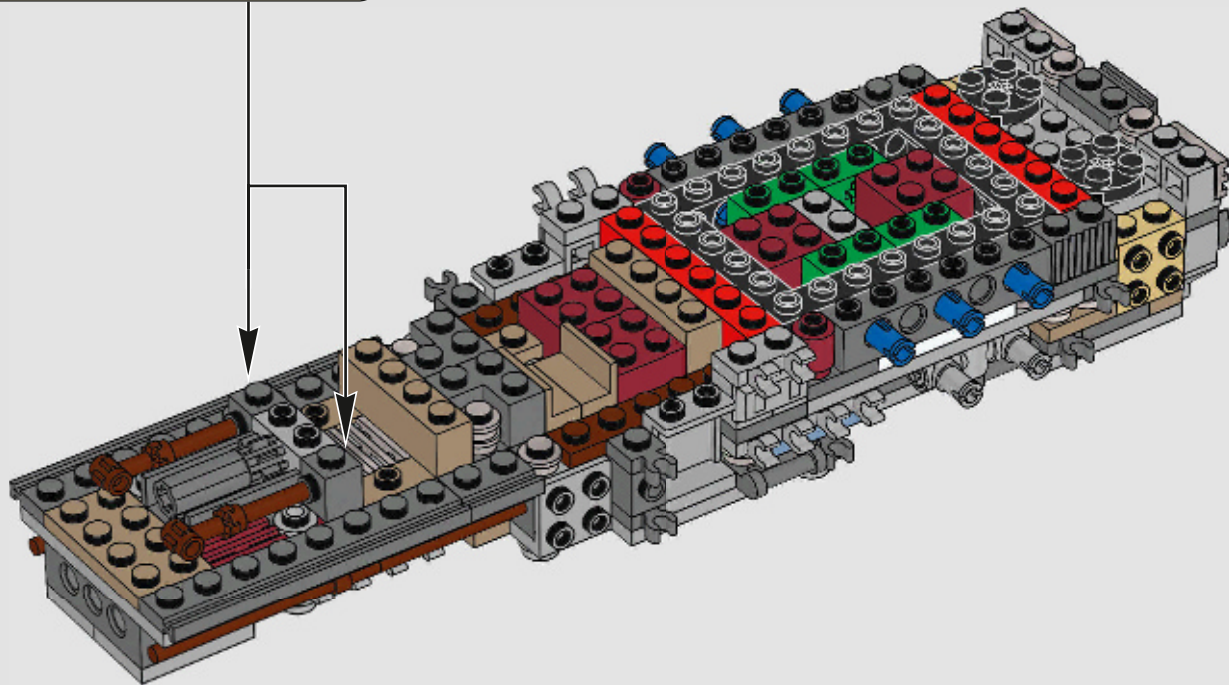


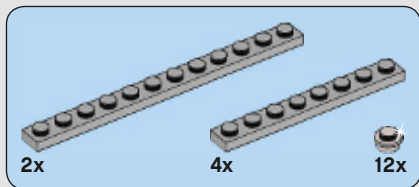
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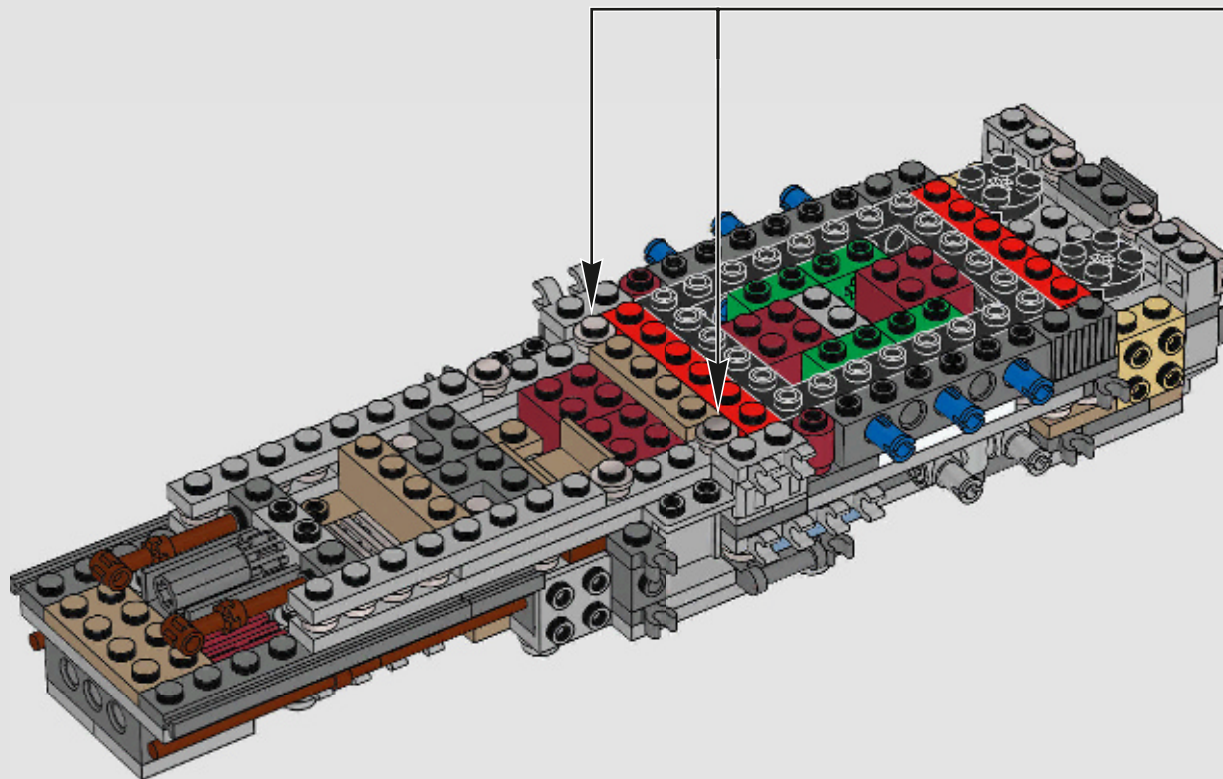
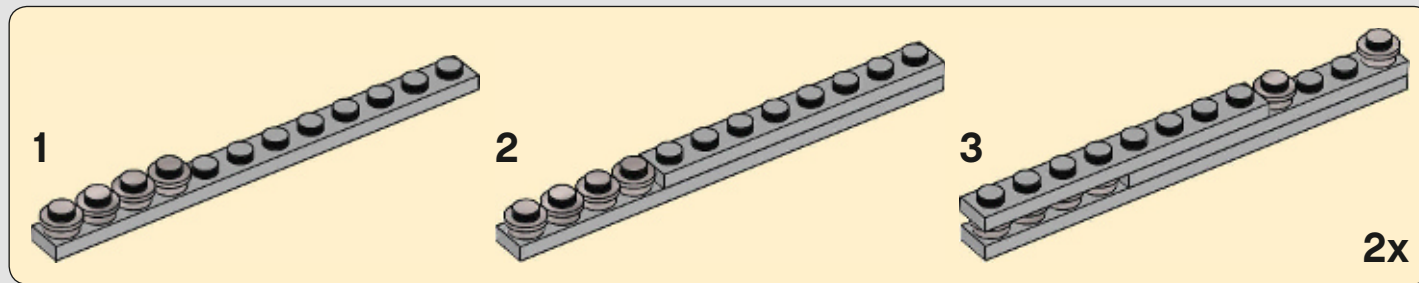


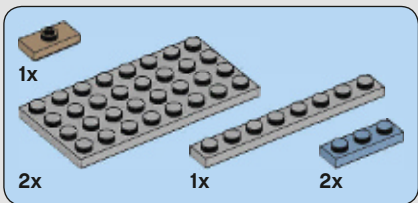
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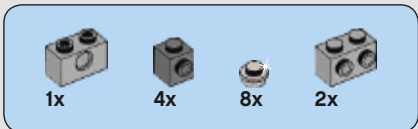
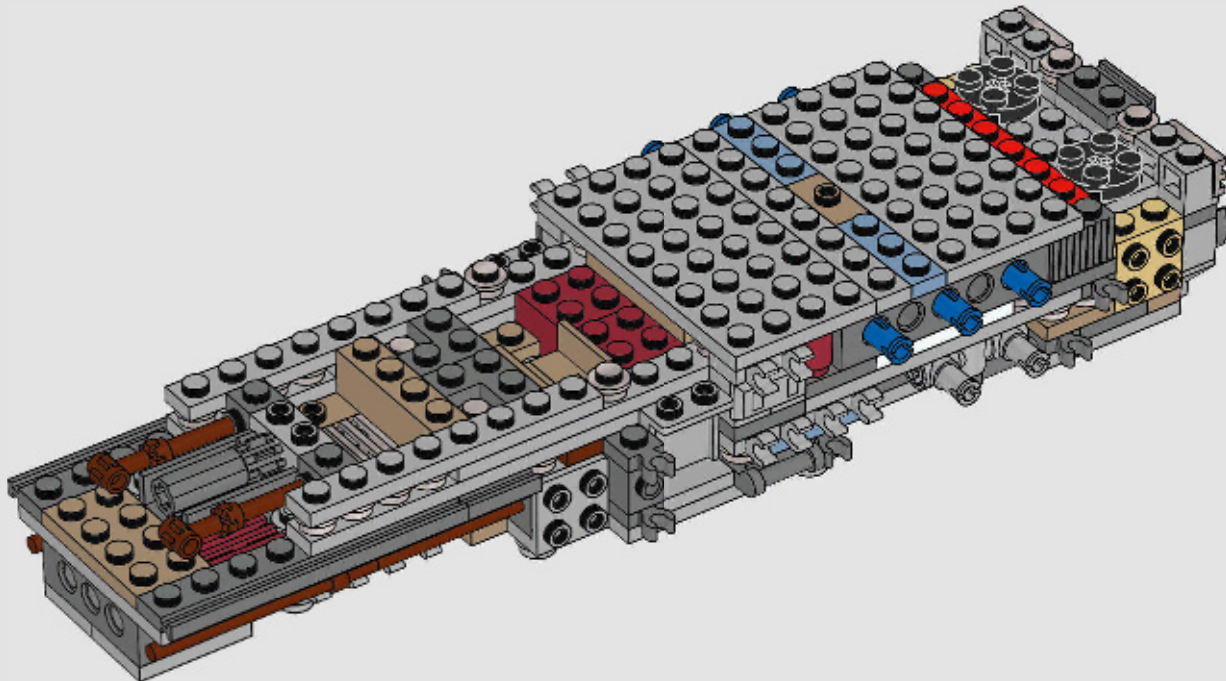


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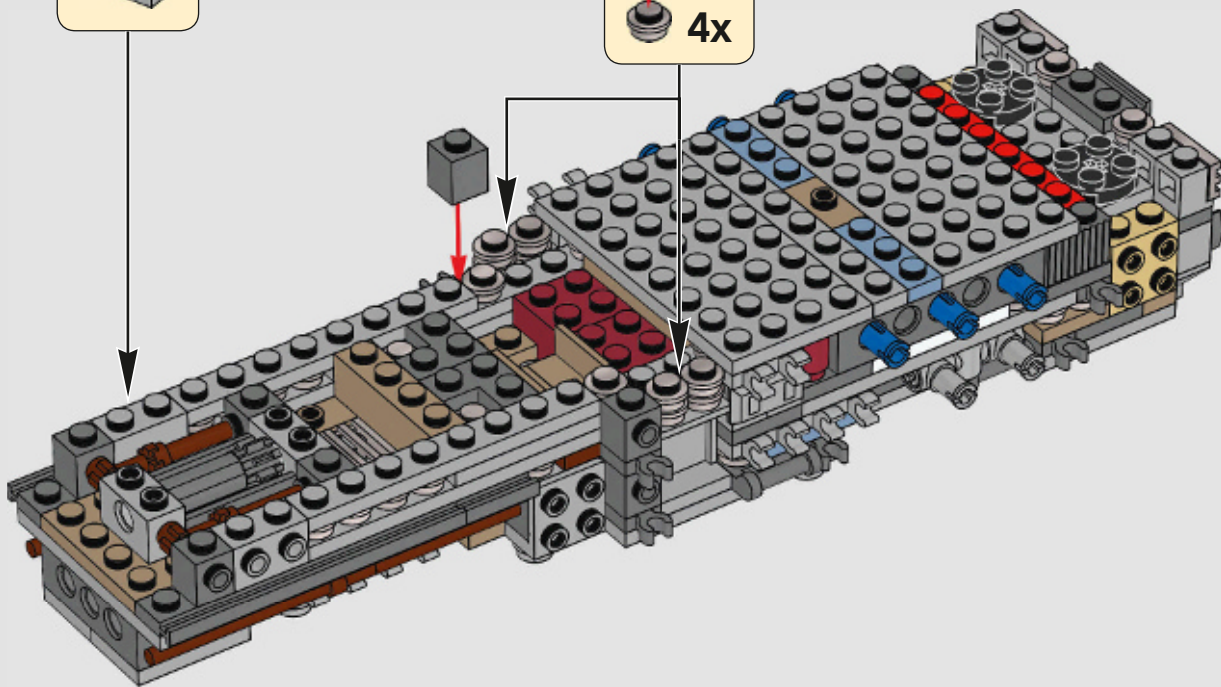
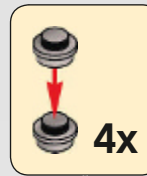
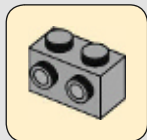


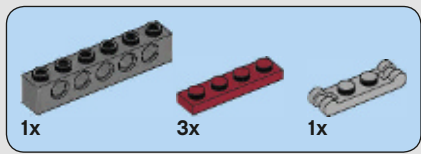


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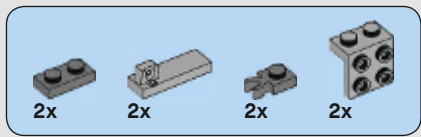
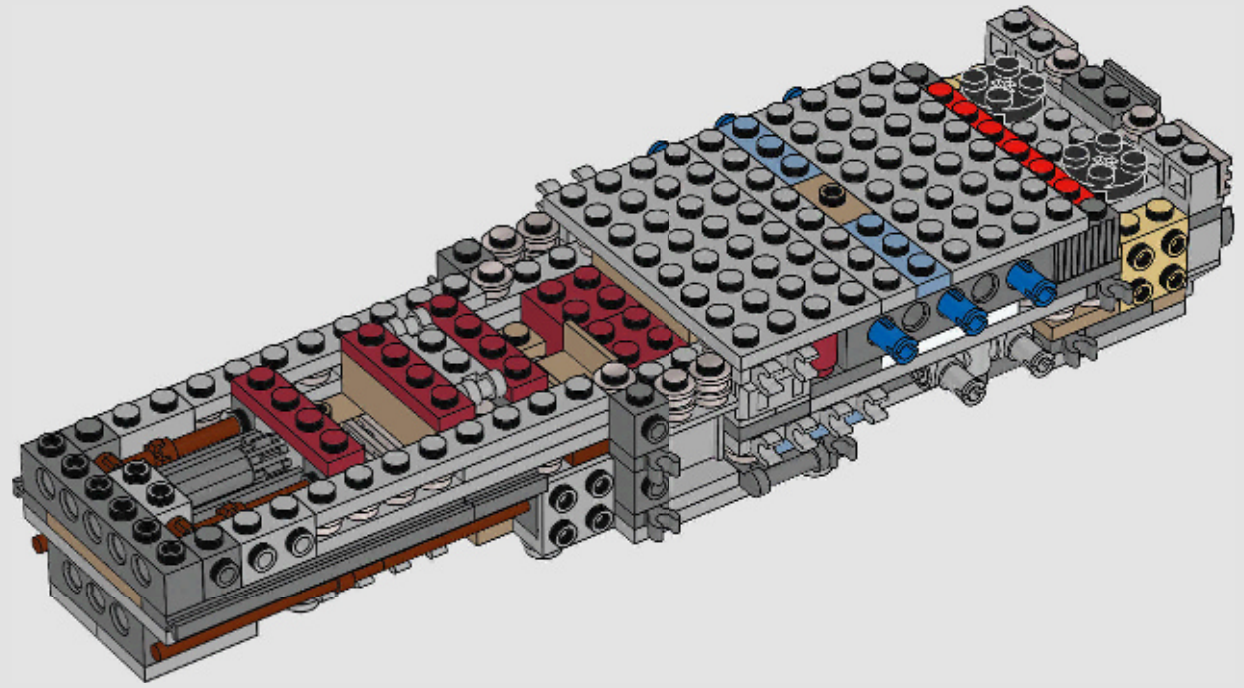


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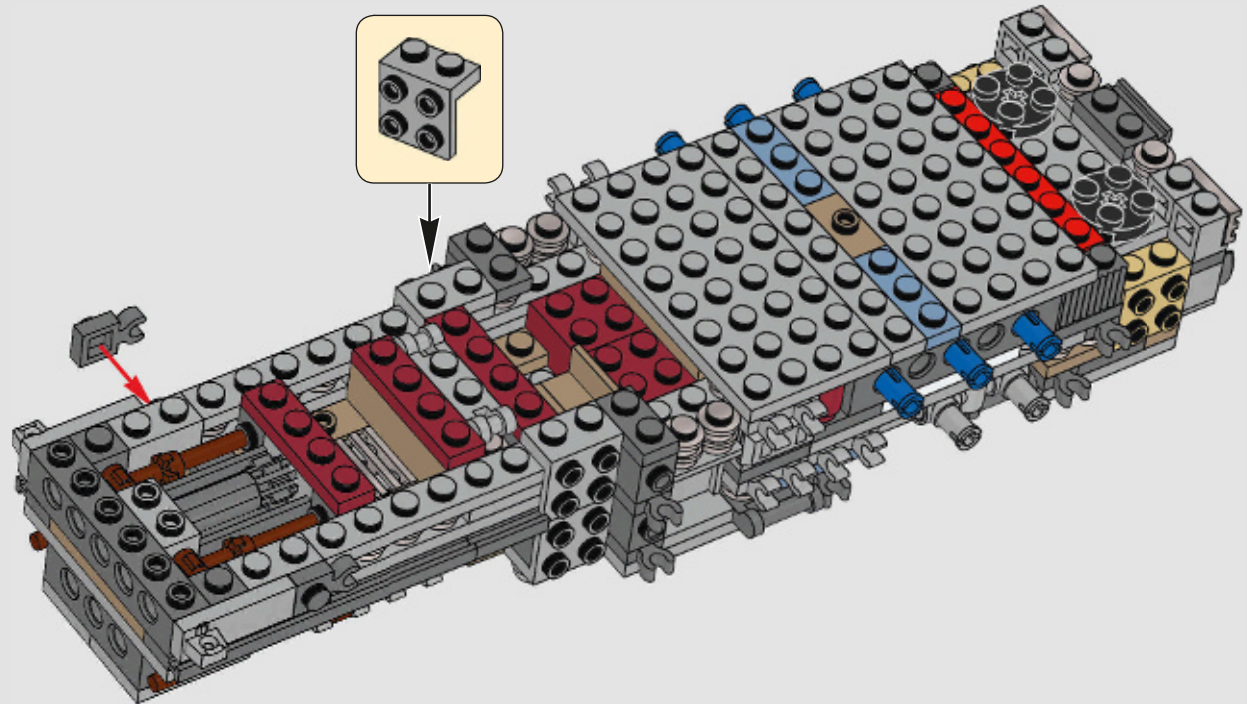


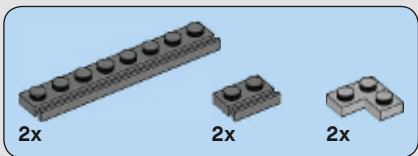


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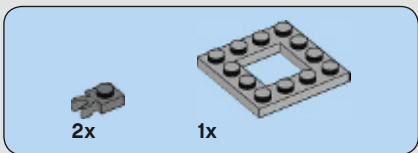
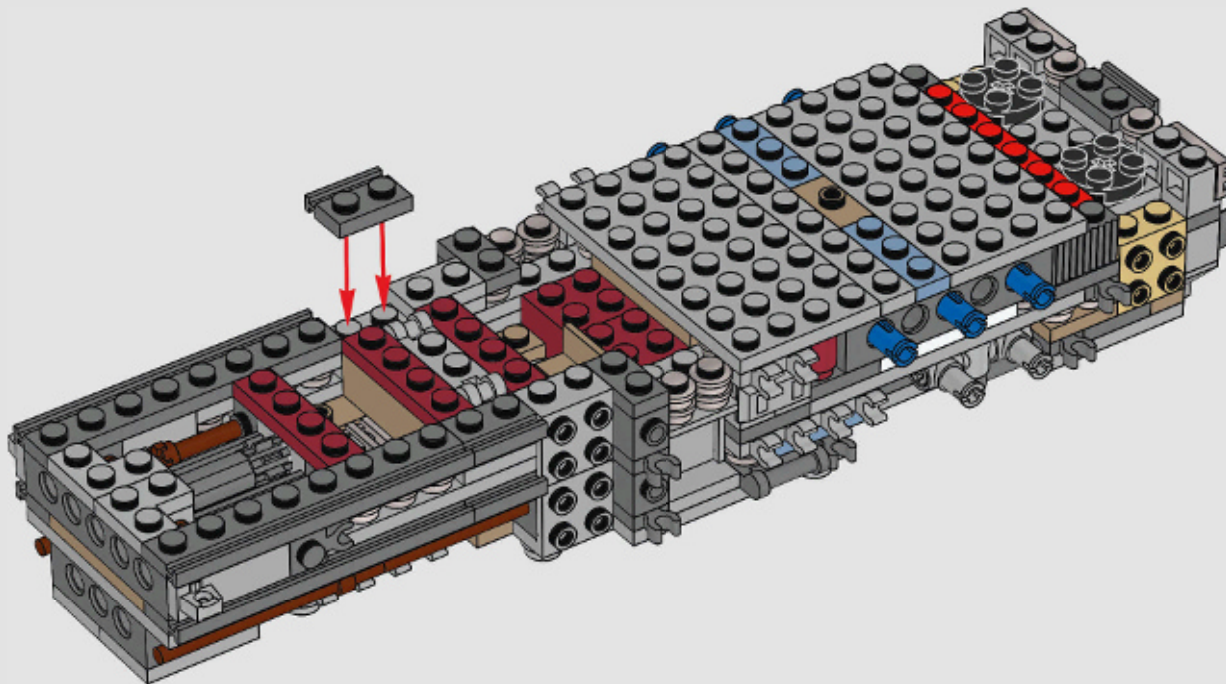


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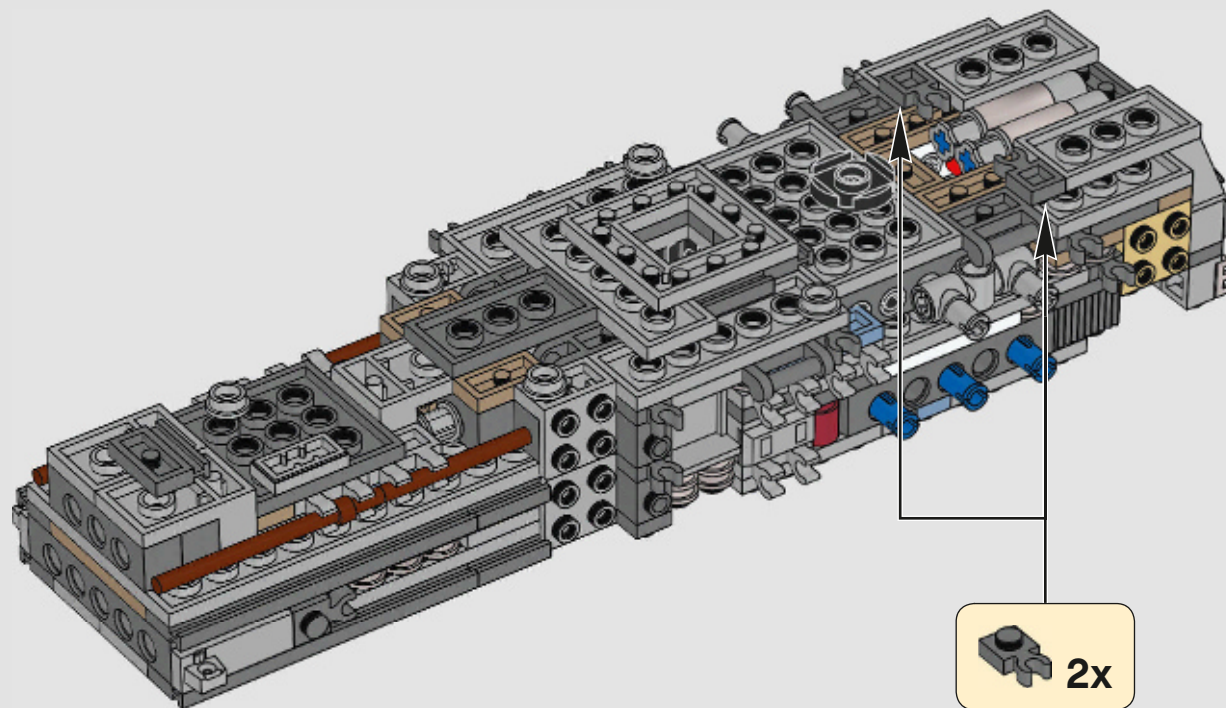


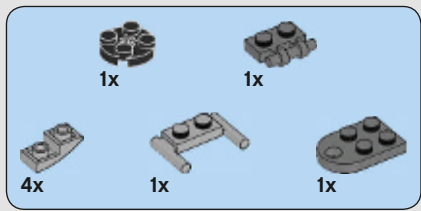


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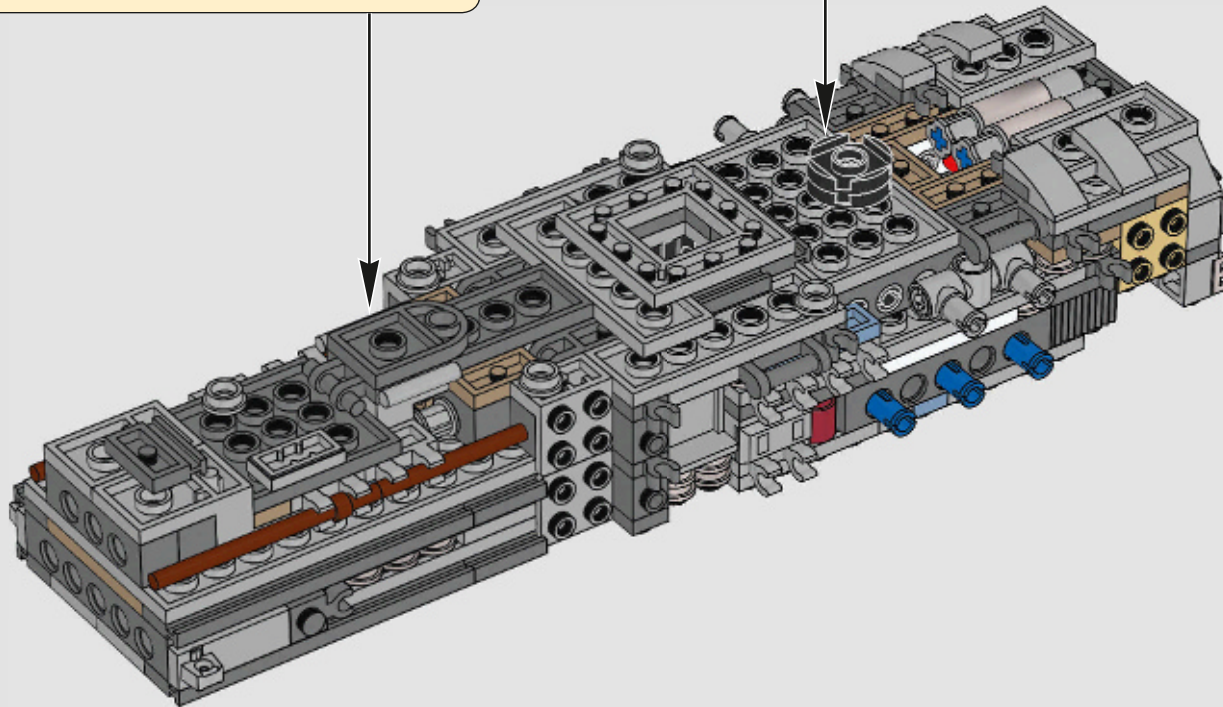
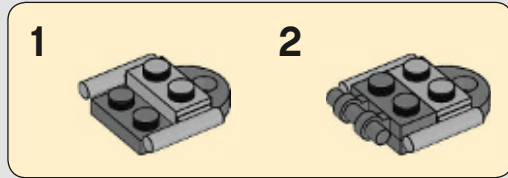


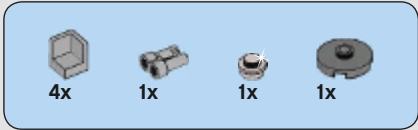
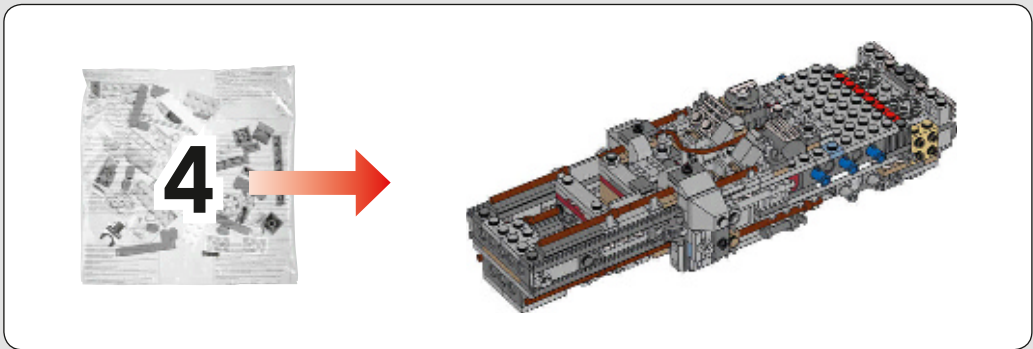
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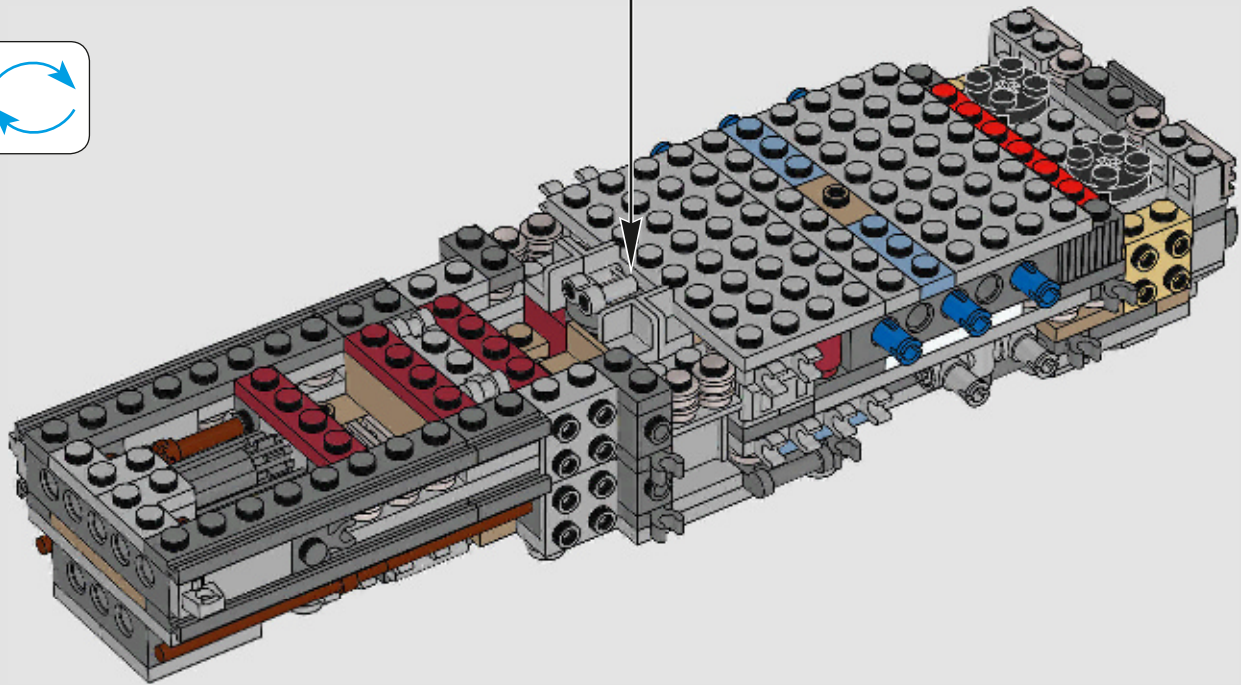
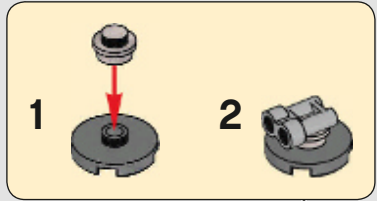


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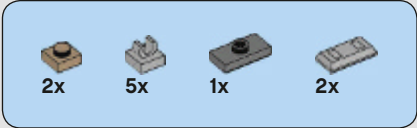
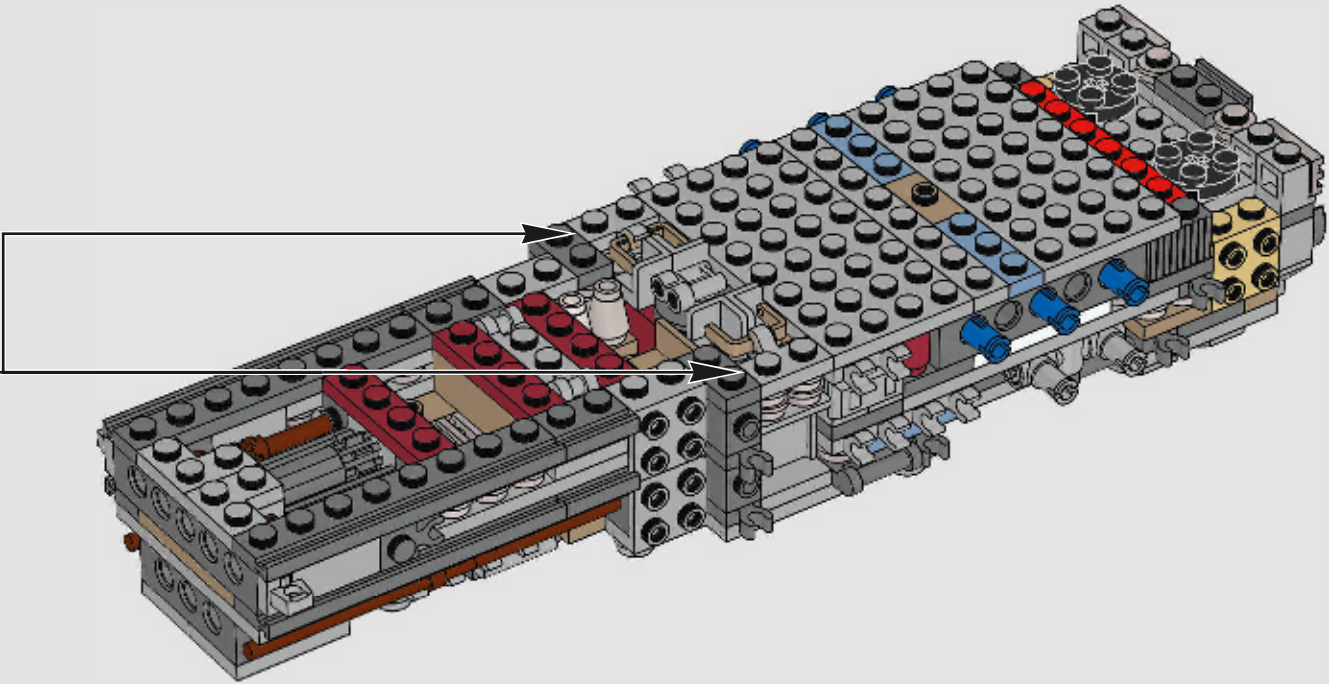
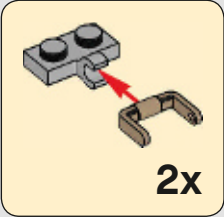


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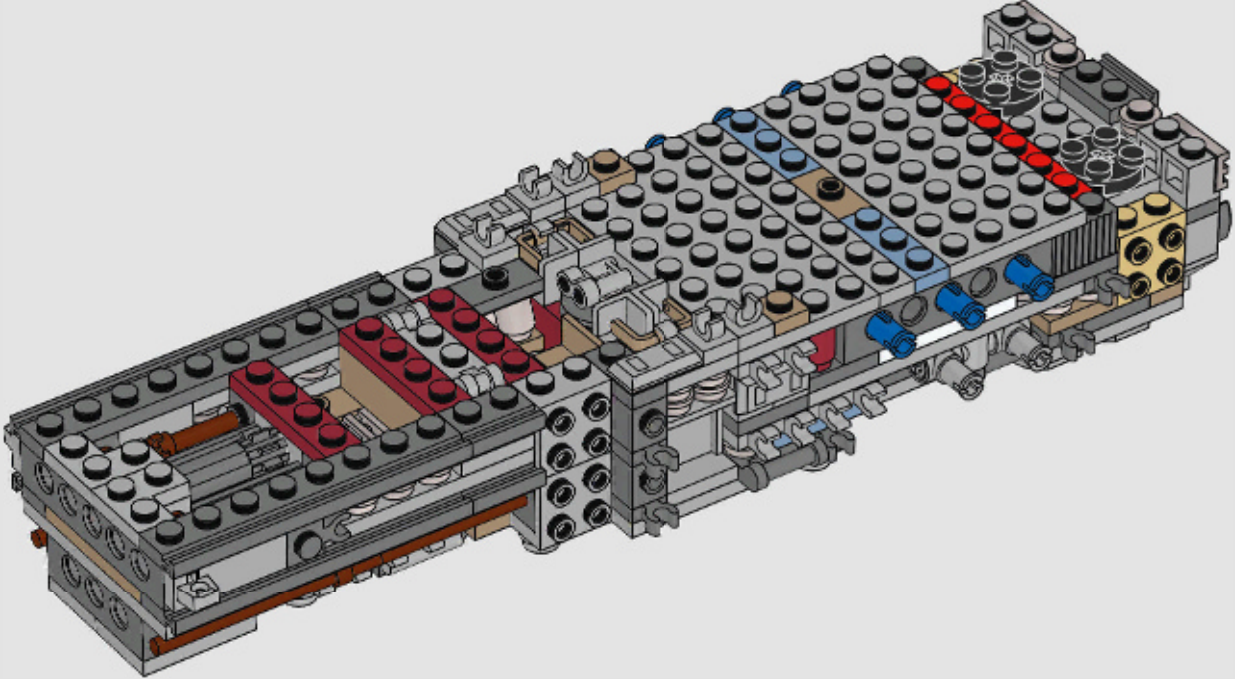


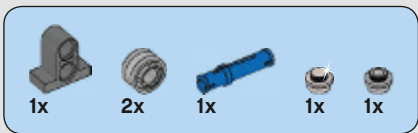


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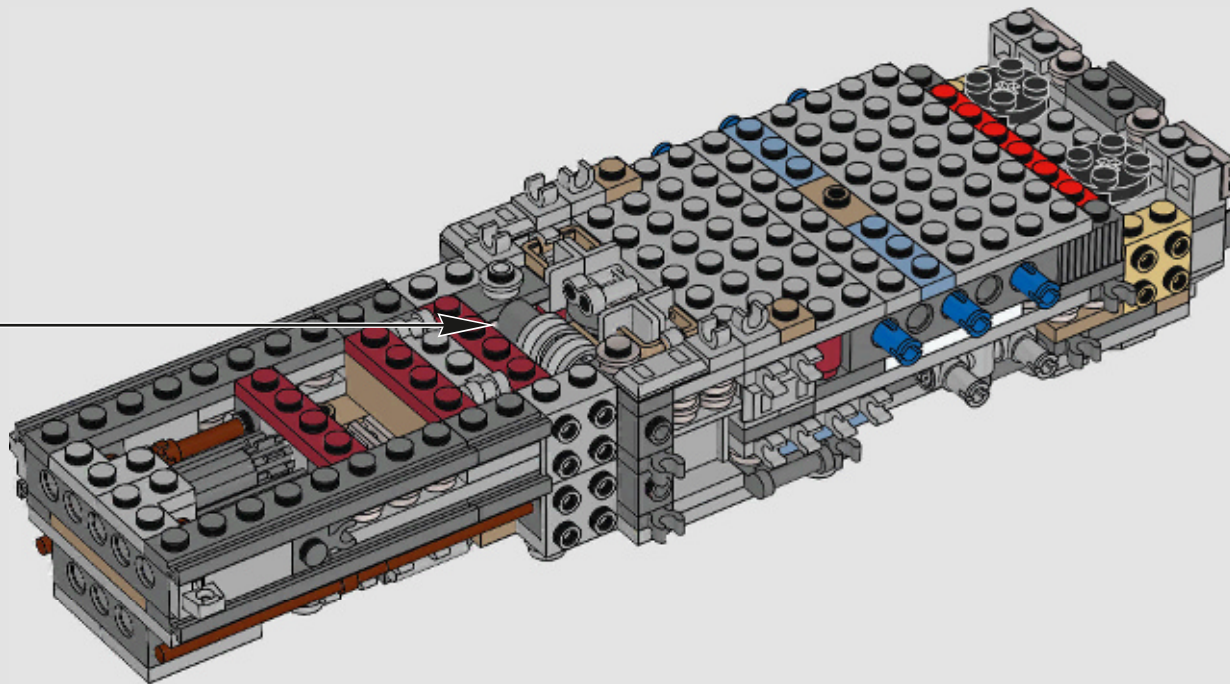
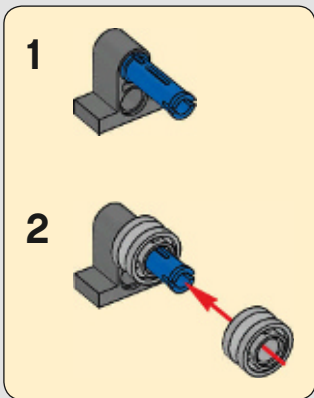


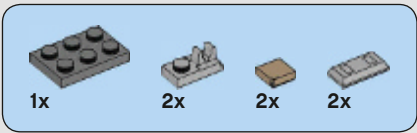
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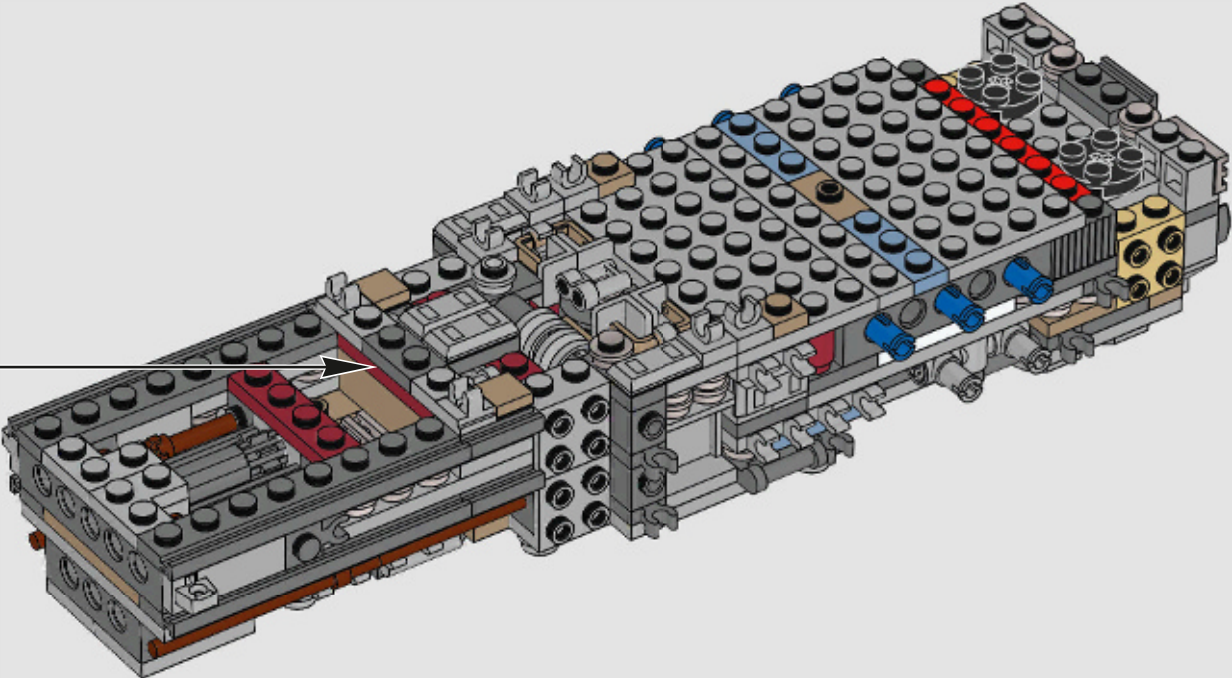
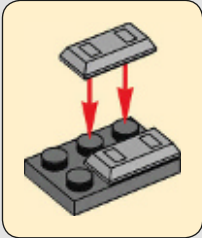


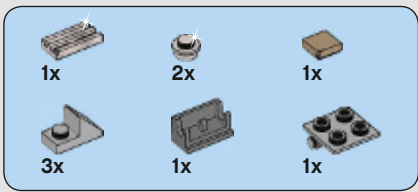
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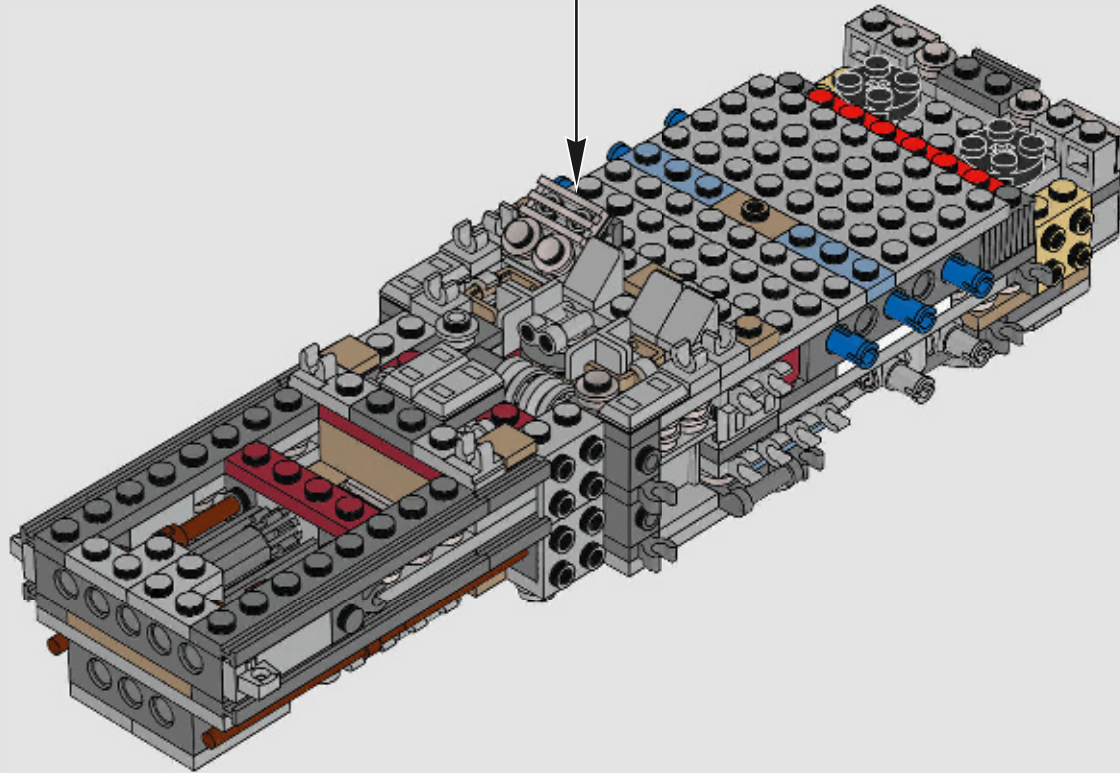
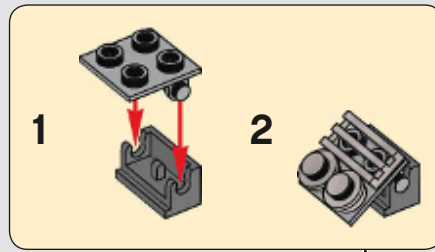


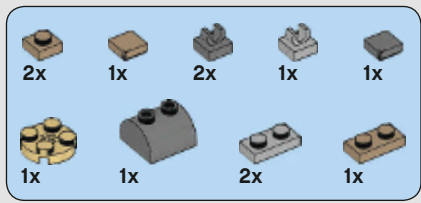
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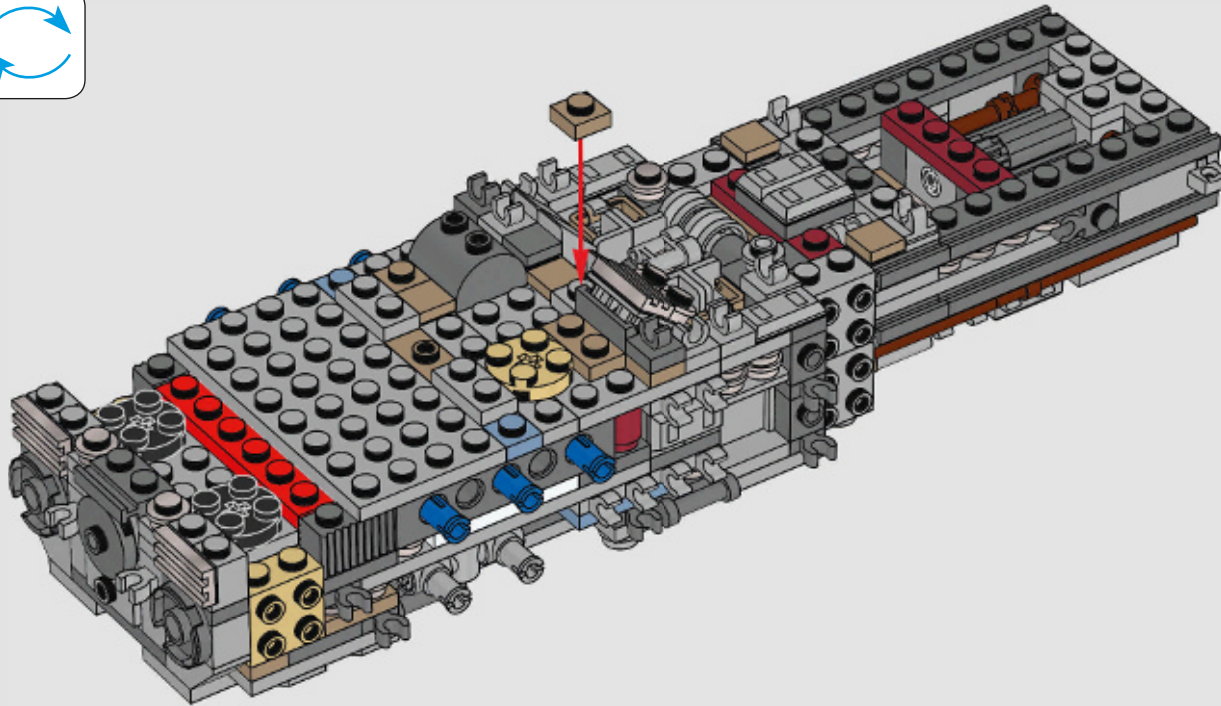


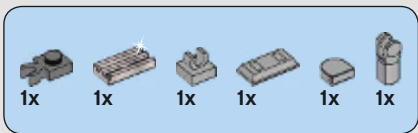
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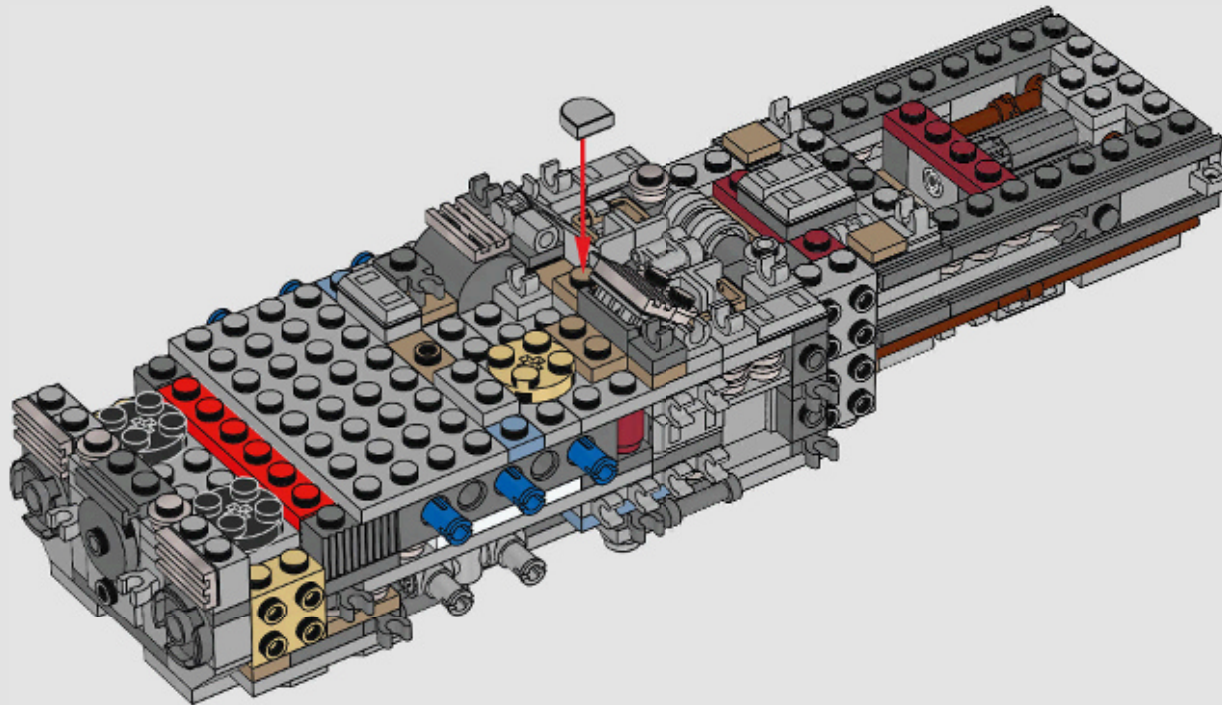


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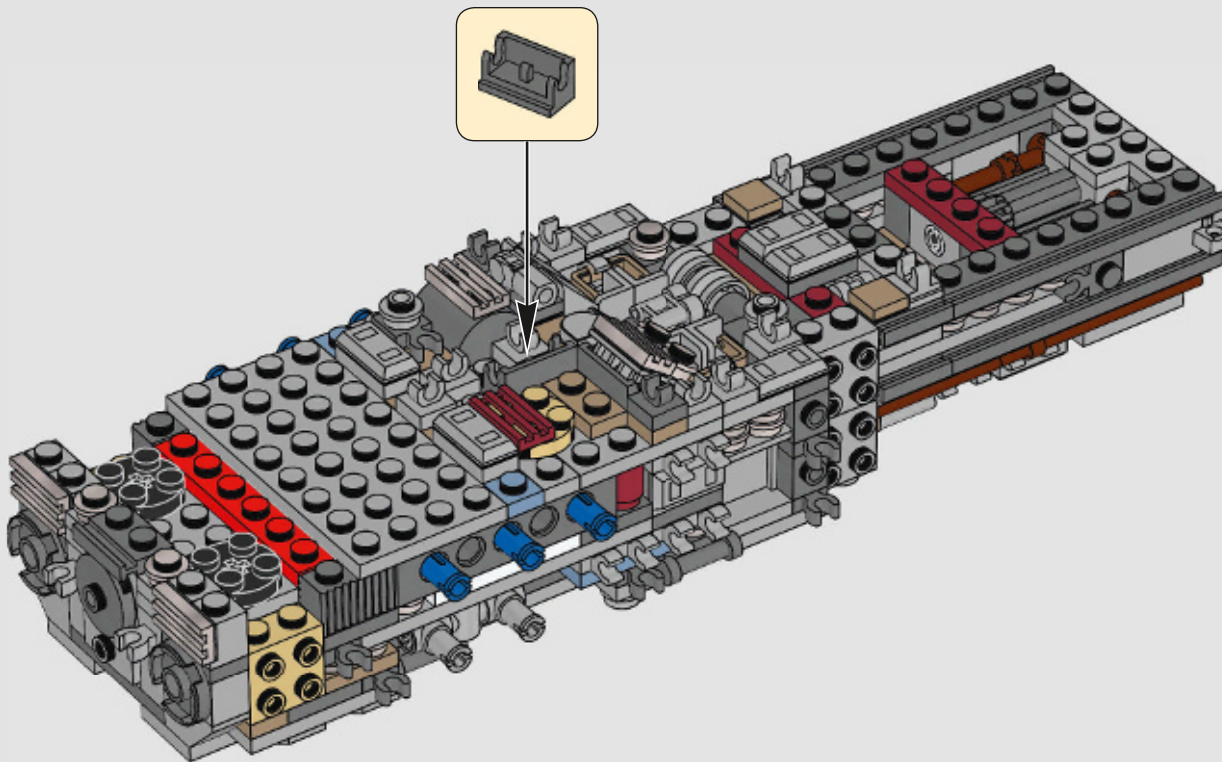


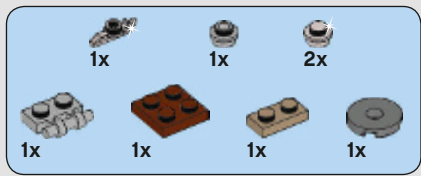


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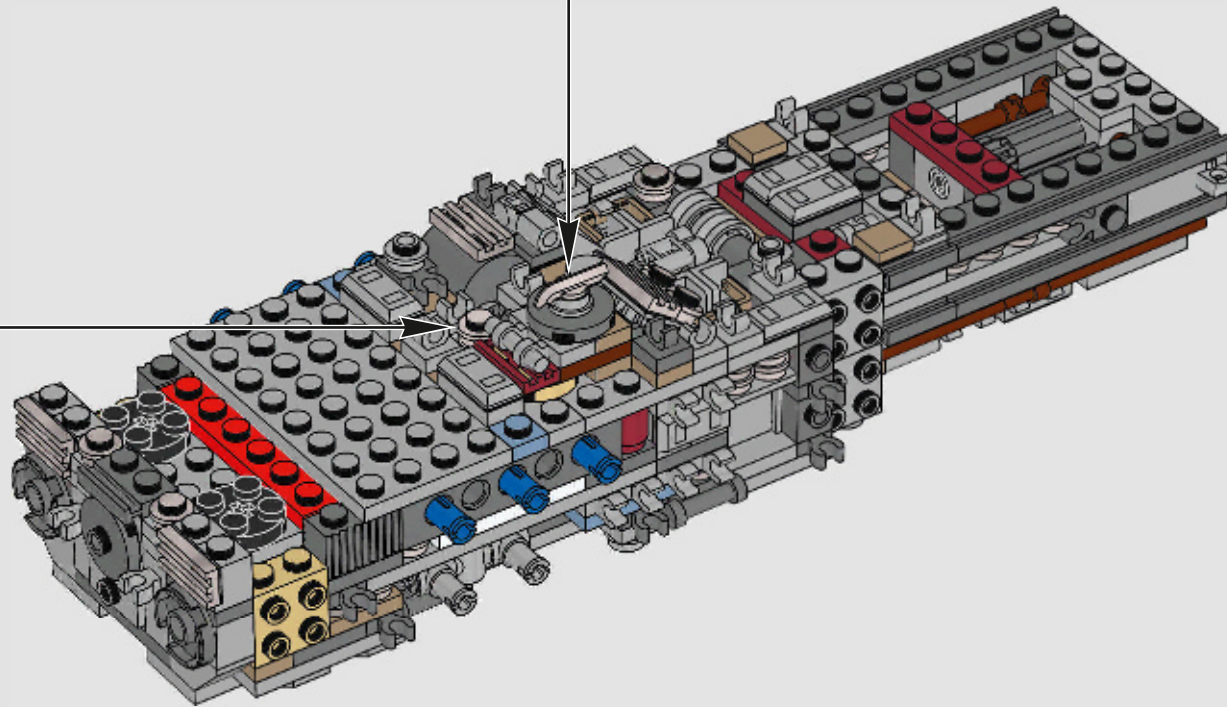
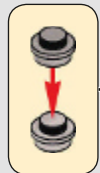
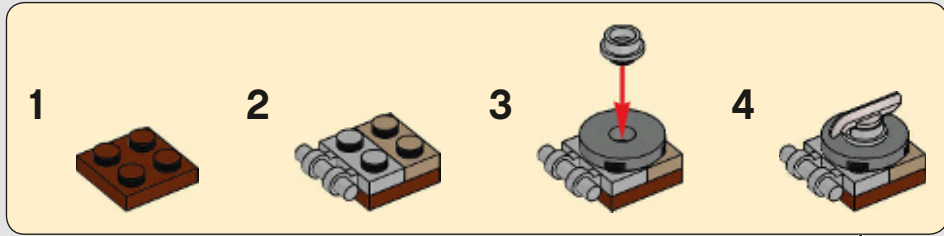


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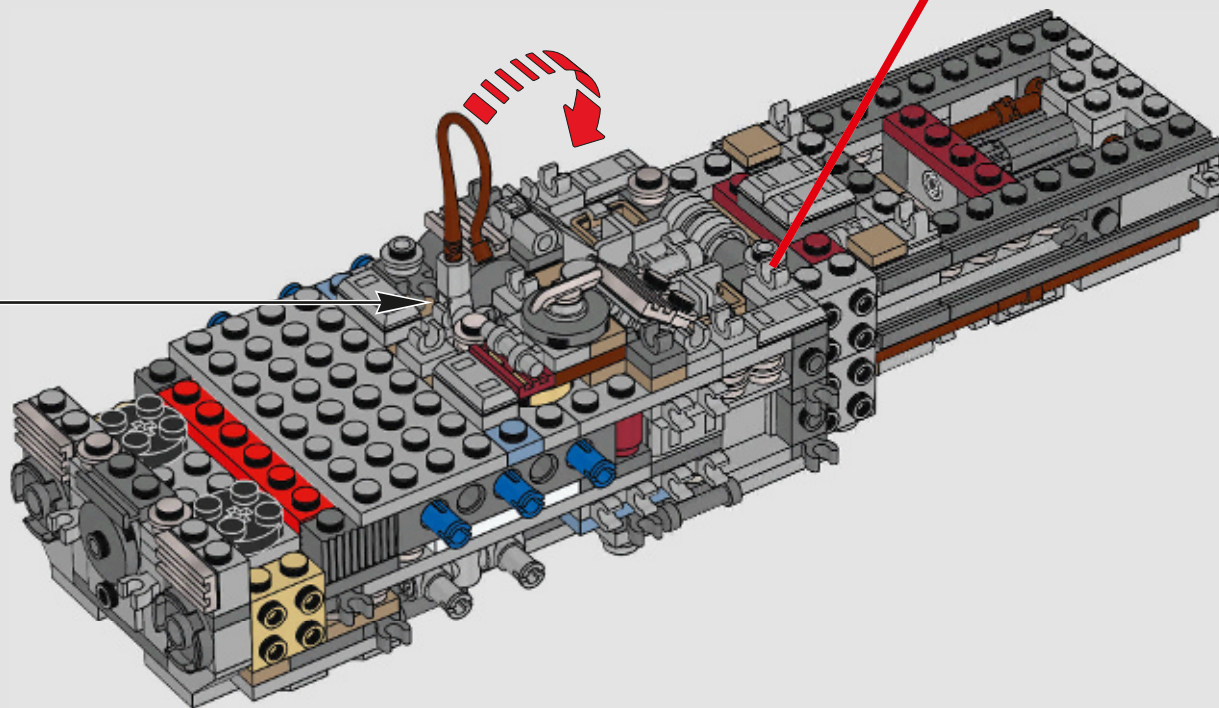
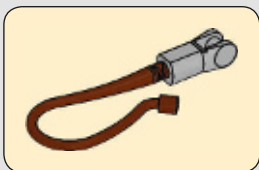
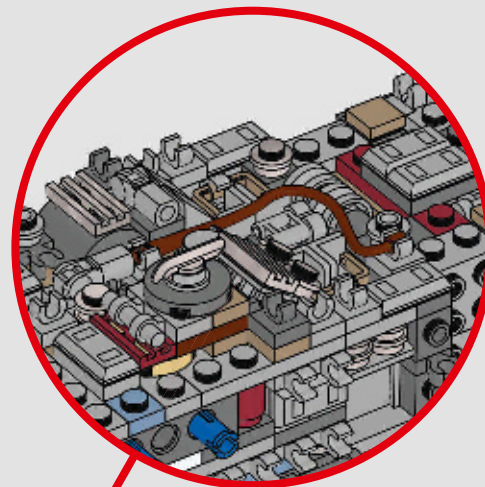


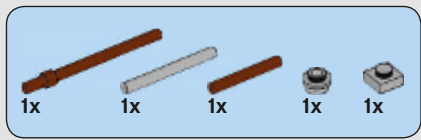
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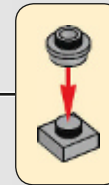
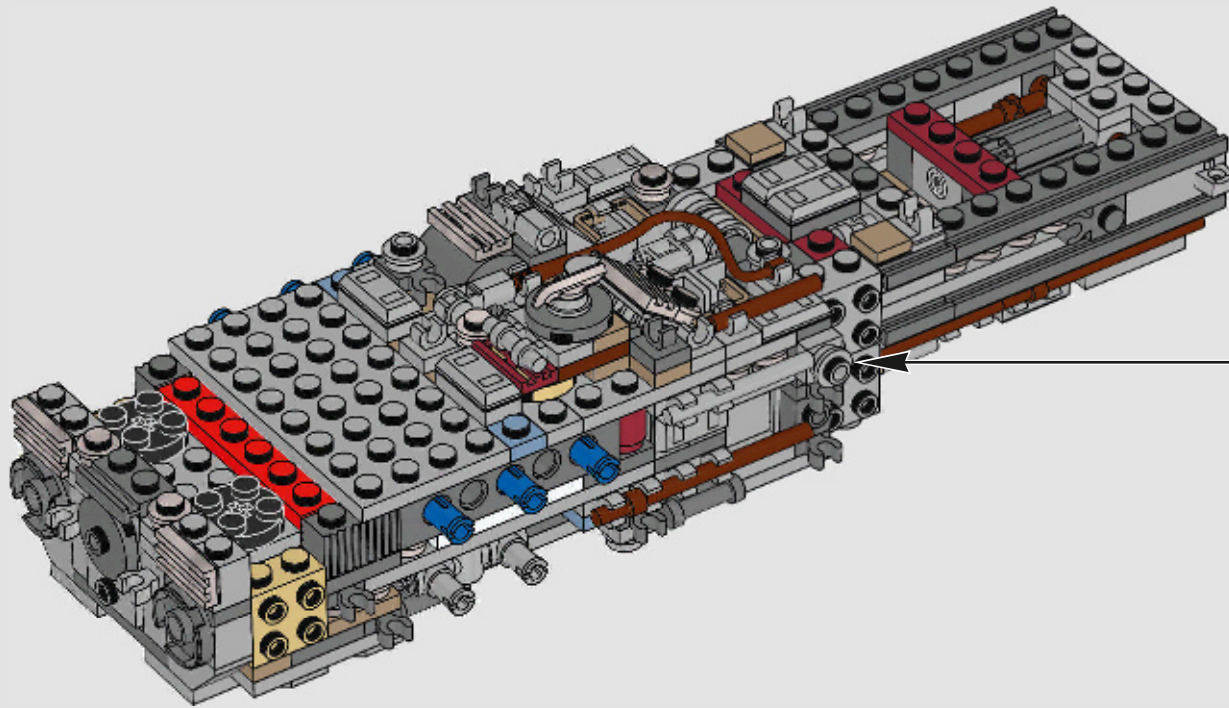


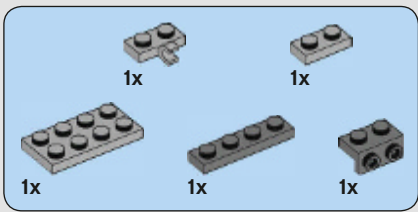
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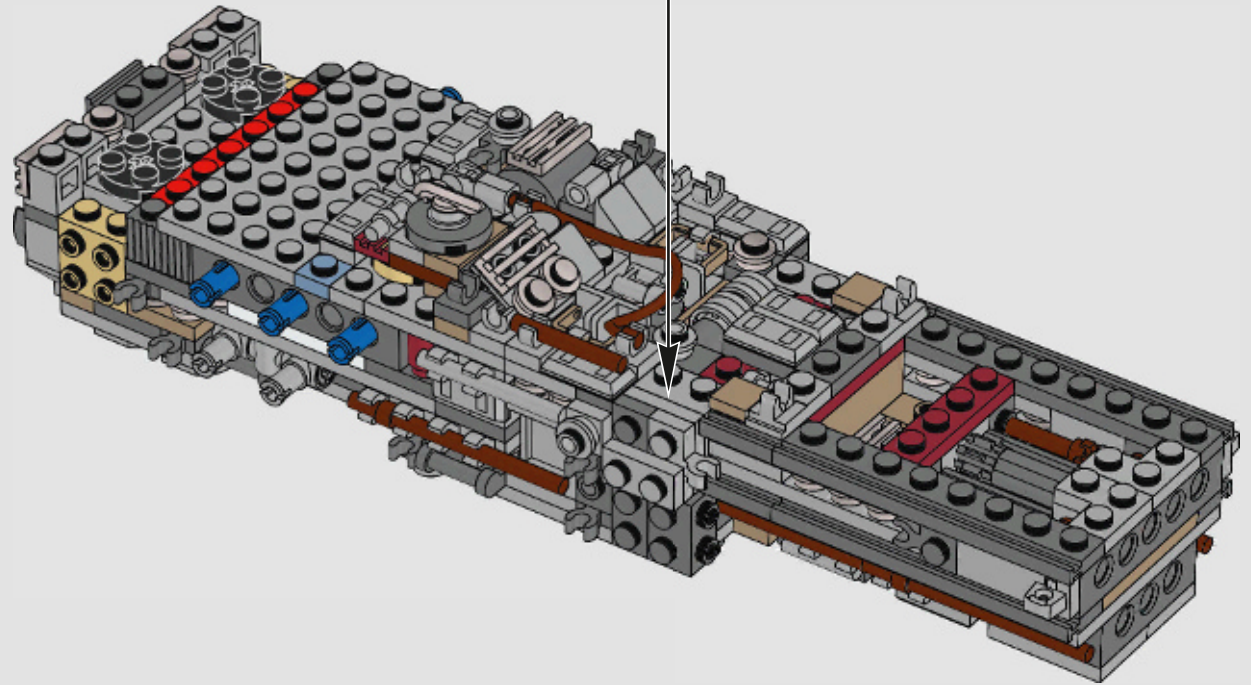
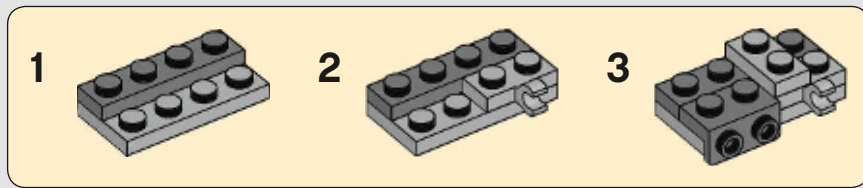


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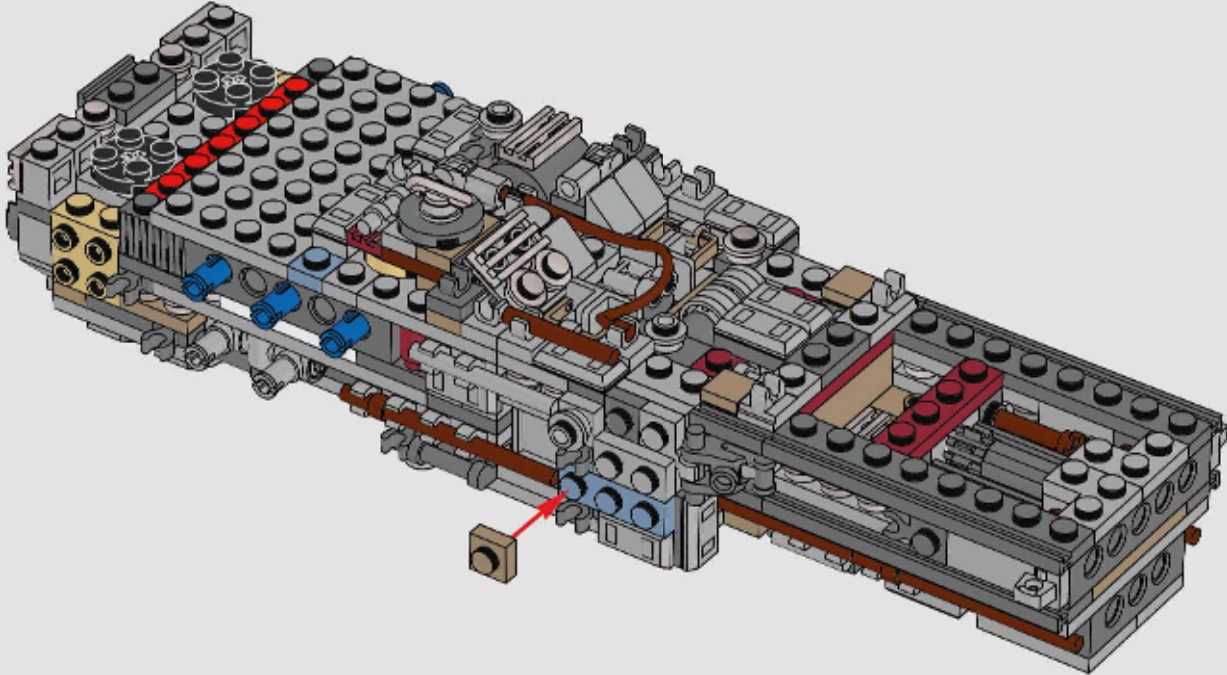


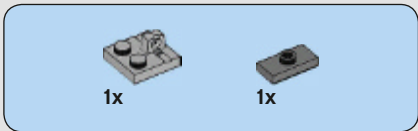
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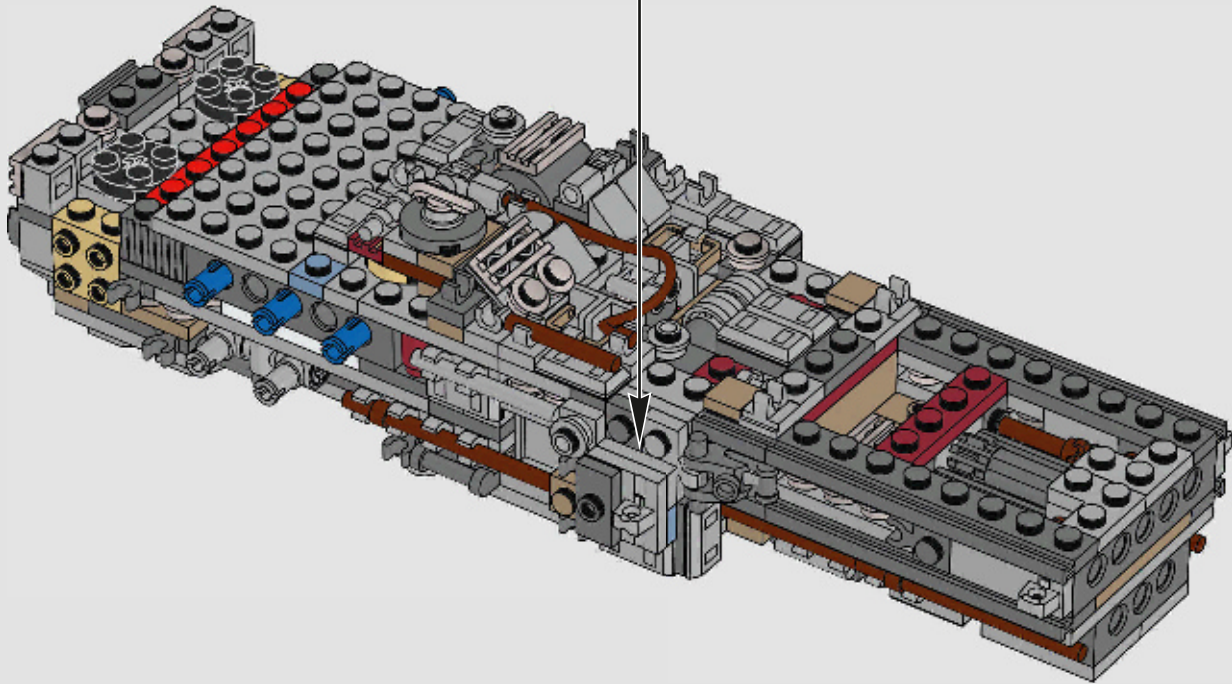
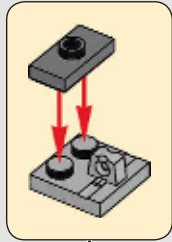


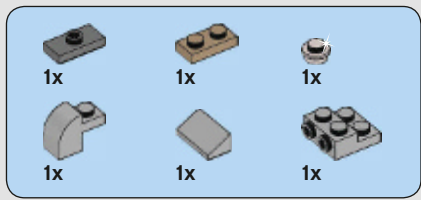
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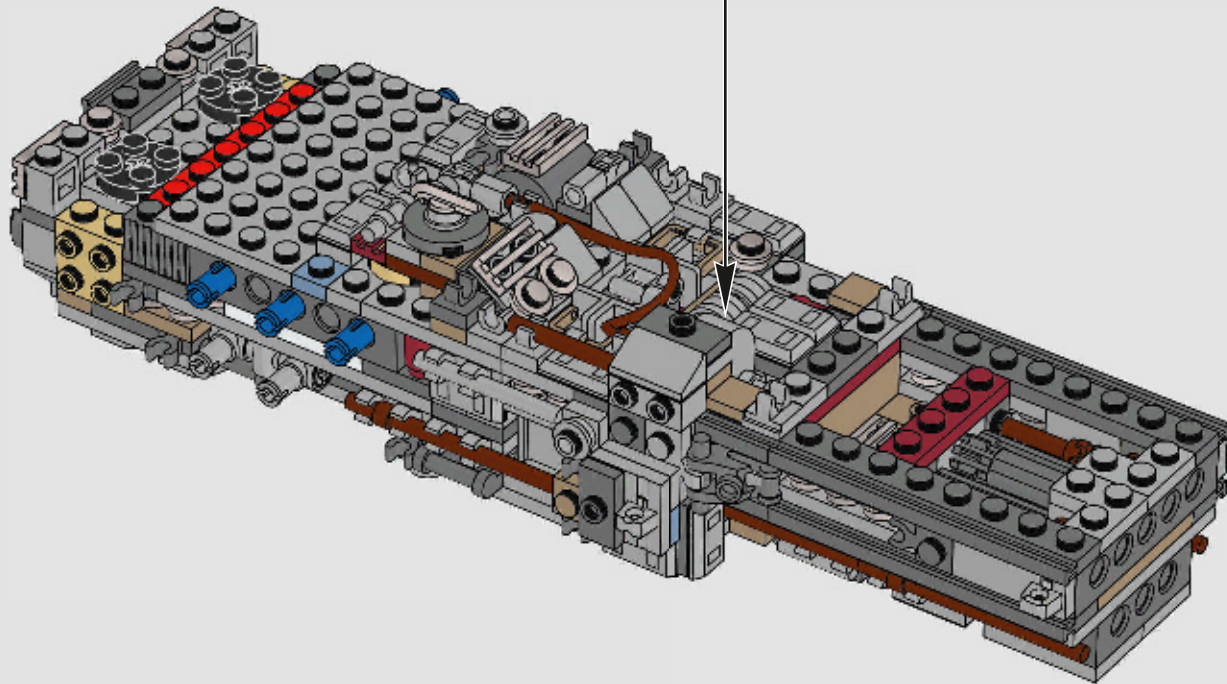
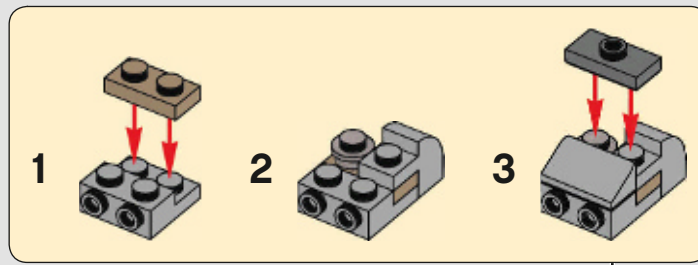


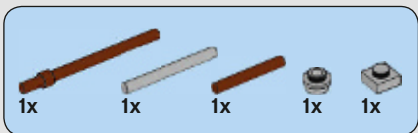
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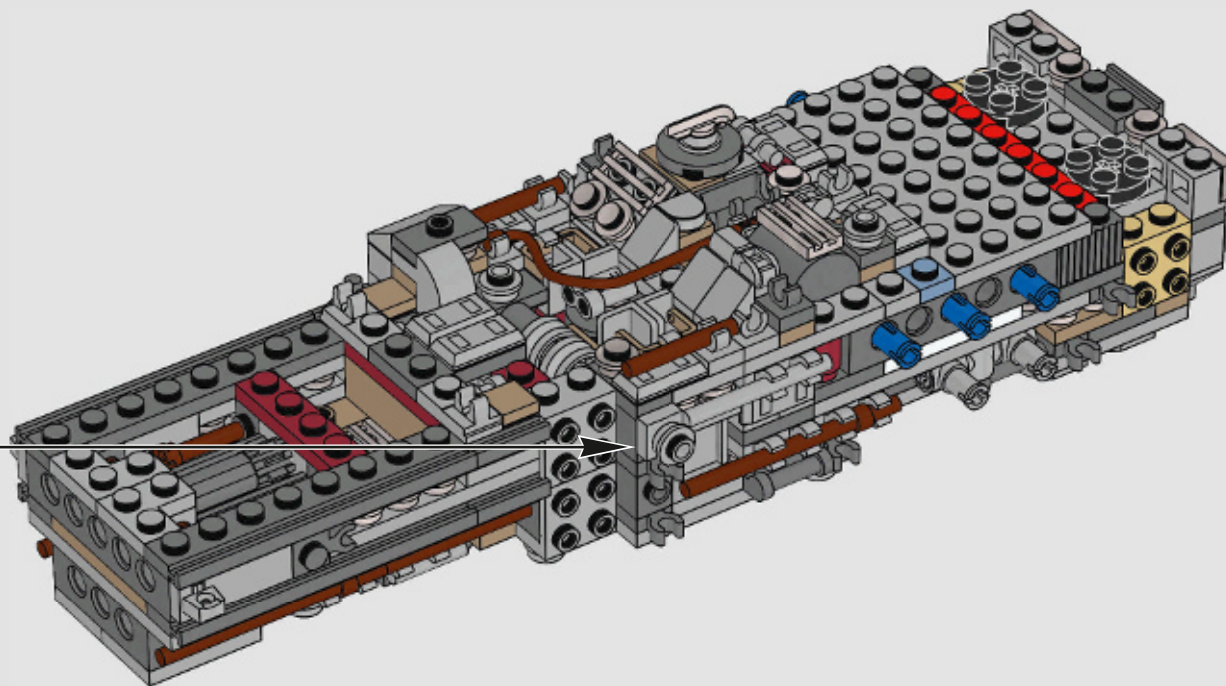
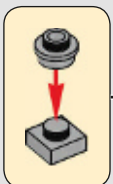
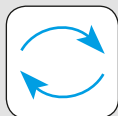


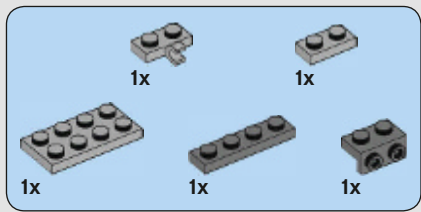
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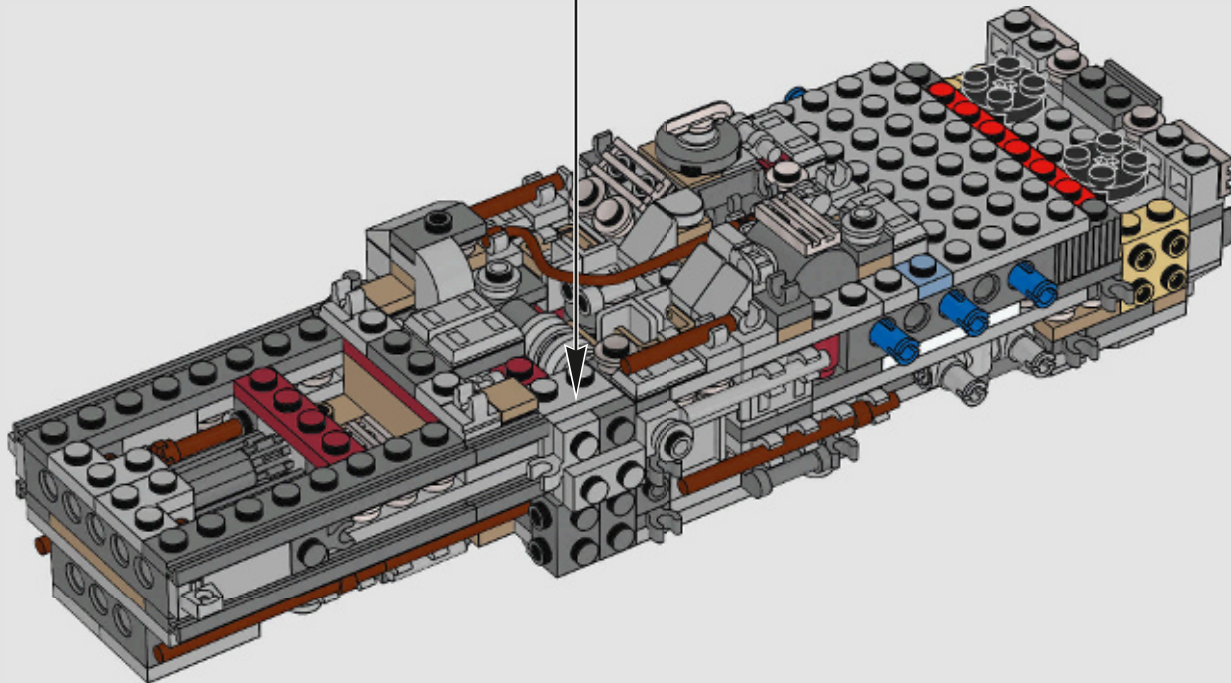
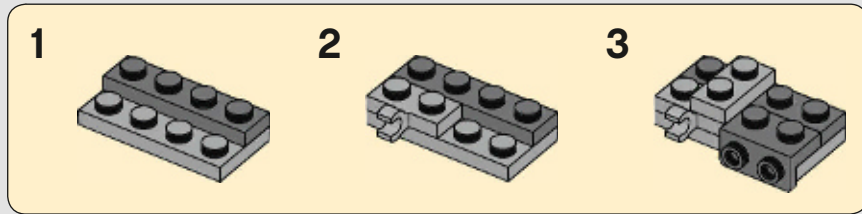


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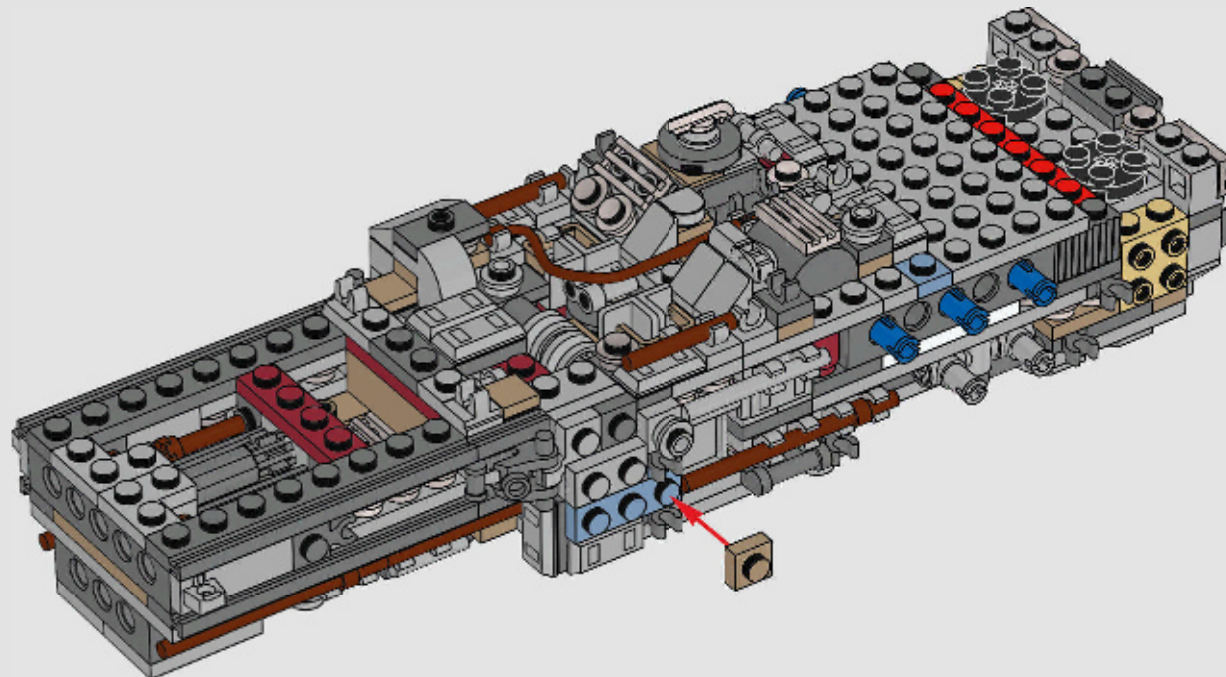


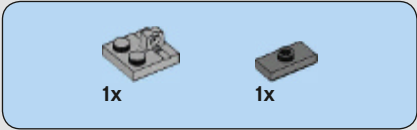
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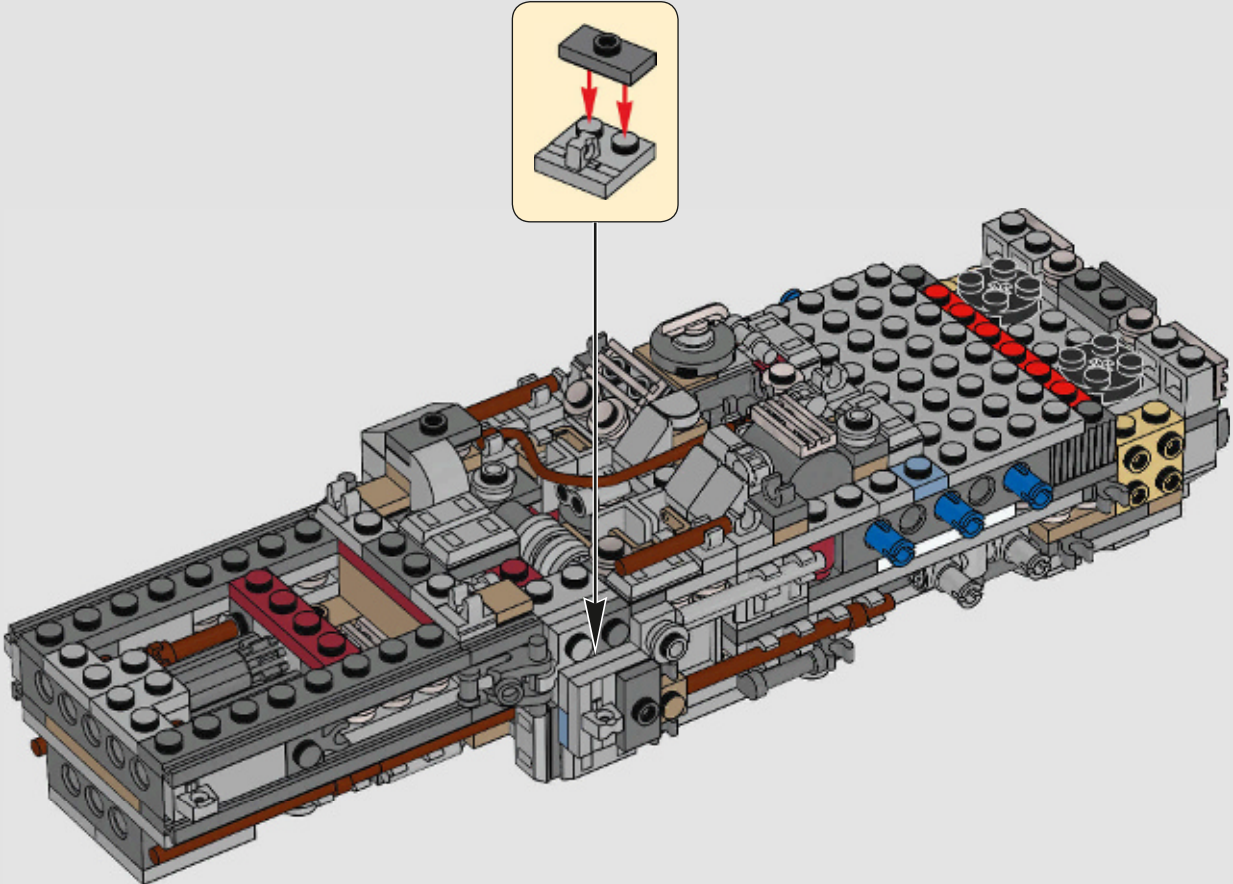


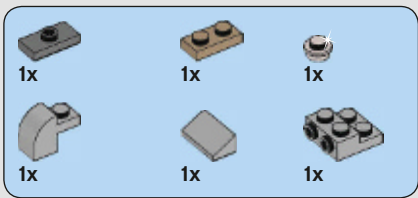
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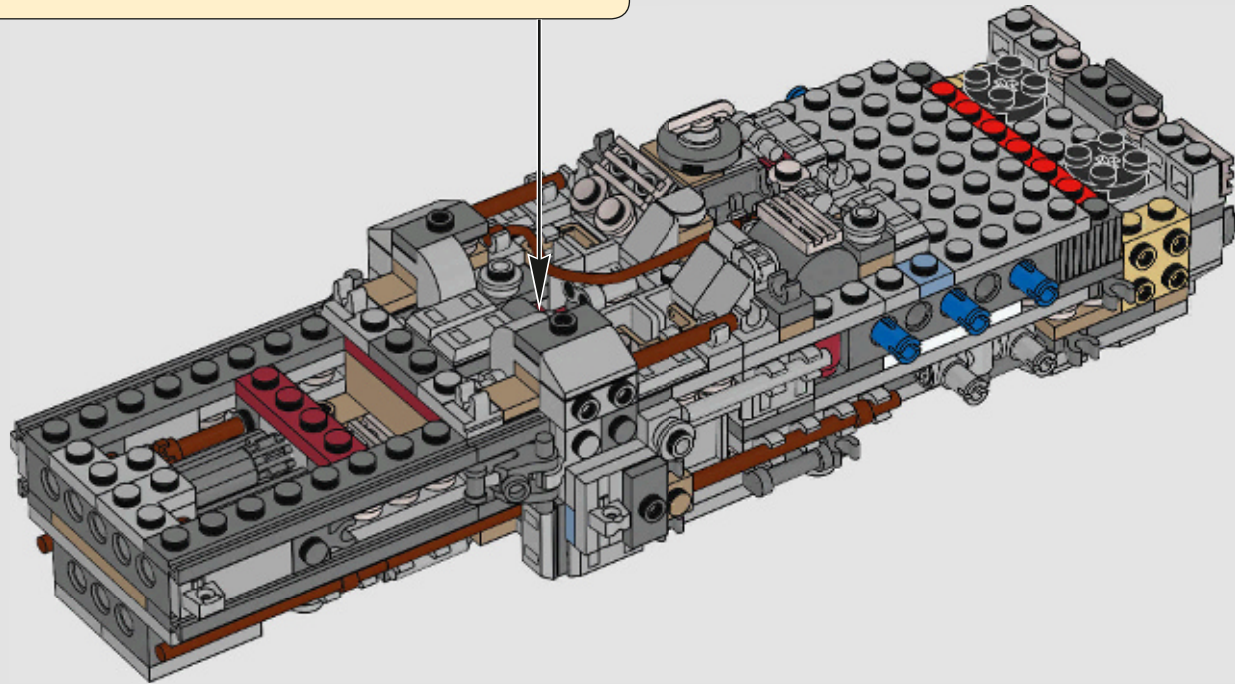
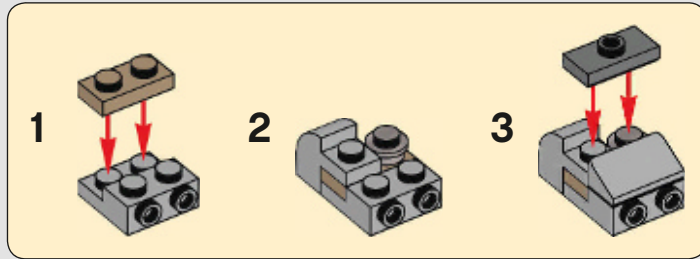


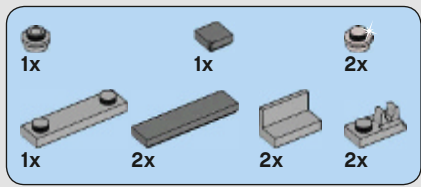
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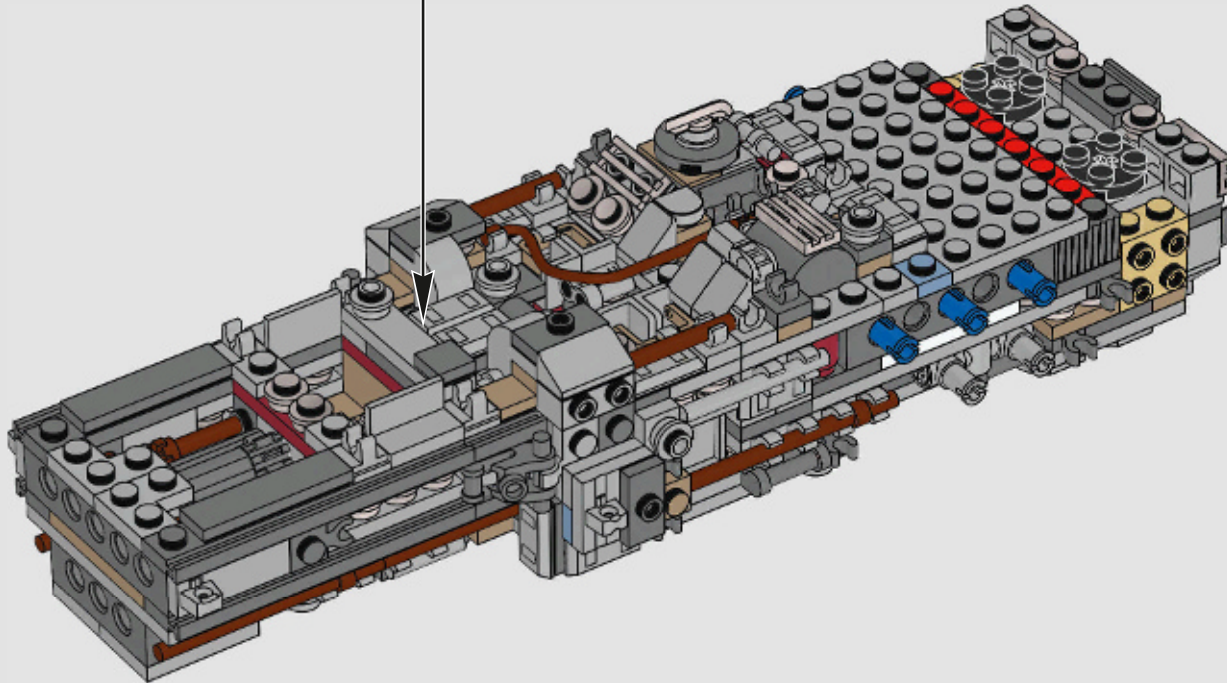
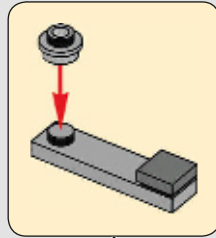


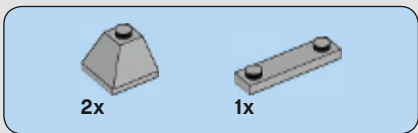
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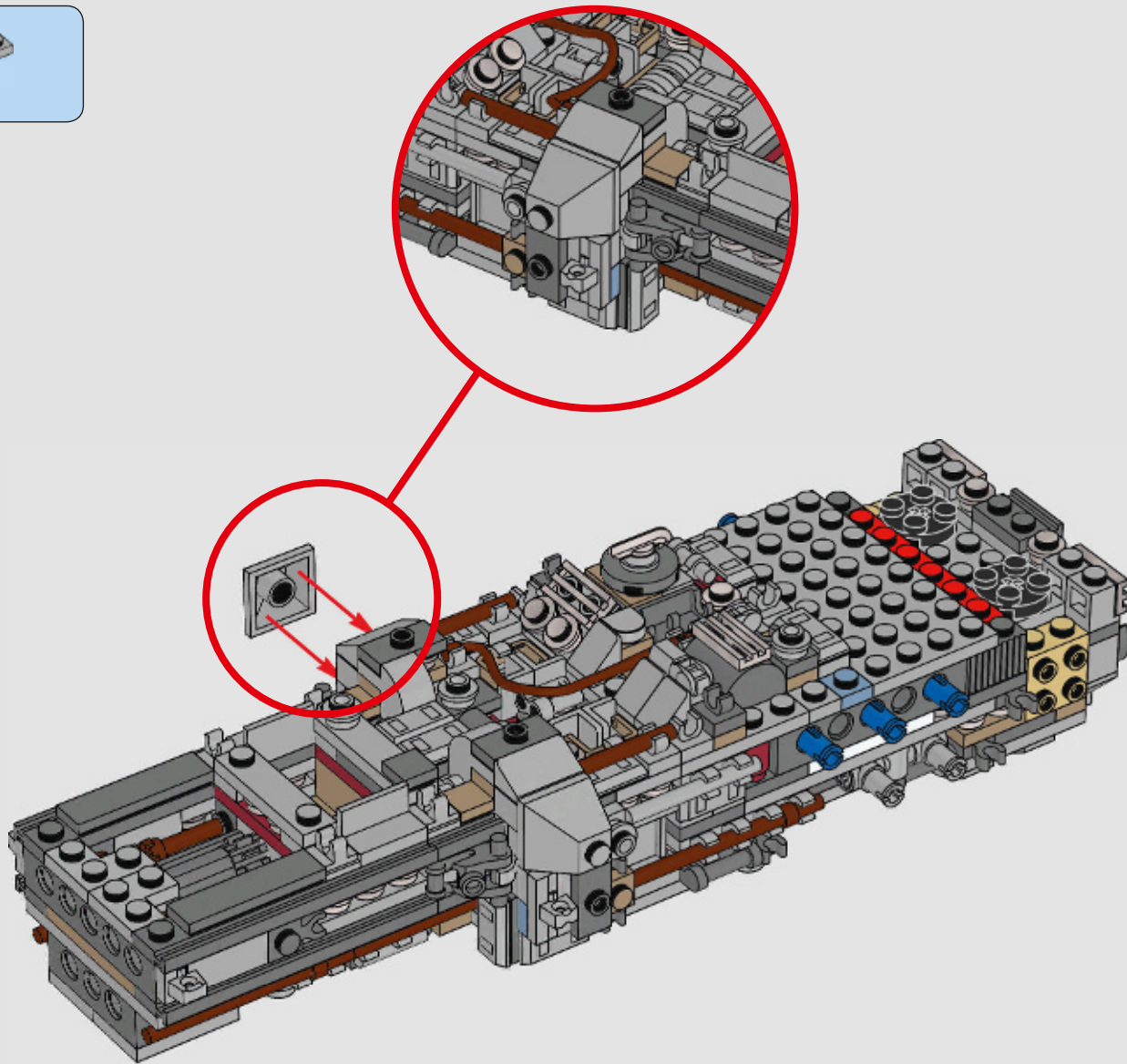


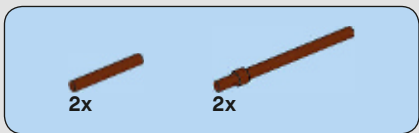
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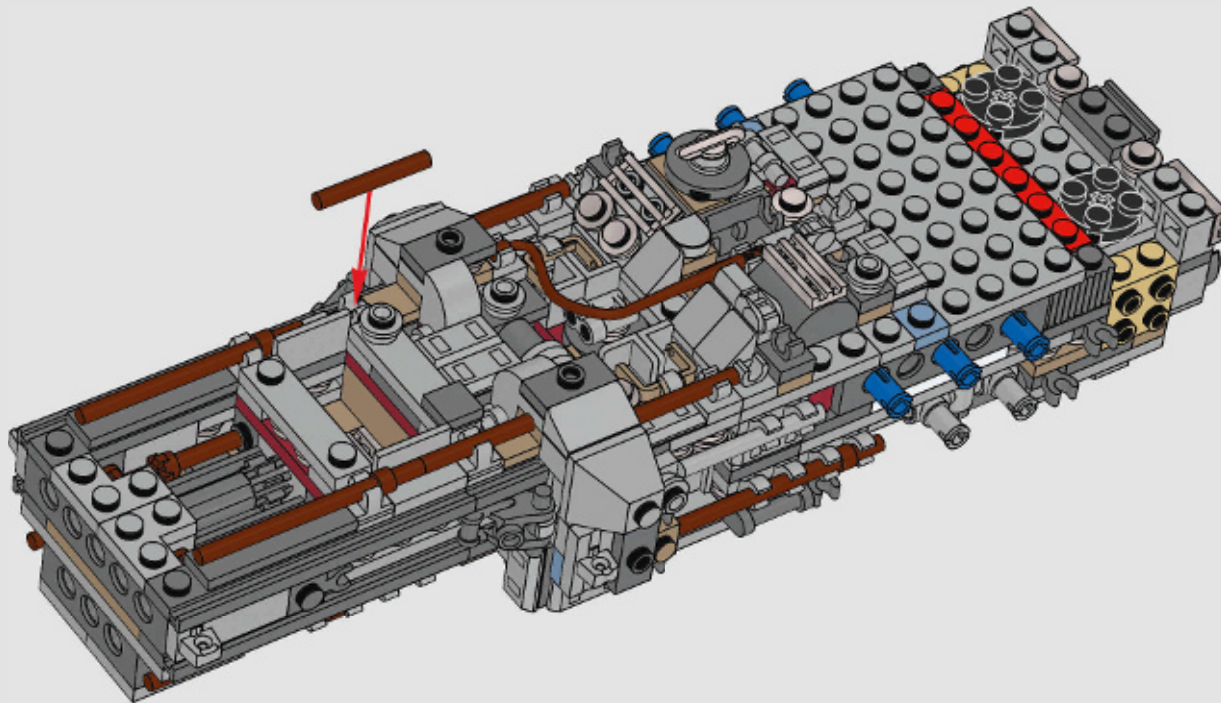


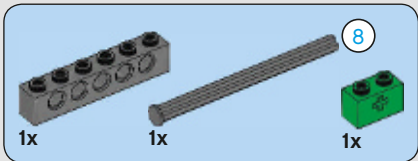
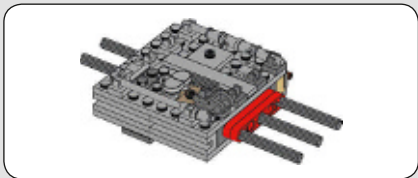
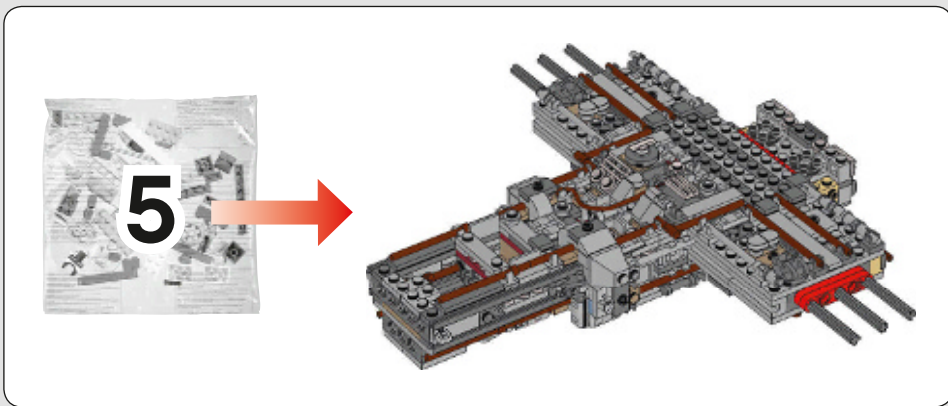
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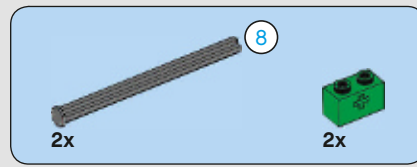
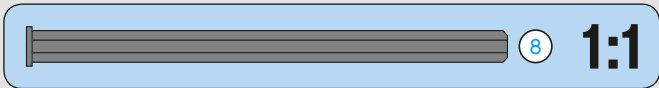
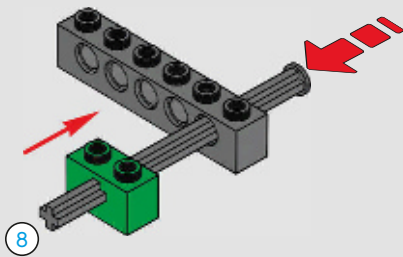


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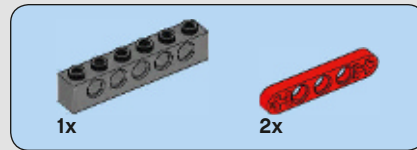
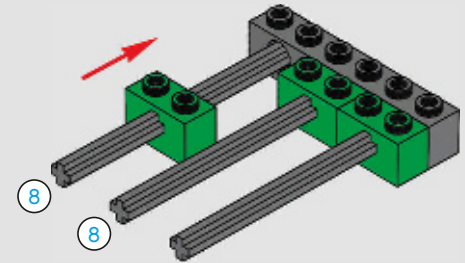




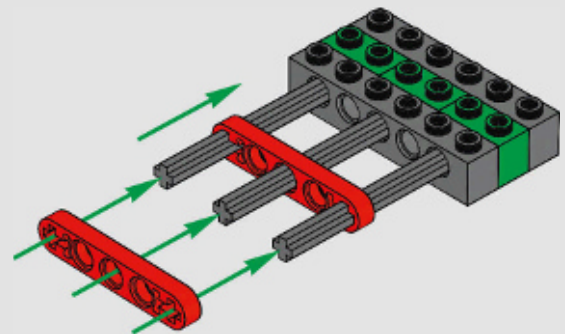
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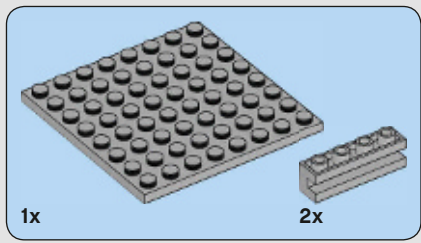


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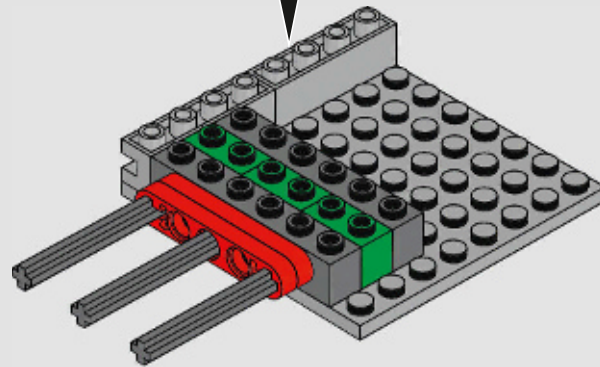
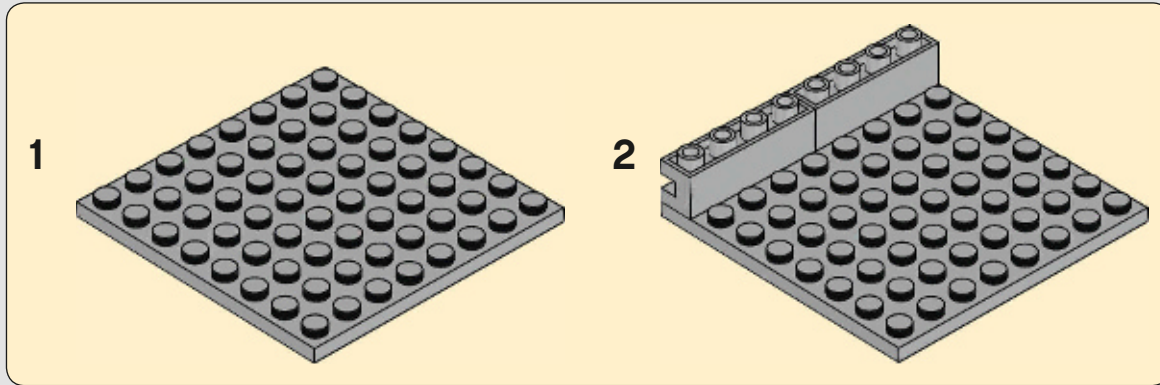


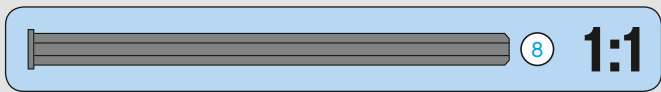
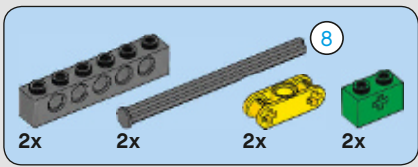
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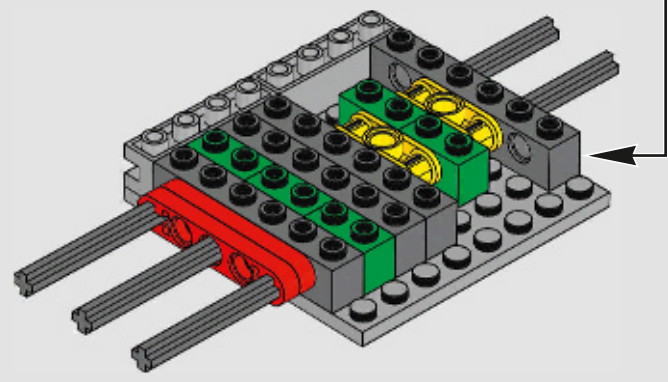
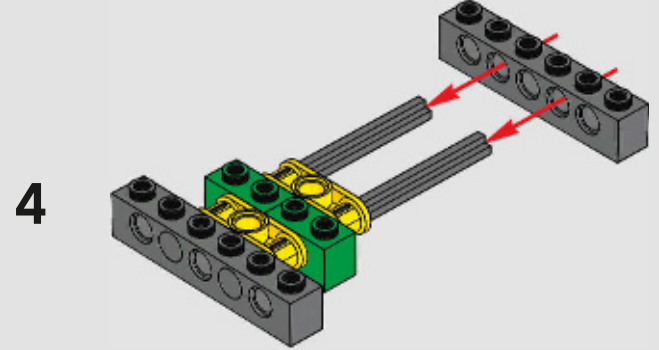
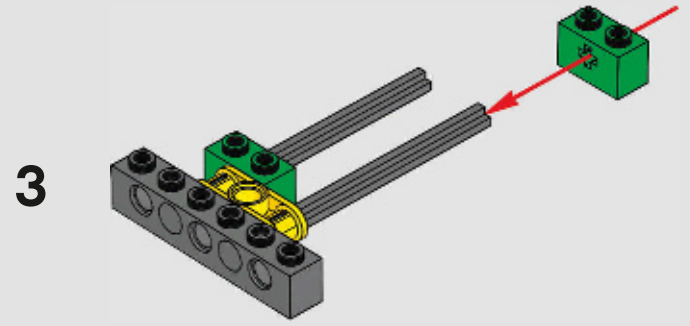
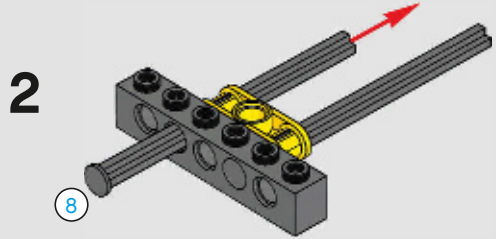
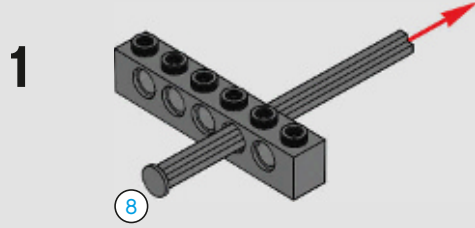


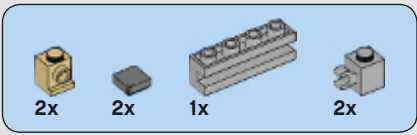
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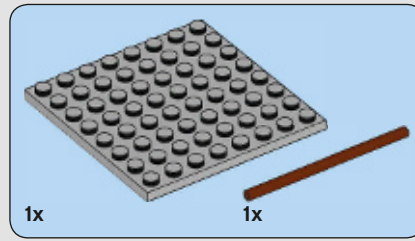
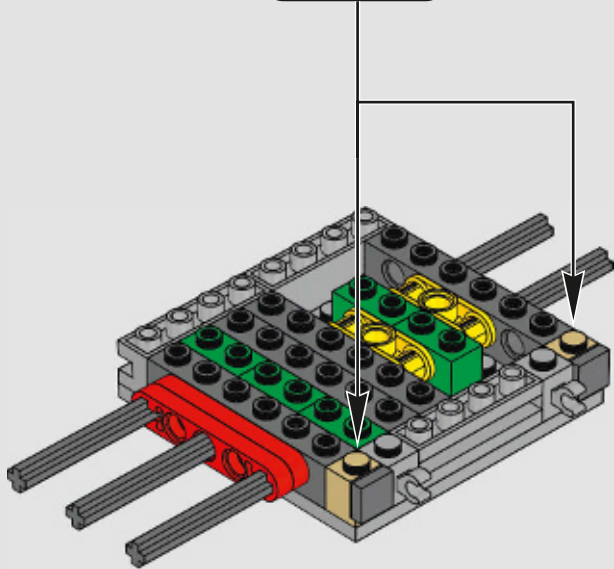
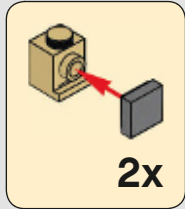


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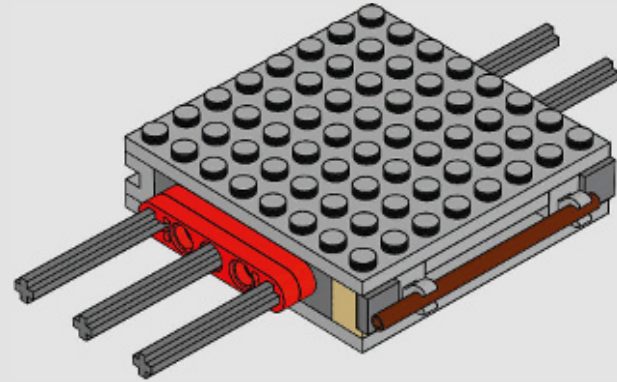




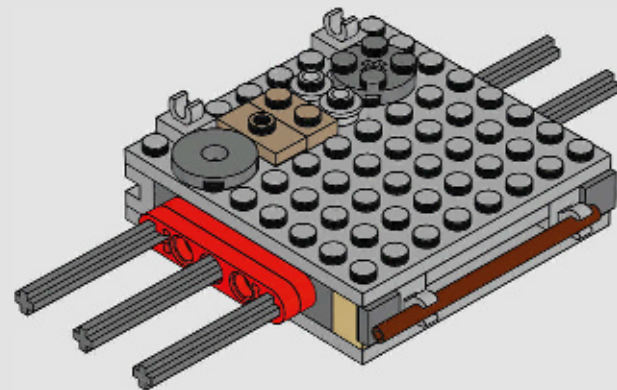
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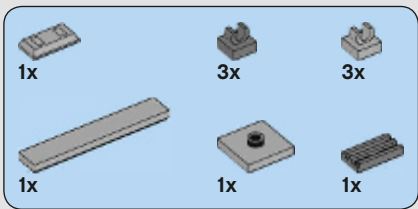


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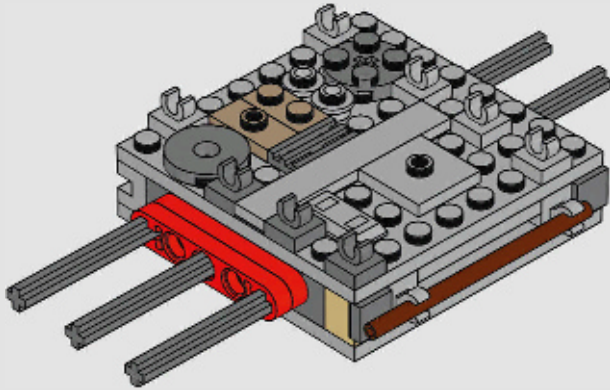


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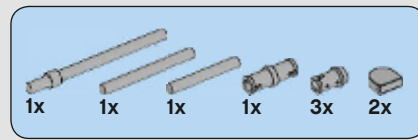
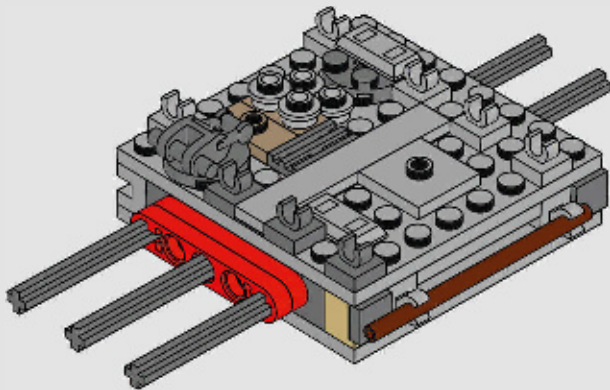




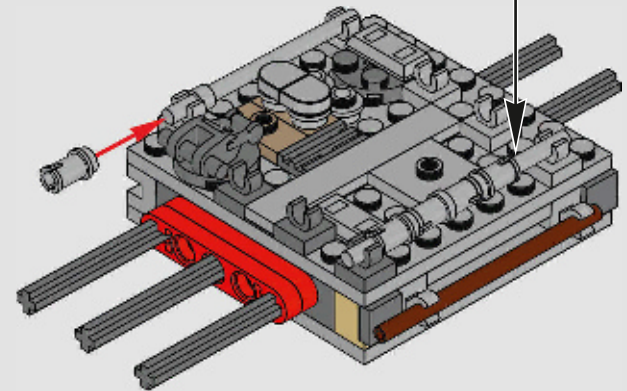
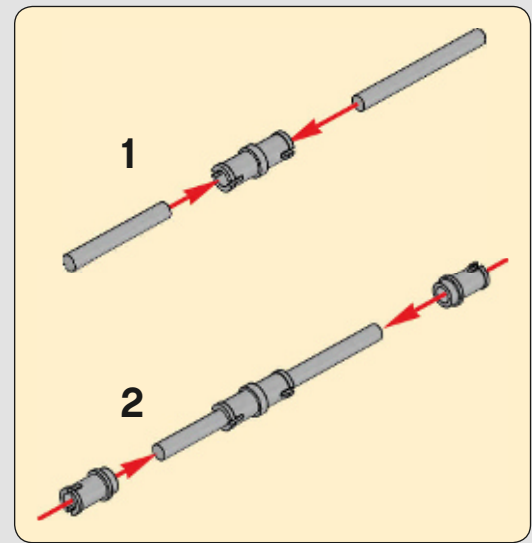
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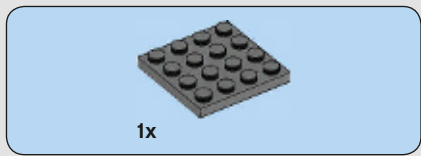


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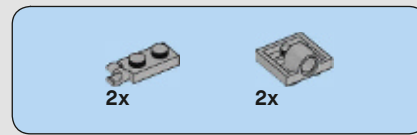
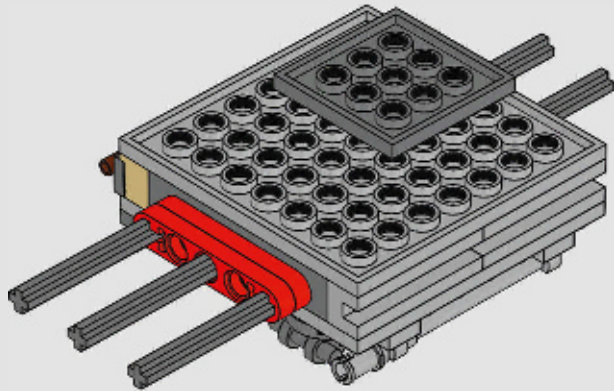


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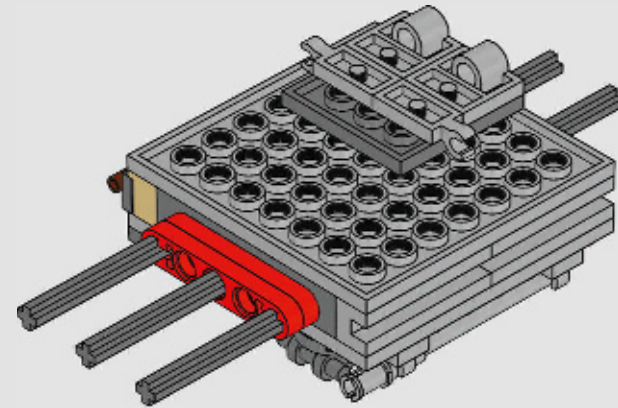




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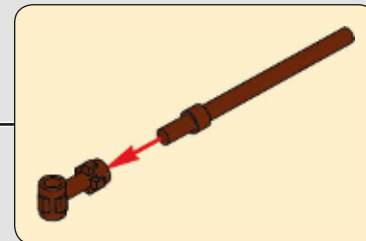
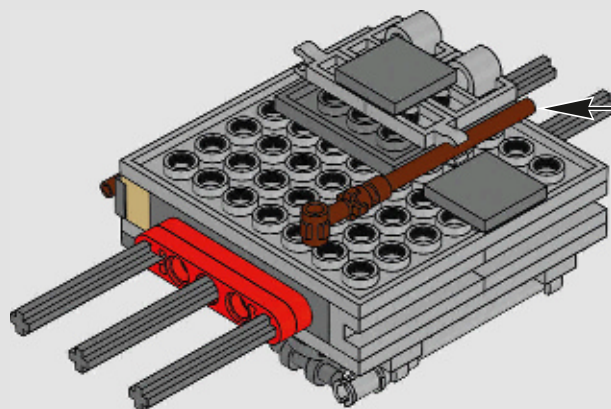


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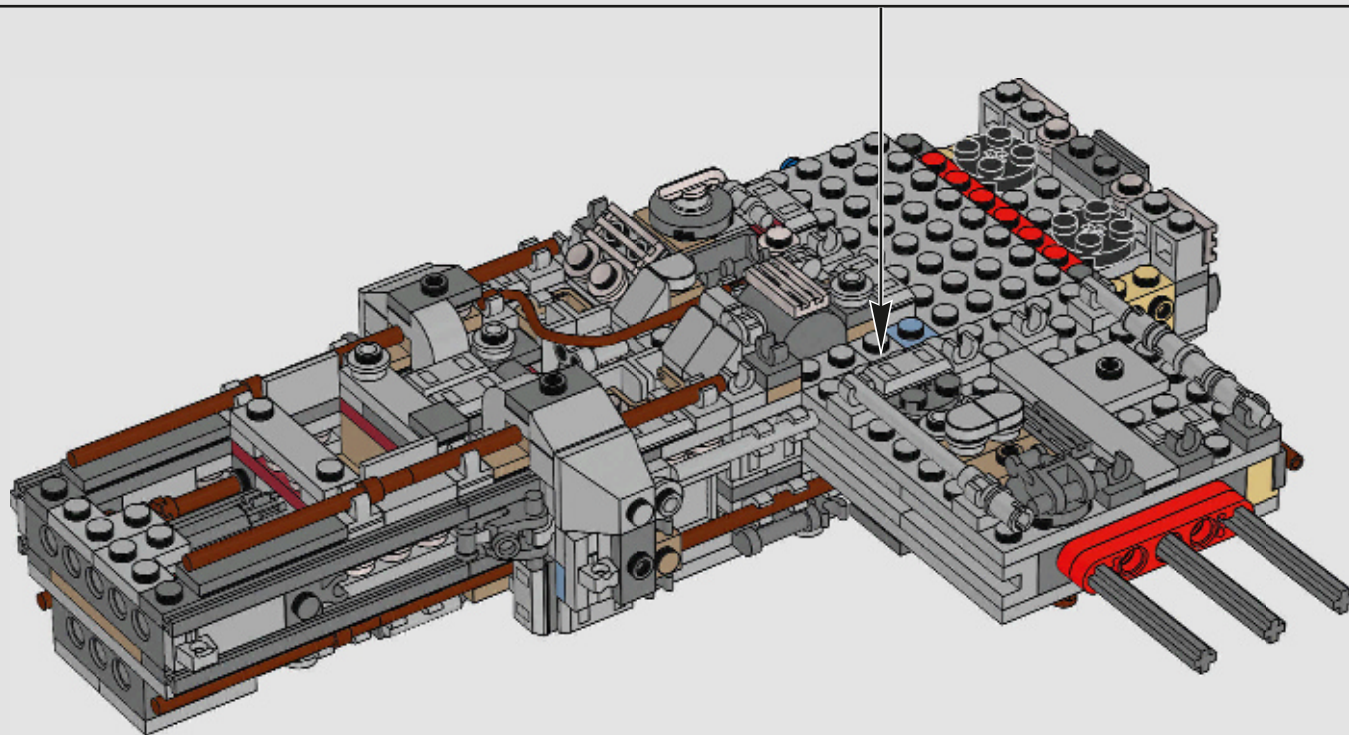


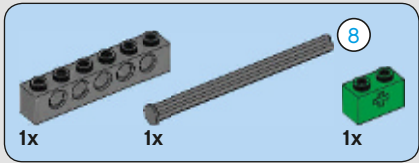
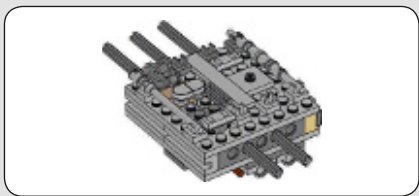


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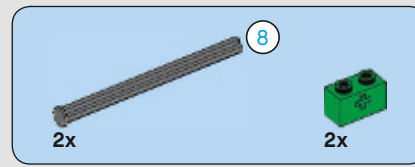
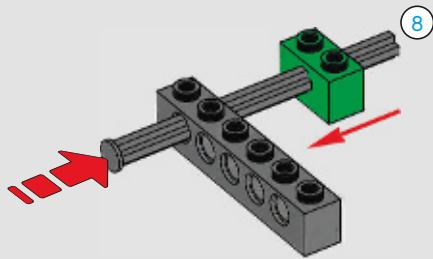


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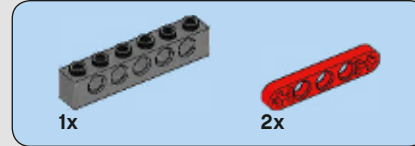
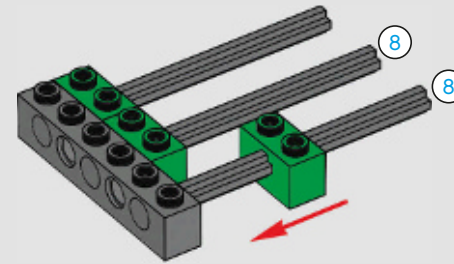




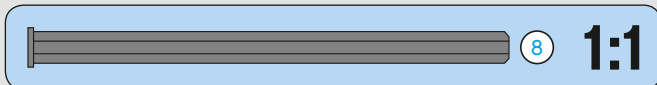
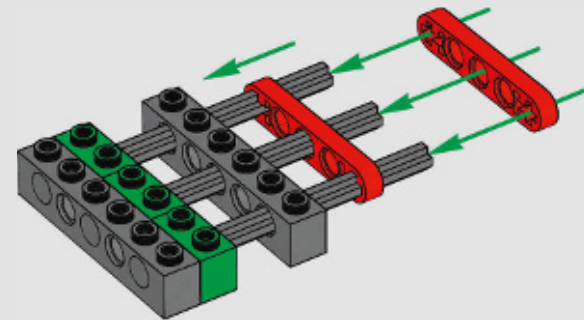
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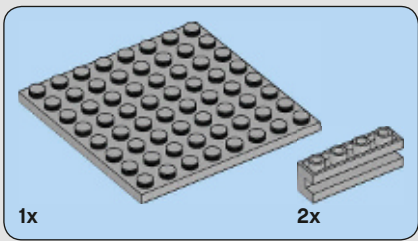


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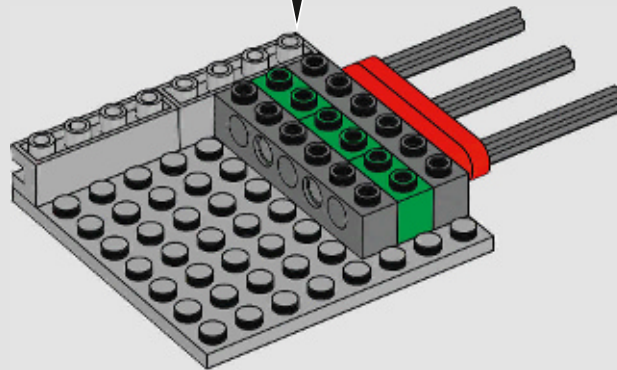
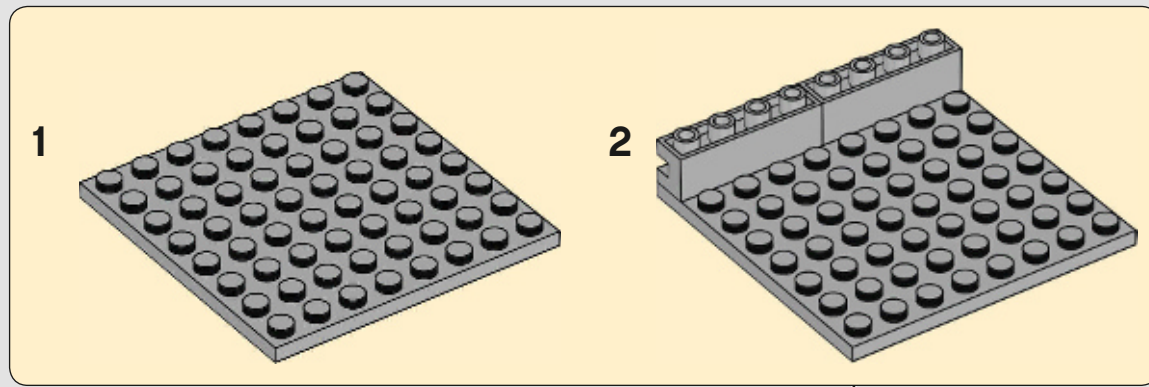


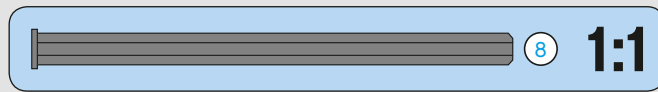
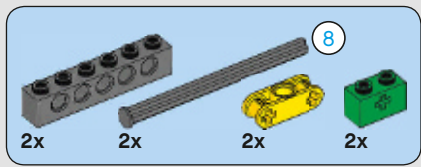
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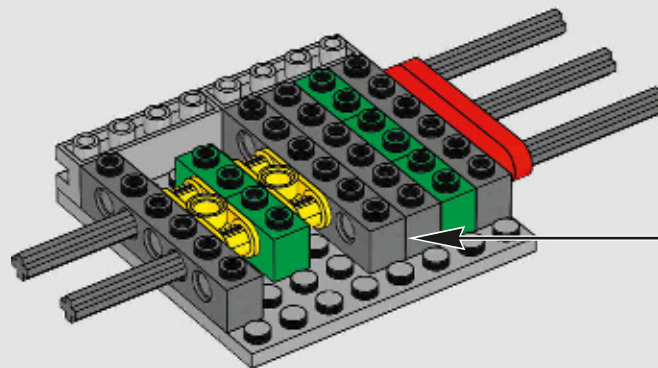
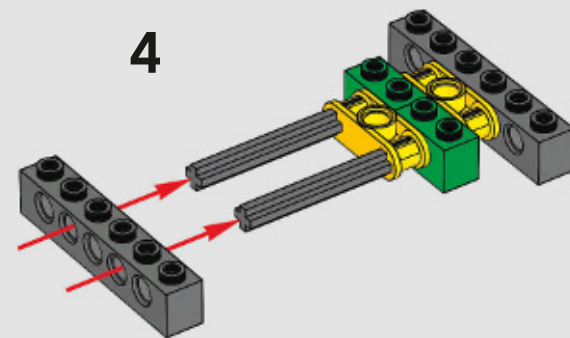
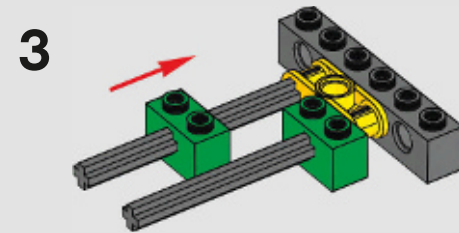
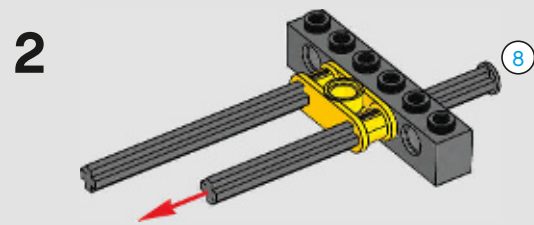
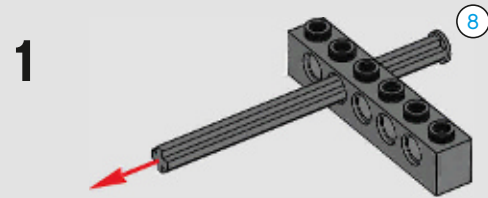


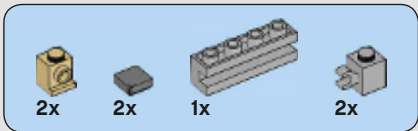
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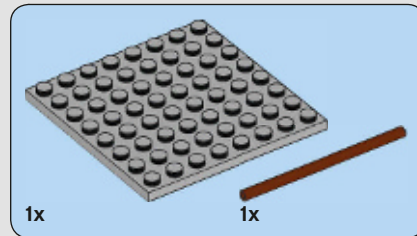
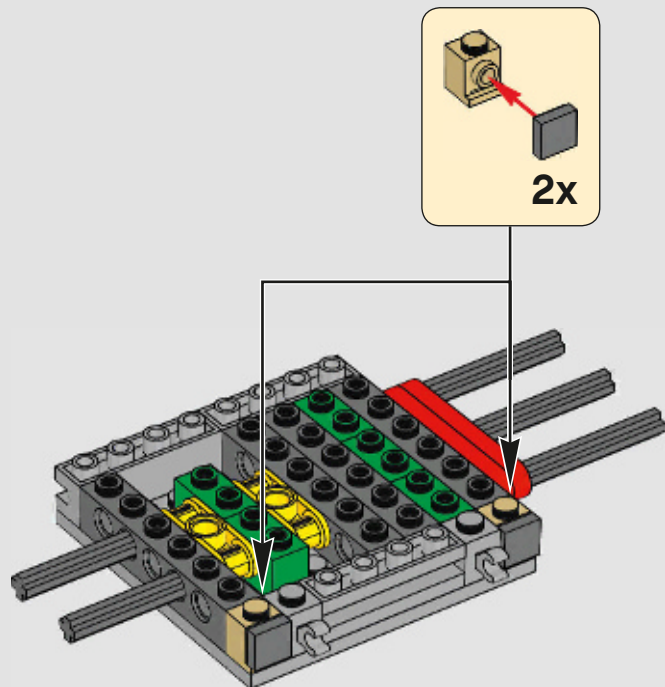


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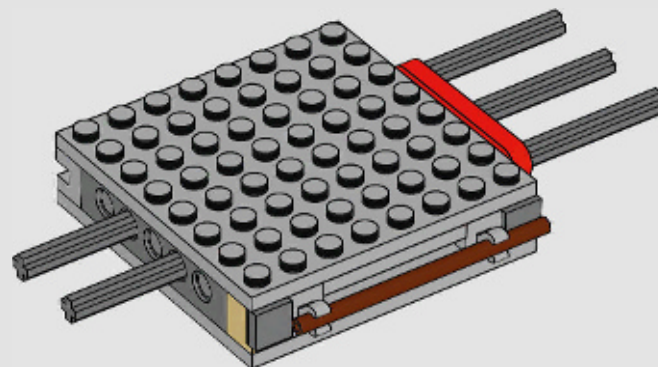




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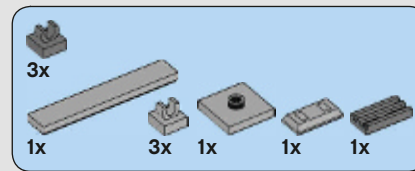
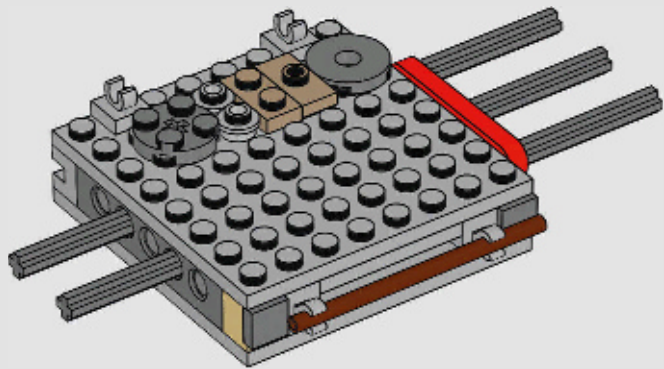


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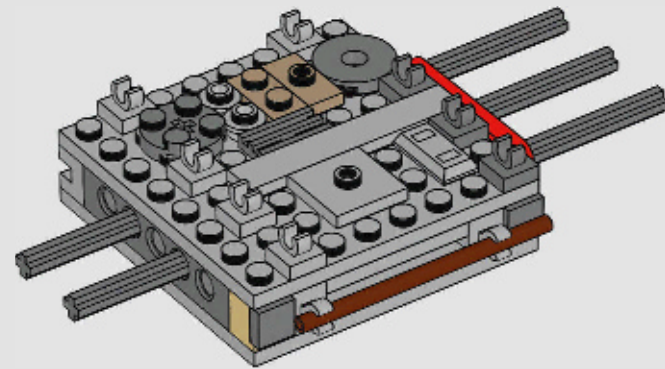




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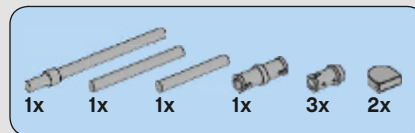
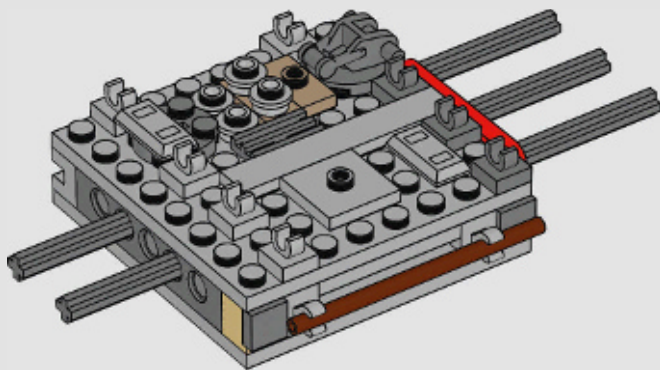


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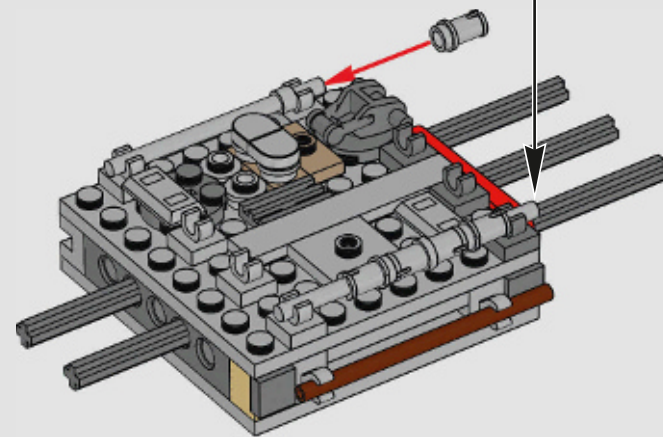
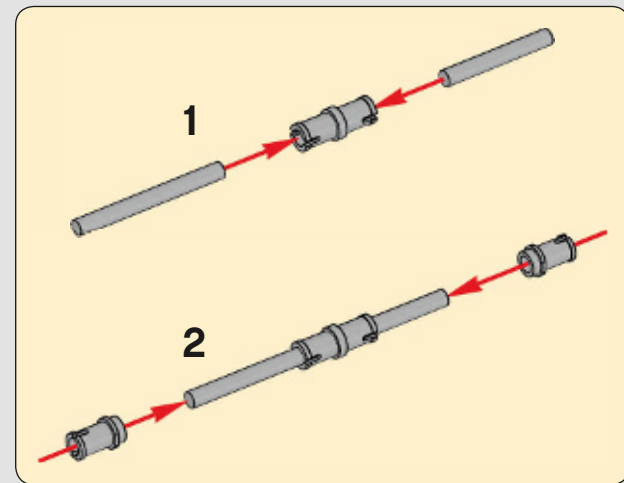


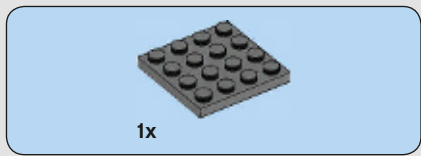


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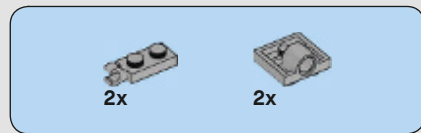
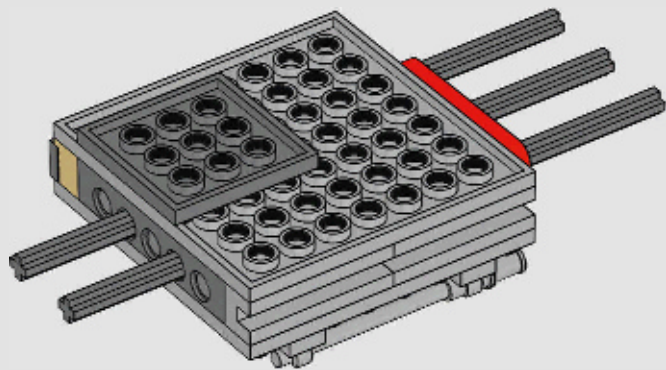


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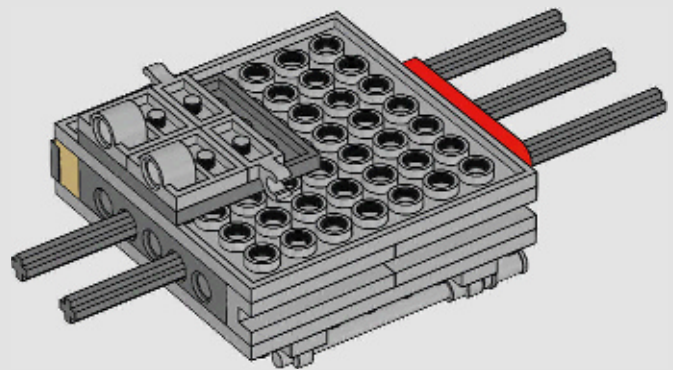




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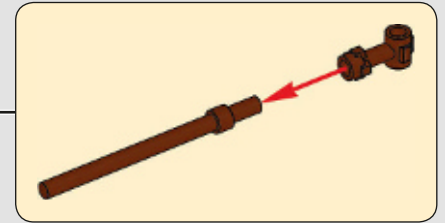
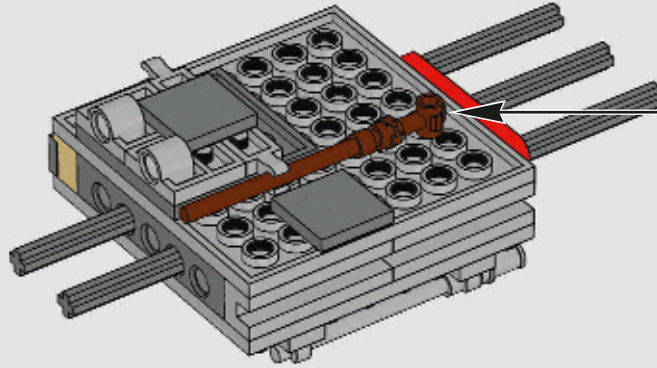


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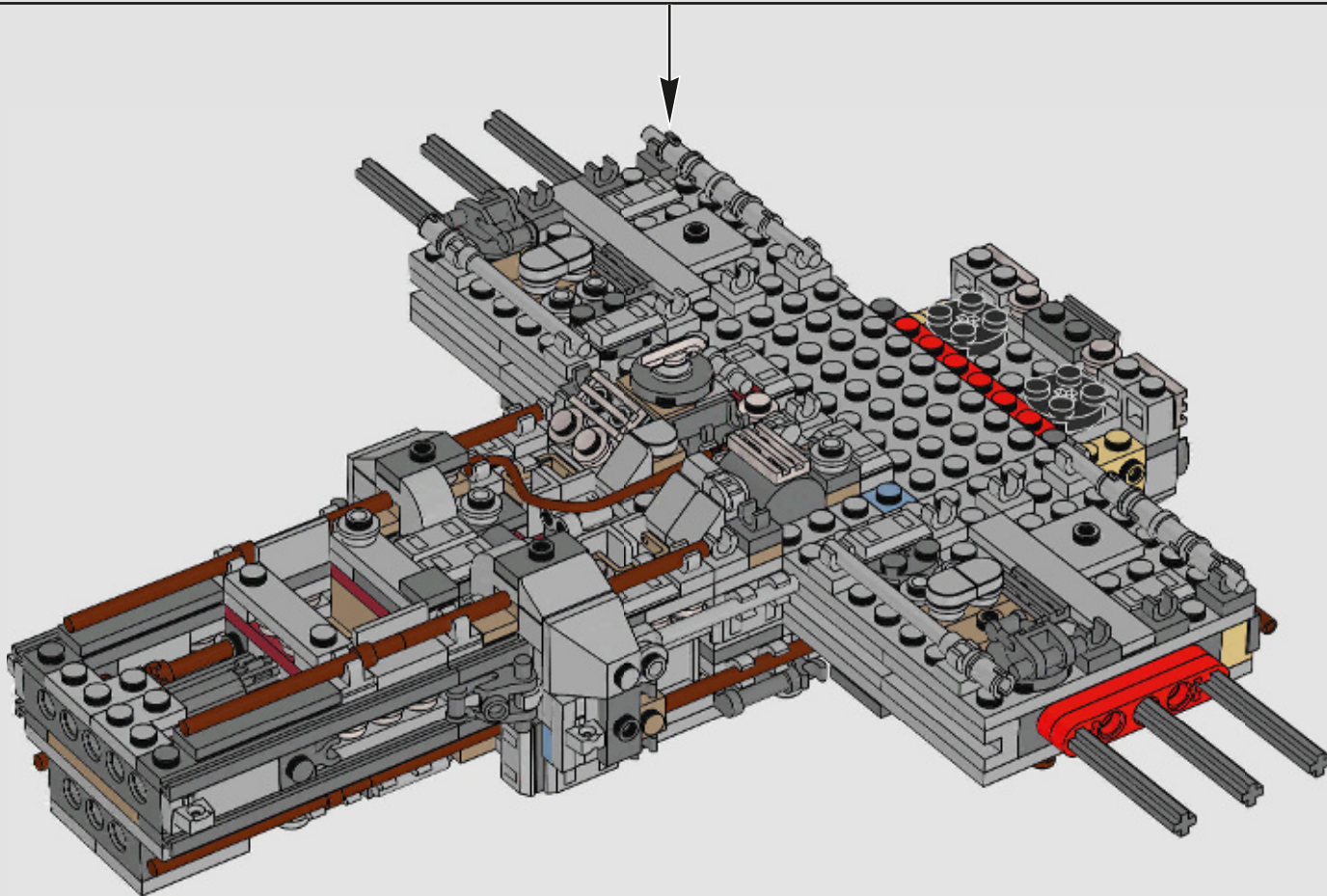


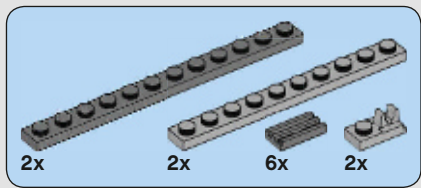


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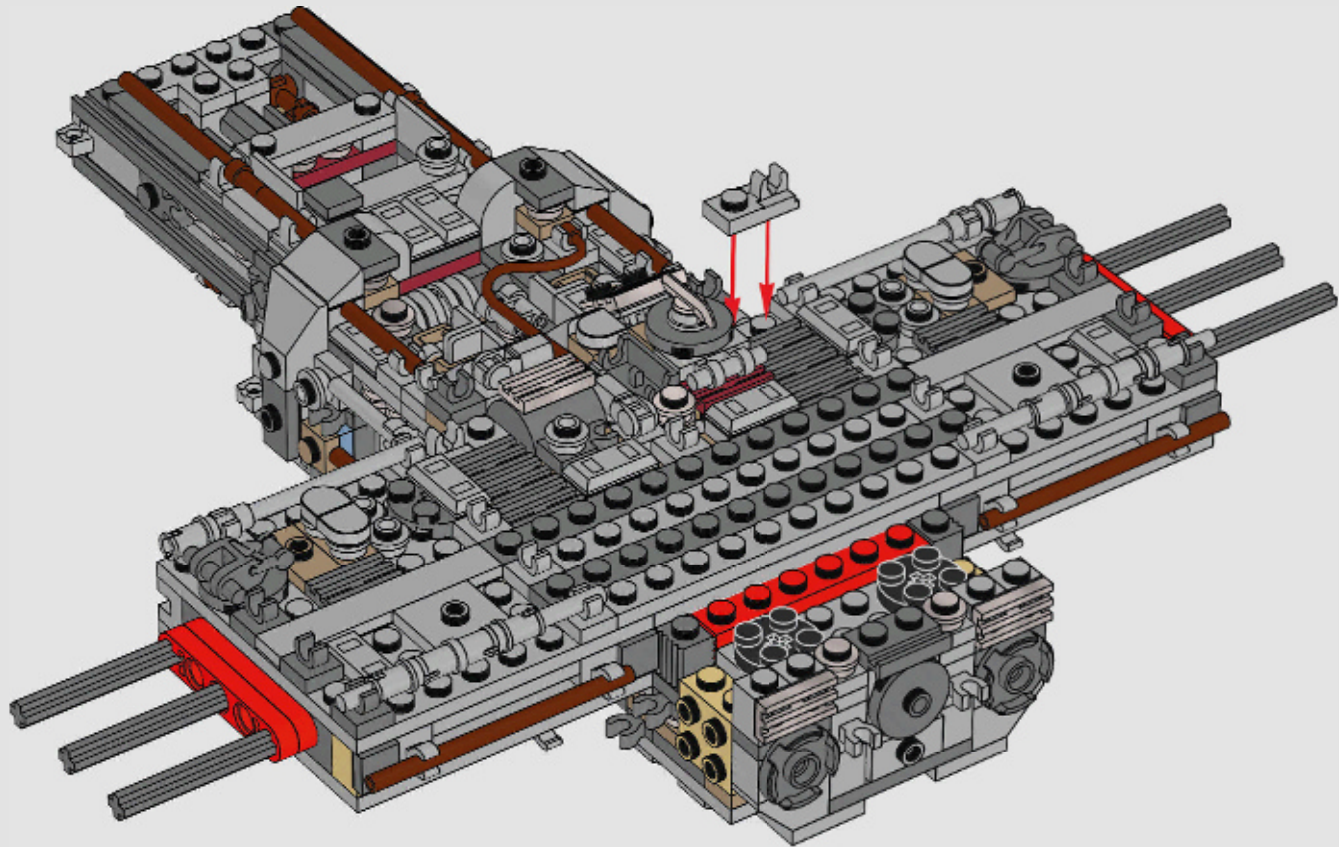


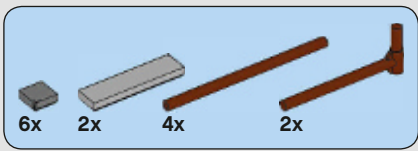
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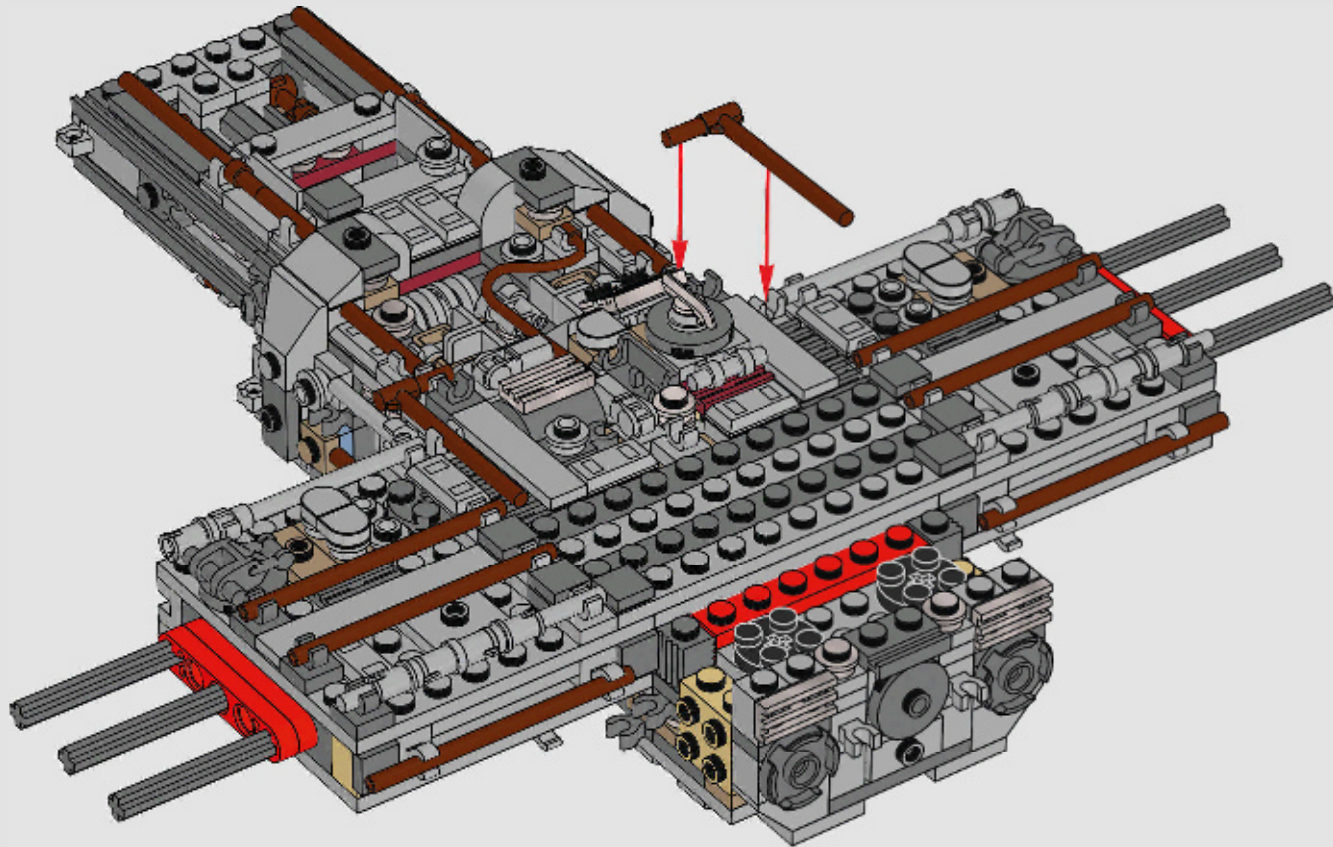


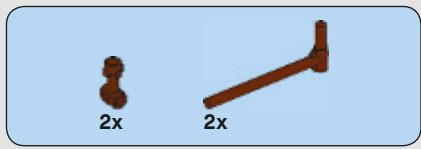
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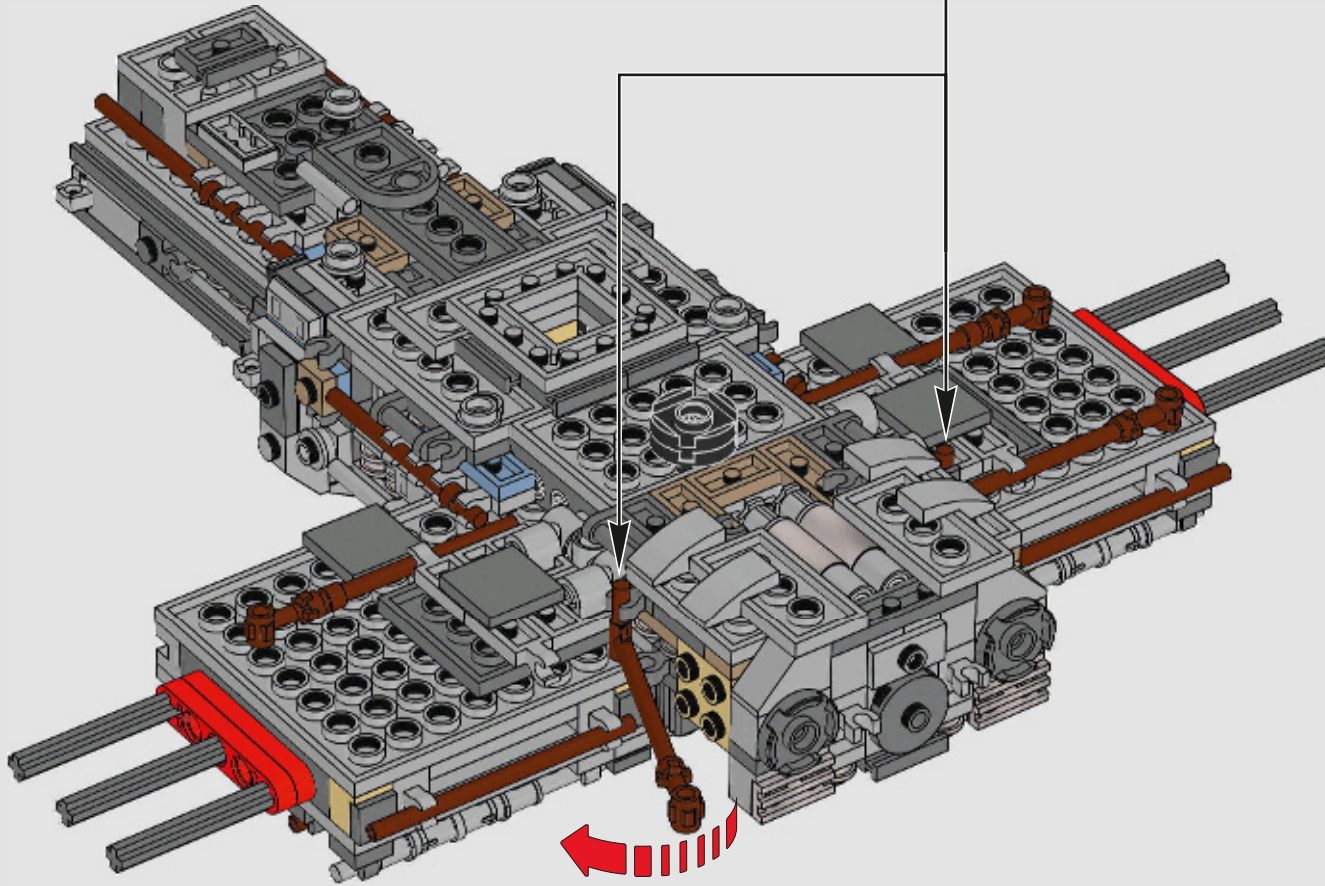
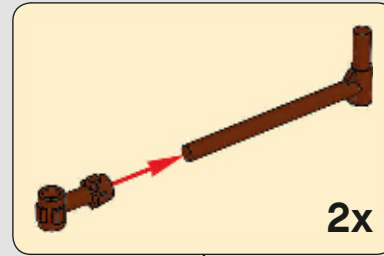


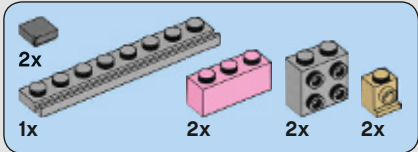
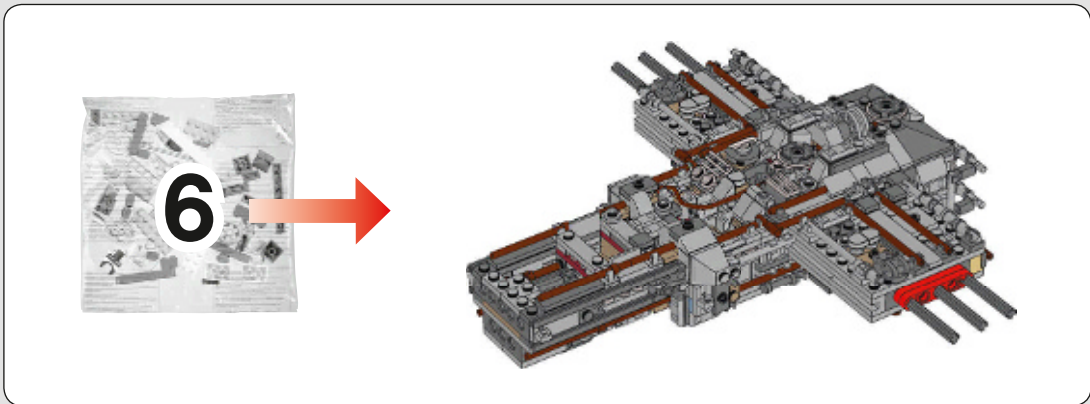
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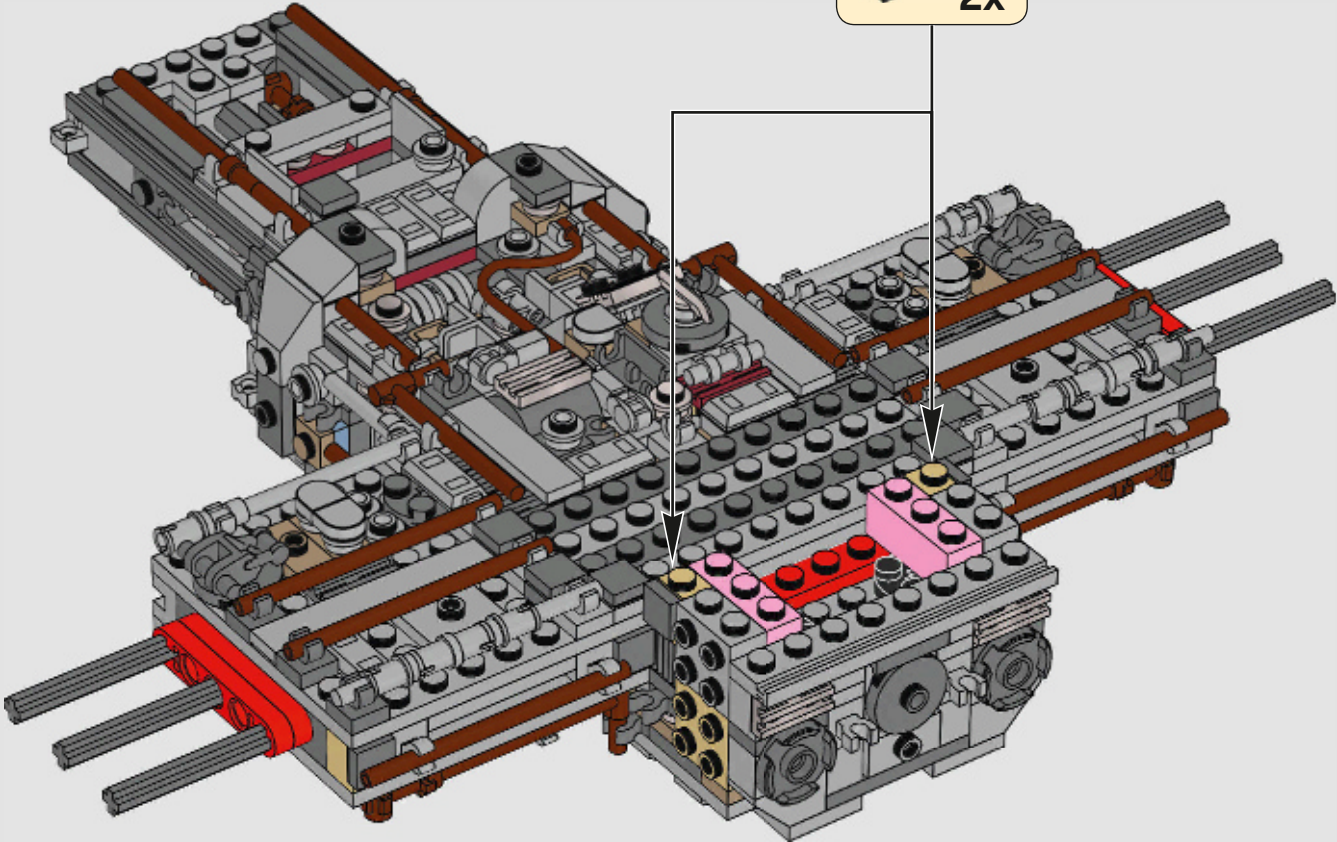
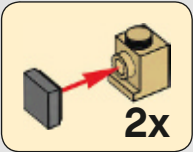


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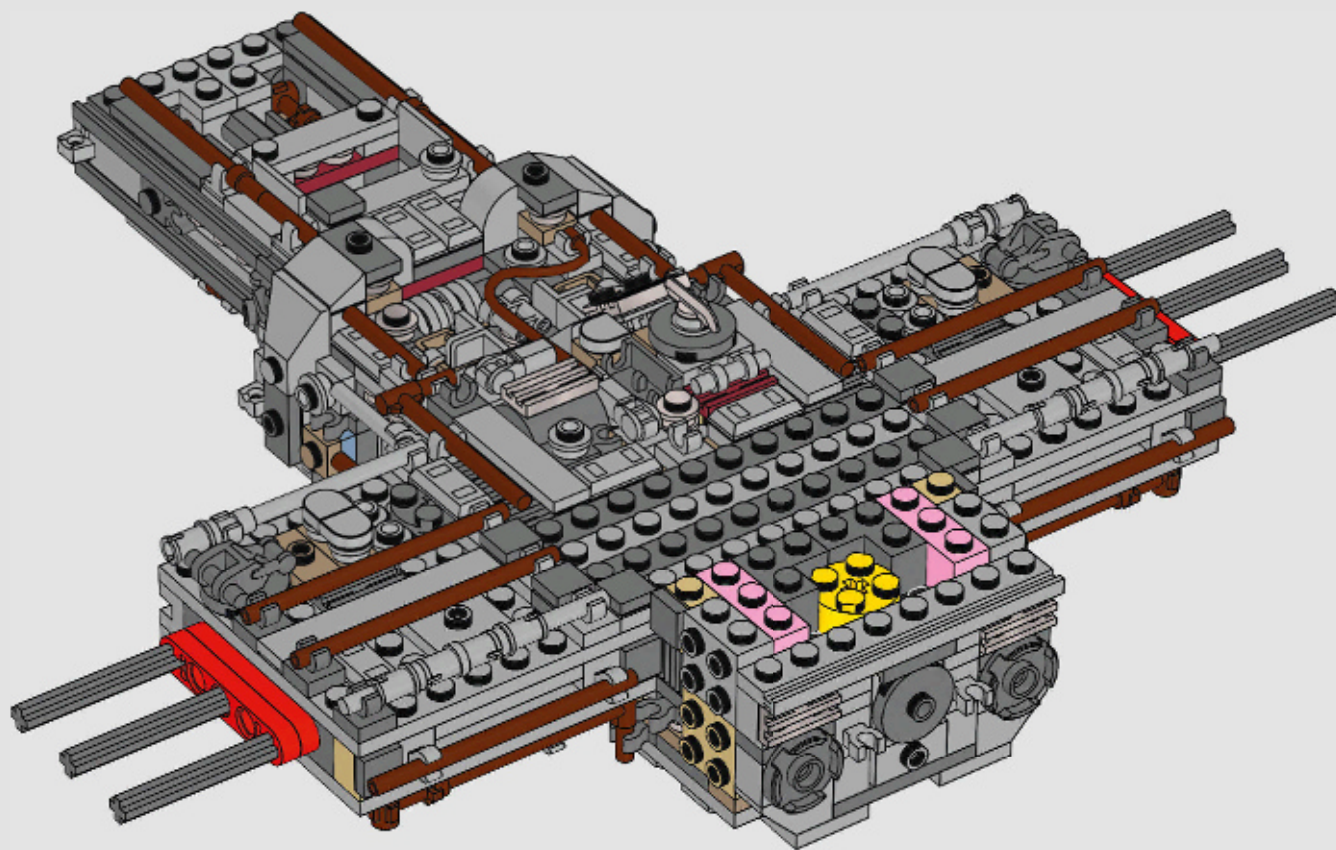


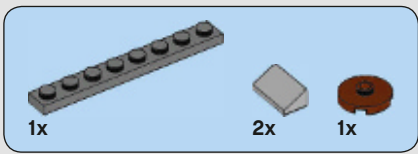
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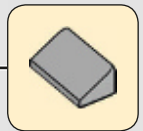
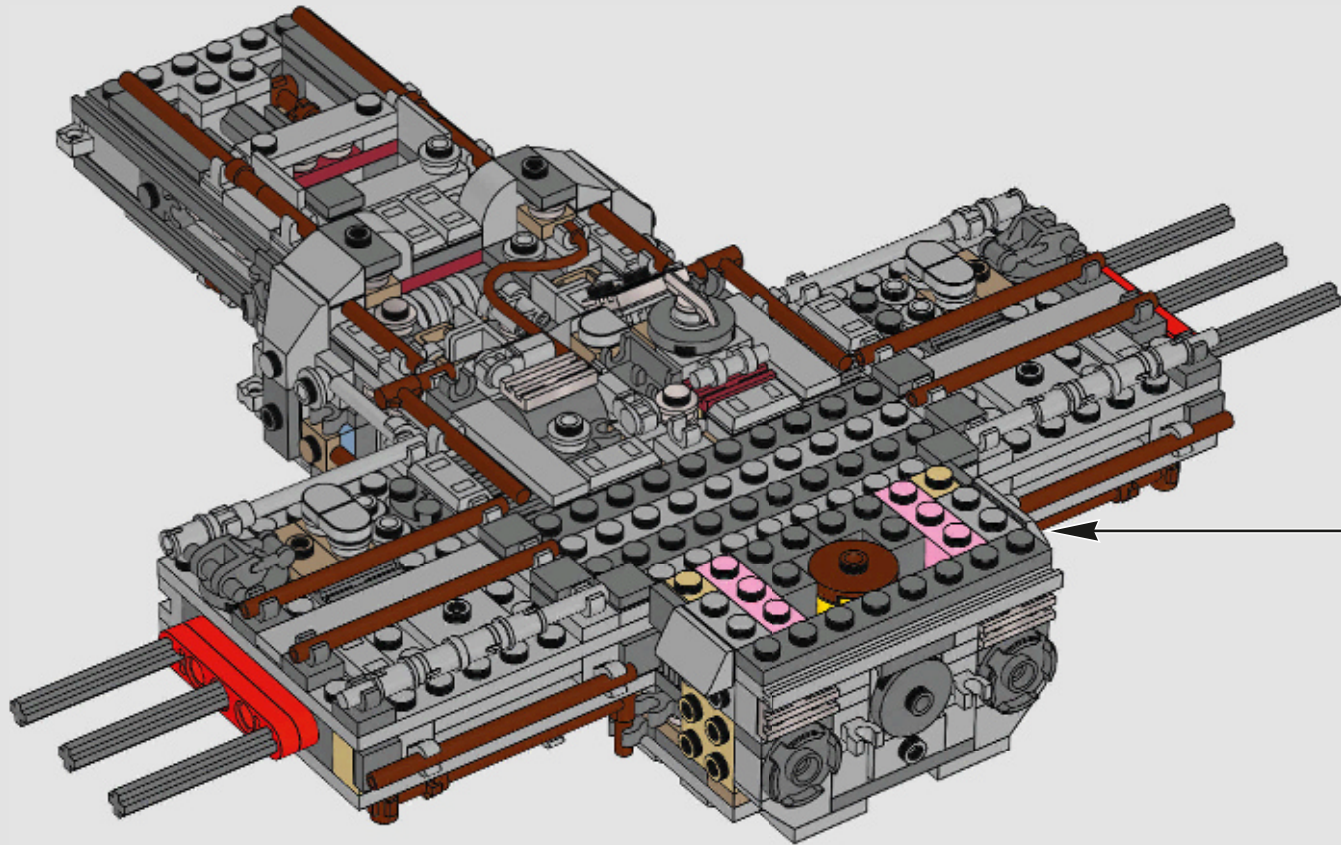
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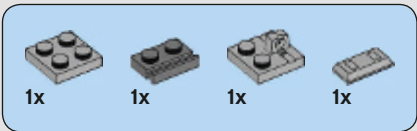
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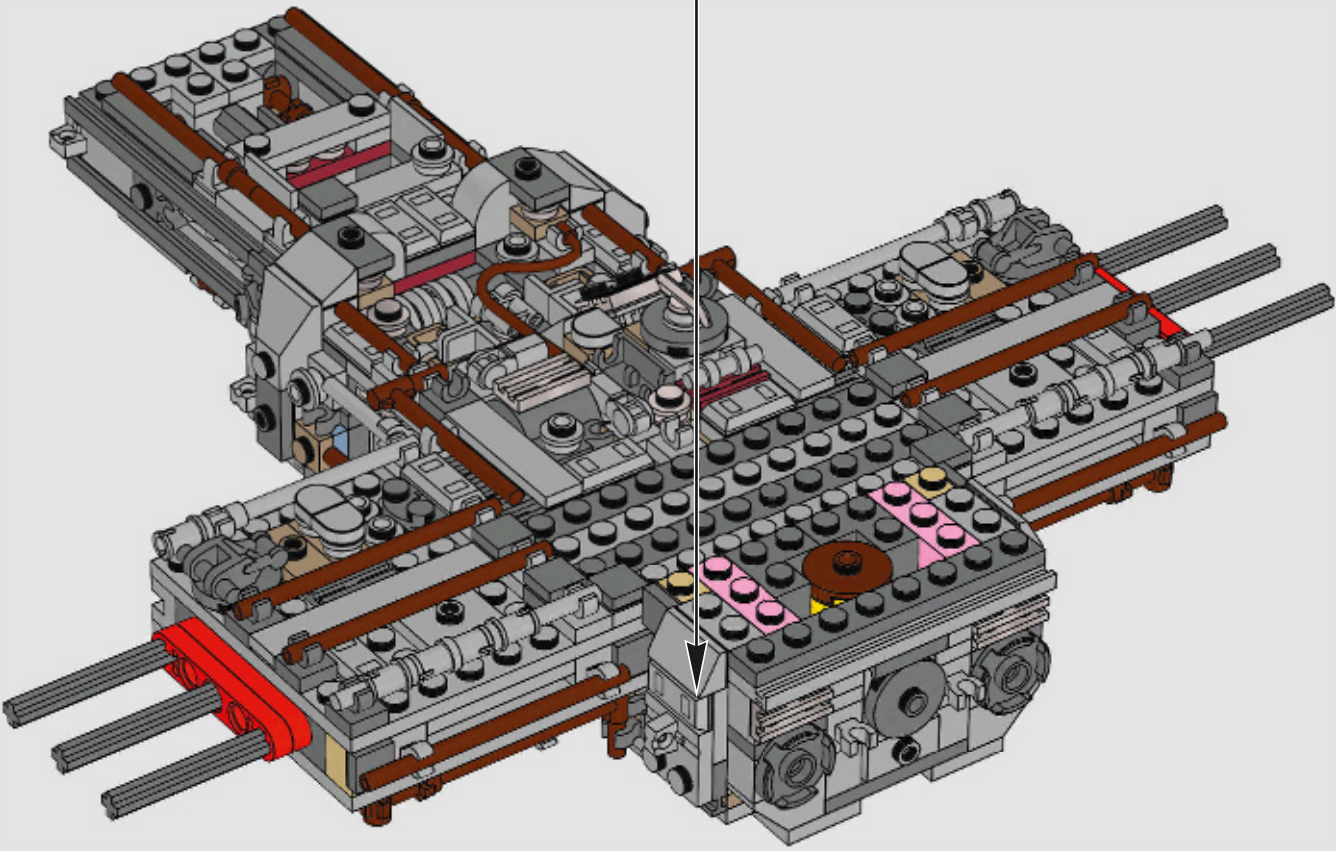
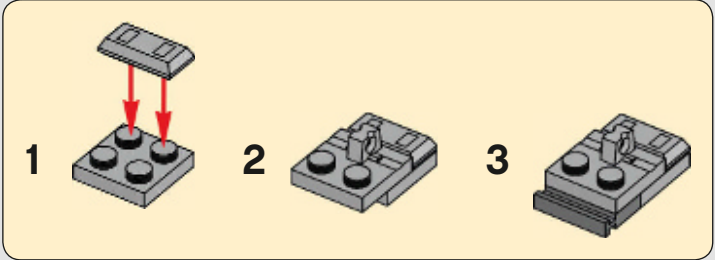


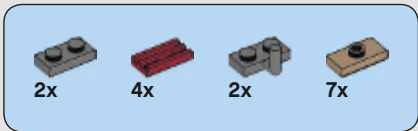
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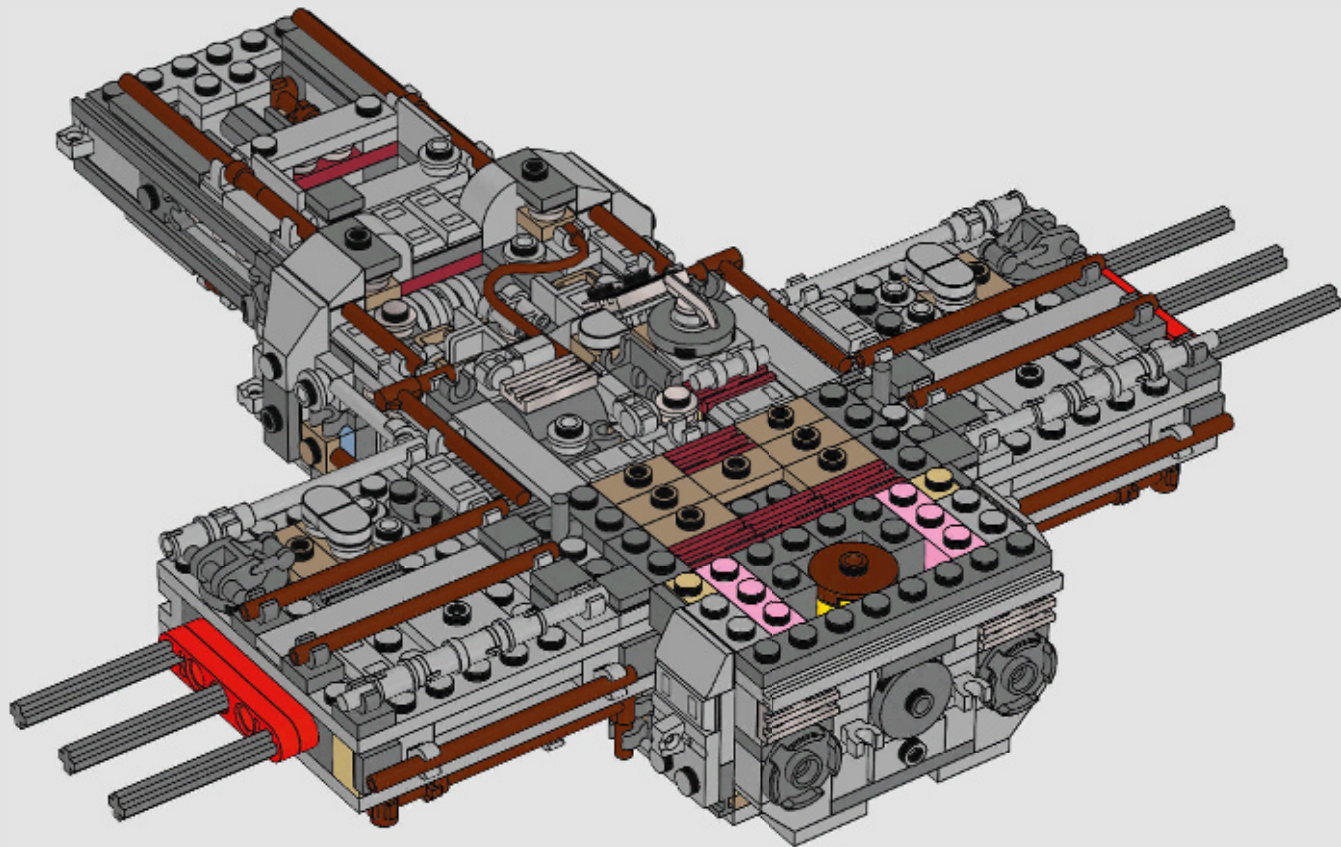


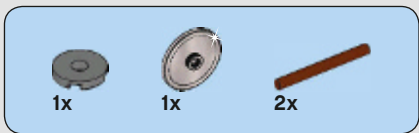
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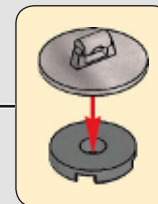
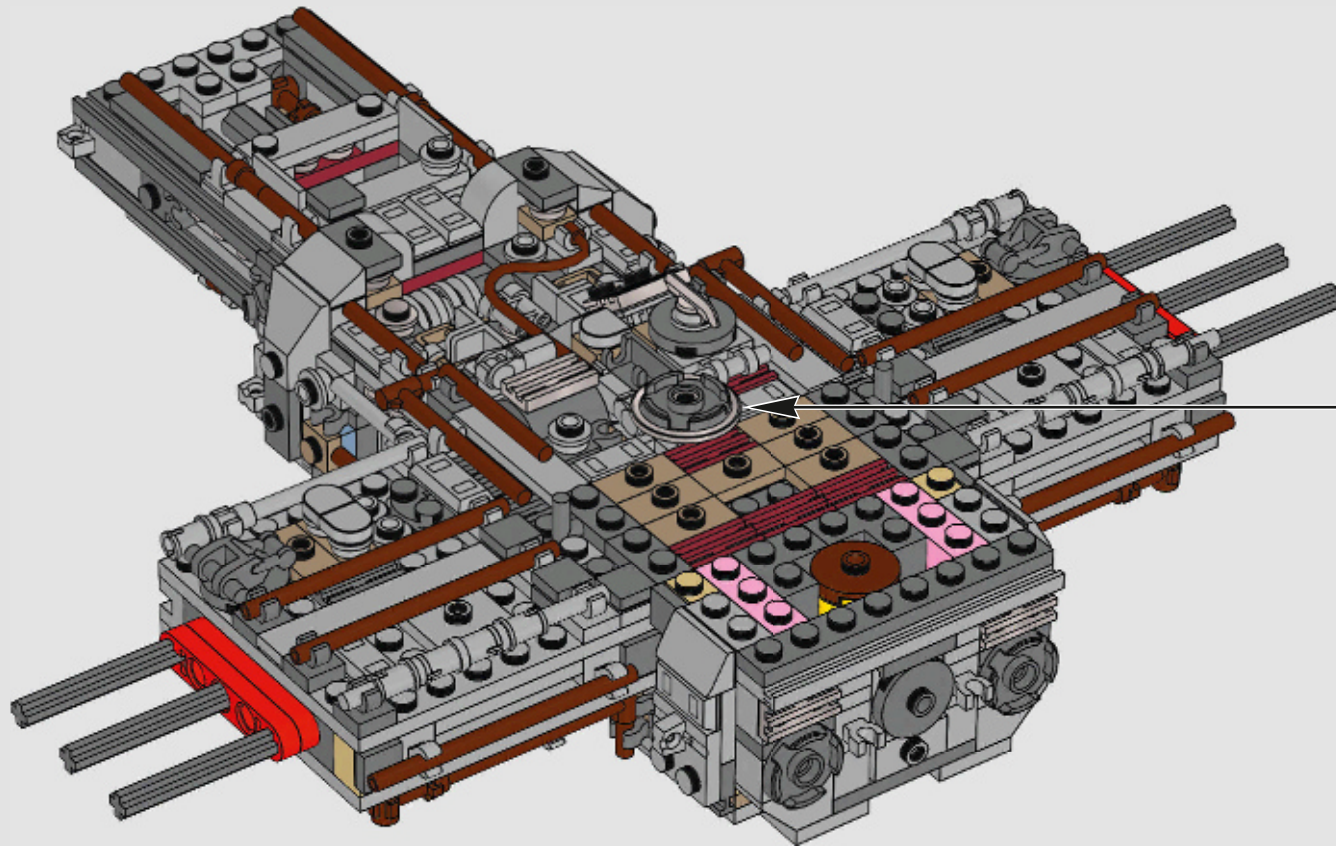


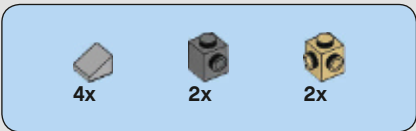
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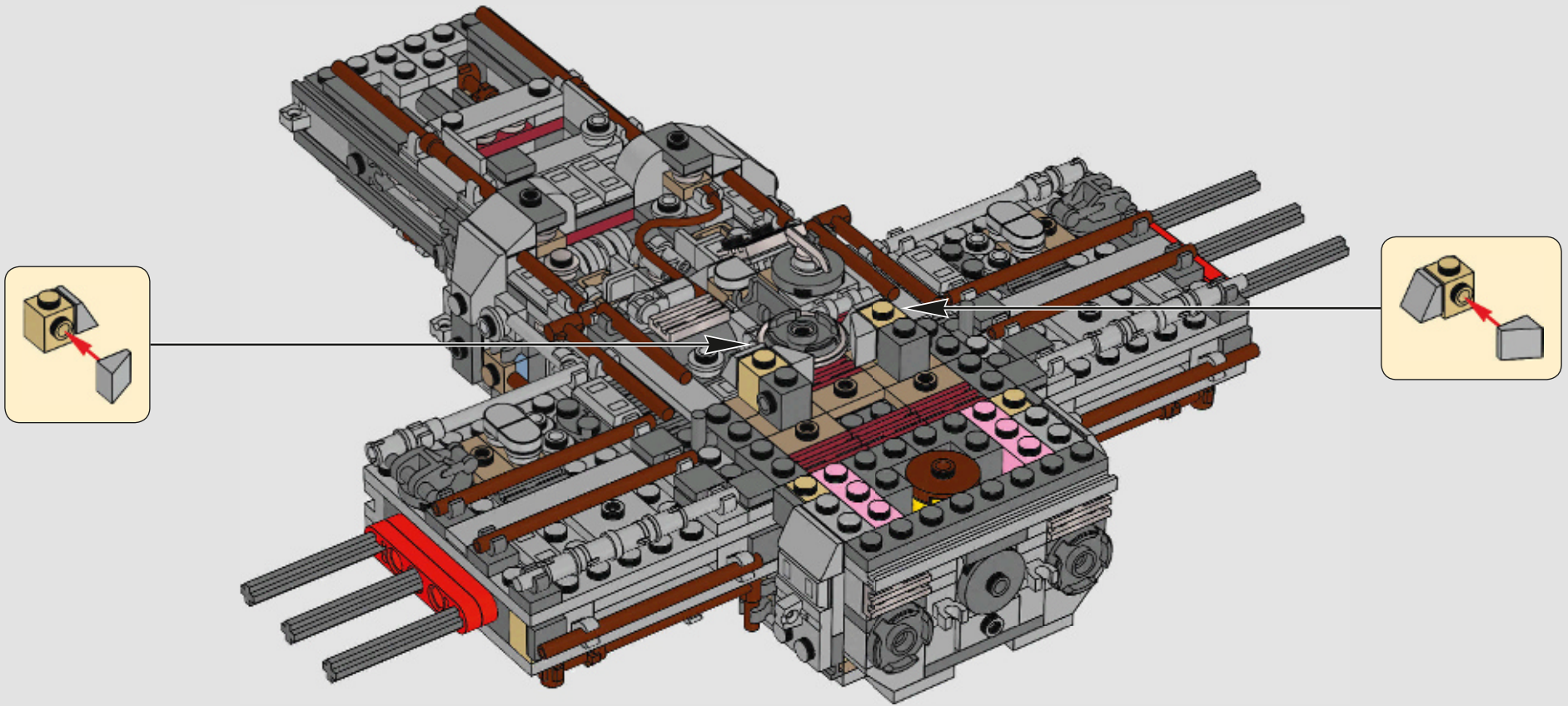


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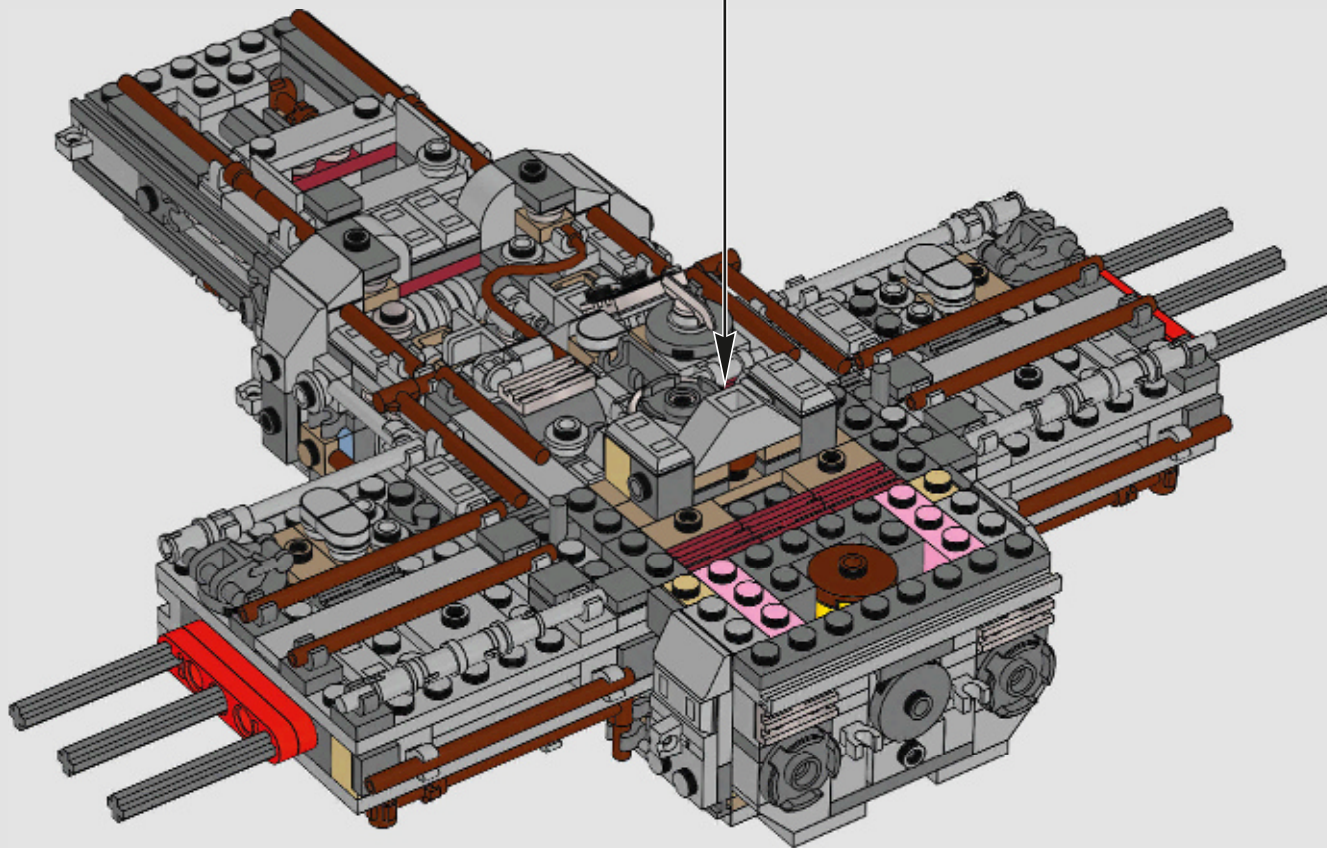
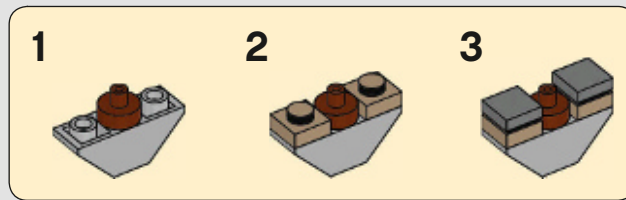


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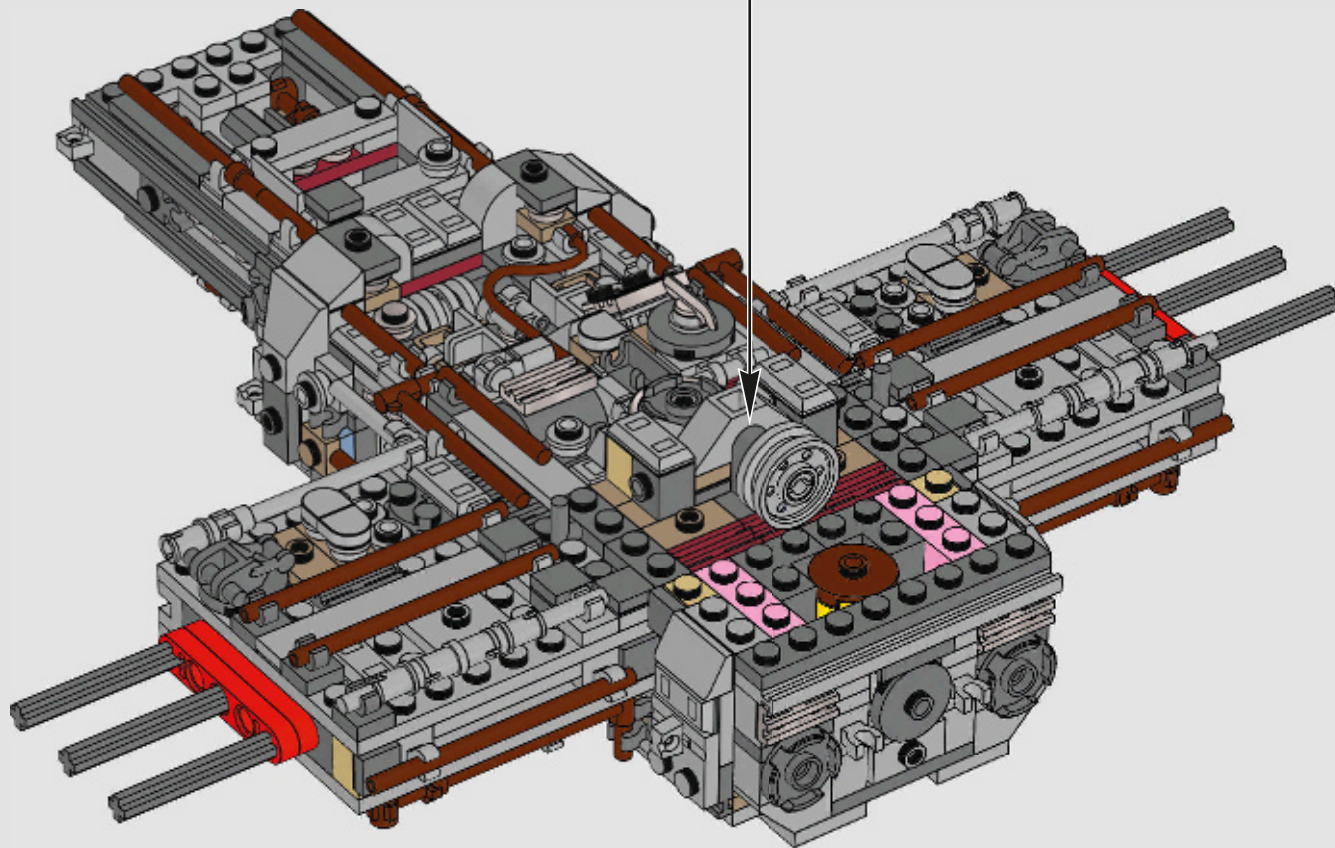
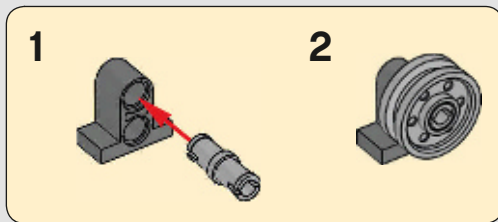


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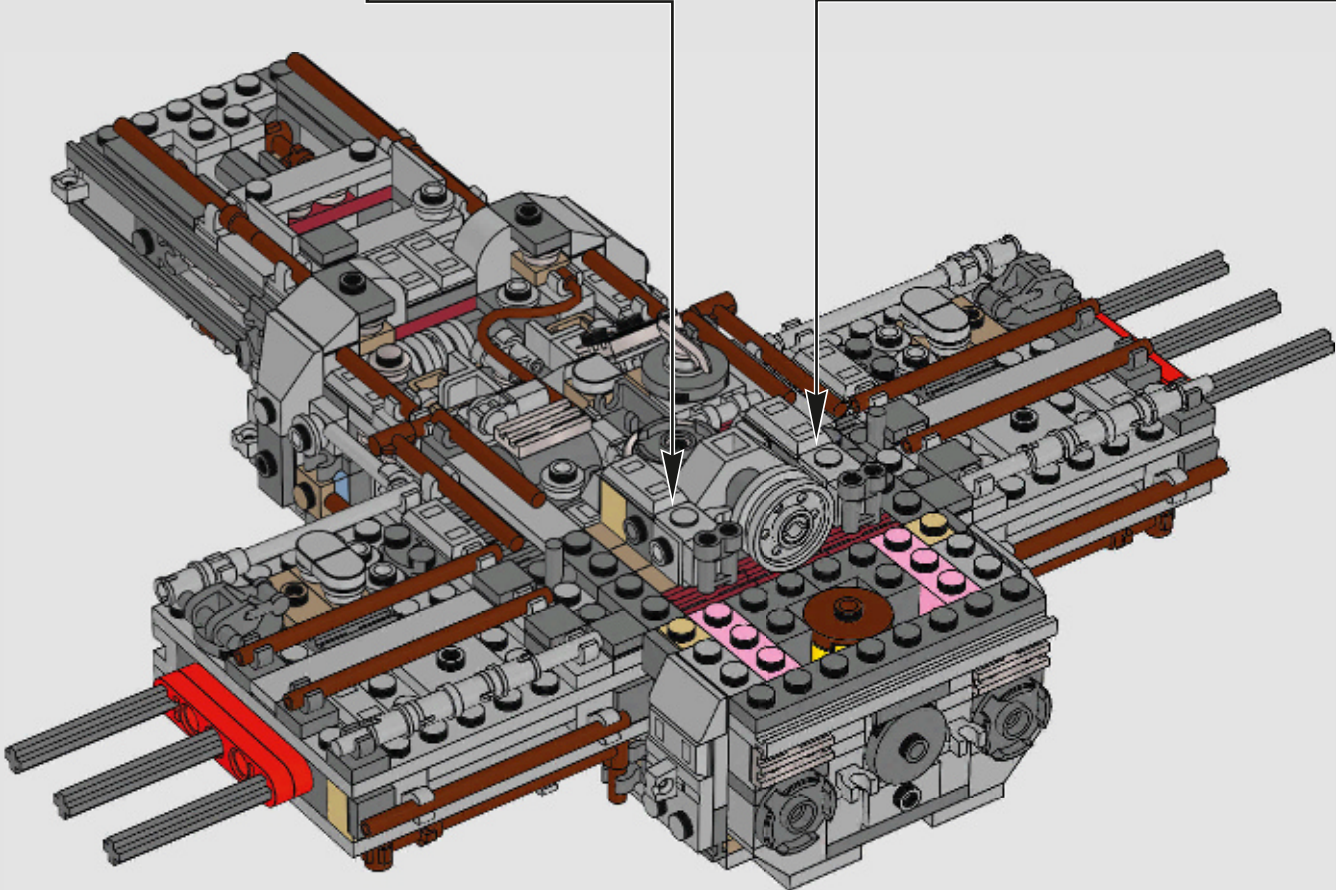
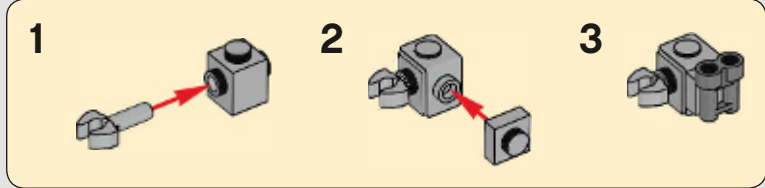
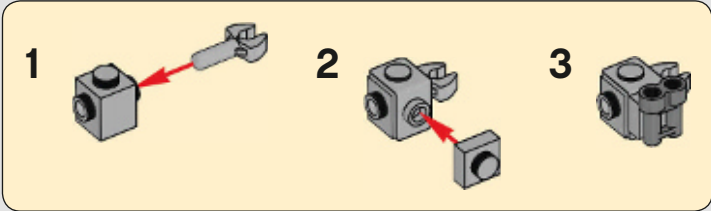


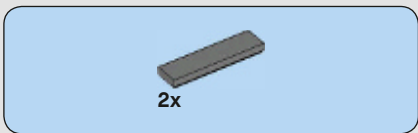
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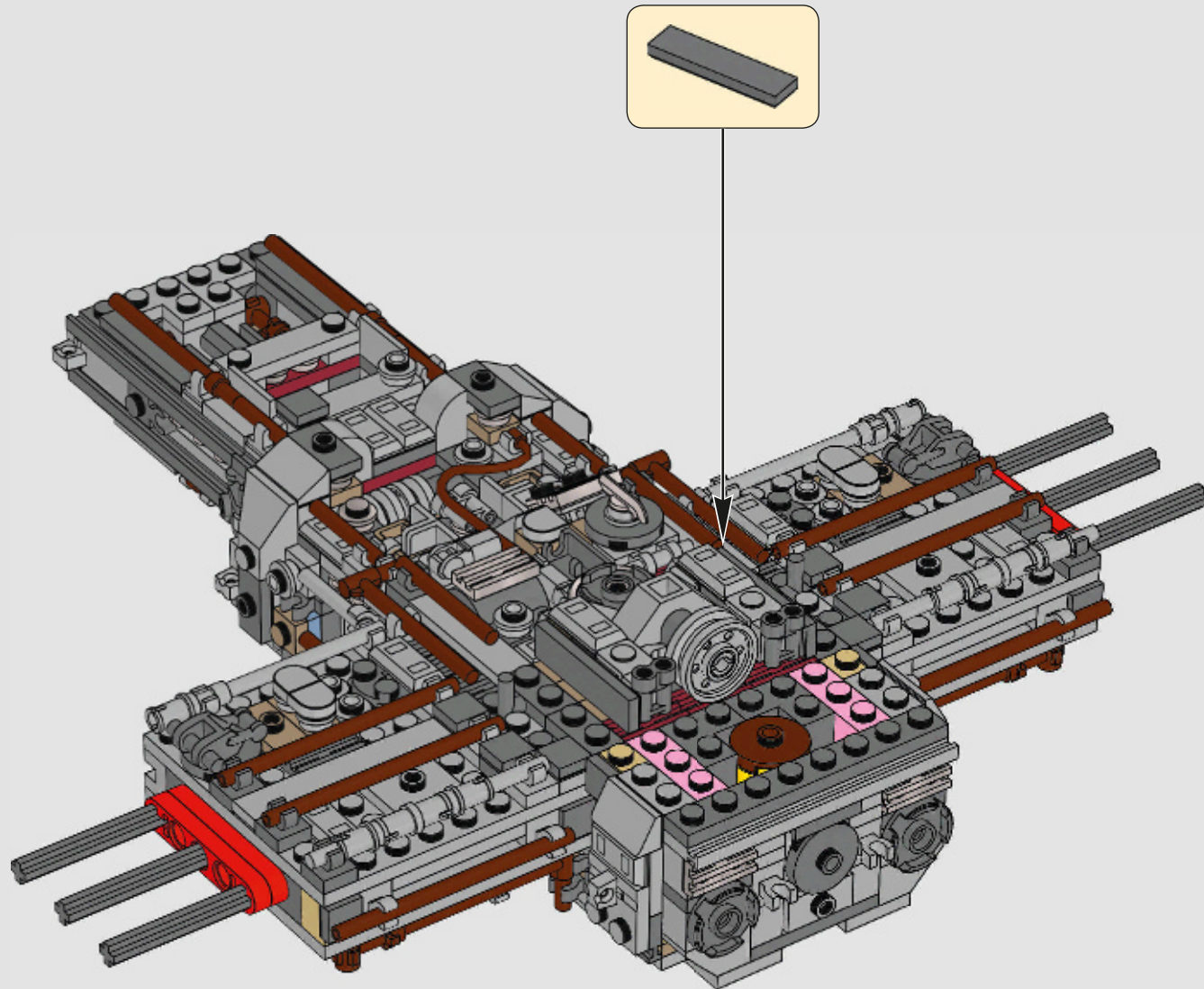


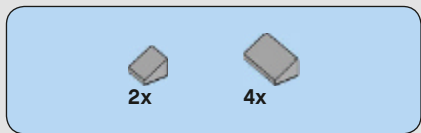
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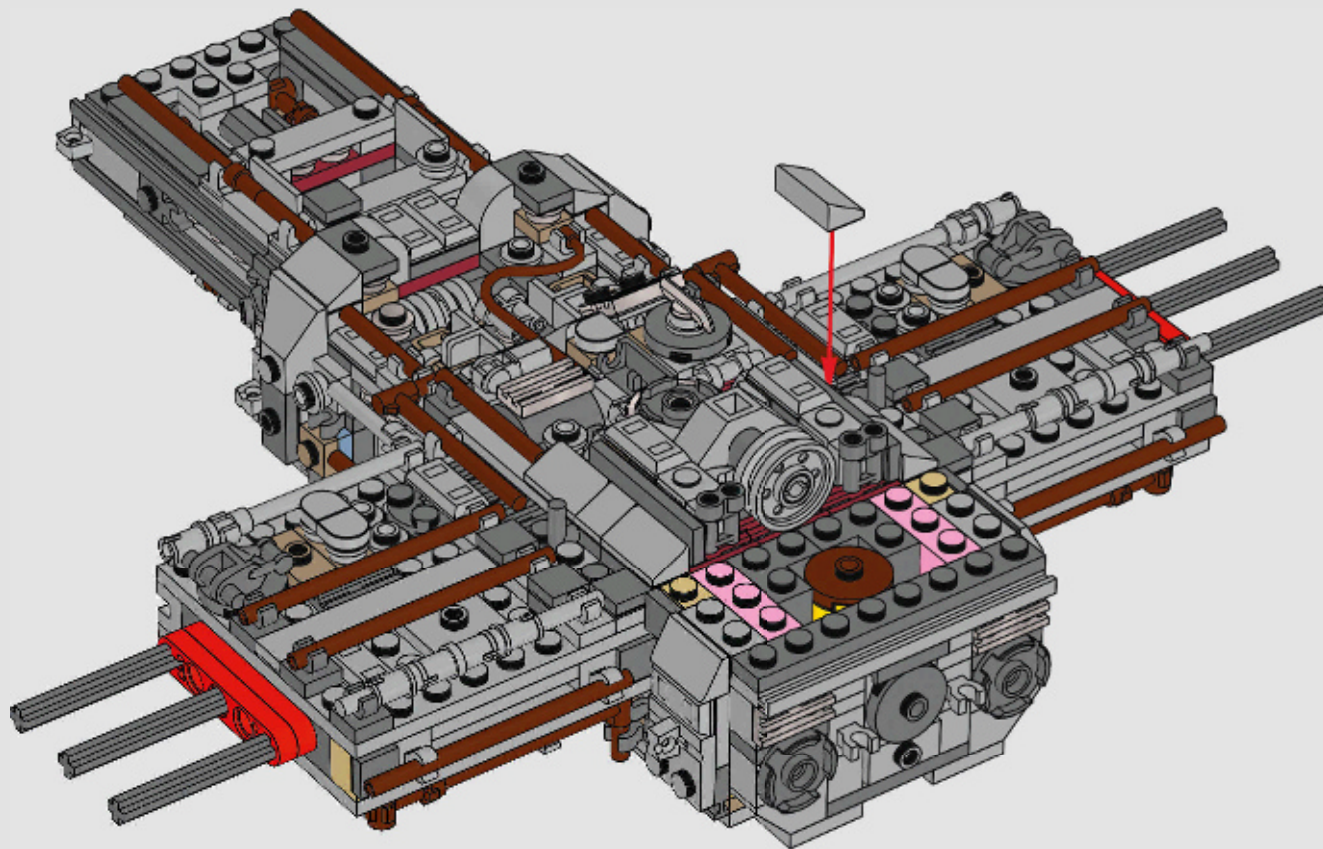


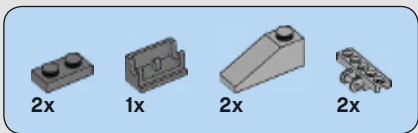
129



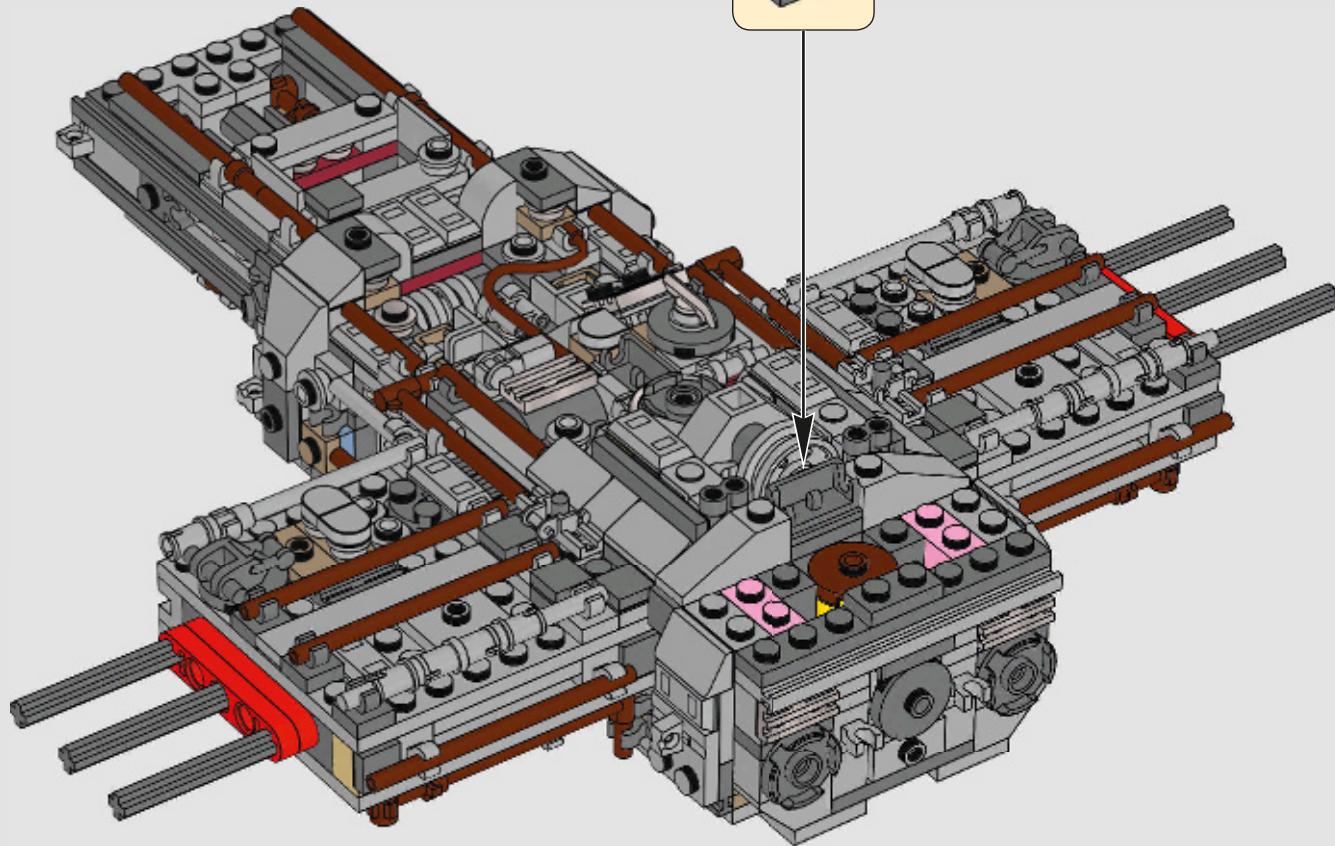
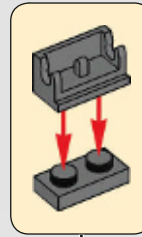


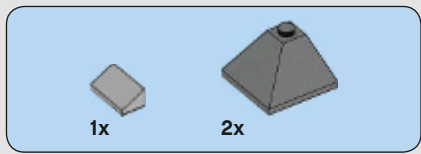
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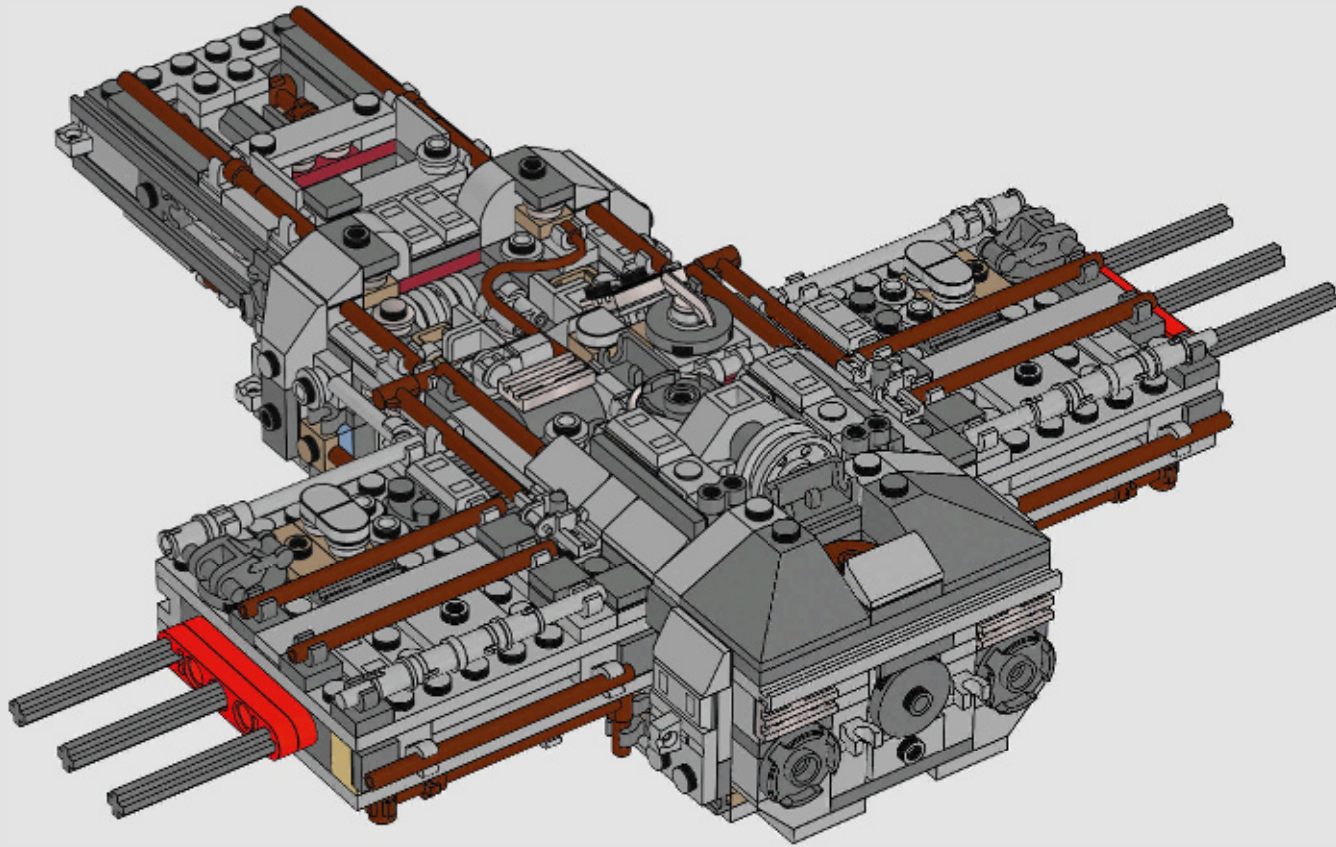


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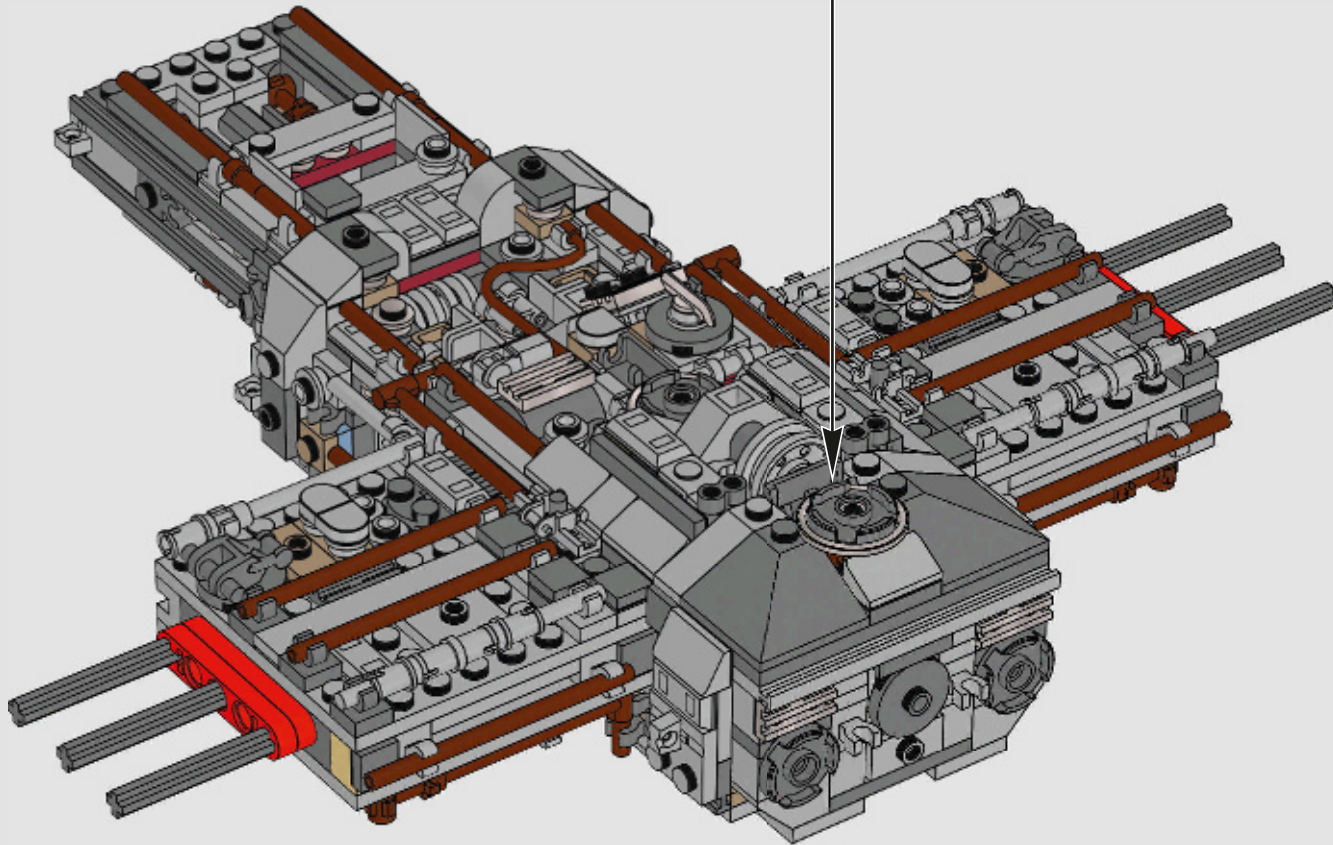
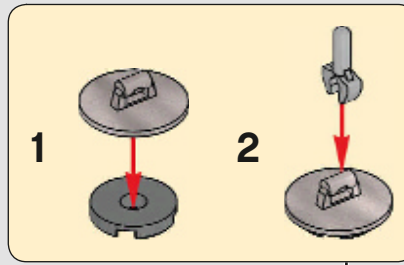


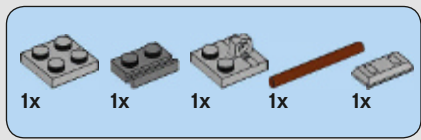
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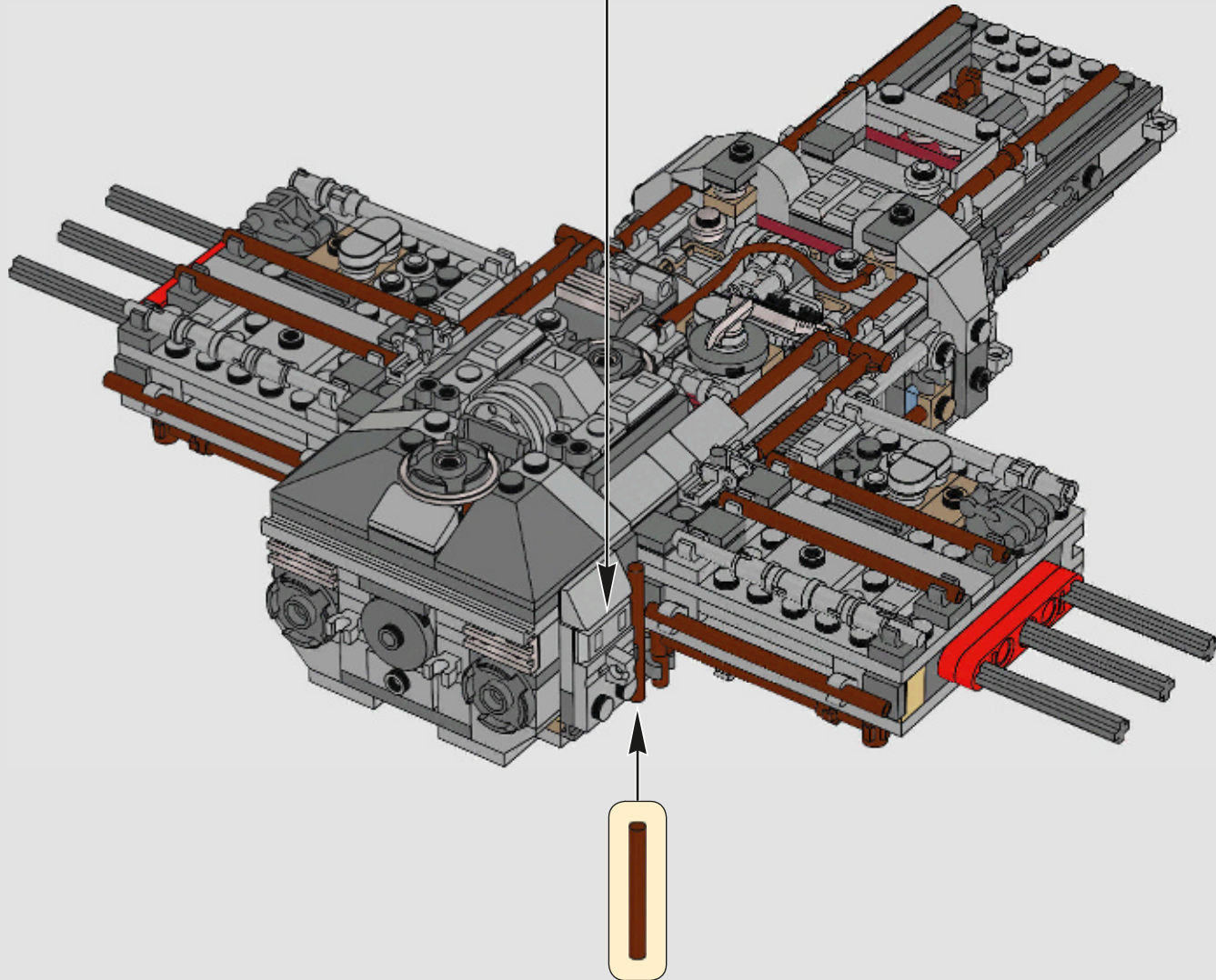
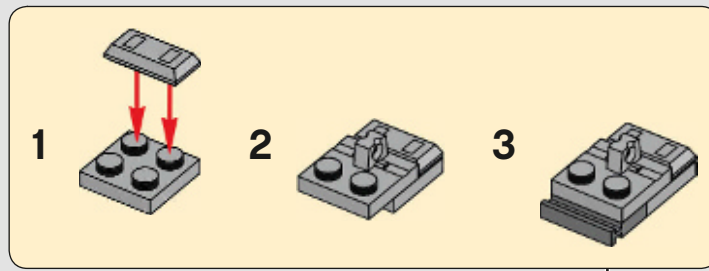


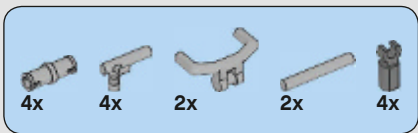
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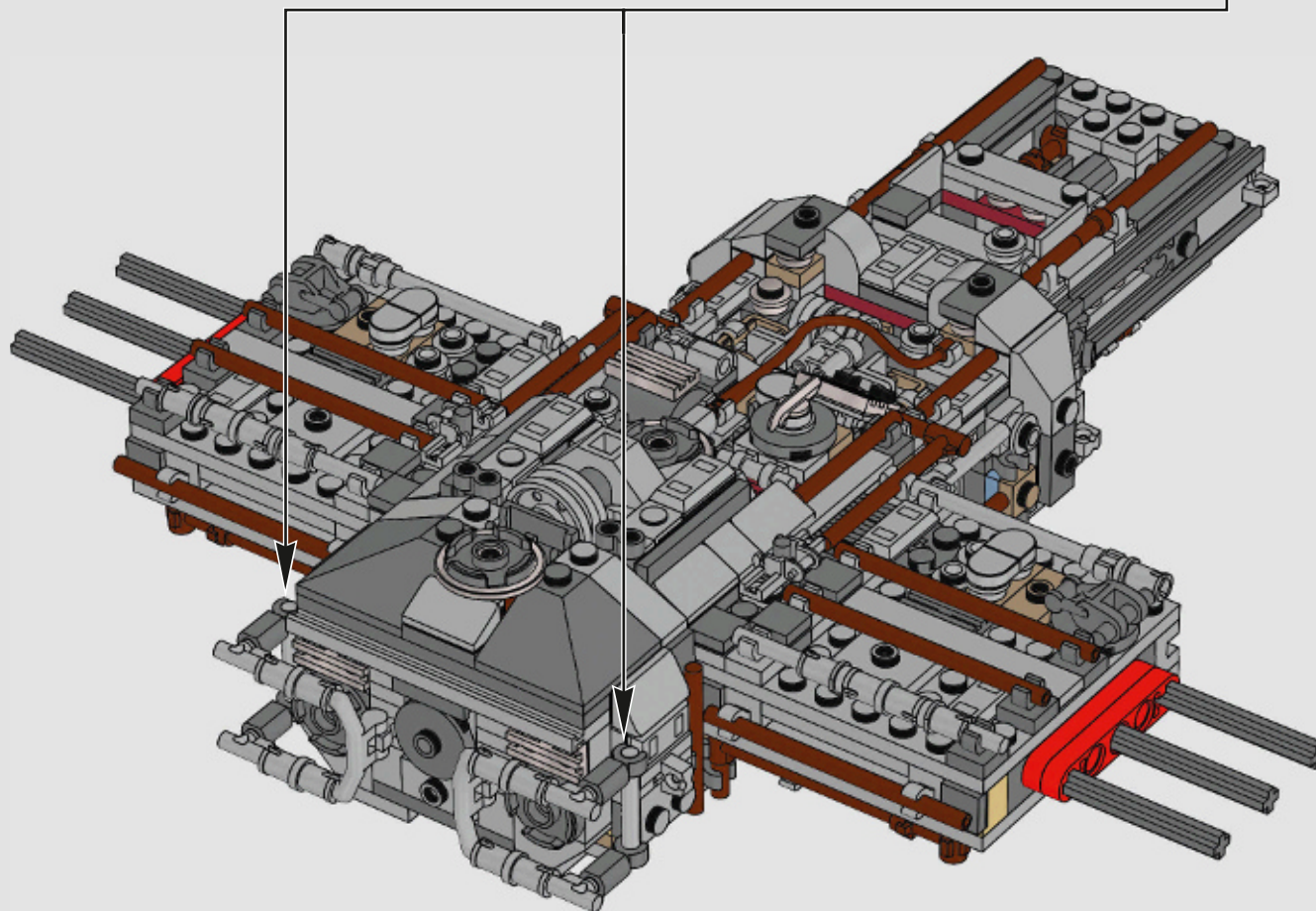
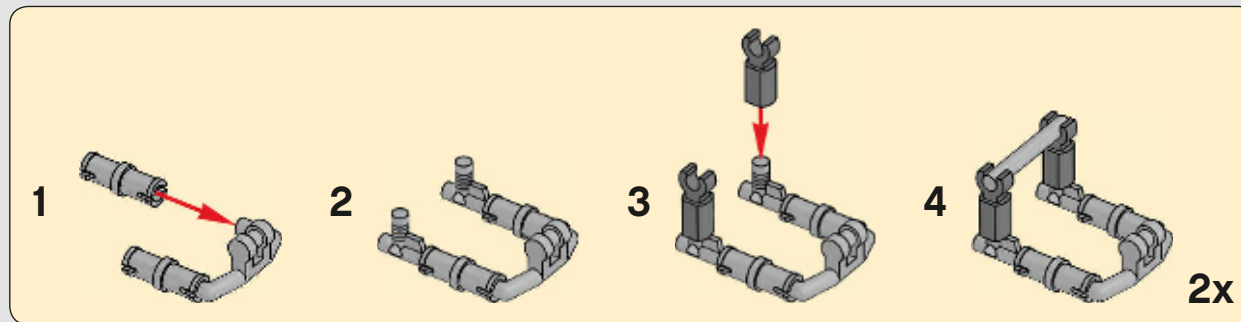


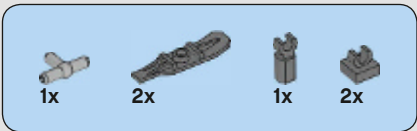
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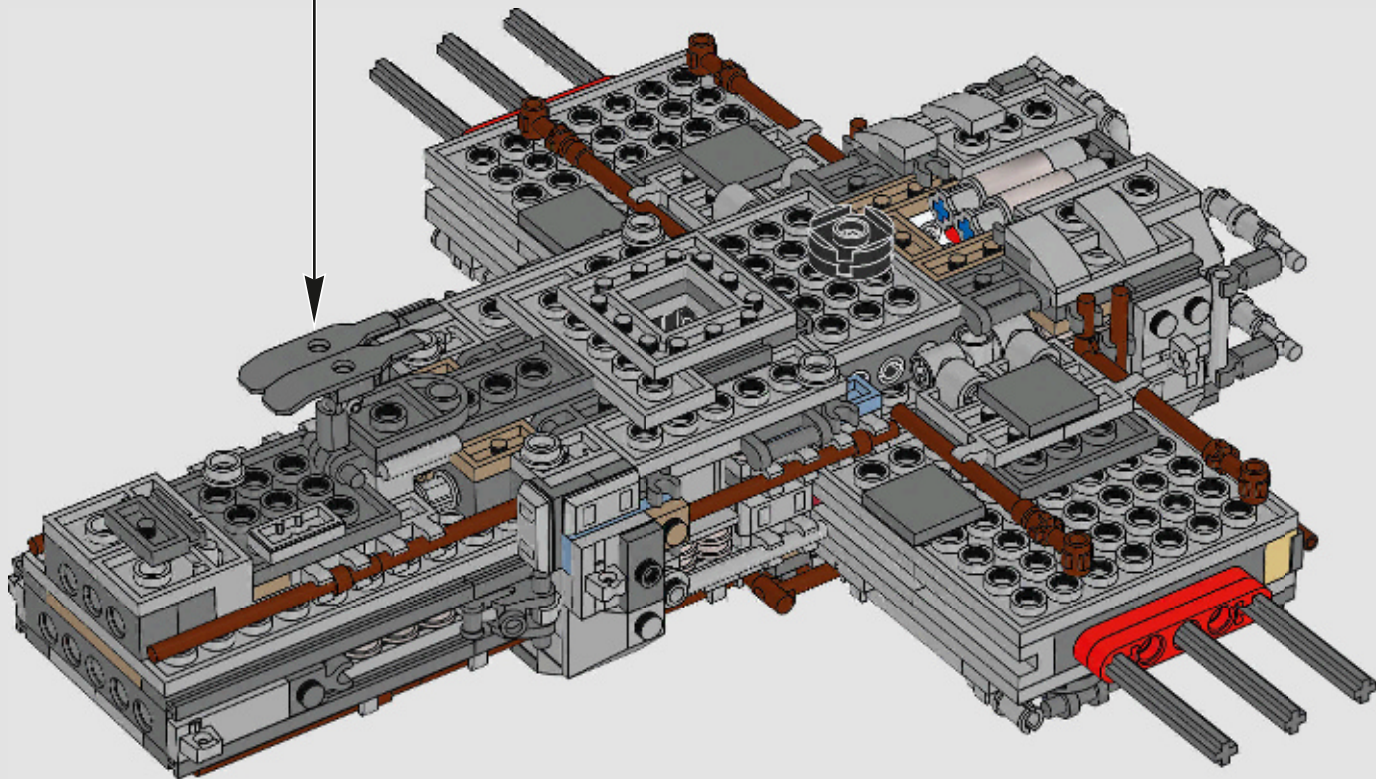
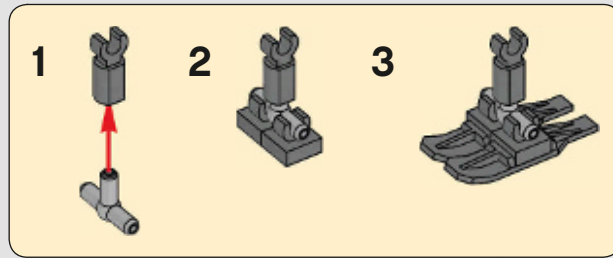


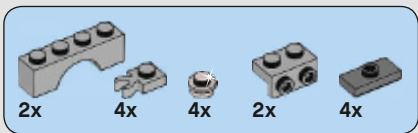
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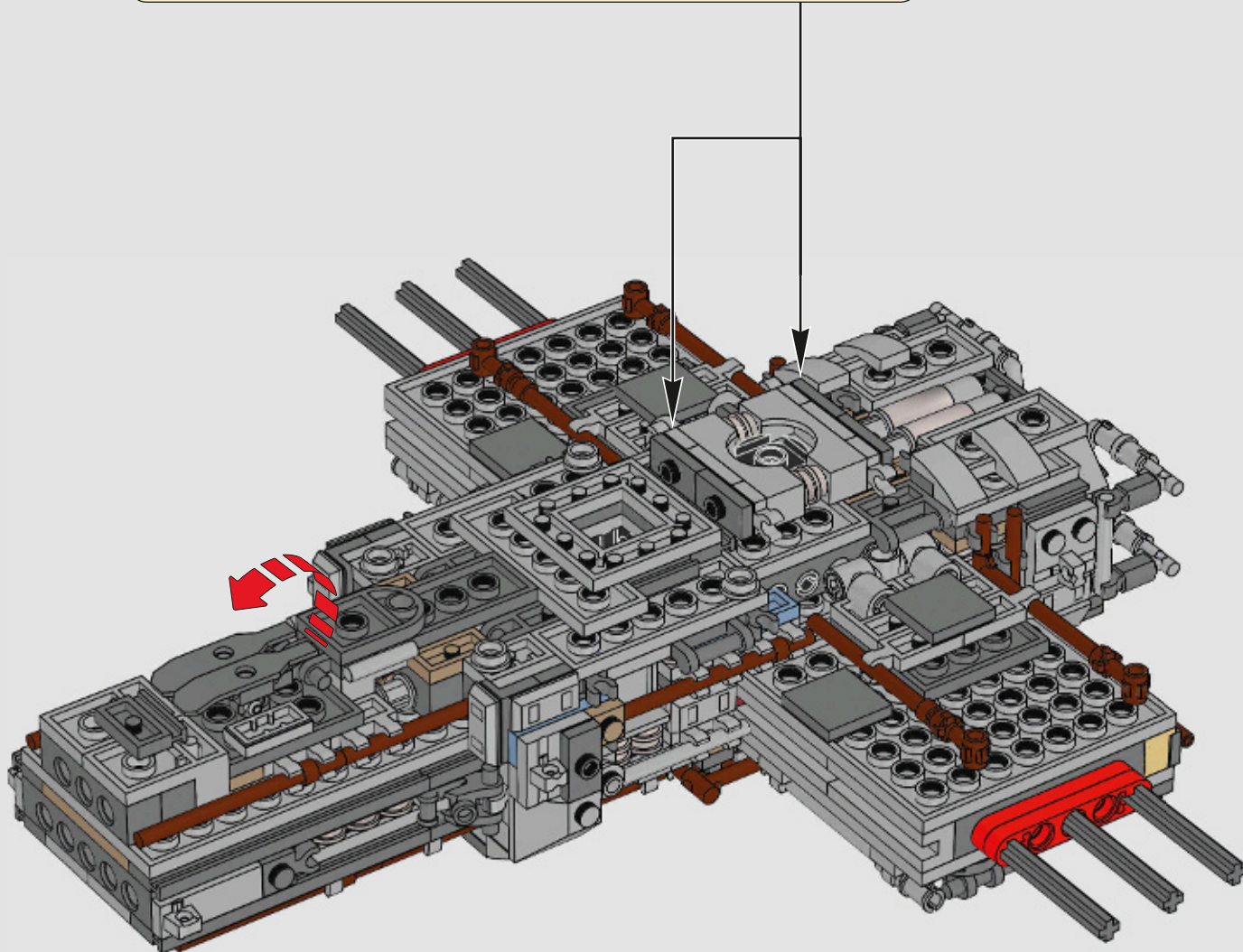
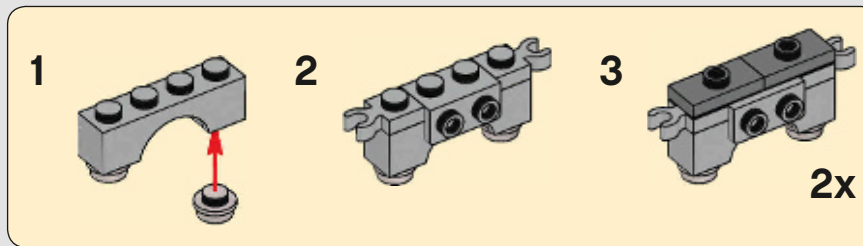


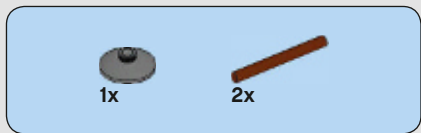
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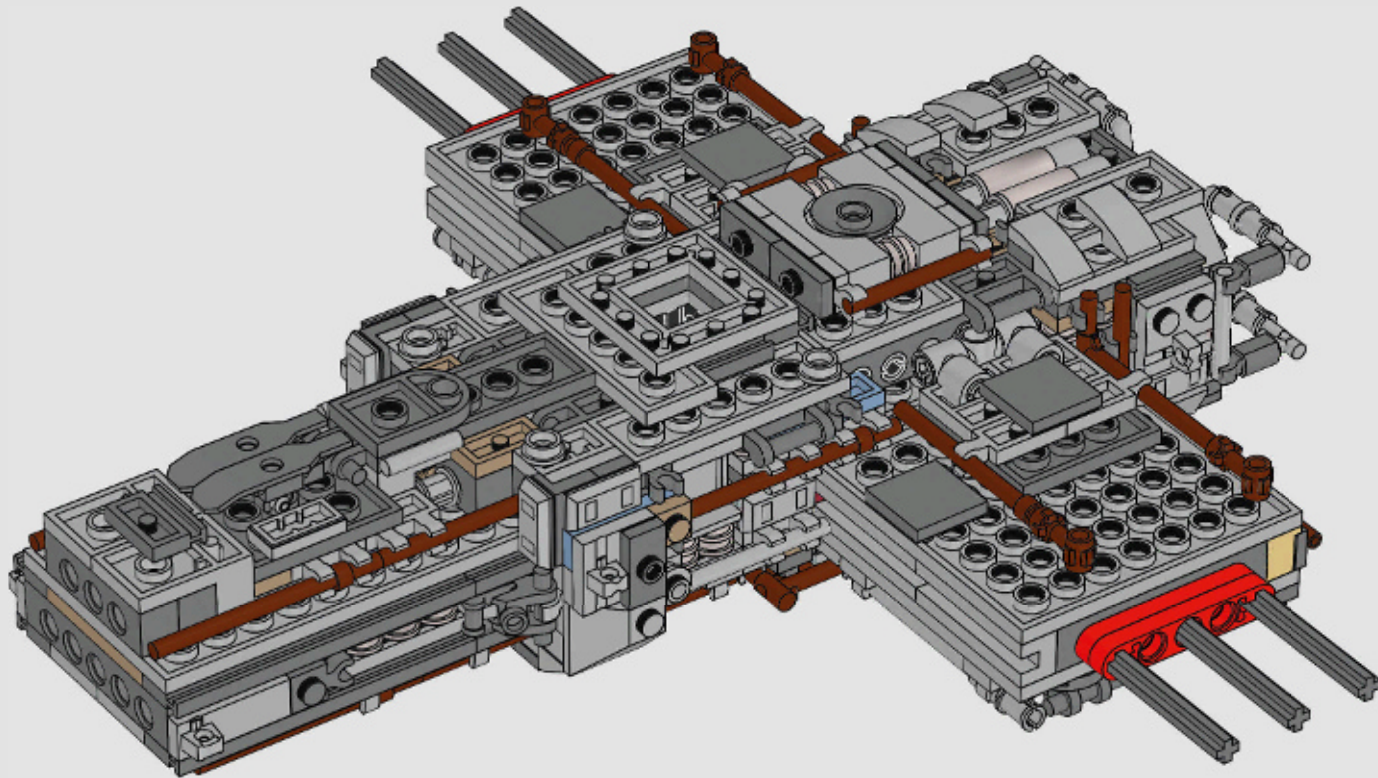


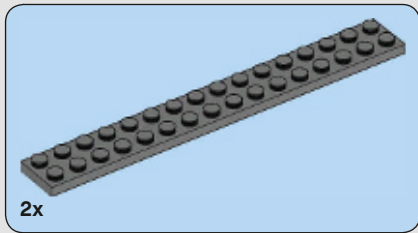
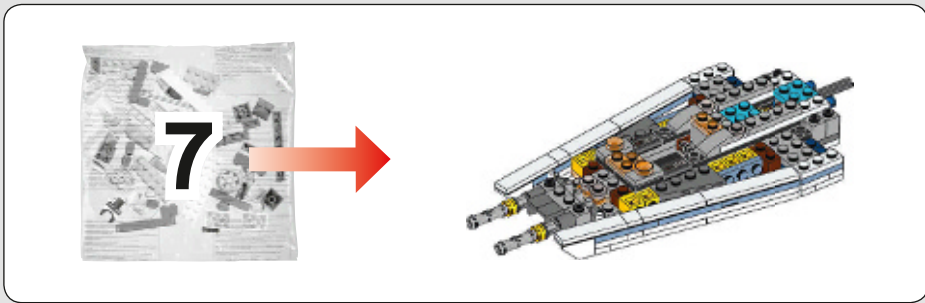
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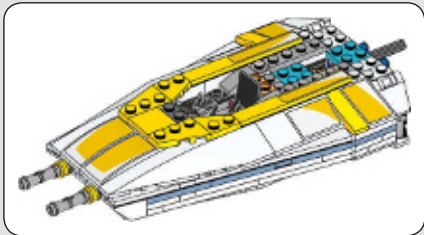
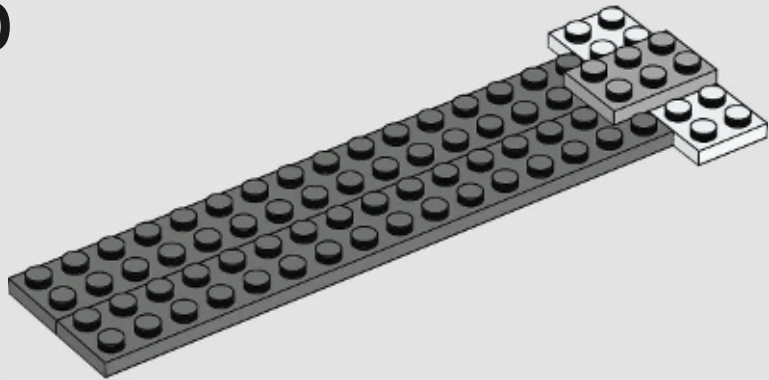


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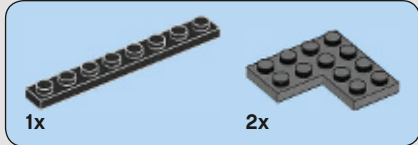
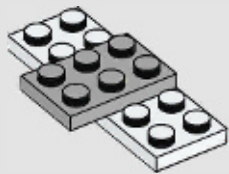




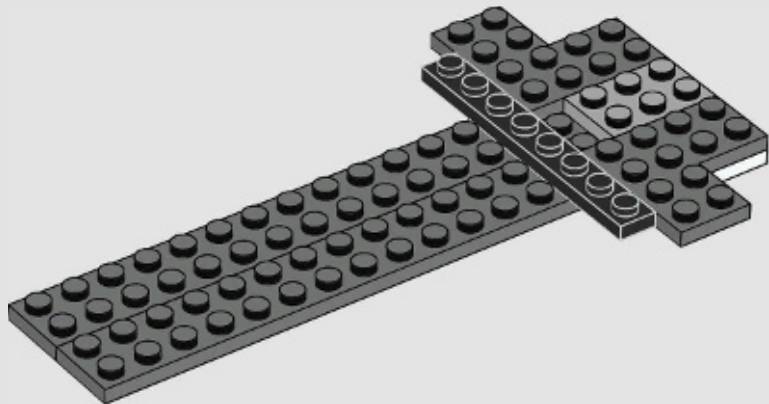
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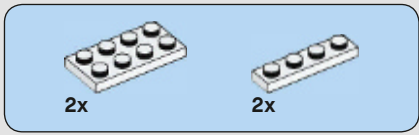


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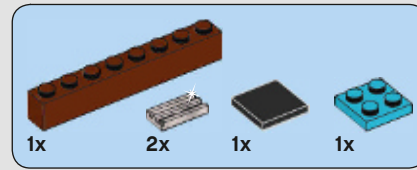
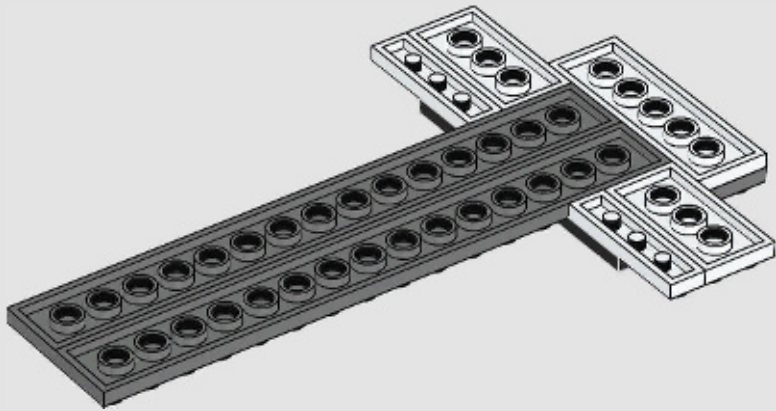


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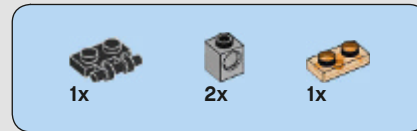
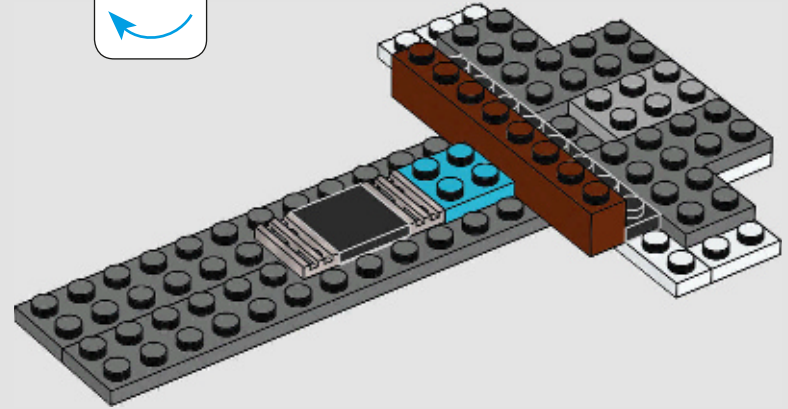




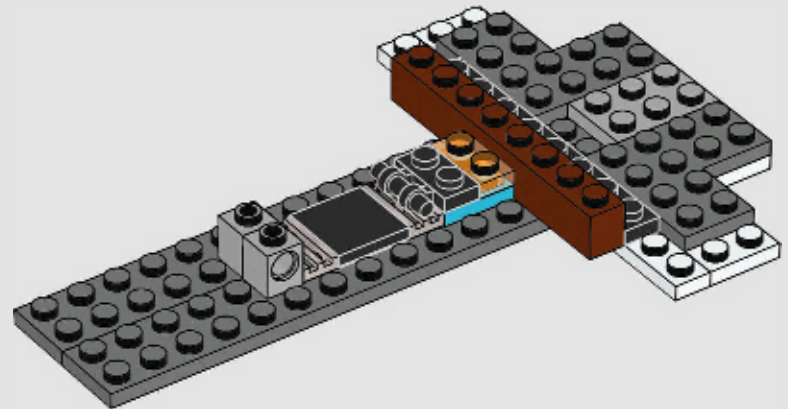
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143



144



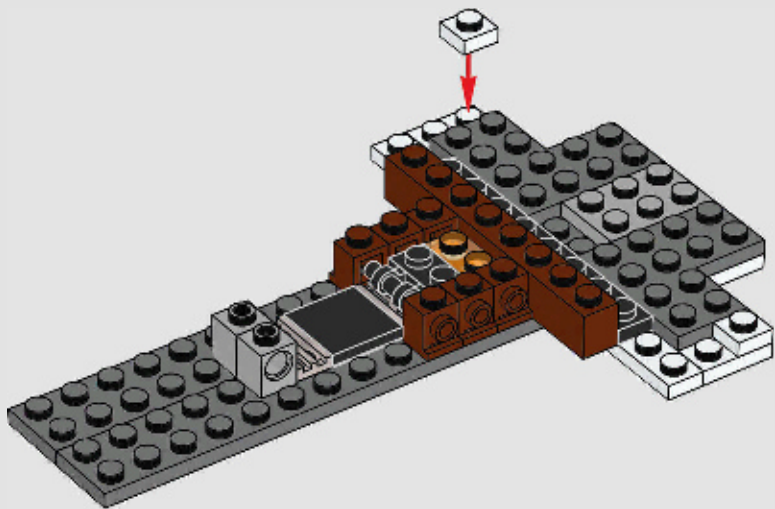


2x



6x

145



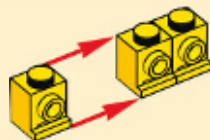
6x



4x

146

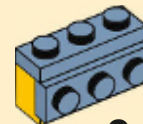
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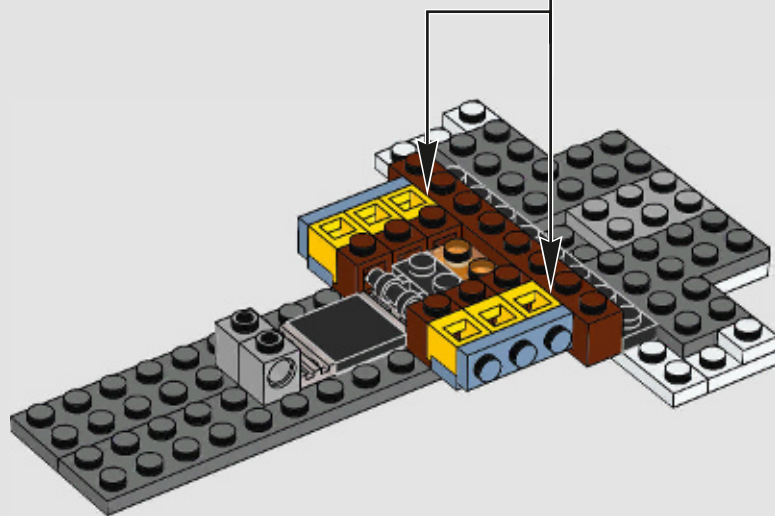
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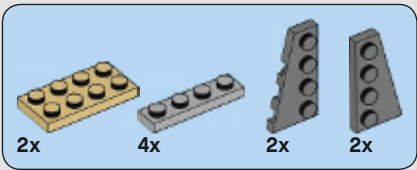


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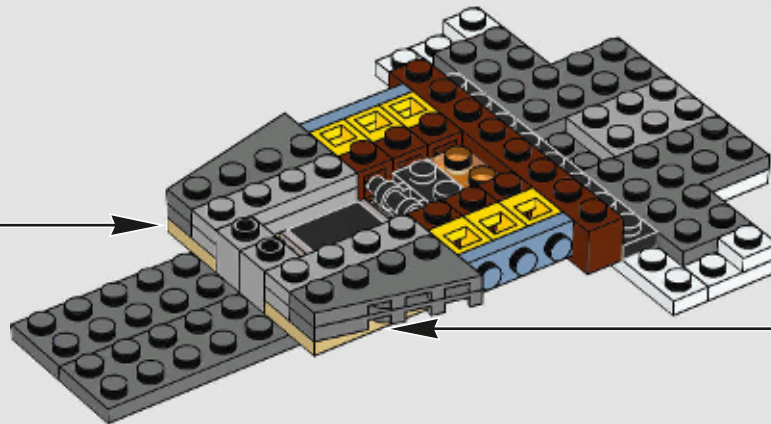
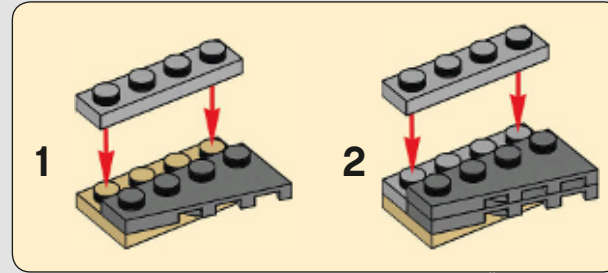
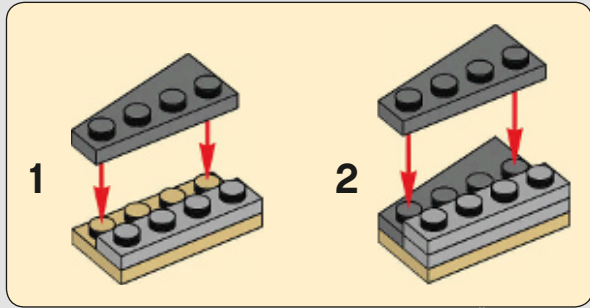


2x



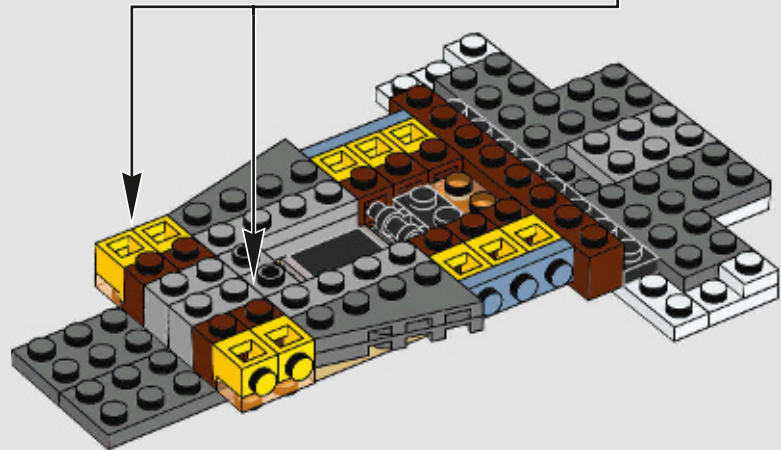


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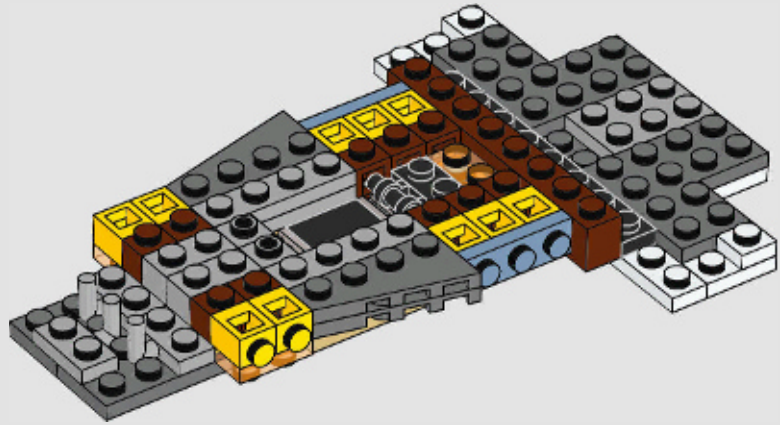




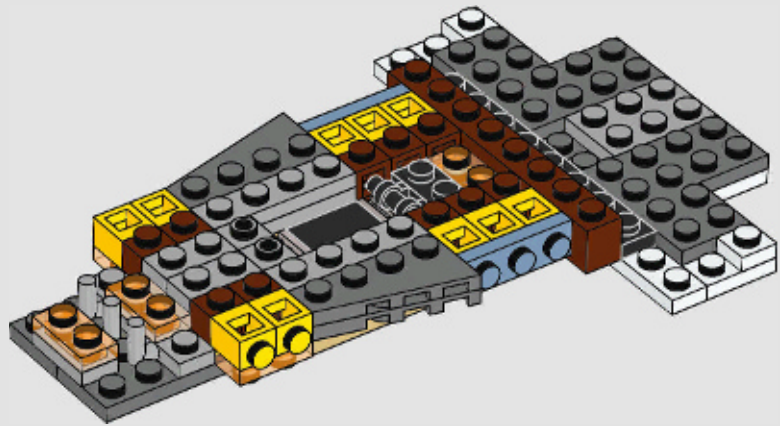
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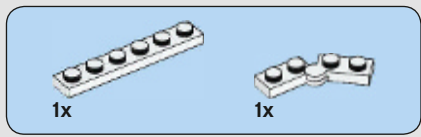


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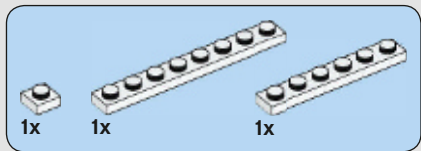
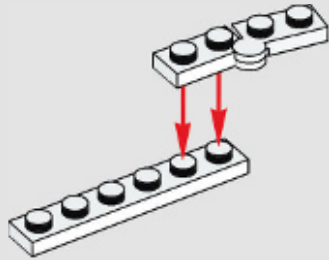


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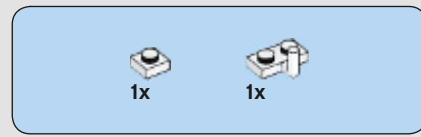
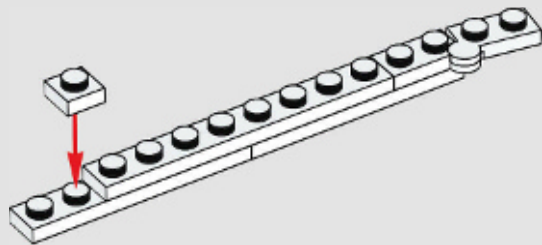




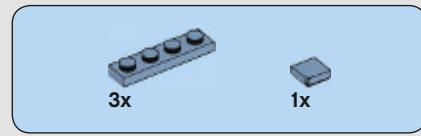
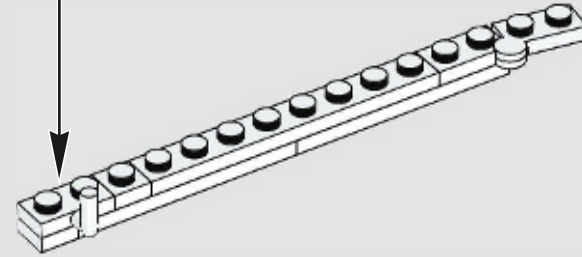
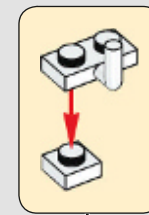
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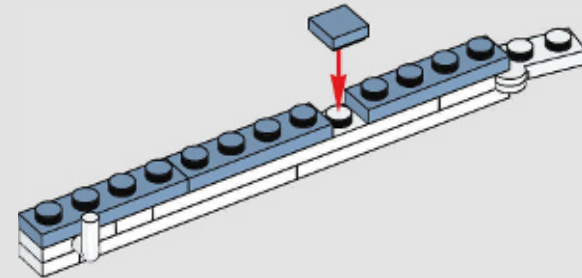
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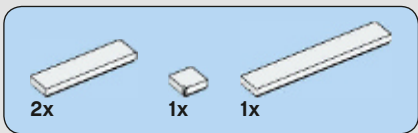


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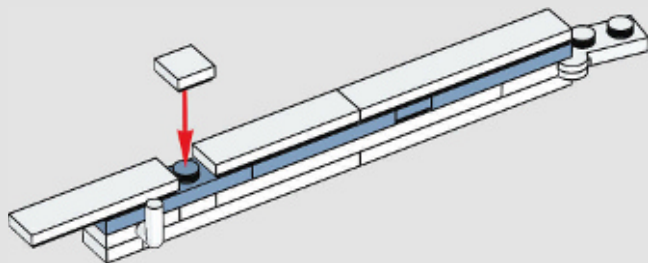


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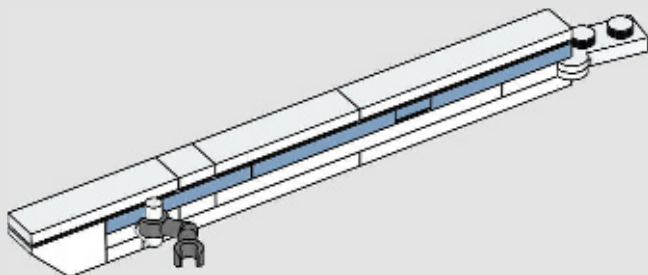




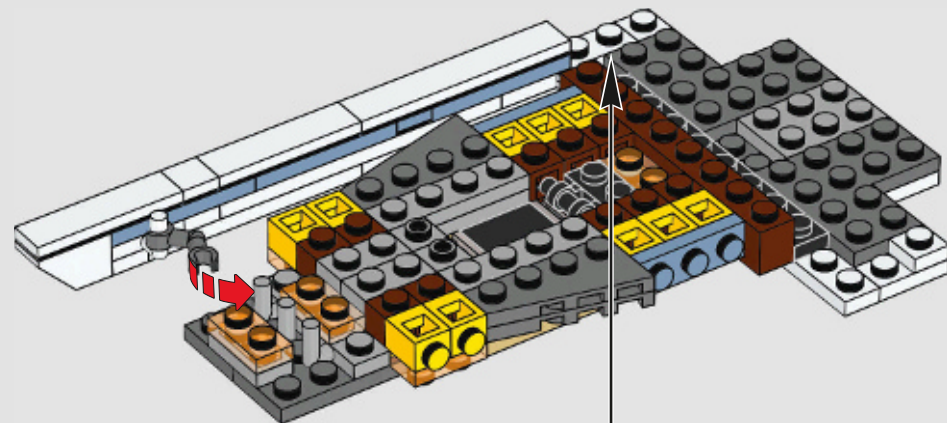
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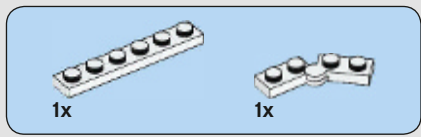


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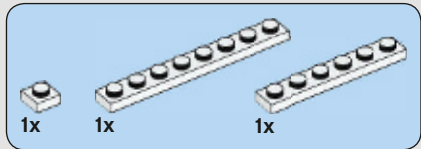
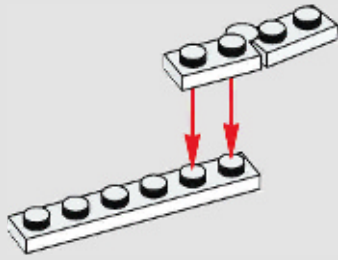


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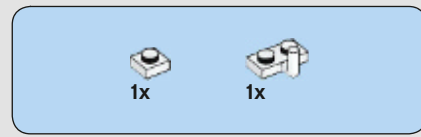
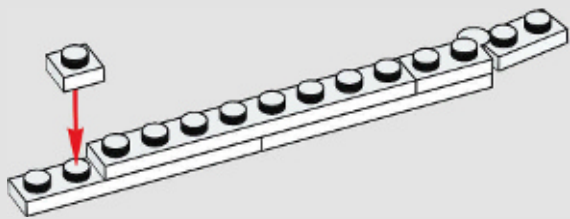




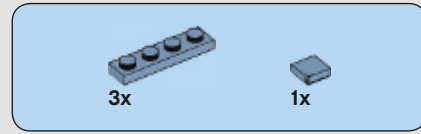
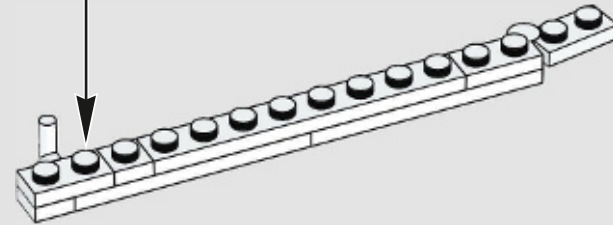
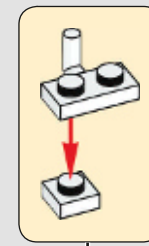
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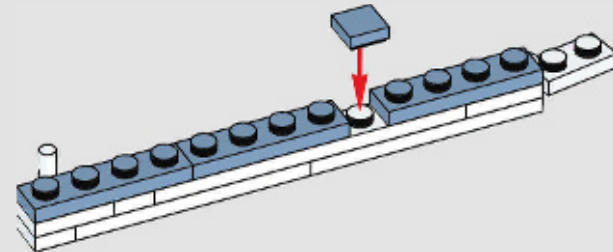
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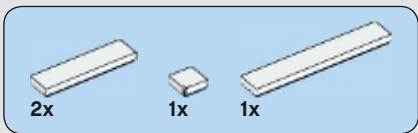


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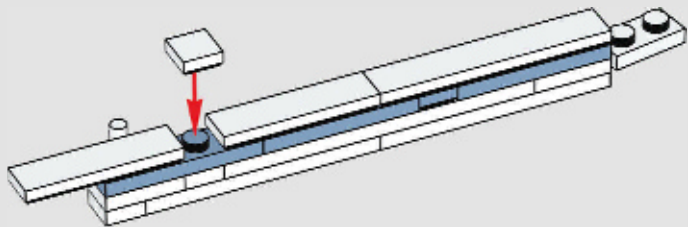


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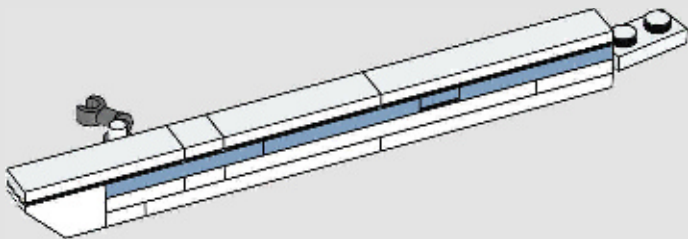




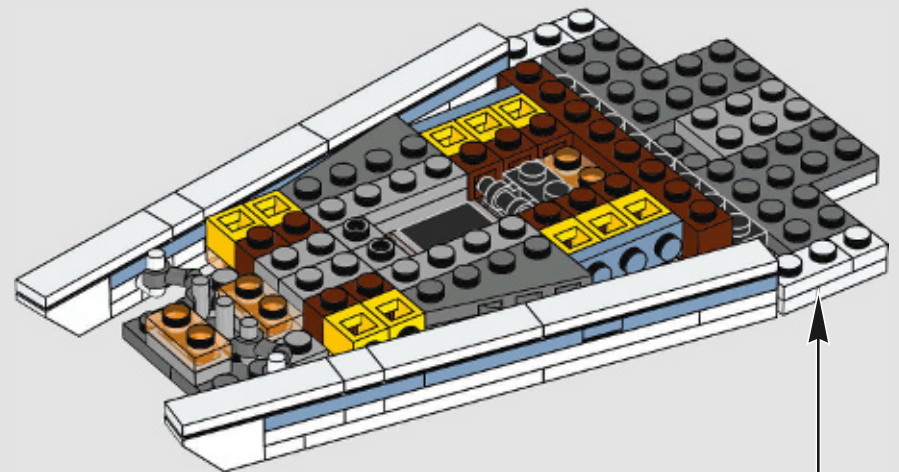
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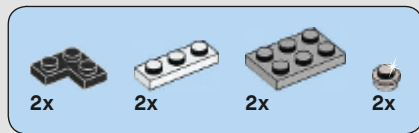
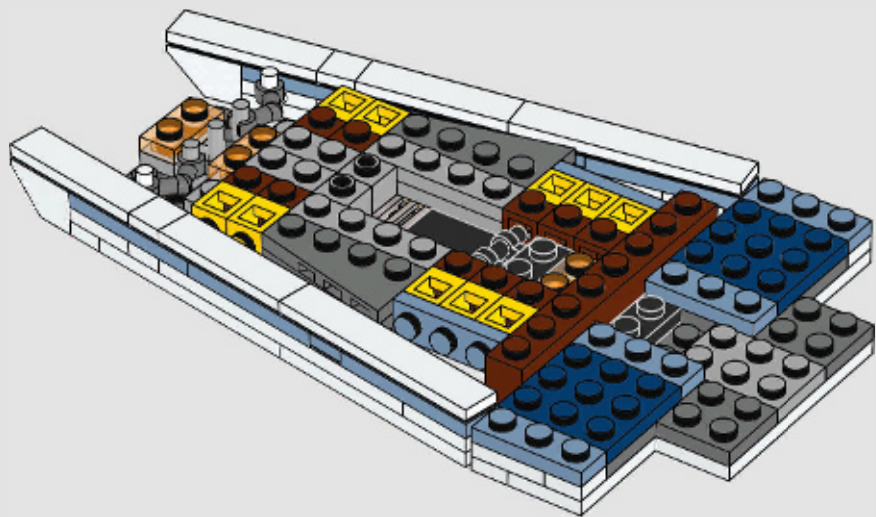


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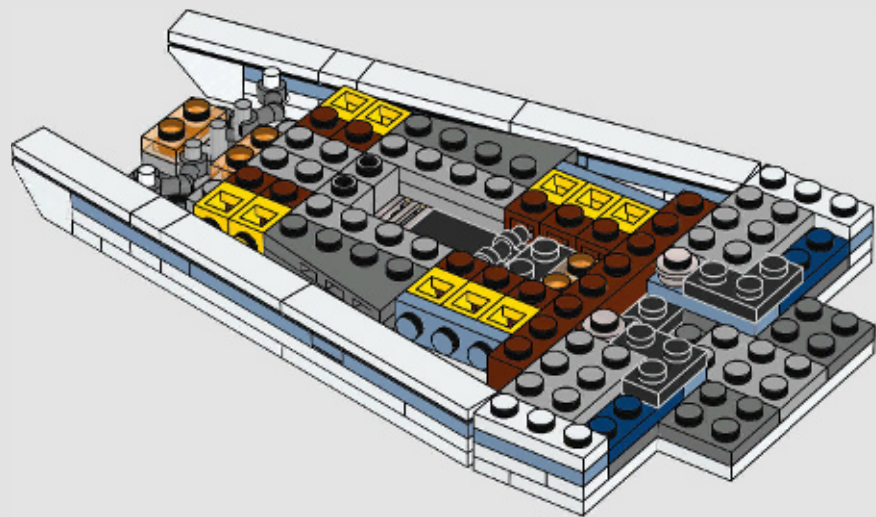


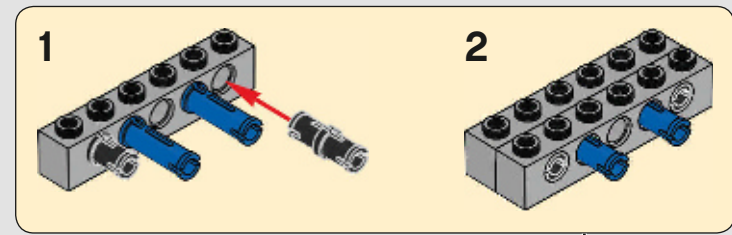
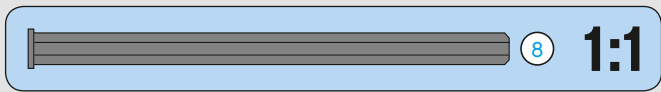
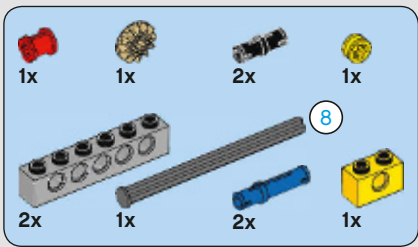


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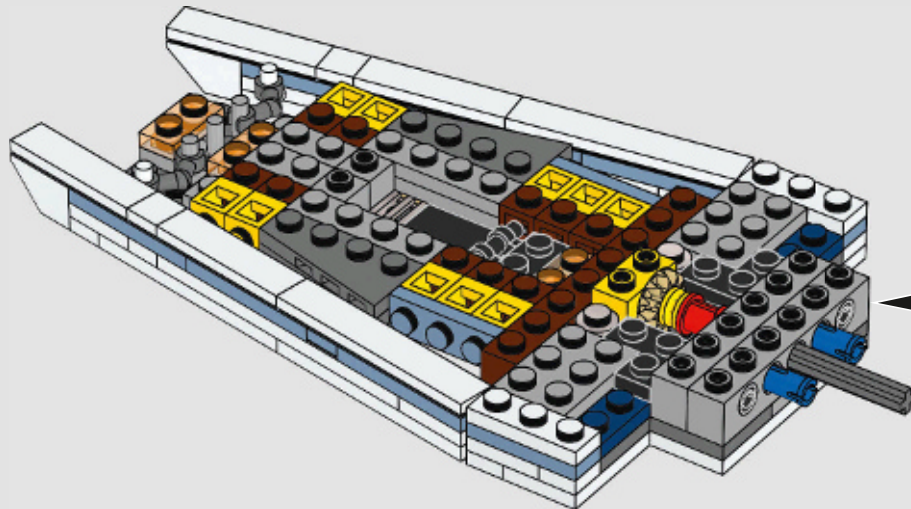
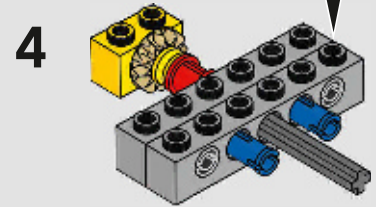
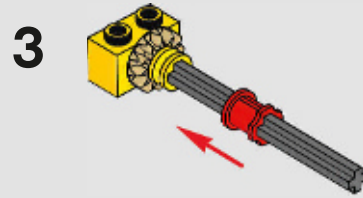
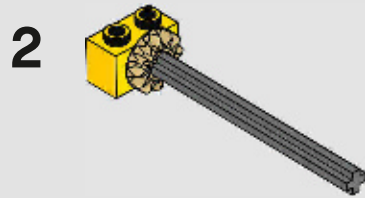
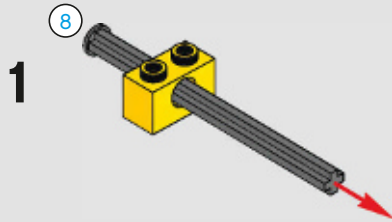


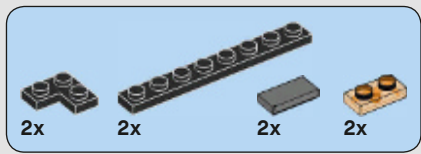
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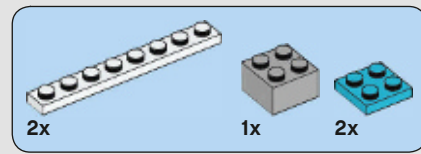
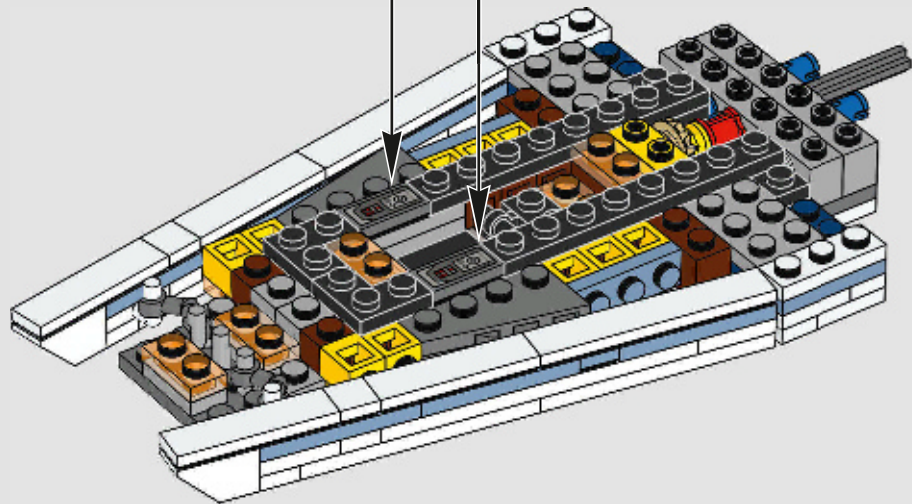
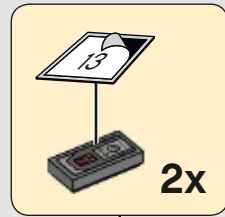


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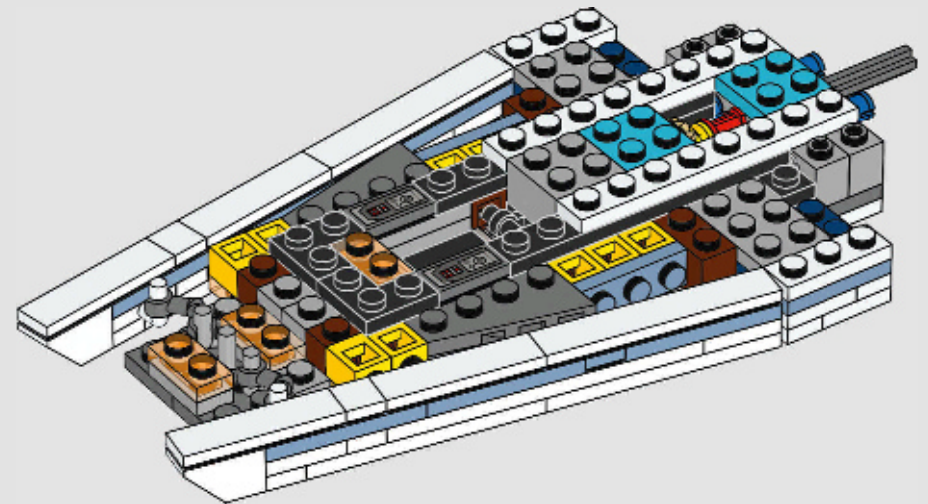


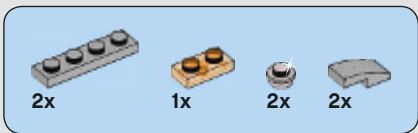


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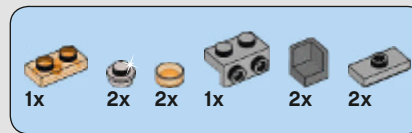
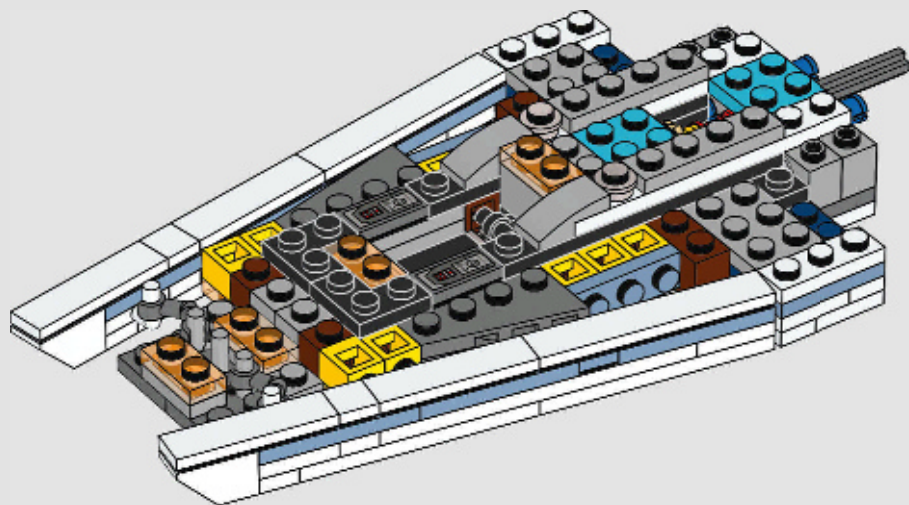


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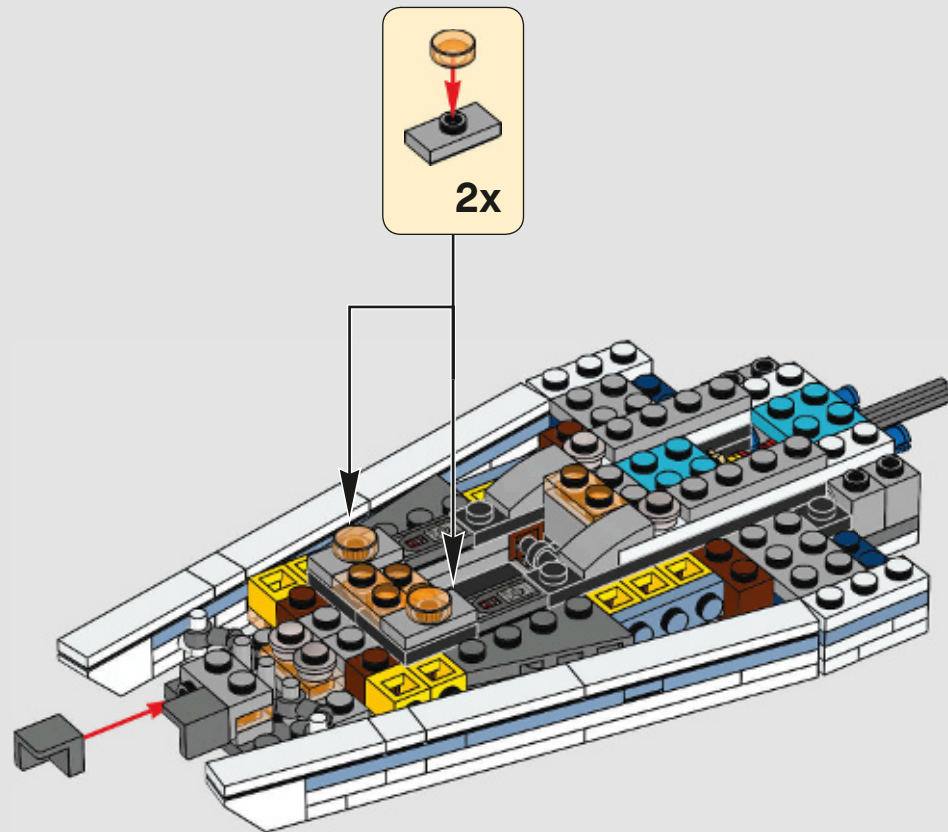




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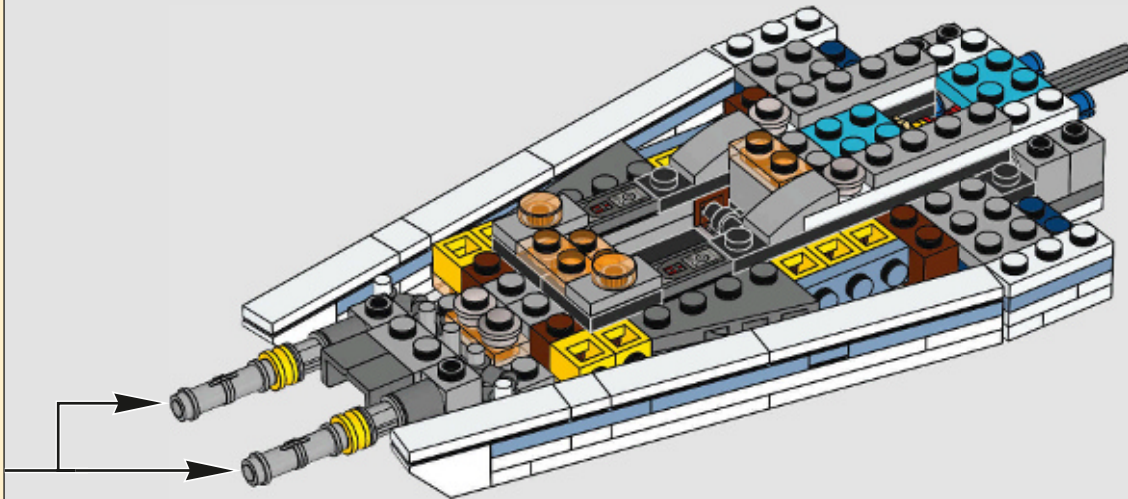
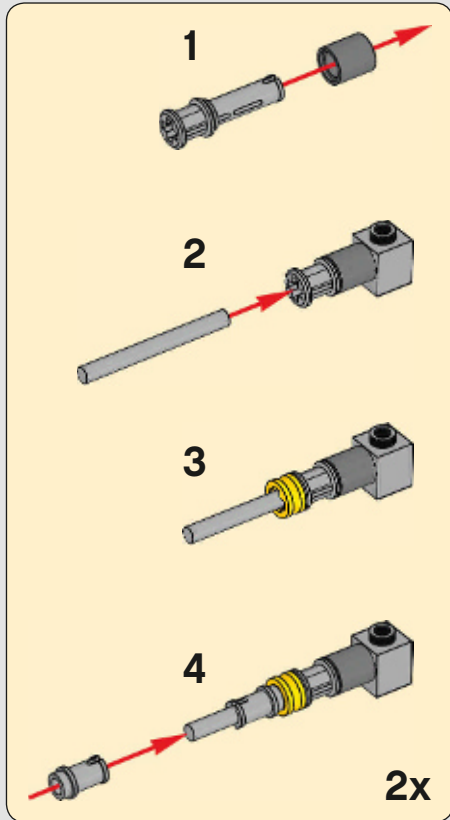


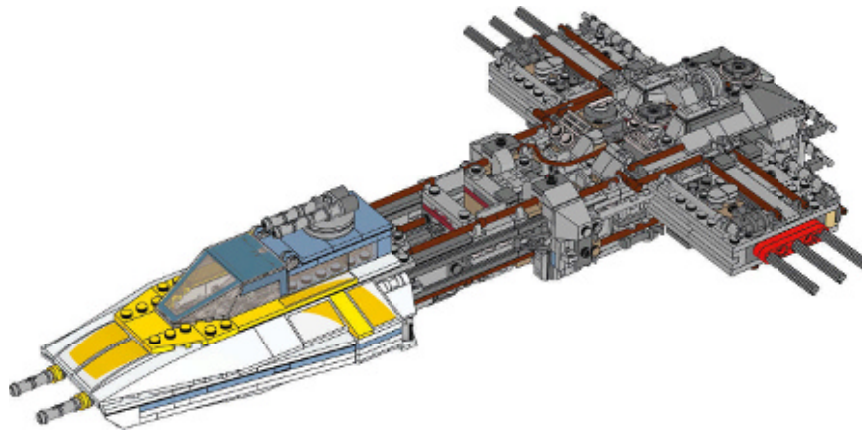
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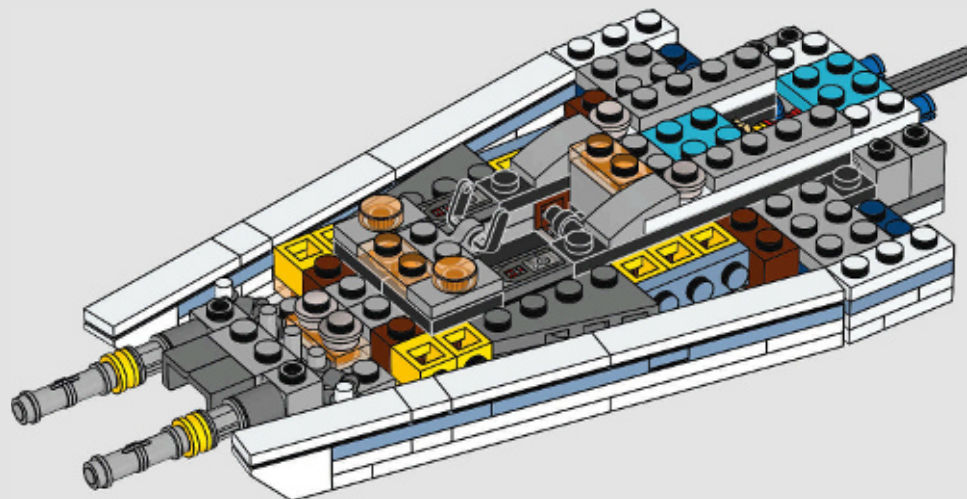


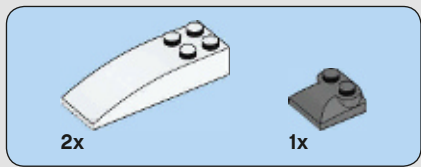
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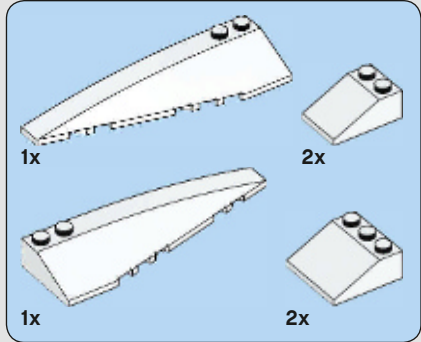
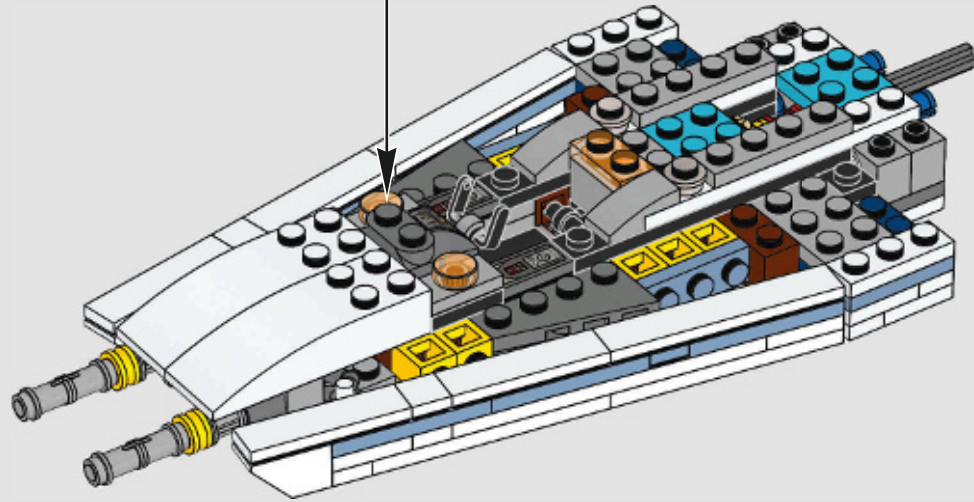
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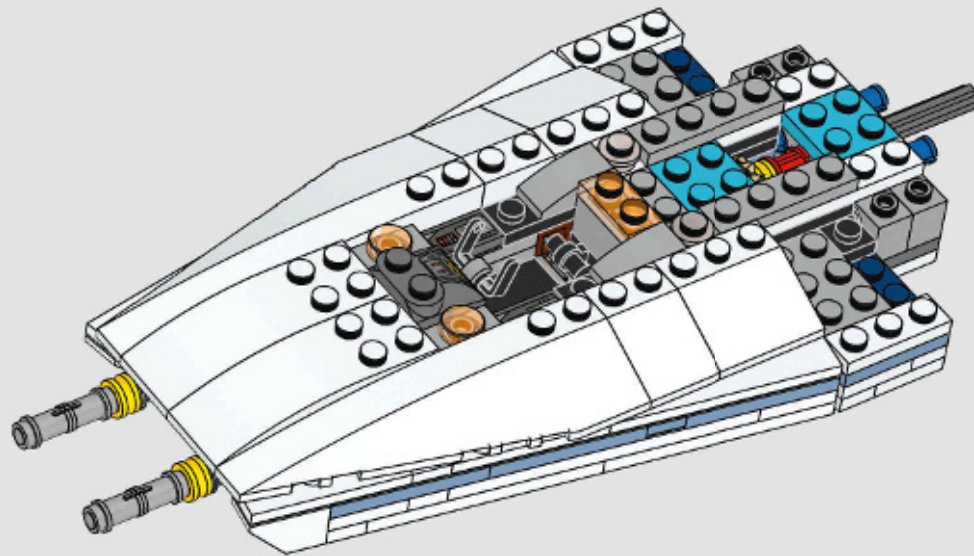


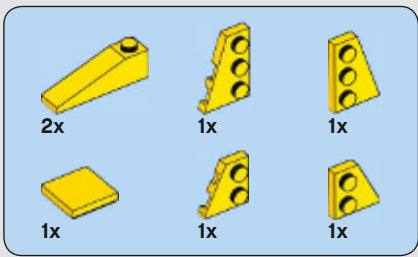


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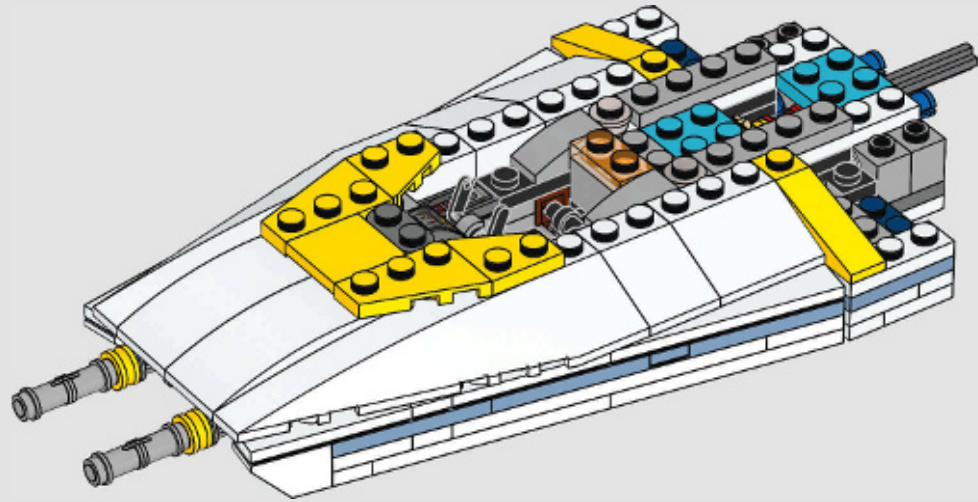


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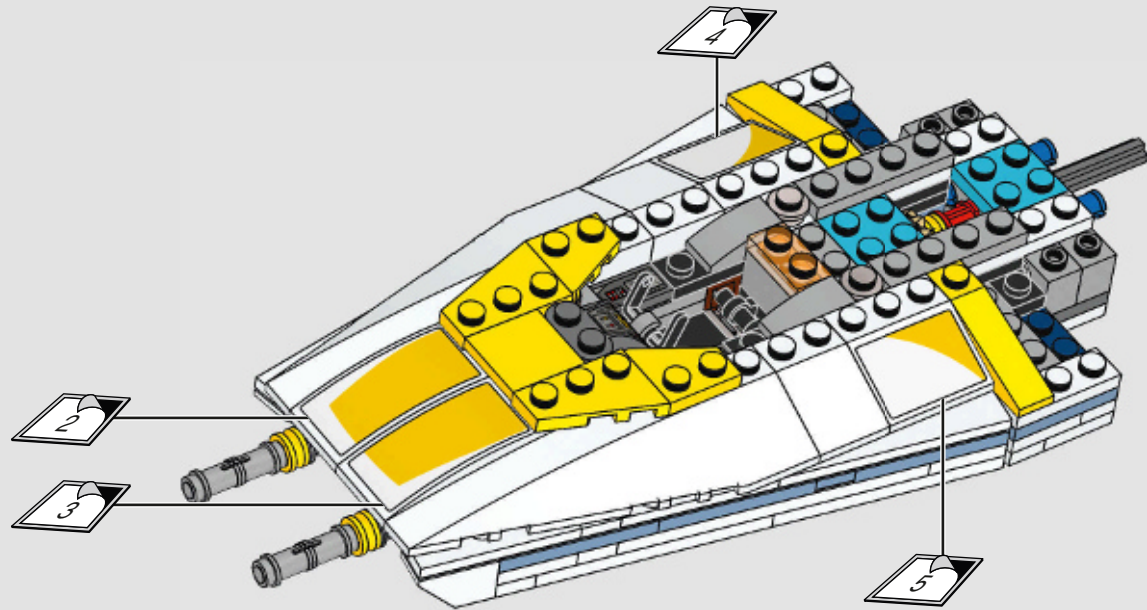


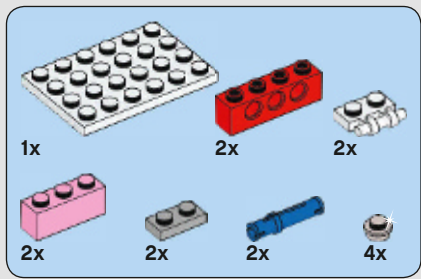


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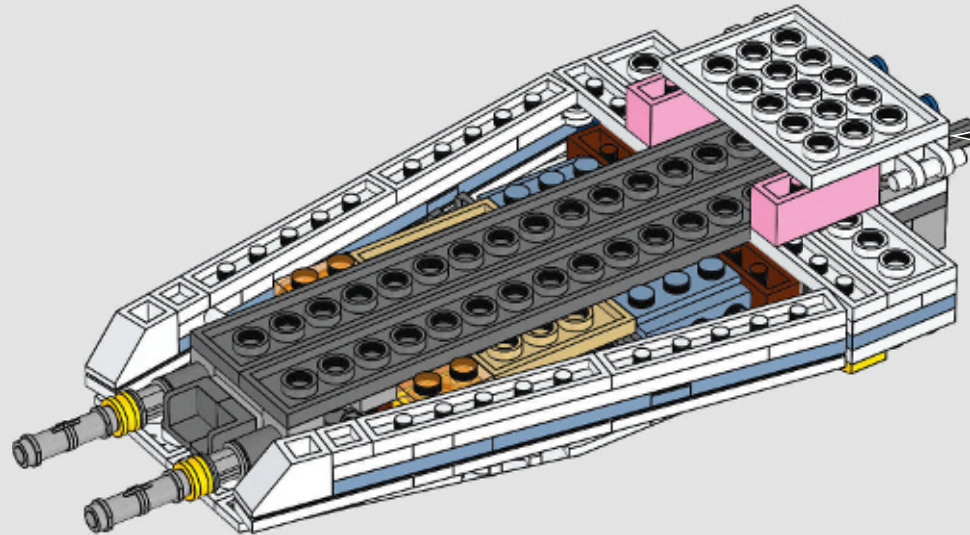
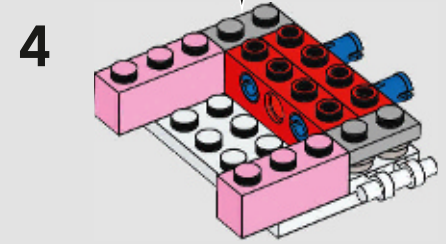
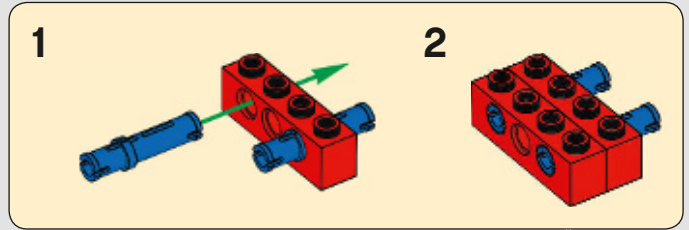
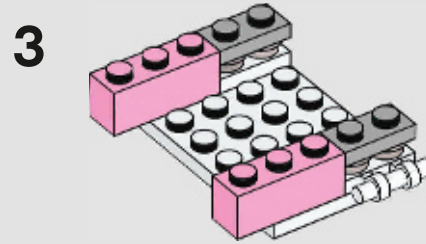
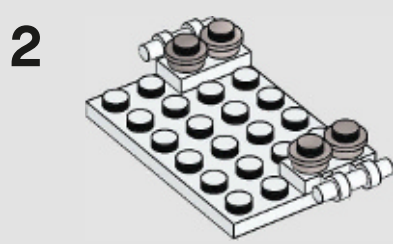
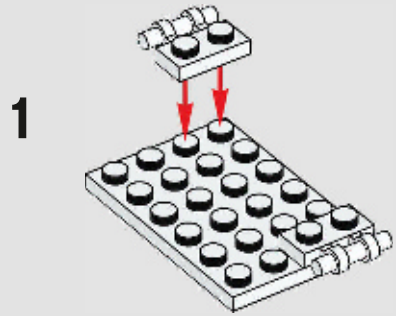


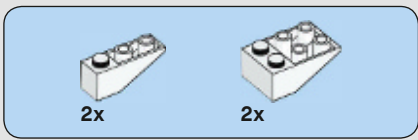
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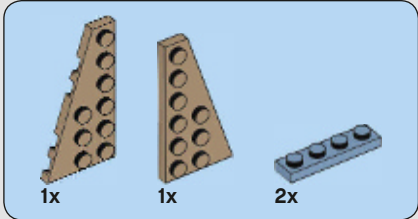
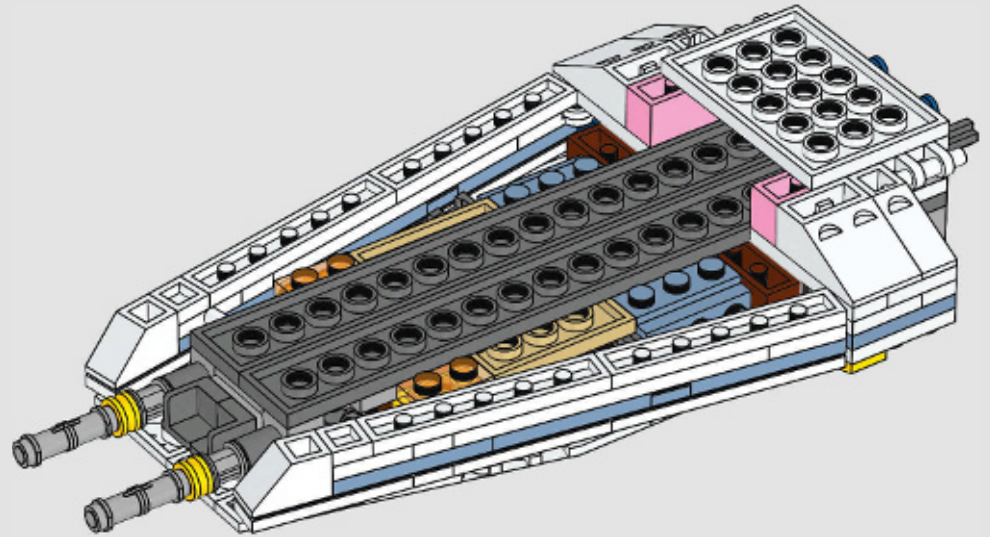


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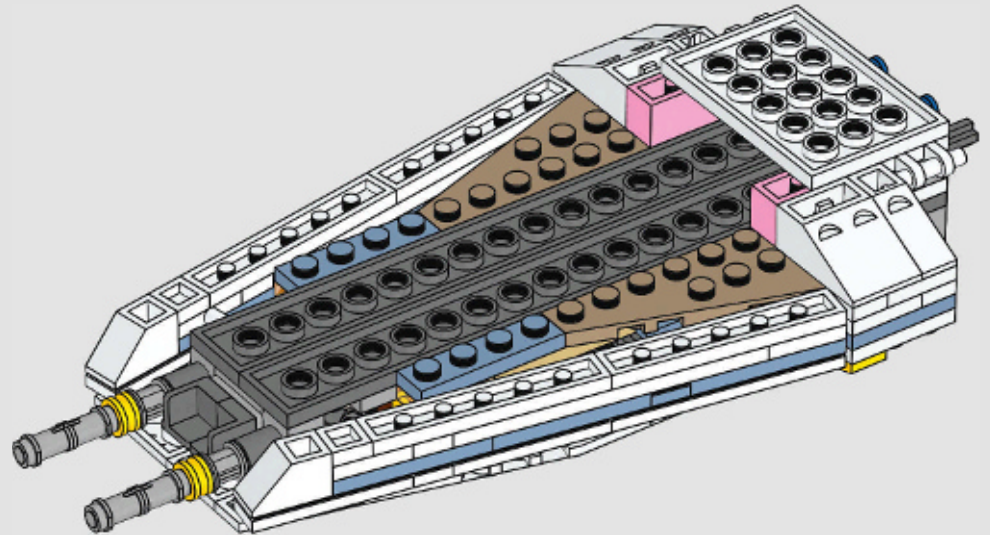


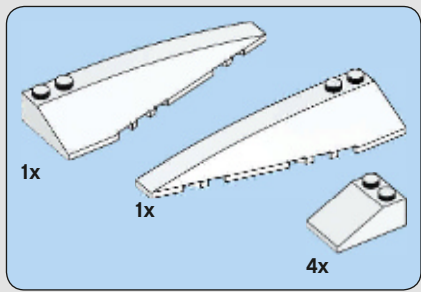


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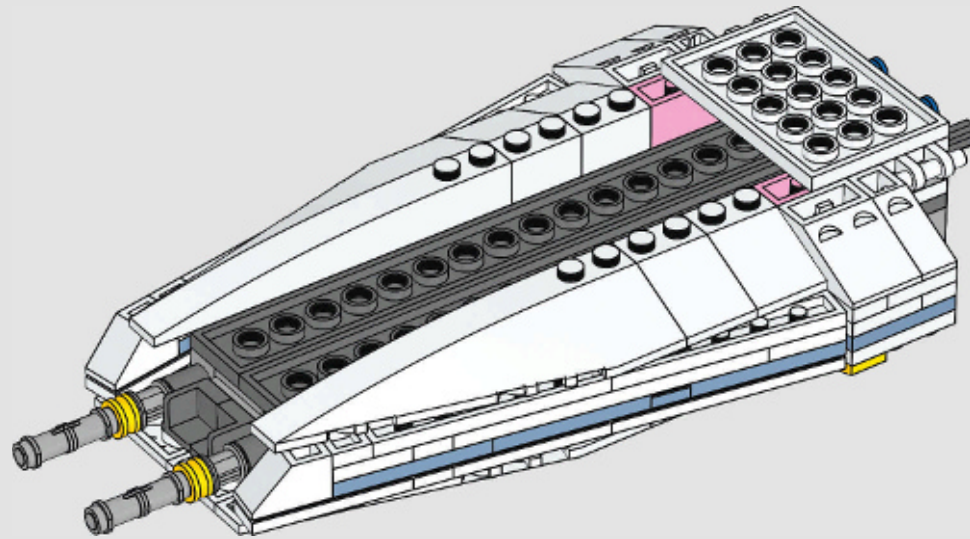


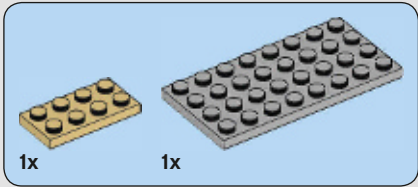
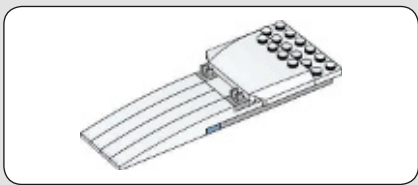
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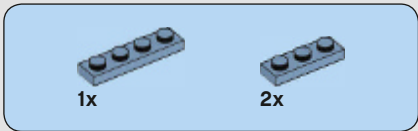
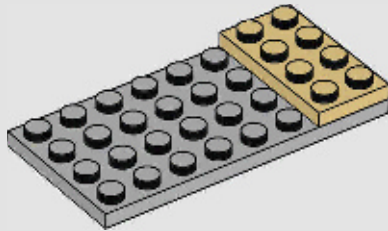


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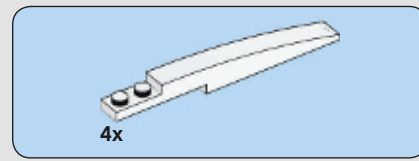
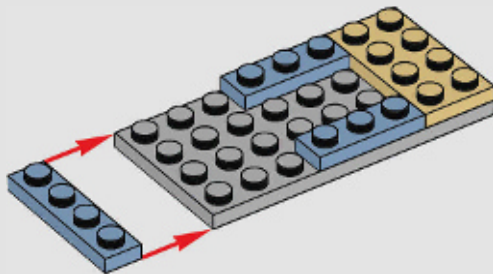




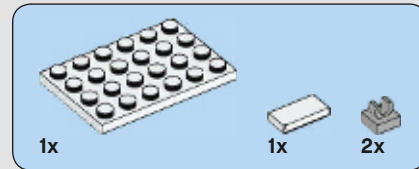
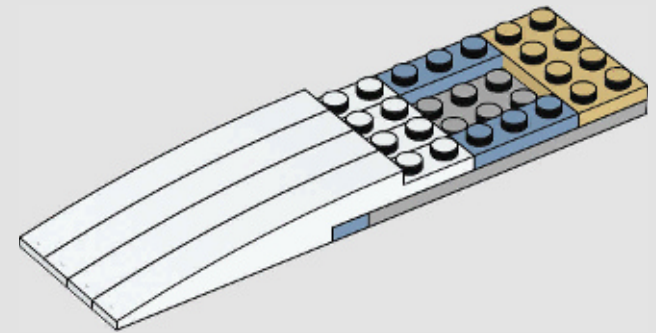
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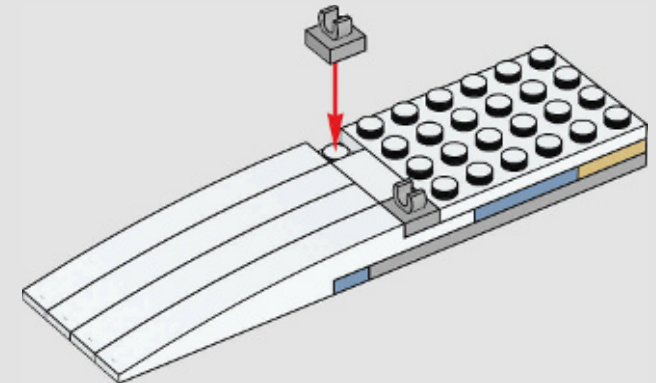
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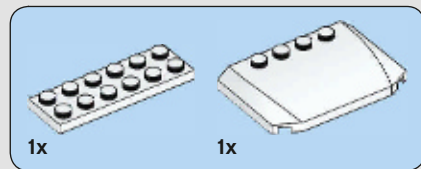
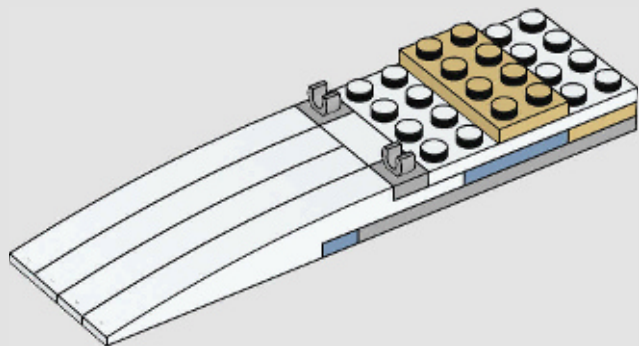


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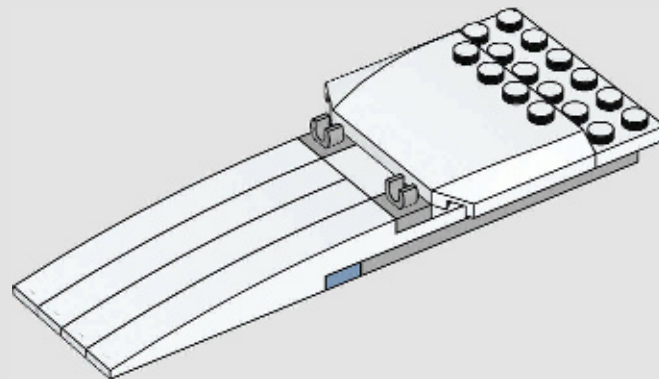




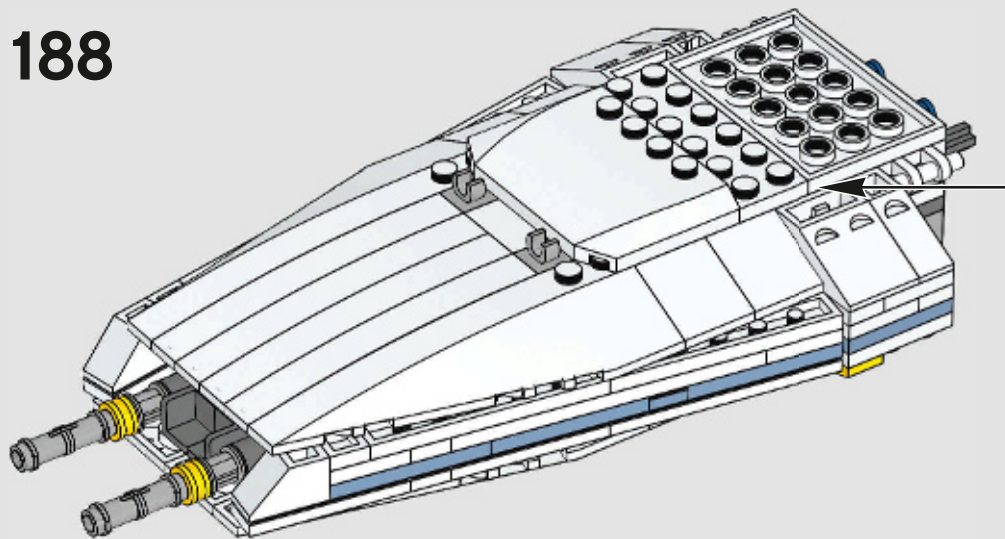
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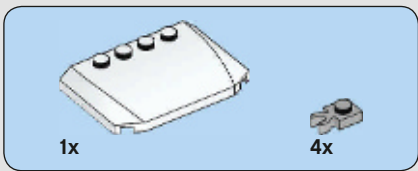


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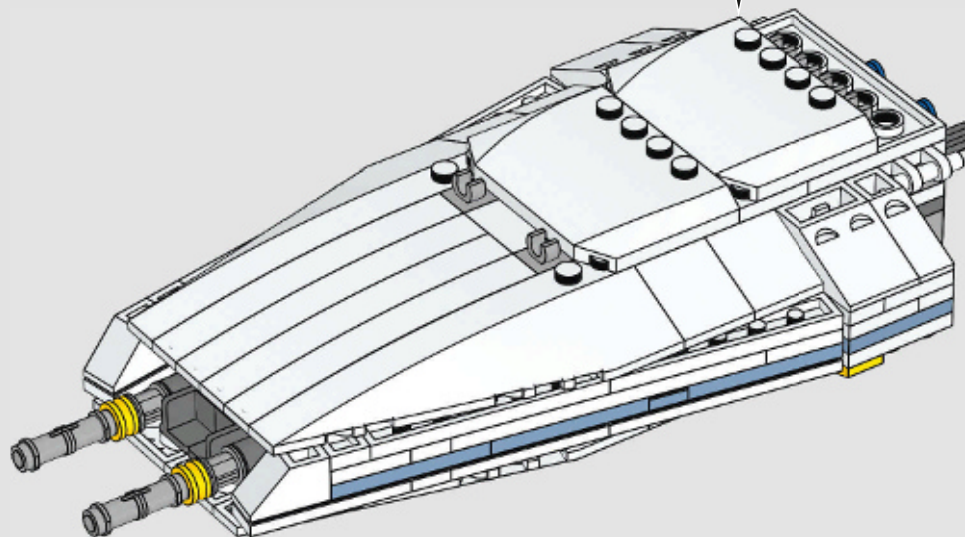
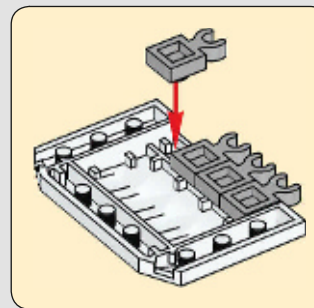


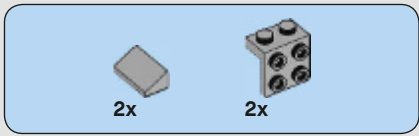
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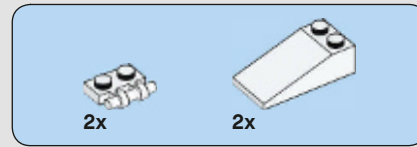
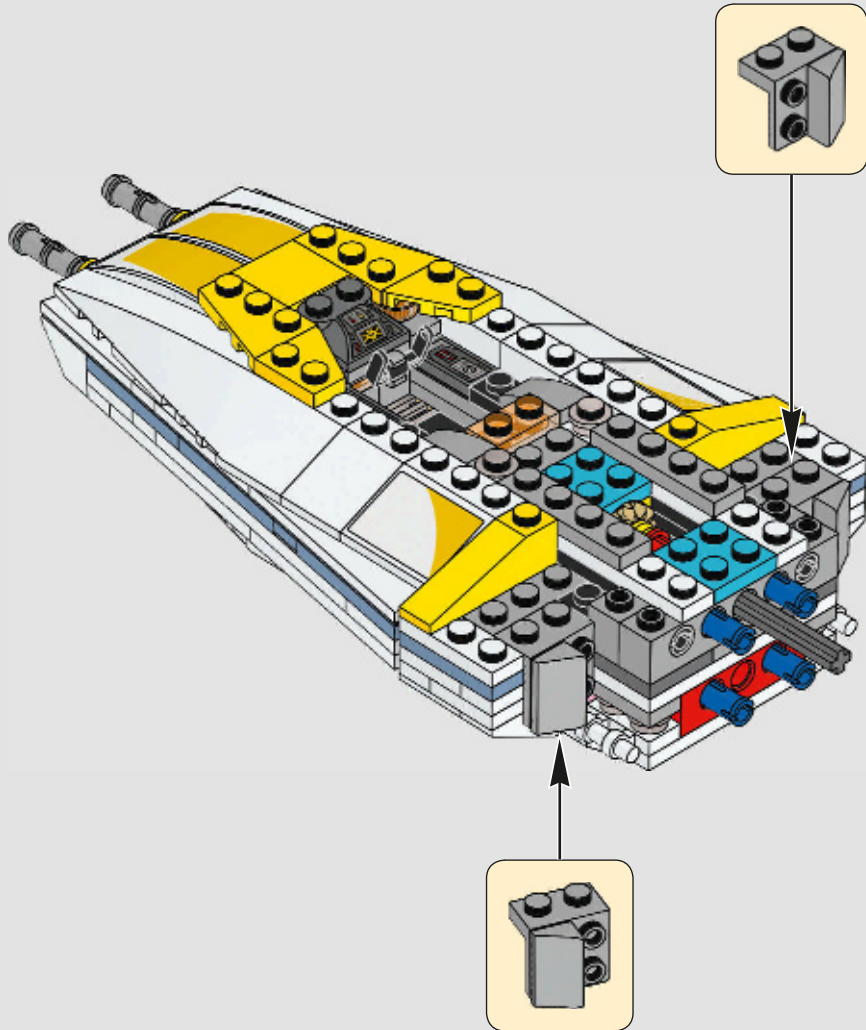


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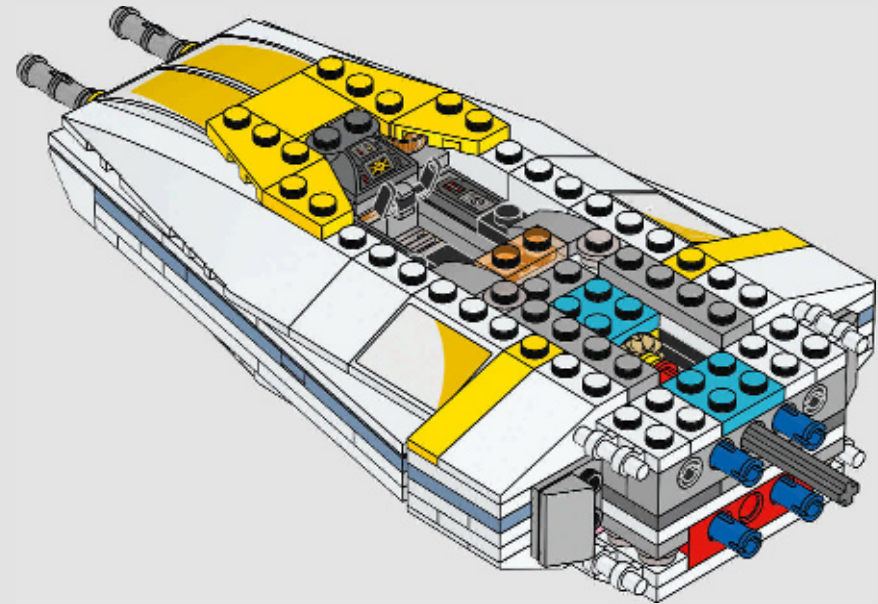




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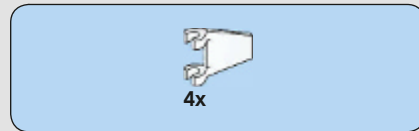
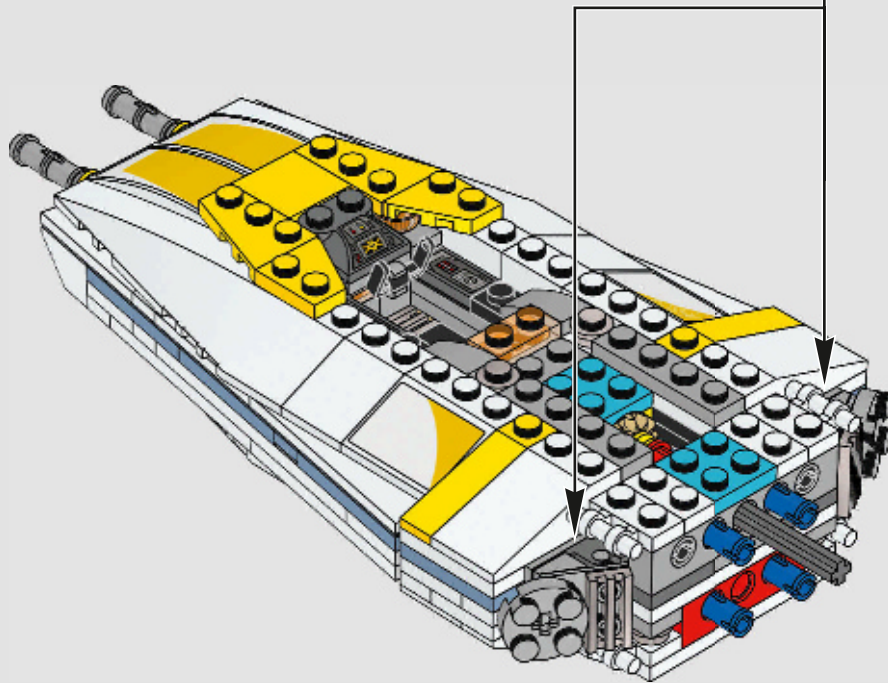
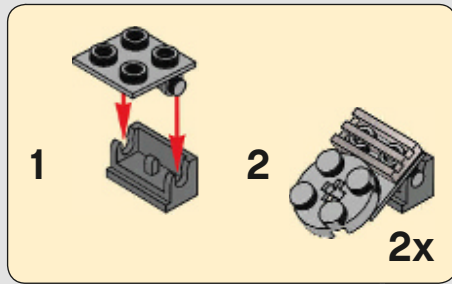


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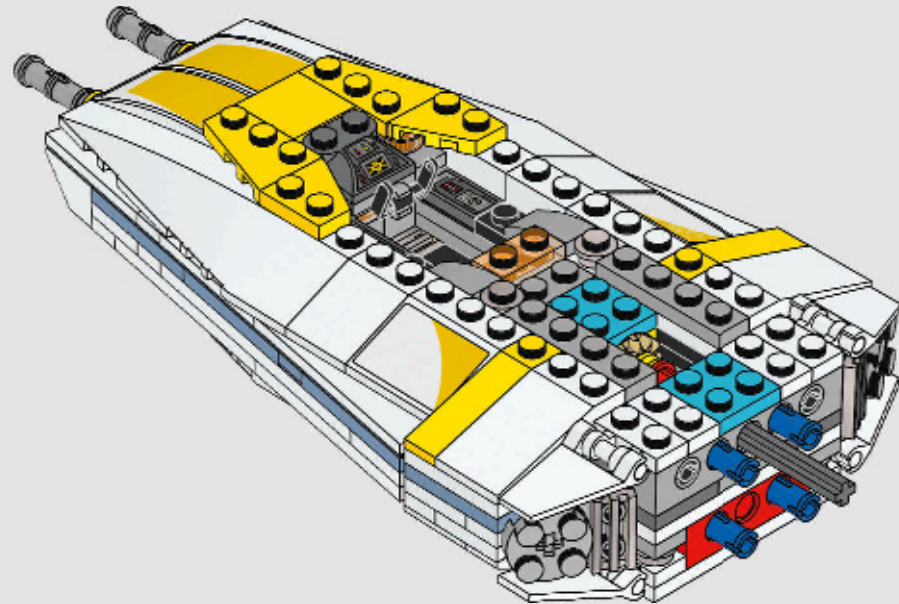


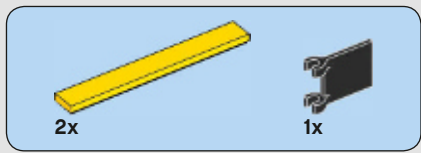


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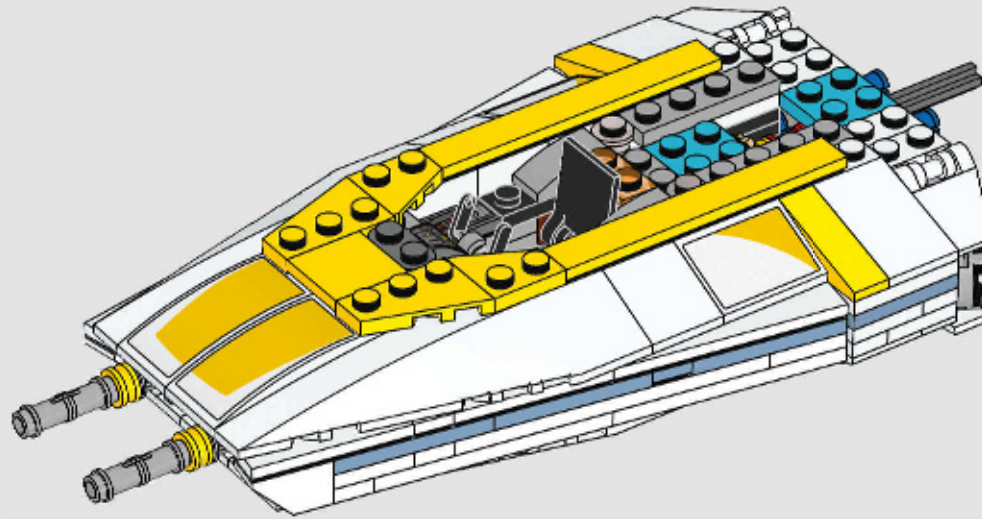


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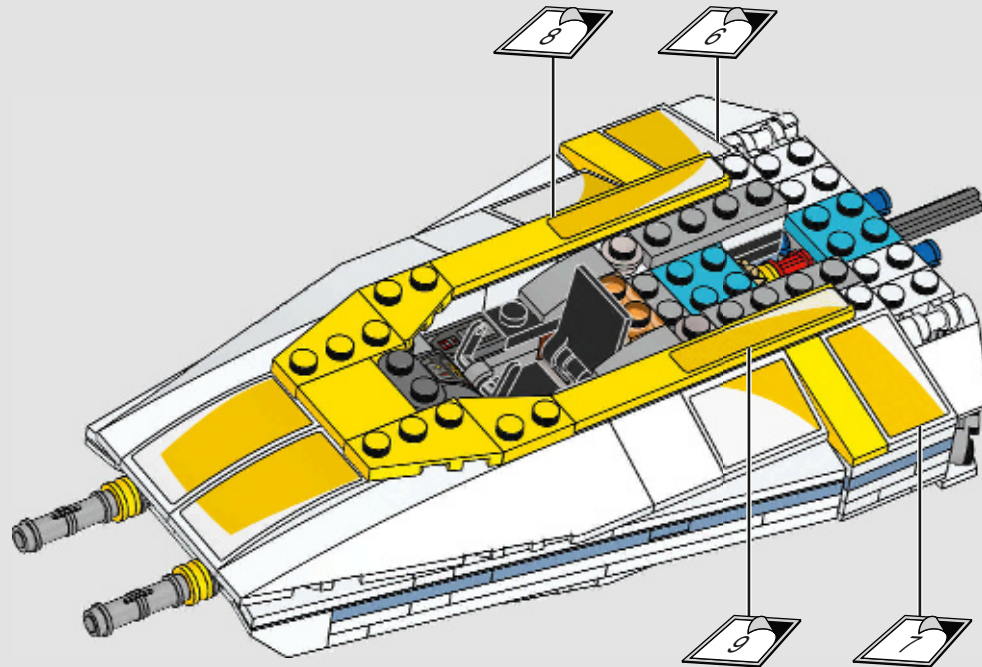




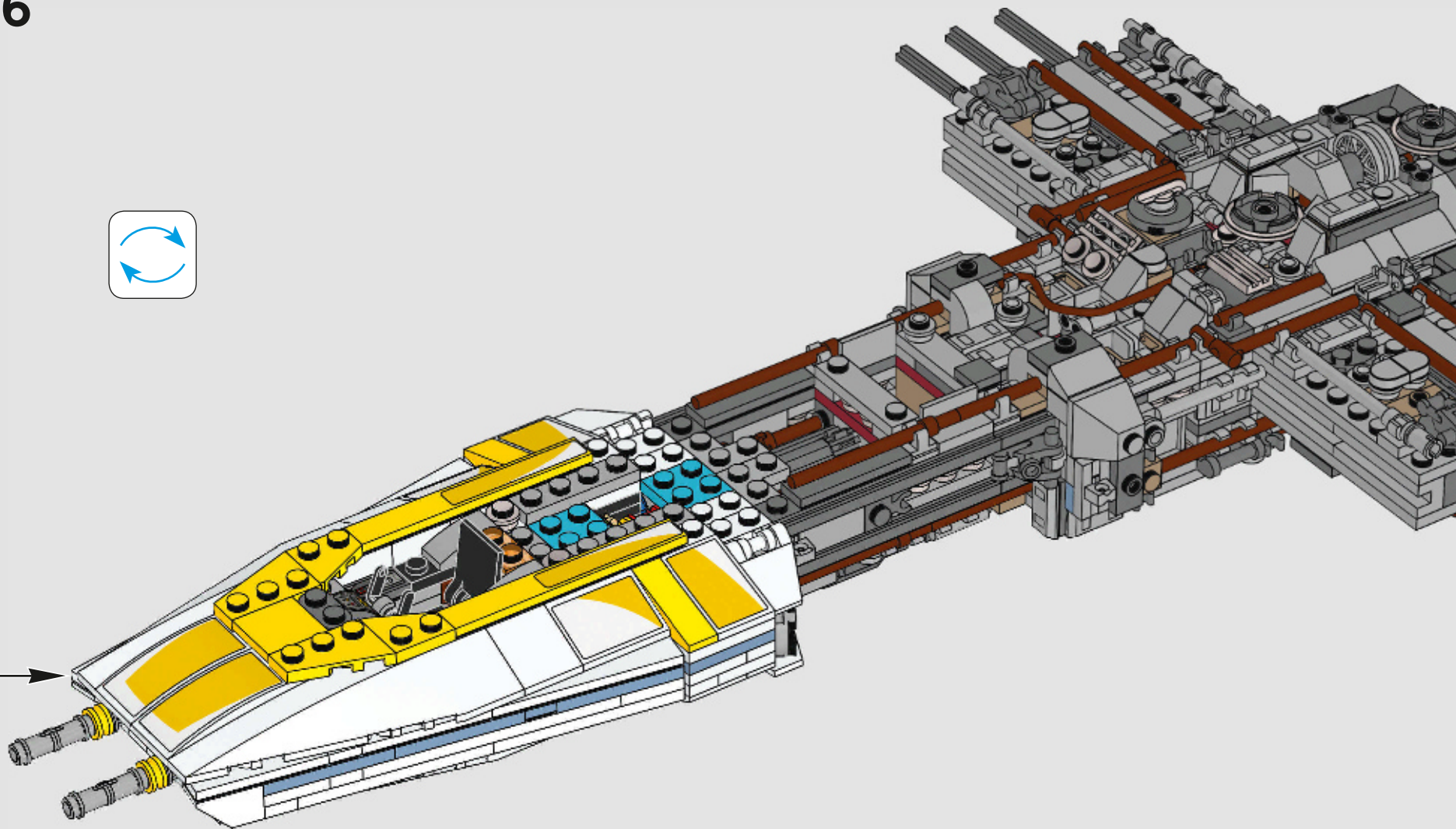
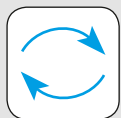
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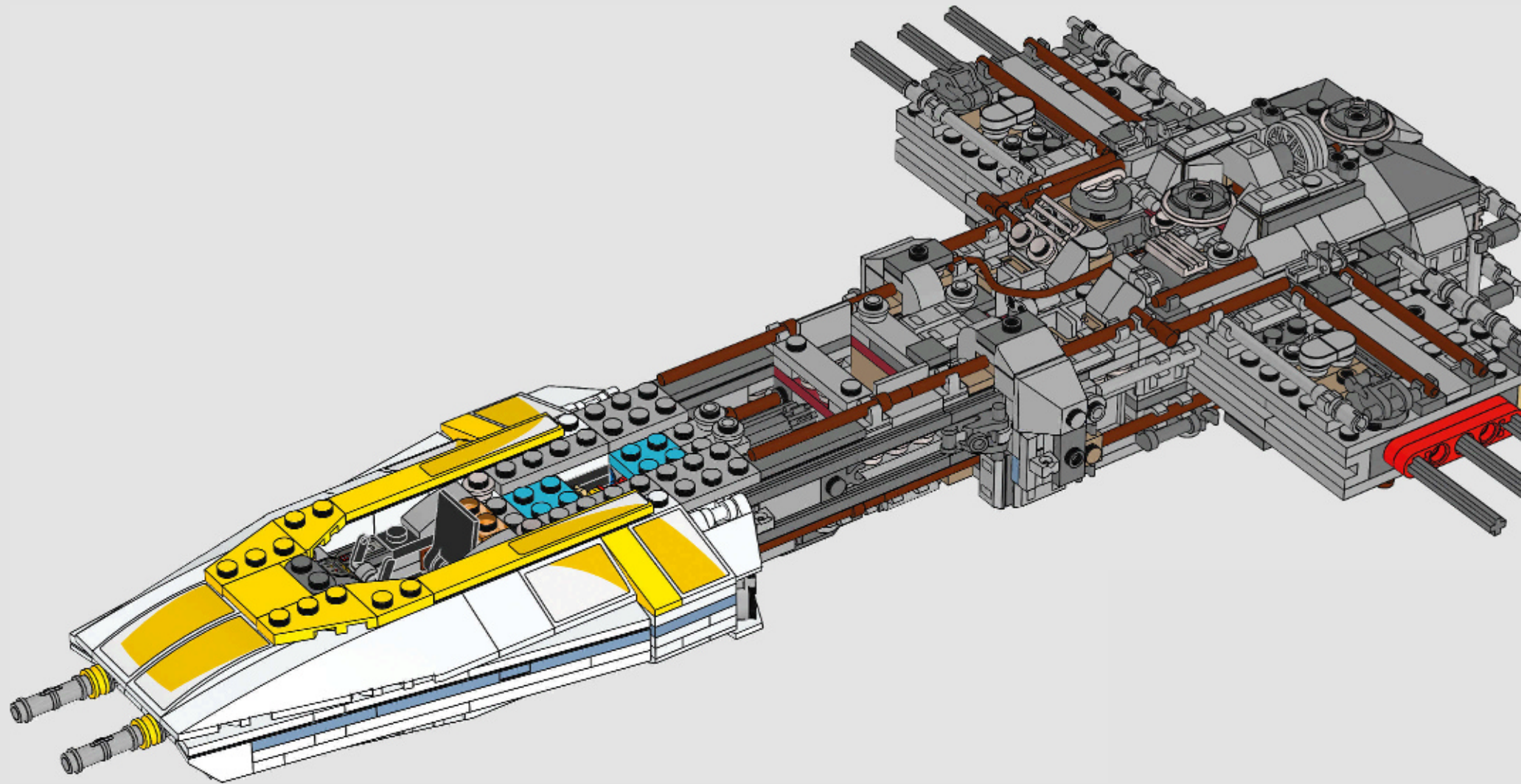


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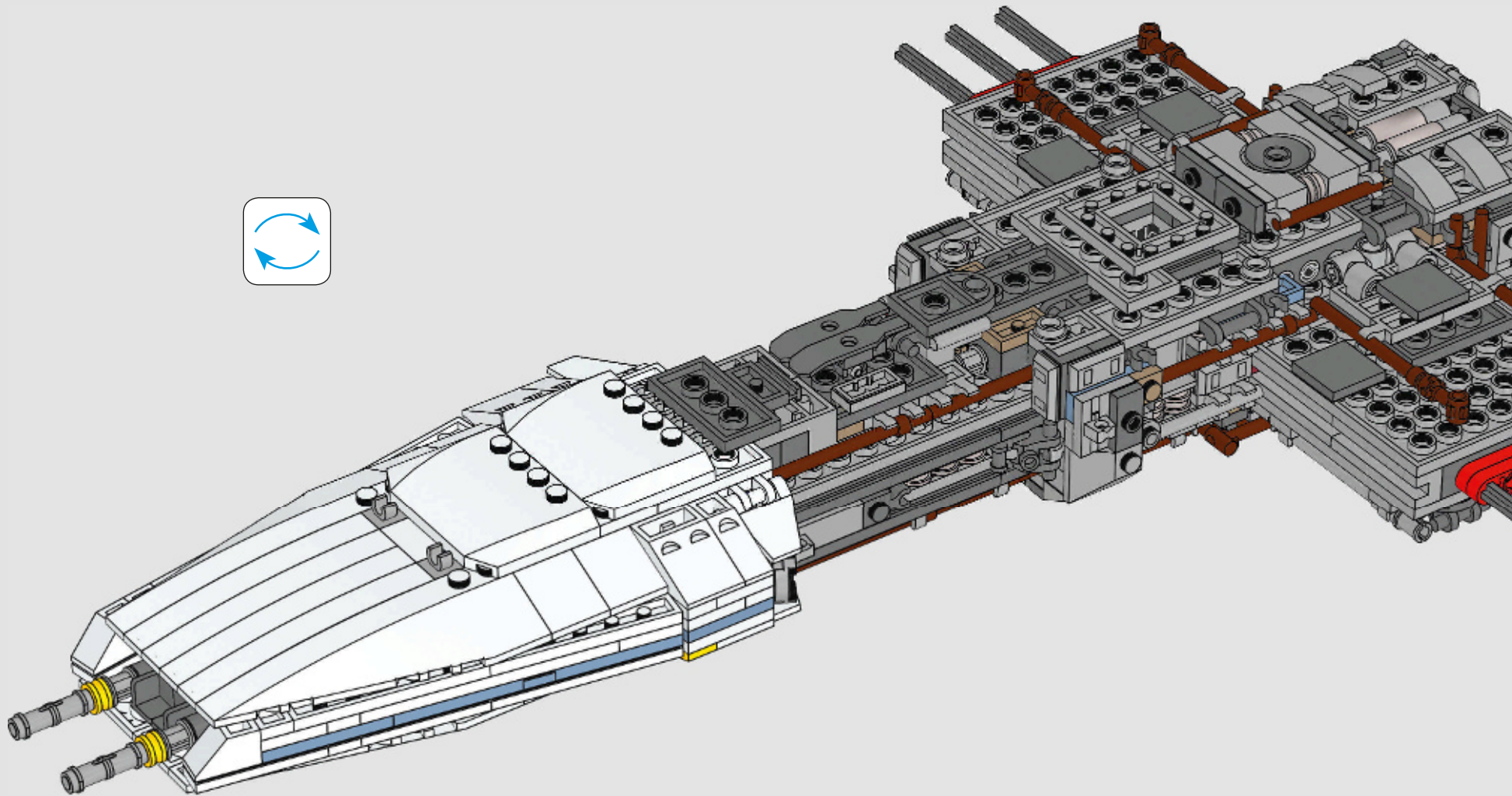
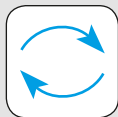


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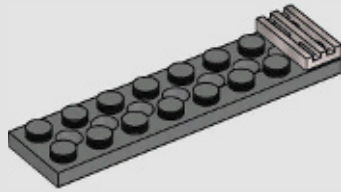


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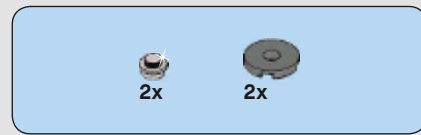
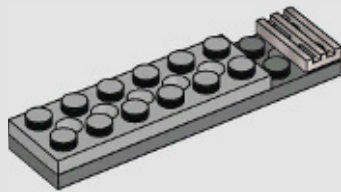




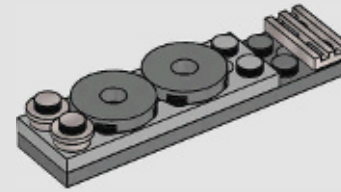
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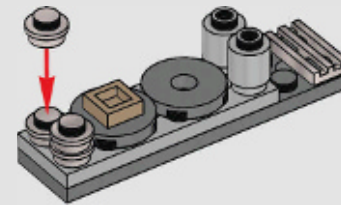
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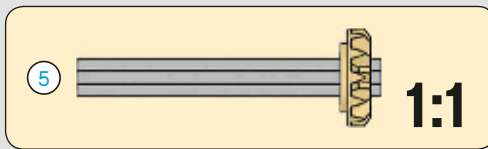
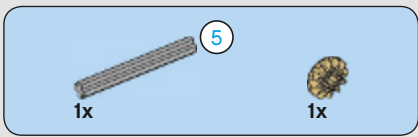


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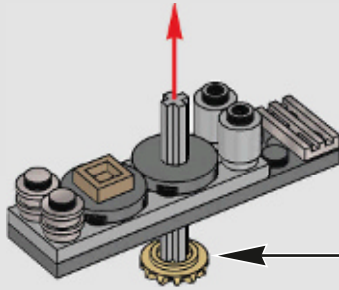


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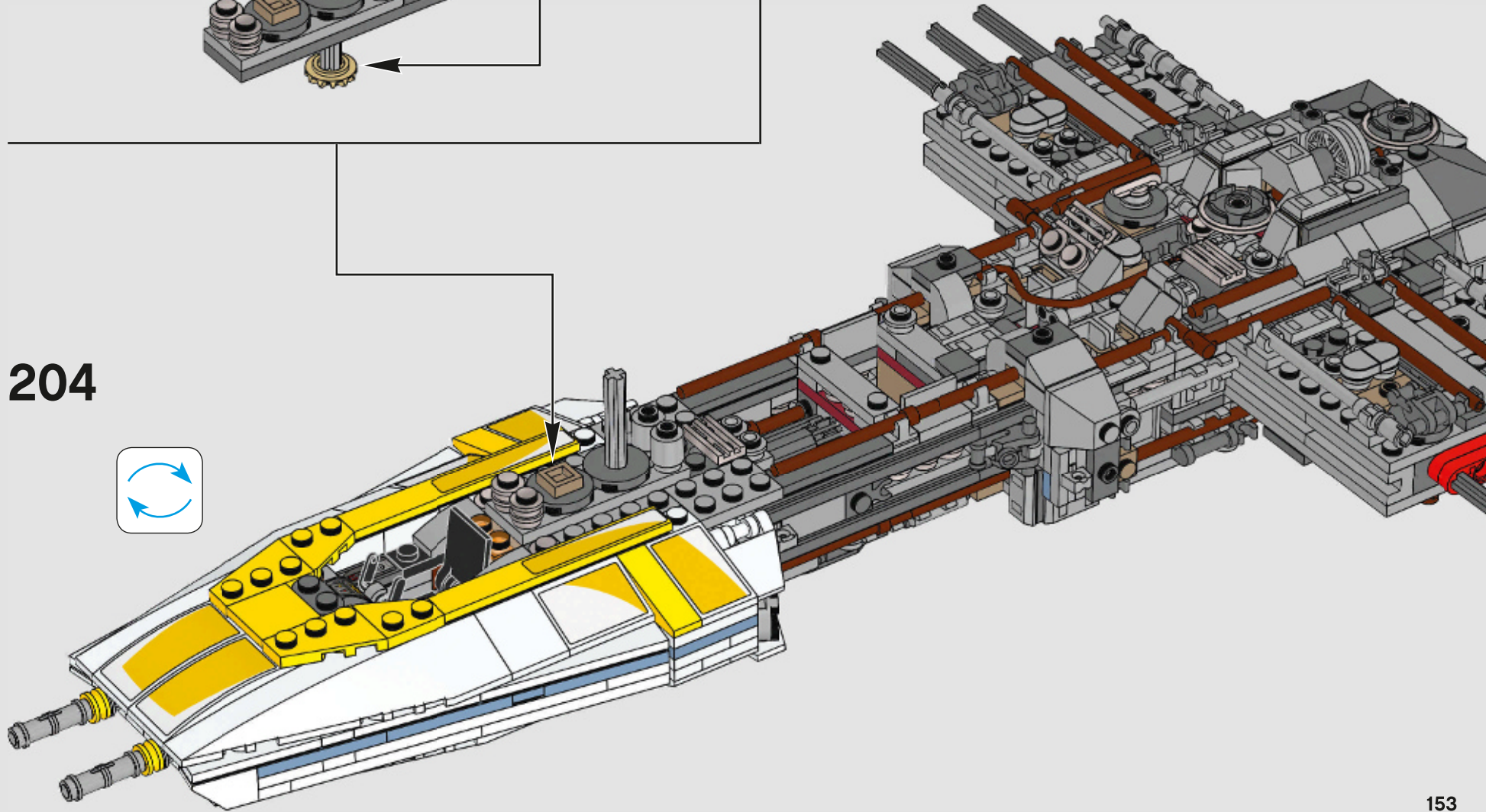


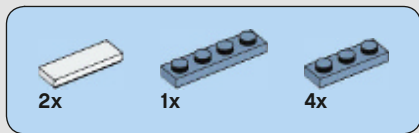


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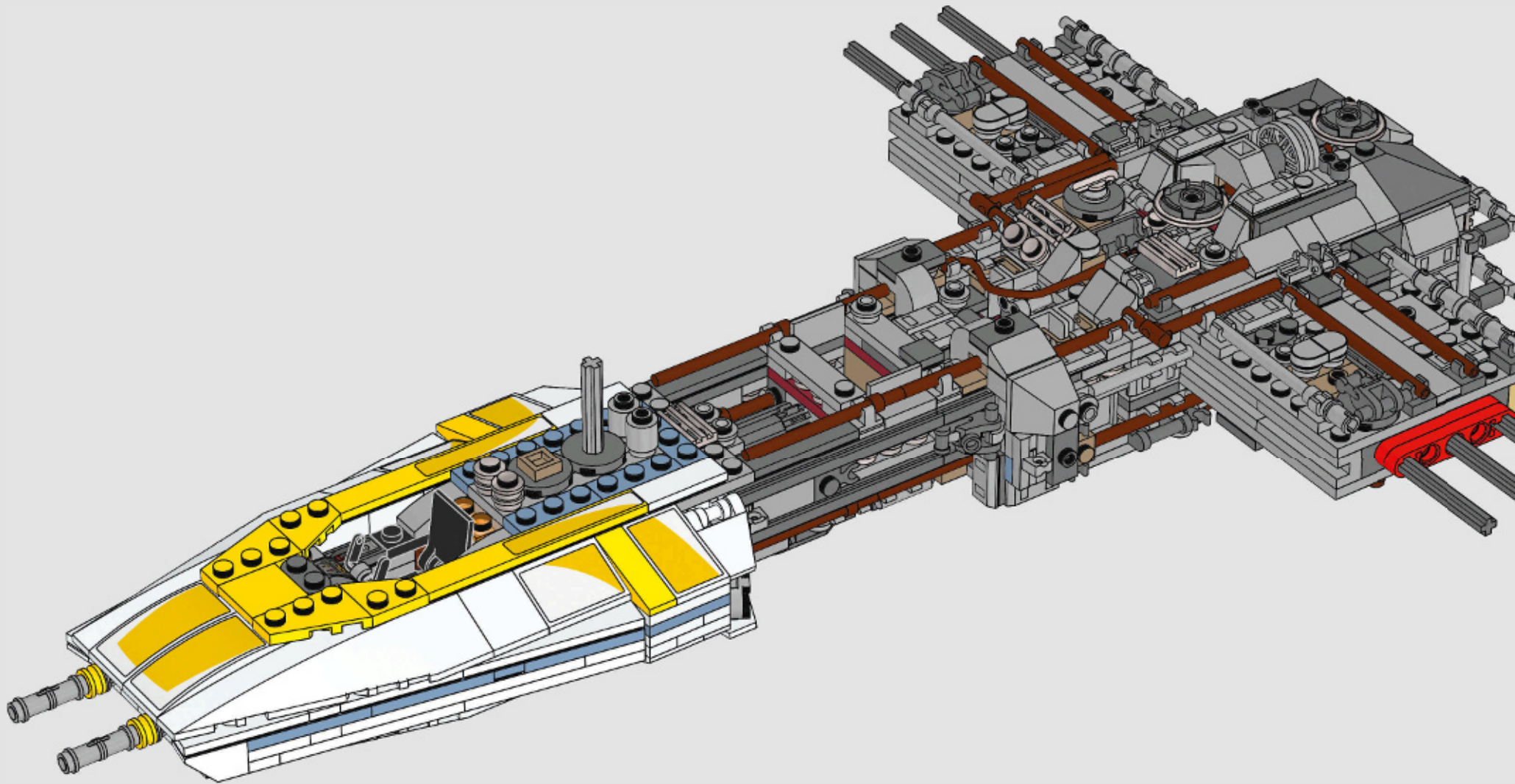


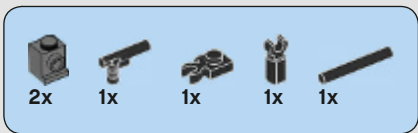
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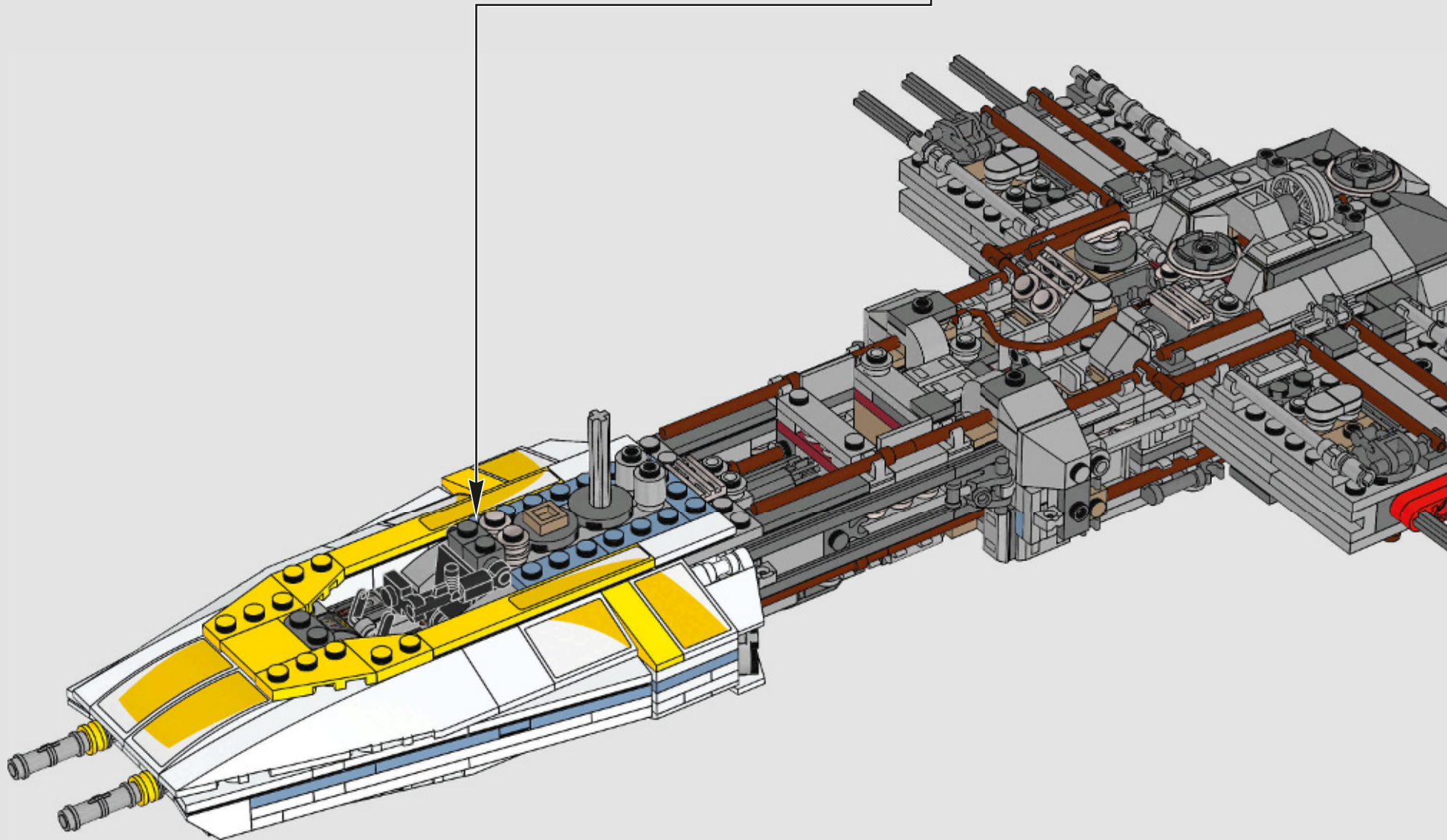
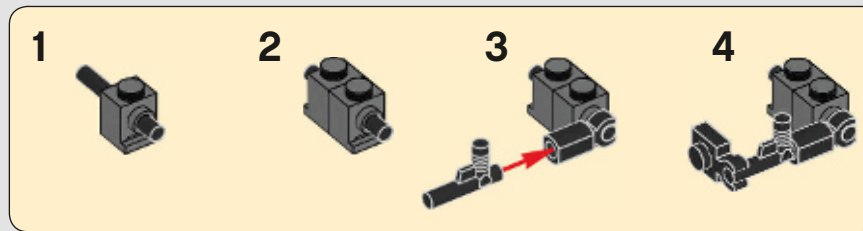


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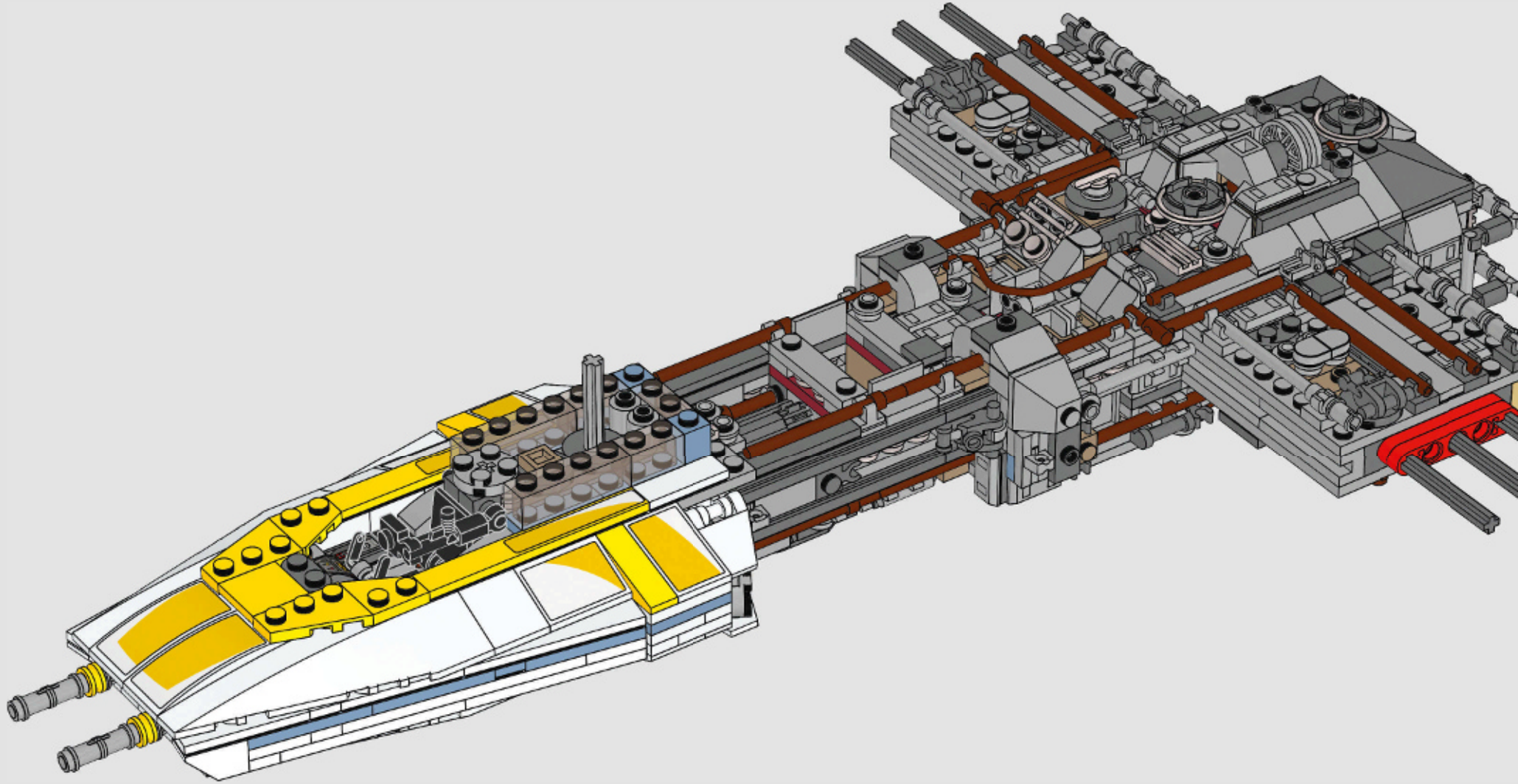


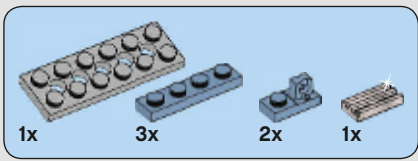
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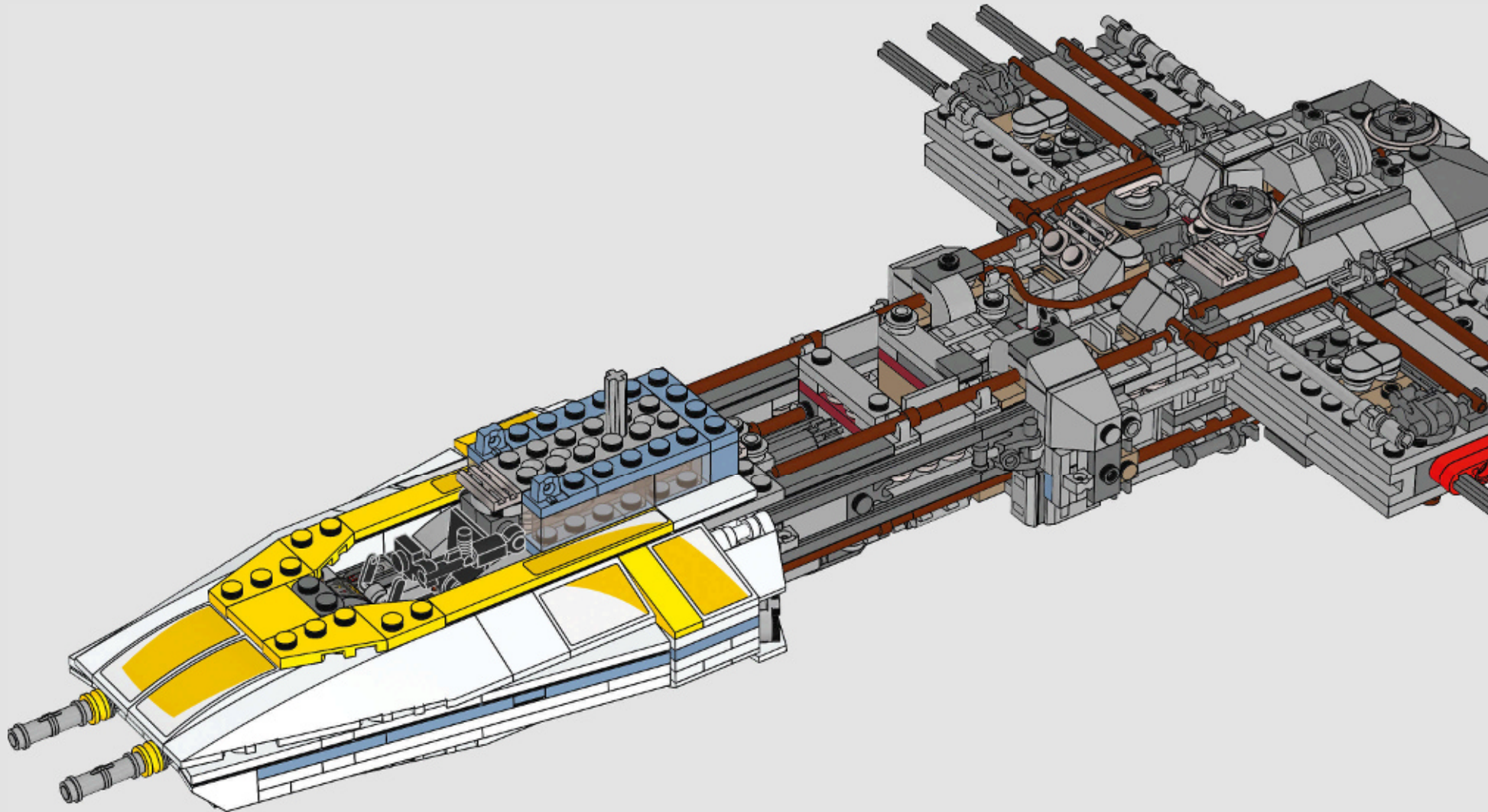


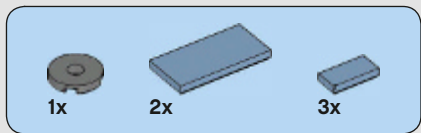
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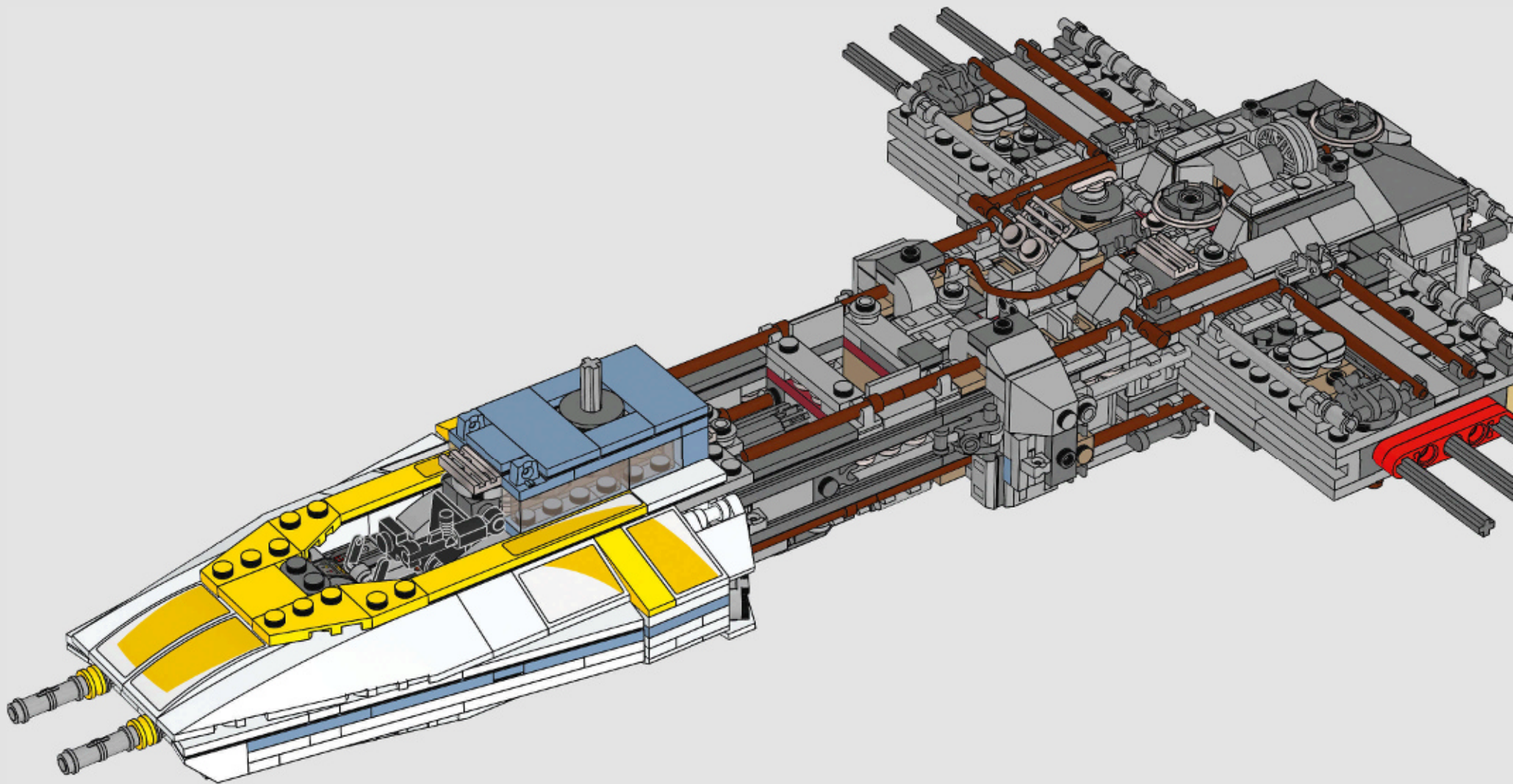


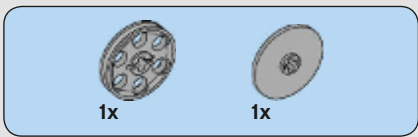
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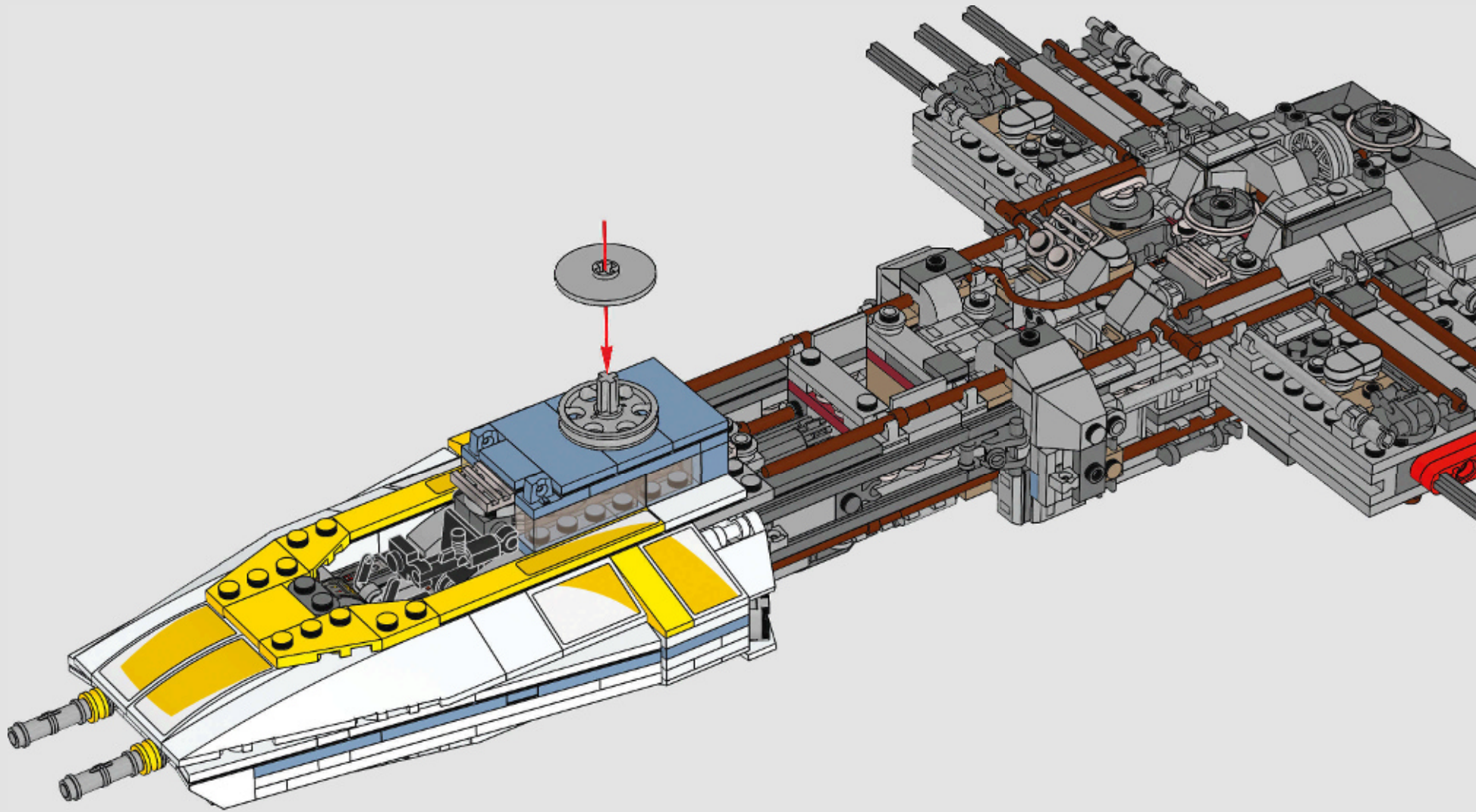


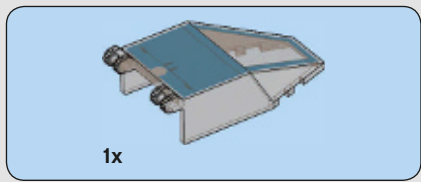
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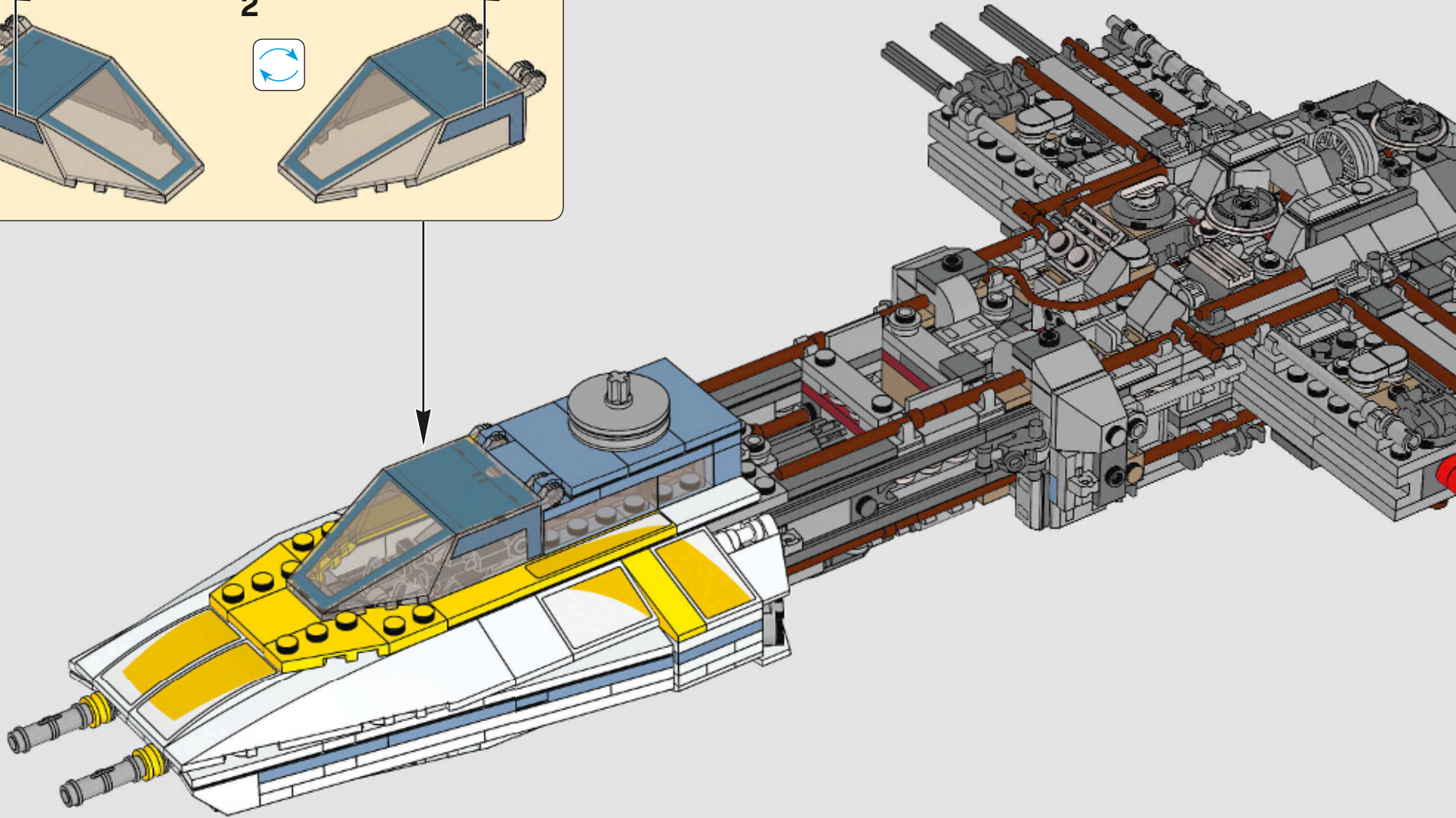
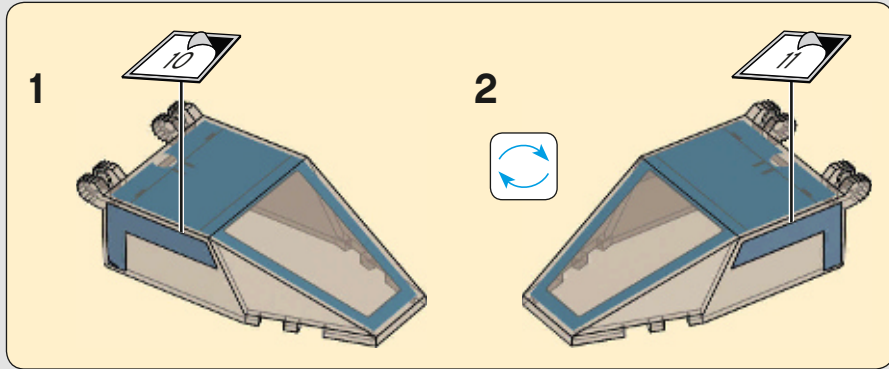


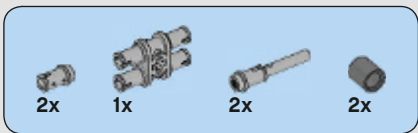
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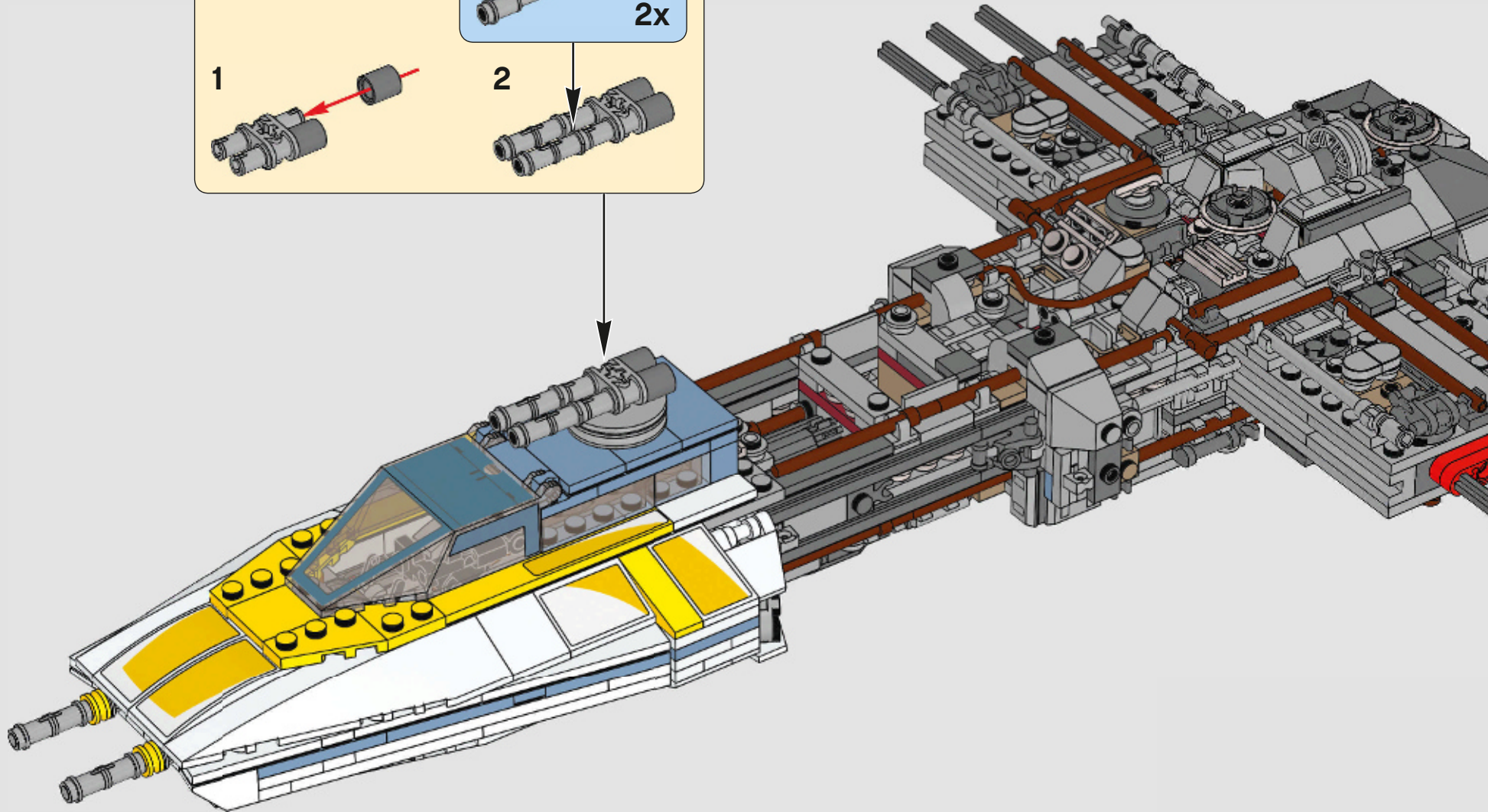
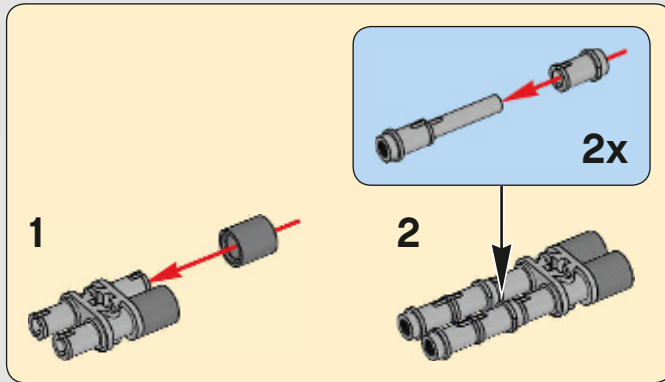


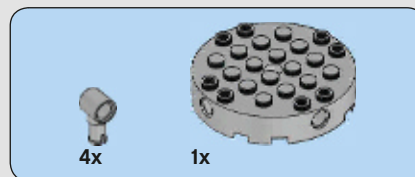
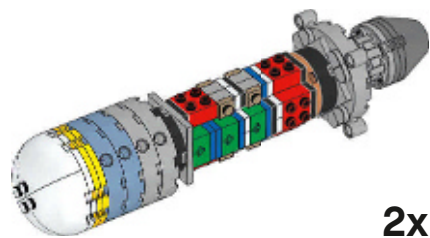
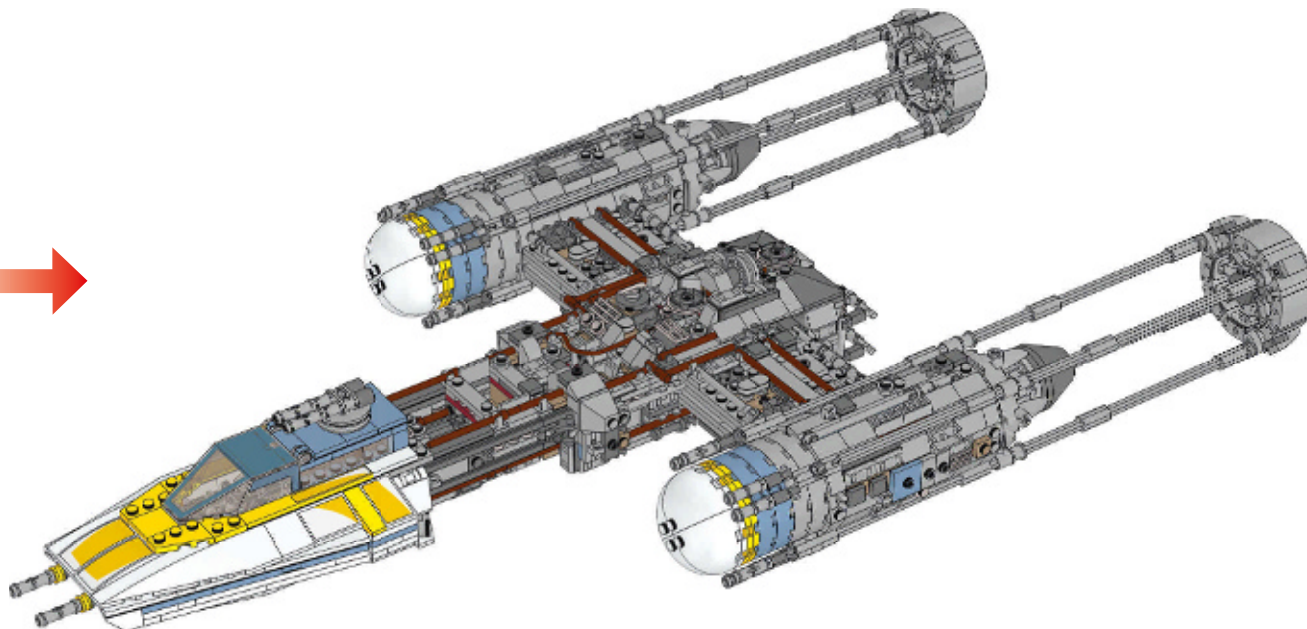
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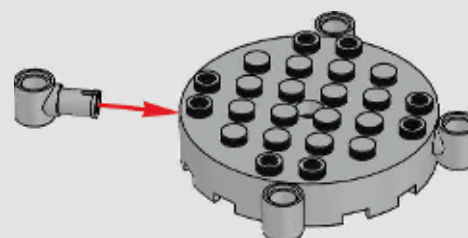


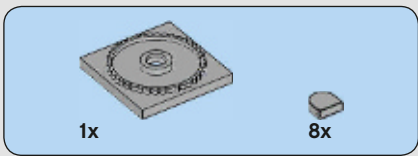
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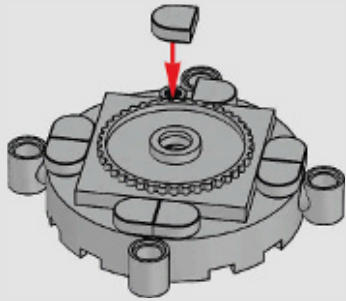


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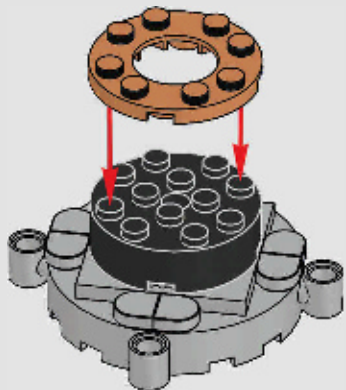




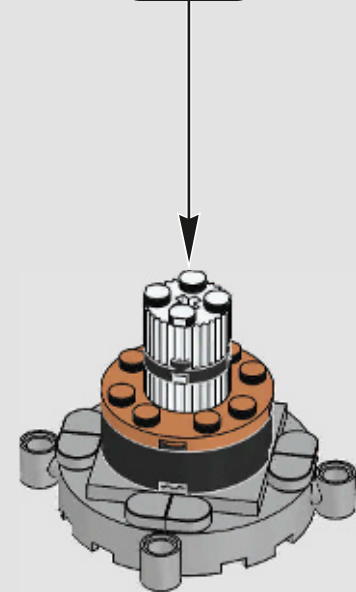
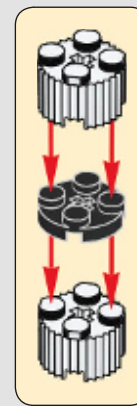
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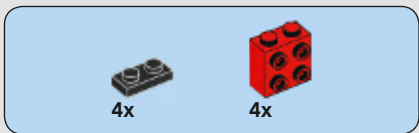


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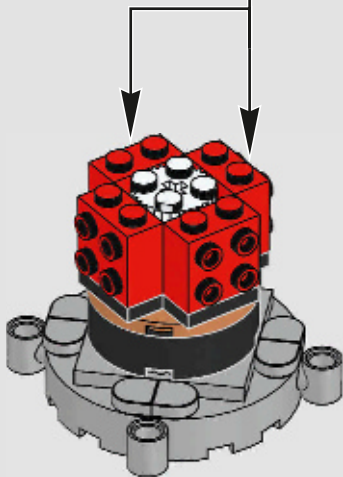
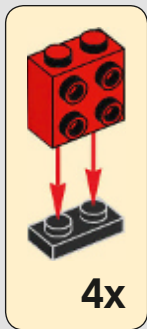


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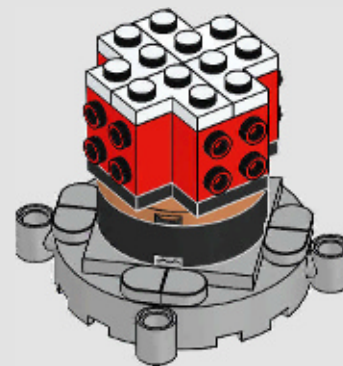




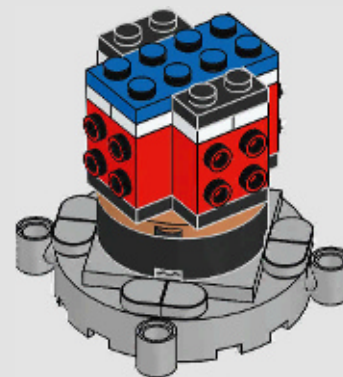
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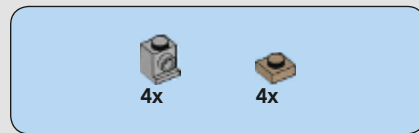
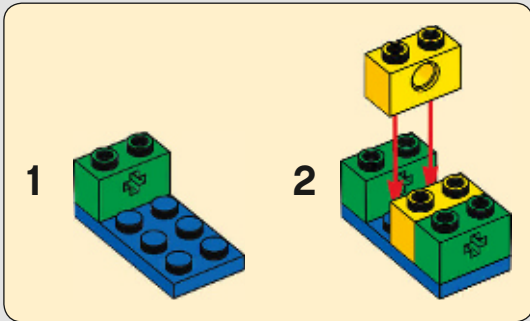


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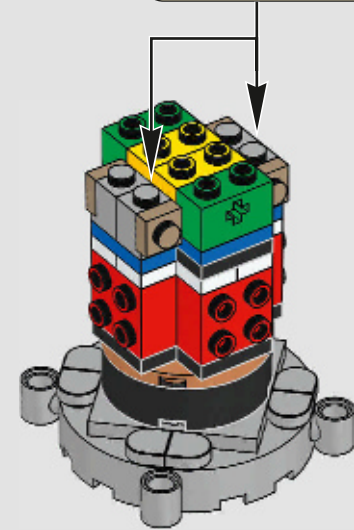
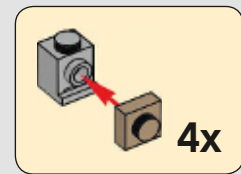




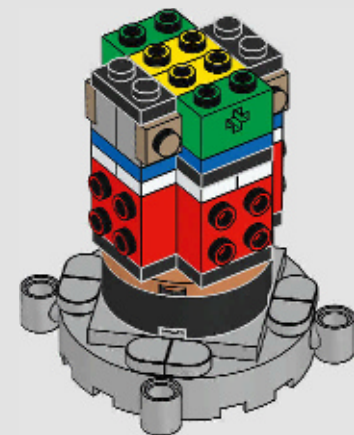
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221



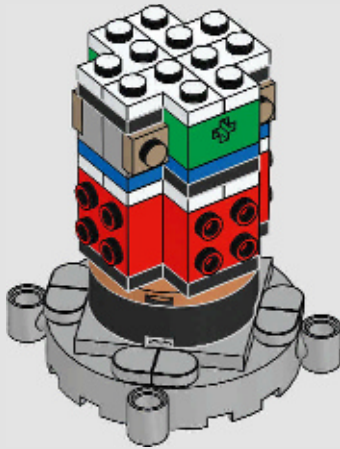
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4x

223



2x

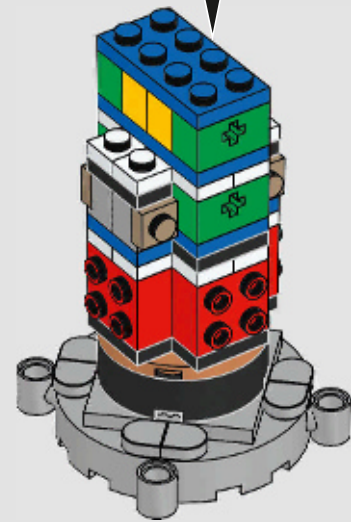
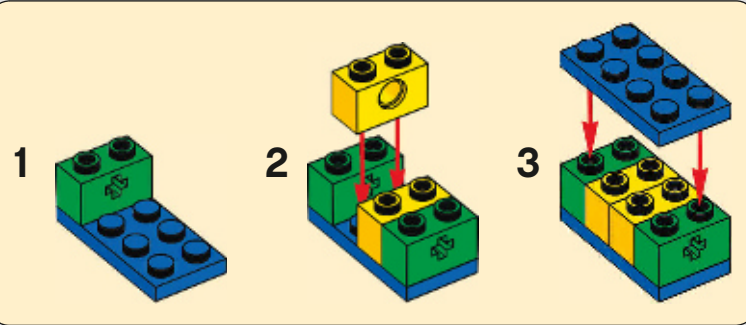


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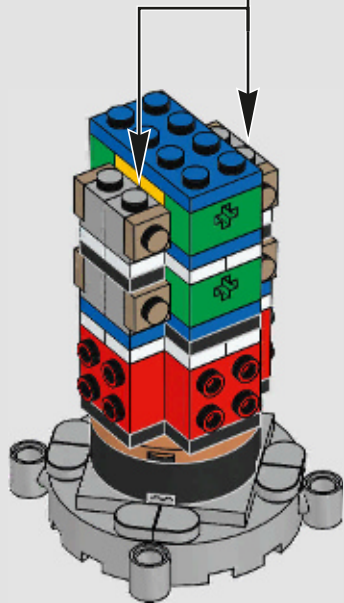
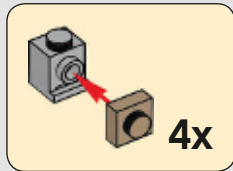
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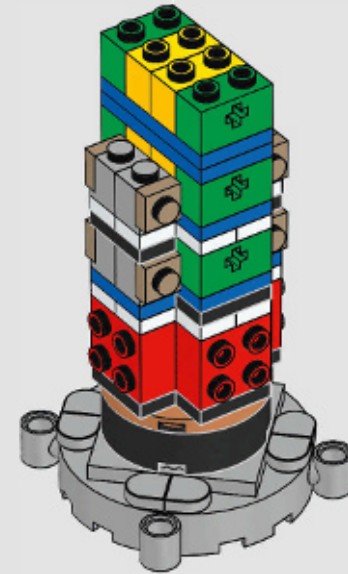
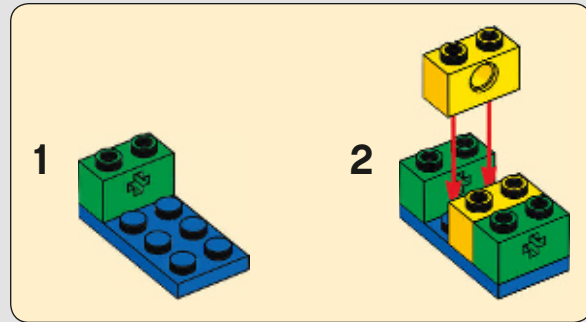


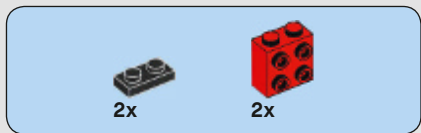


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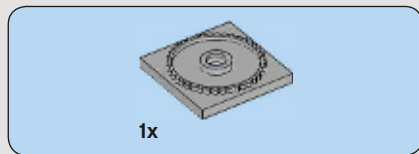
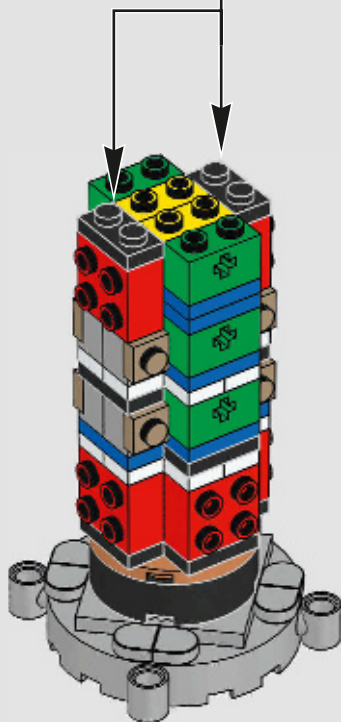
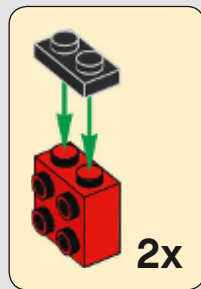


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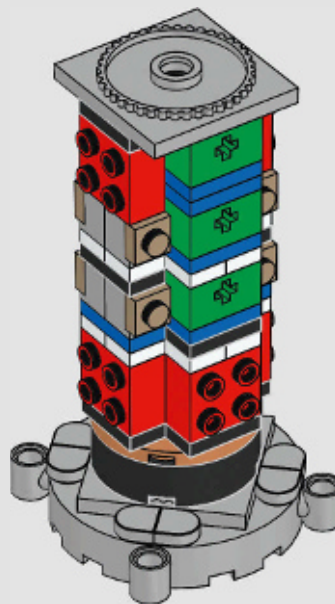


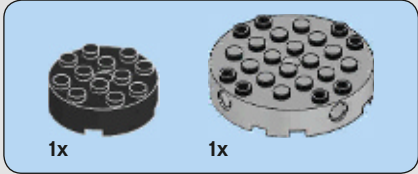
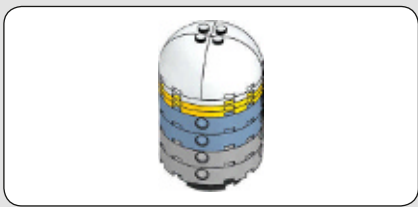


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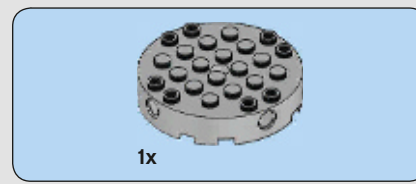
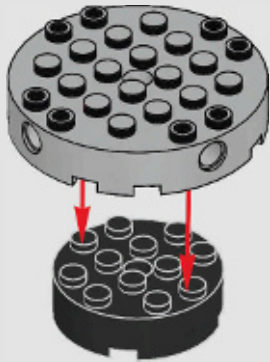


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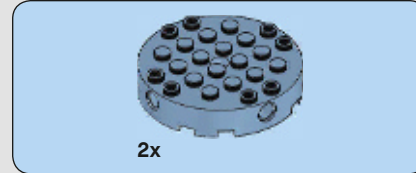
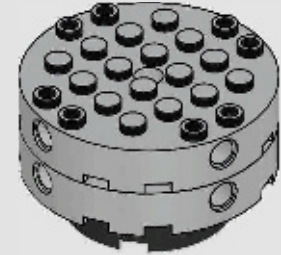




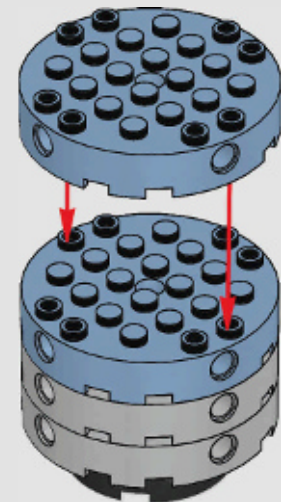
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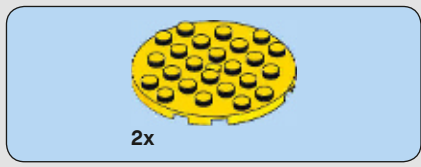


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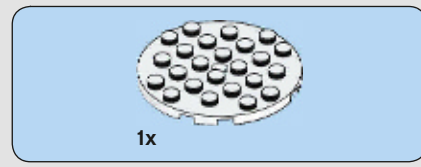
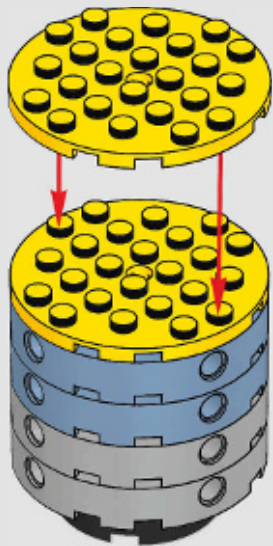


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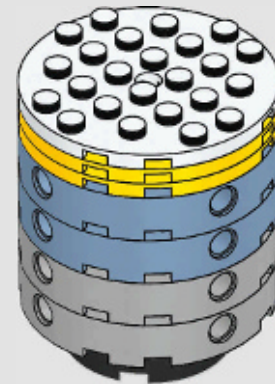




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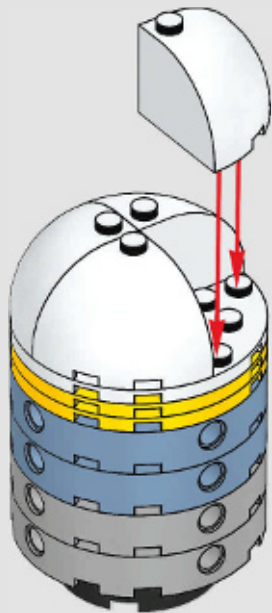


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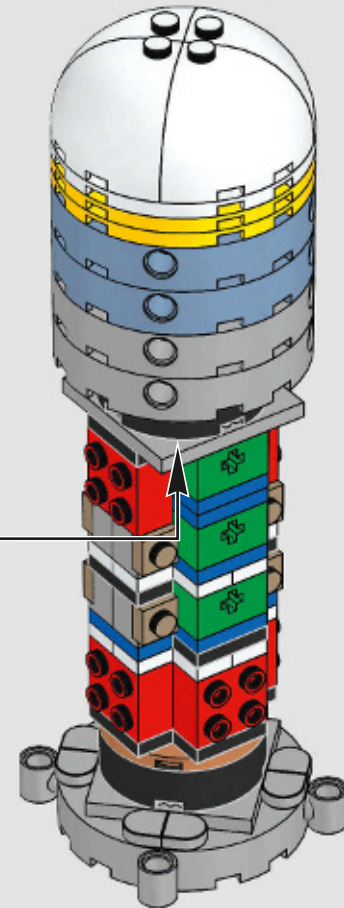


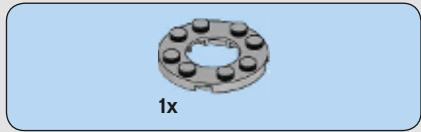
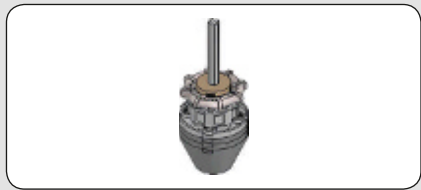


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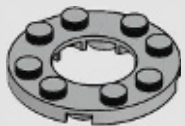


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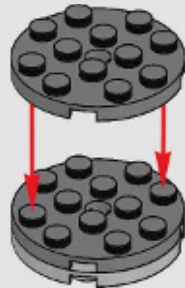




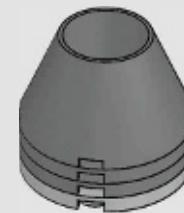
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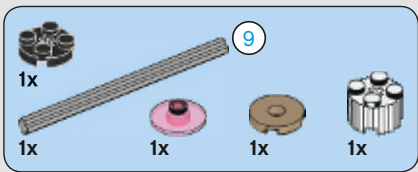


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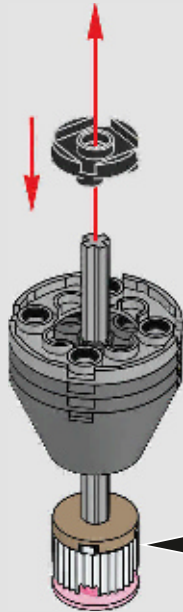
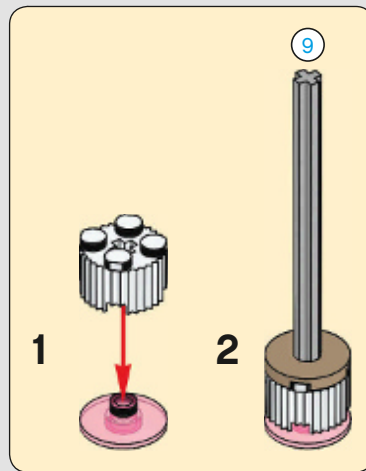


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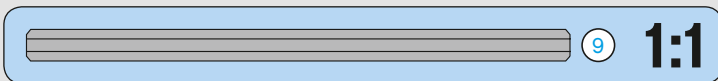
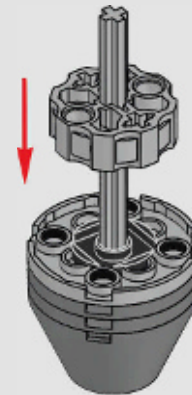




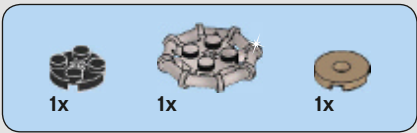
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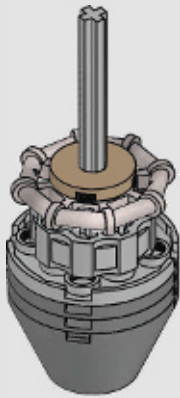
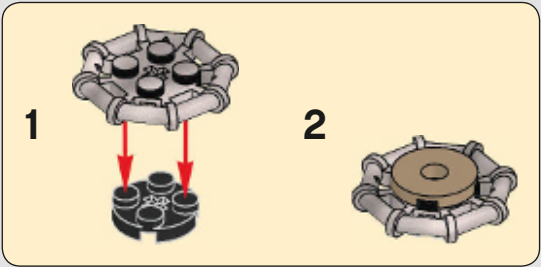
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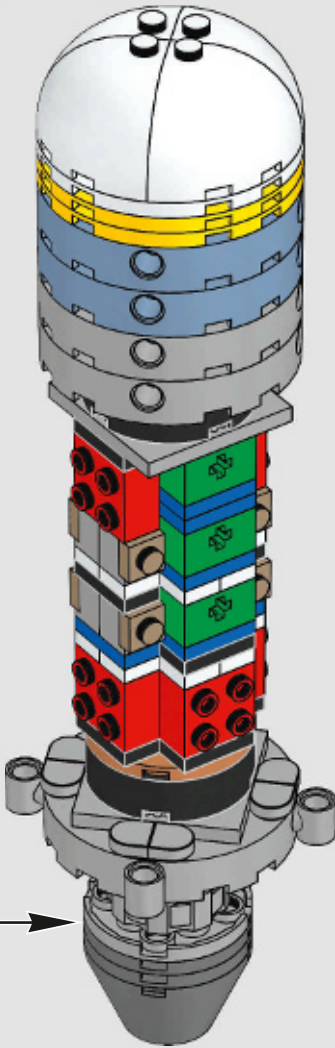
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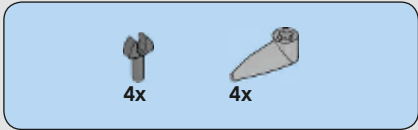
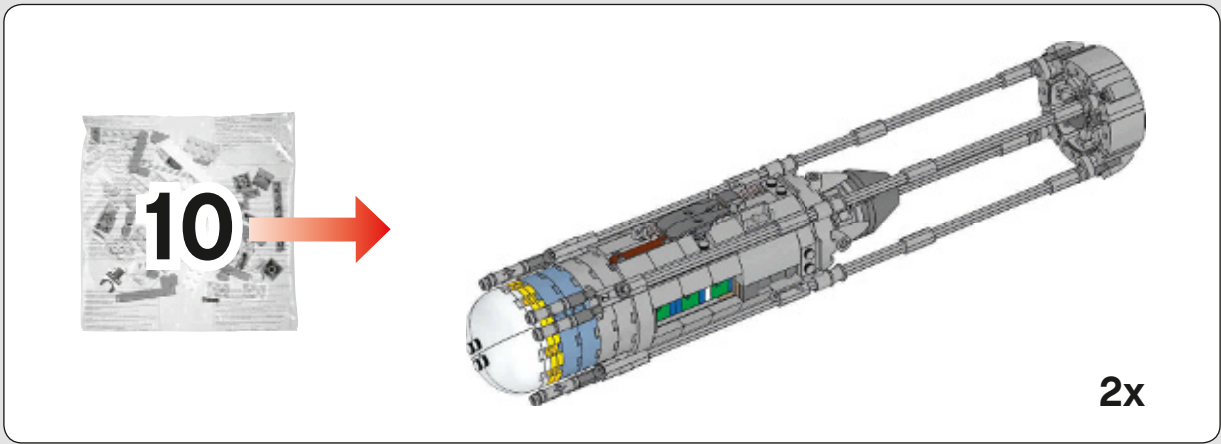
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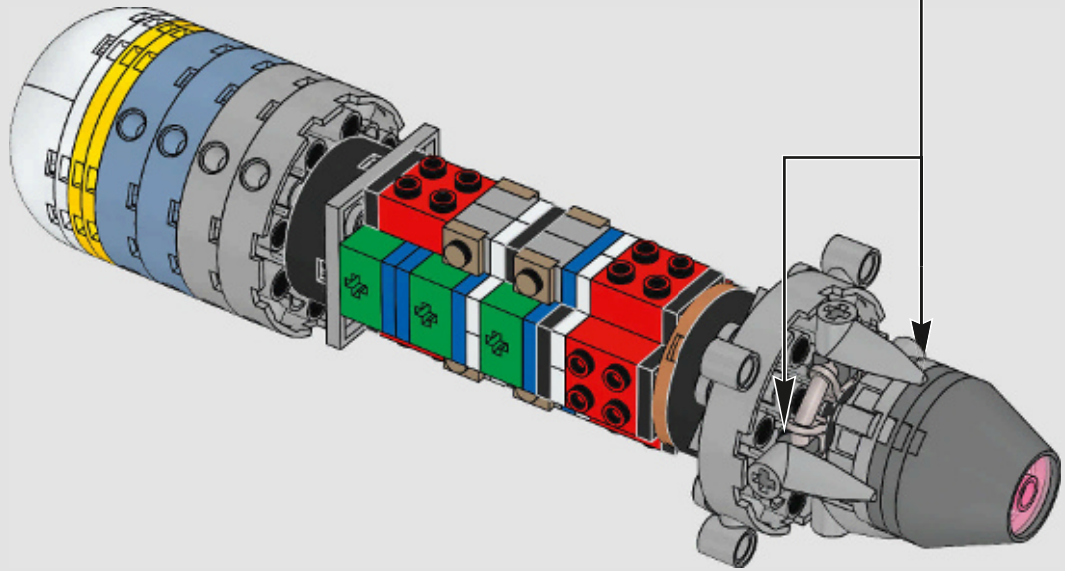
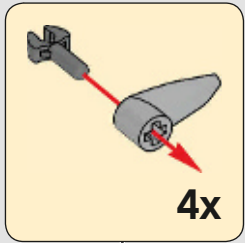
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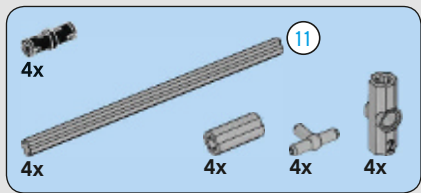


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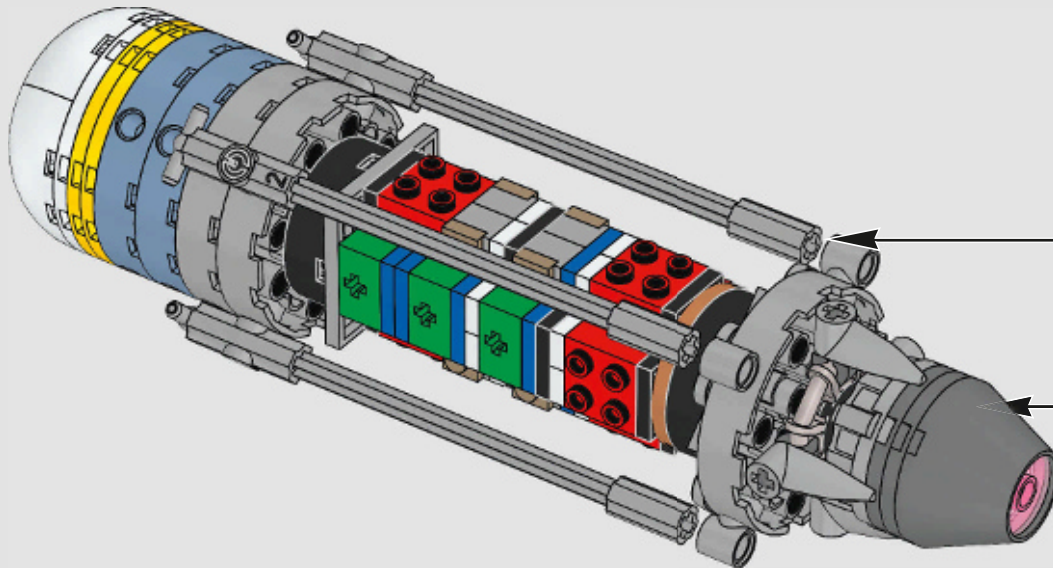
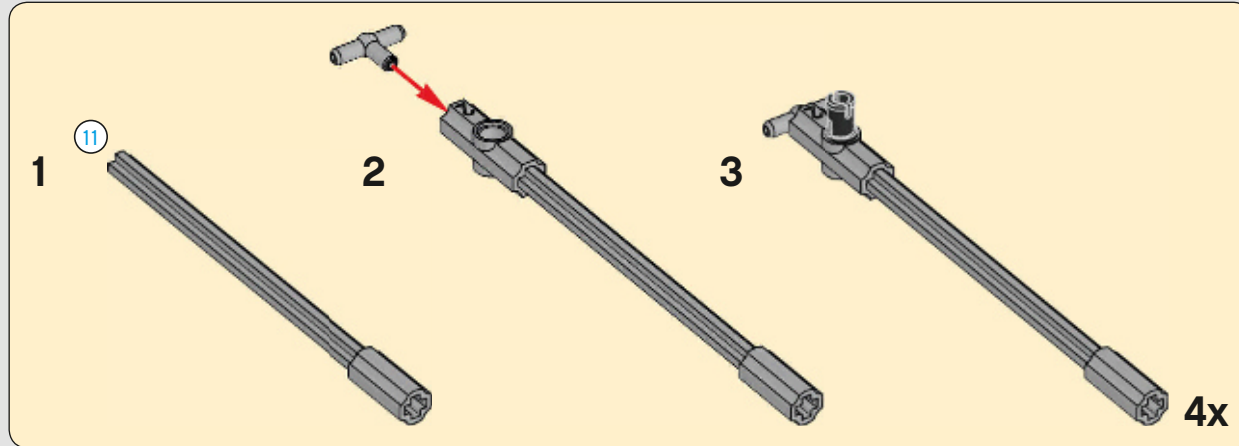
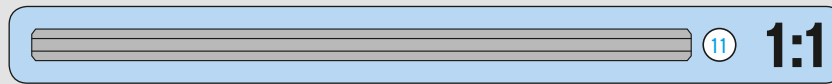


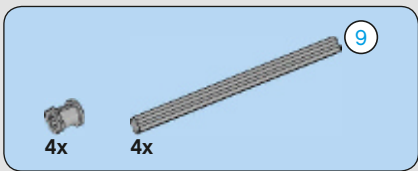
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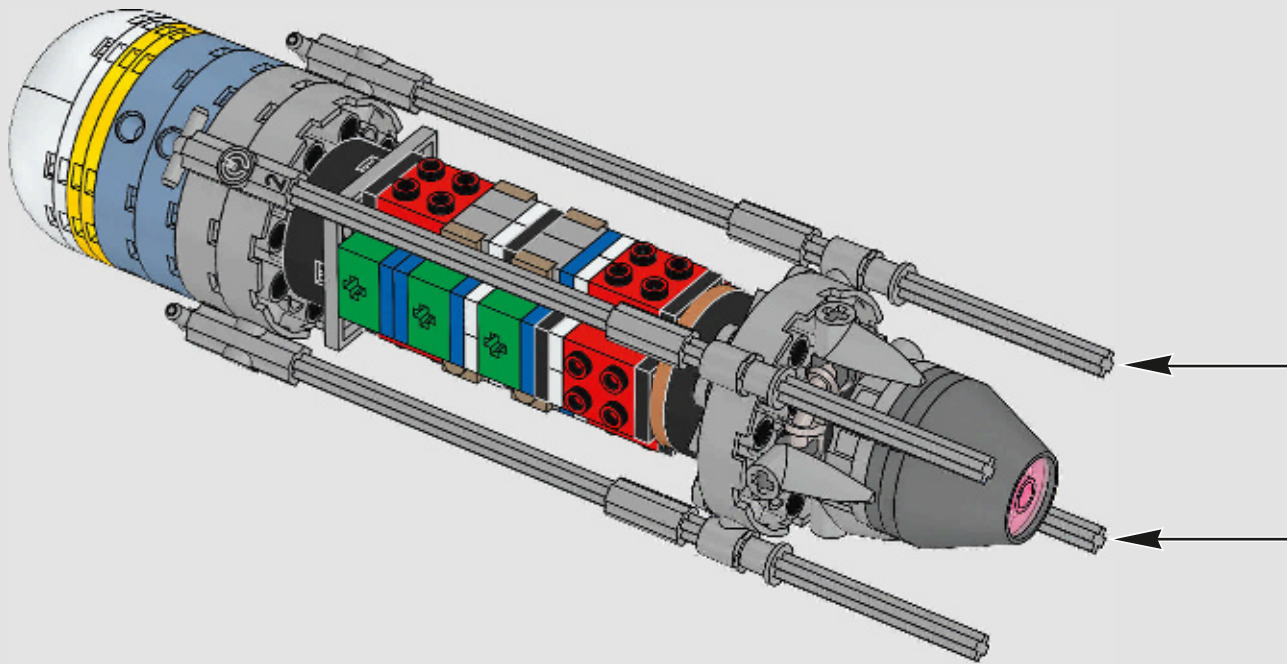
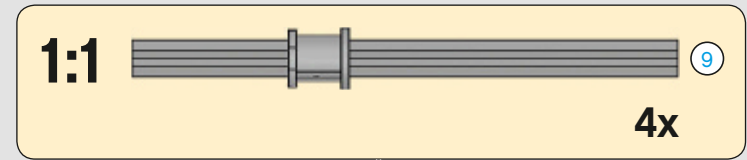


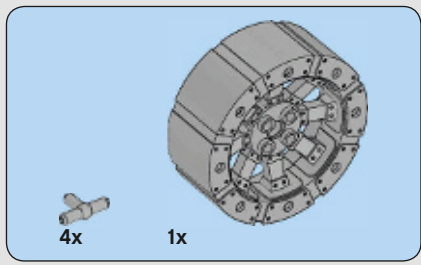
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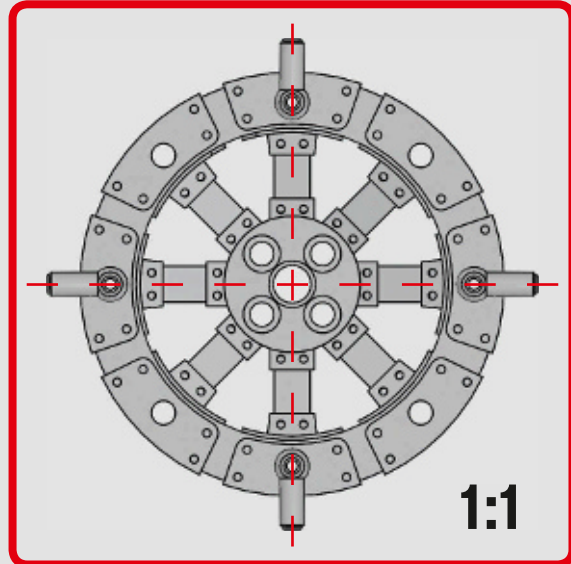
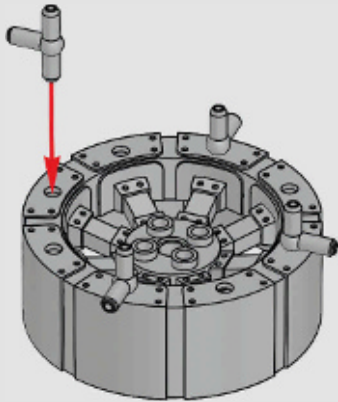


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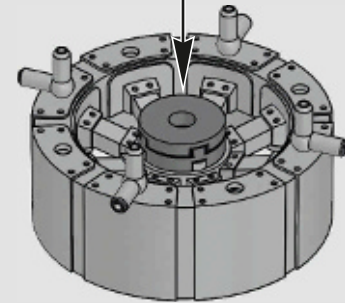
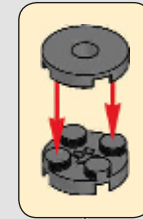


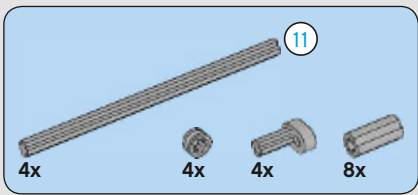


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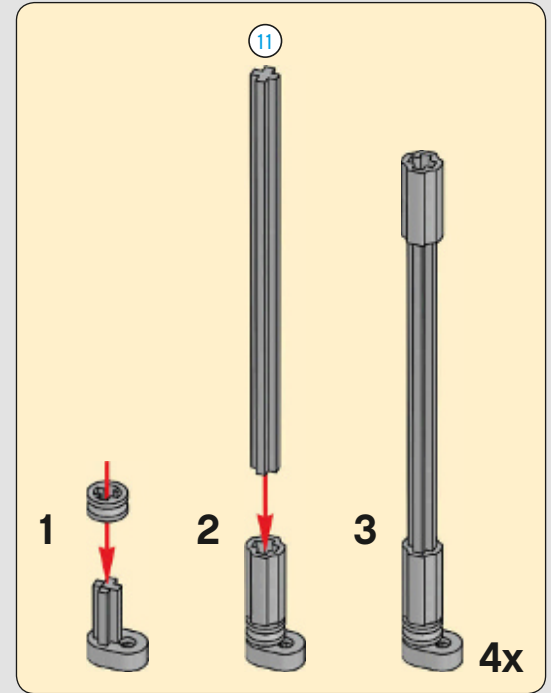
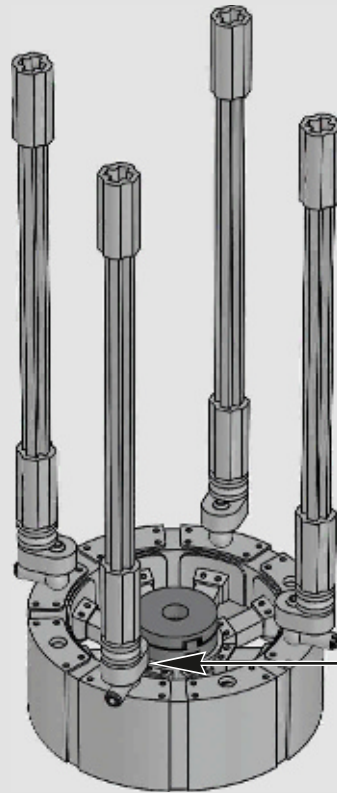
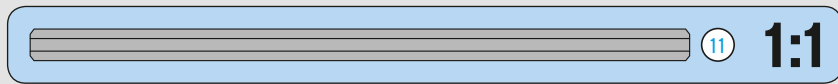


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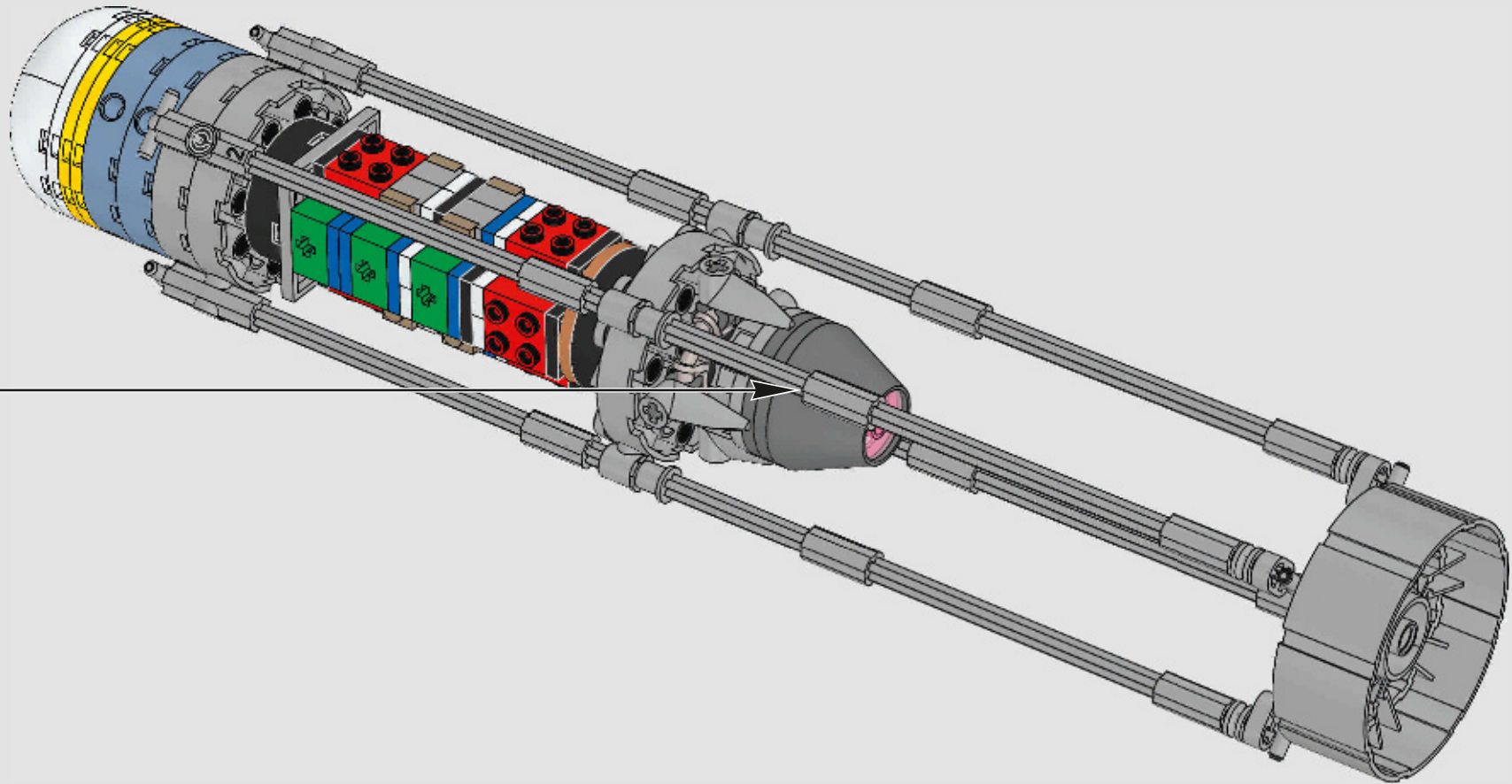




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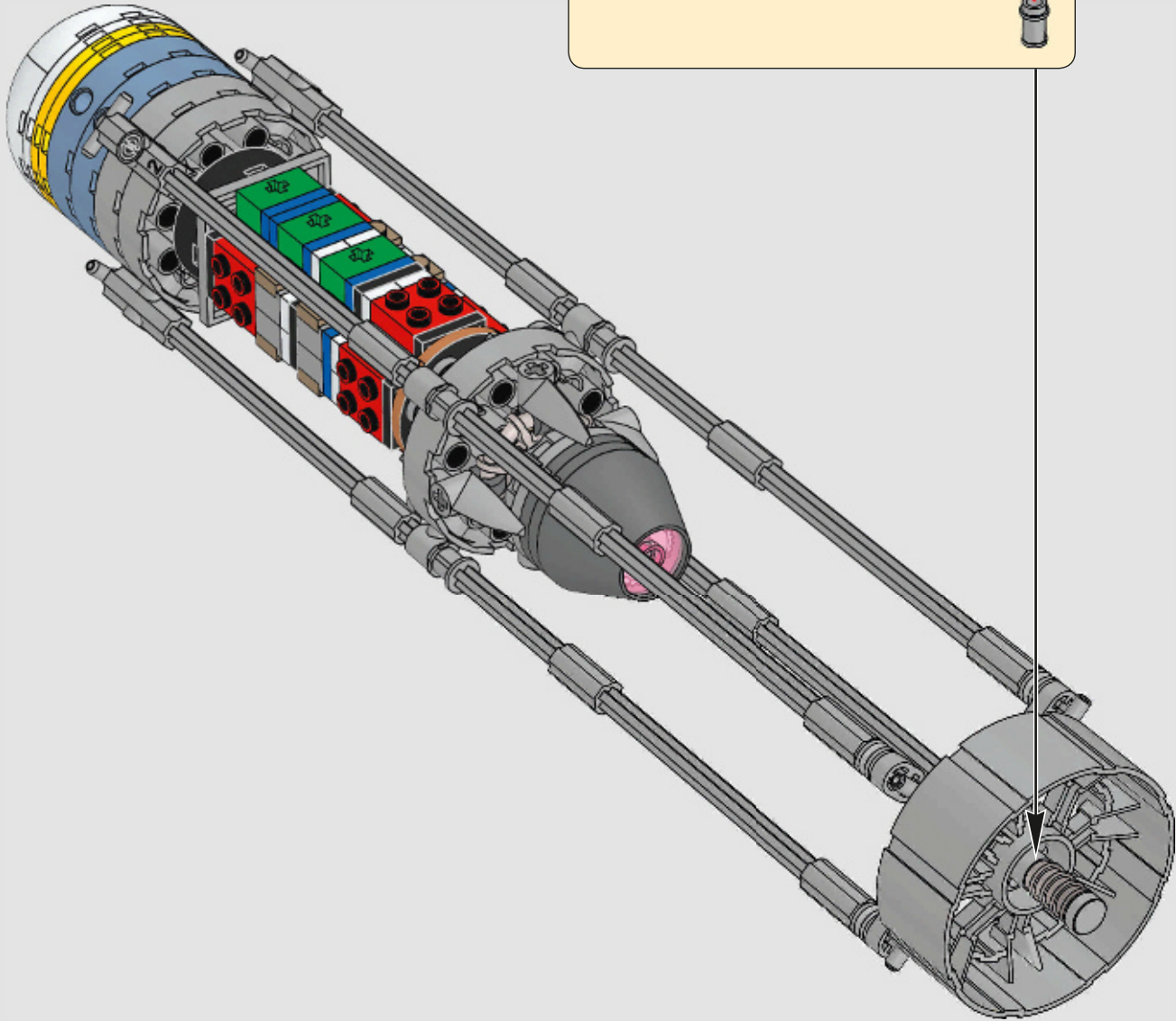
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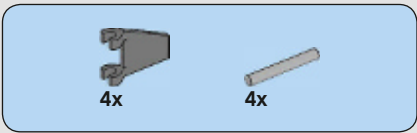


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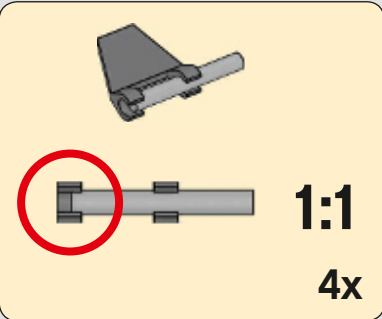
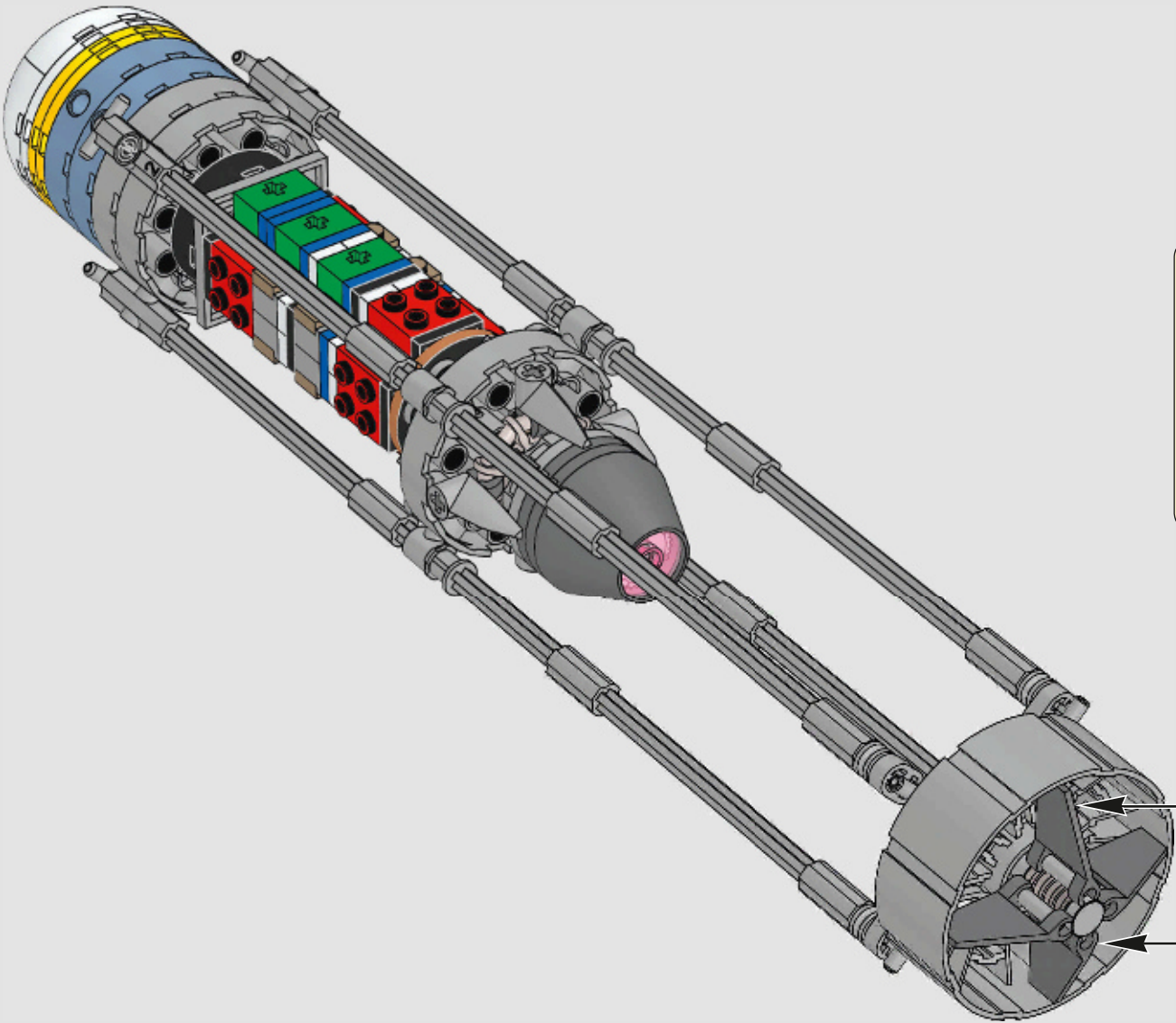
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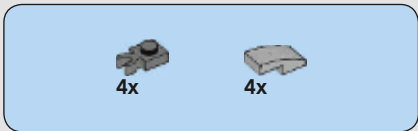
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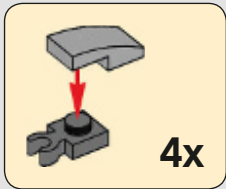
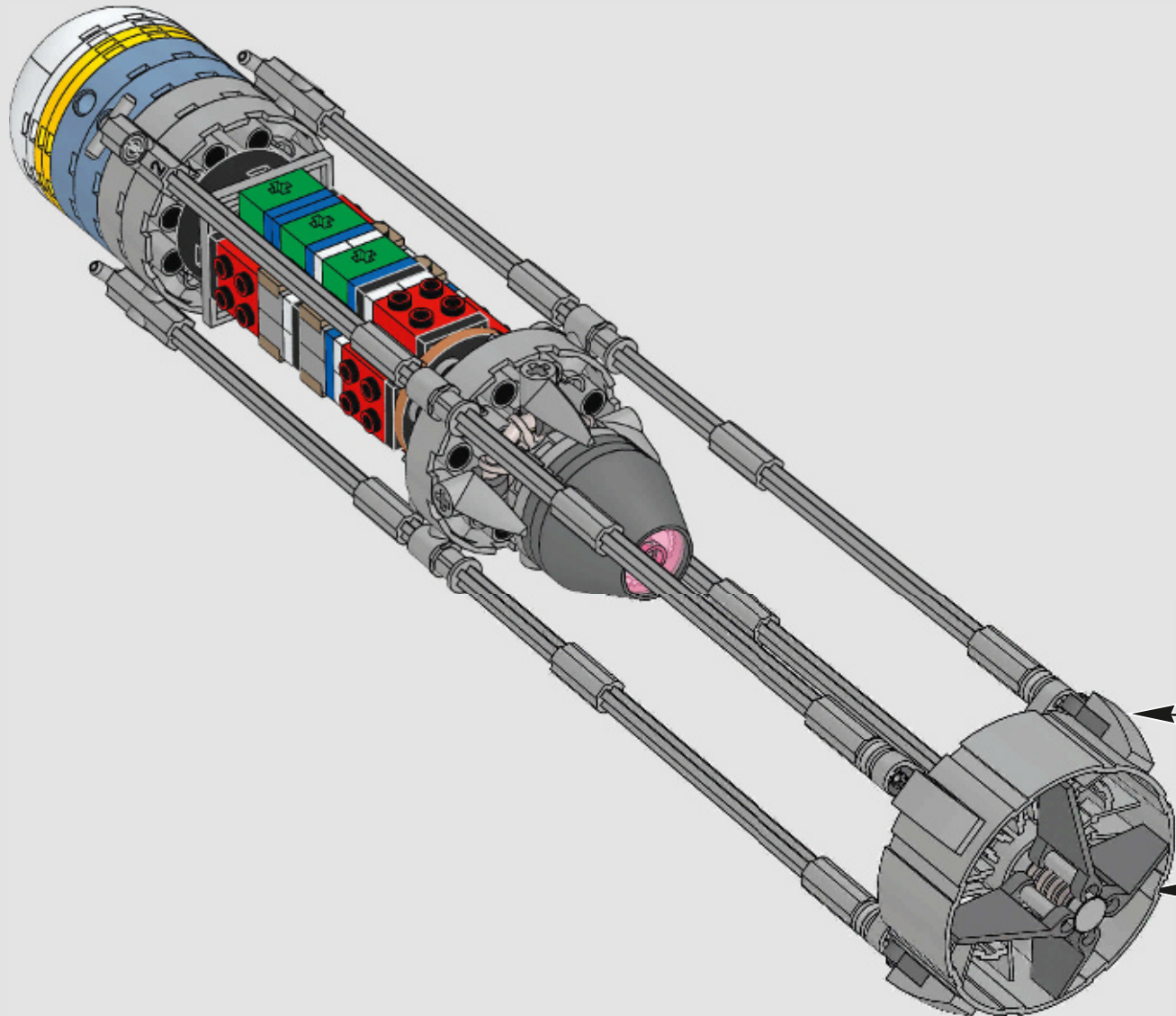


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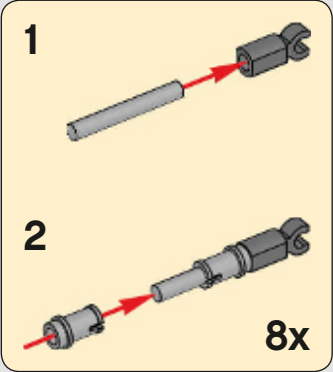
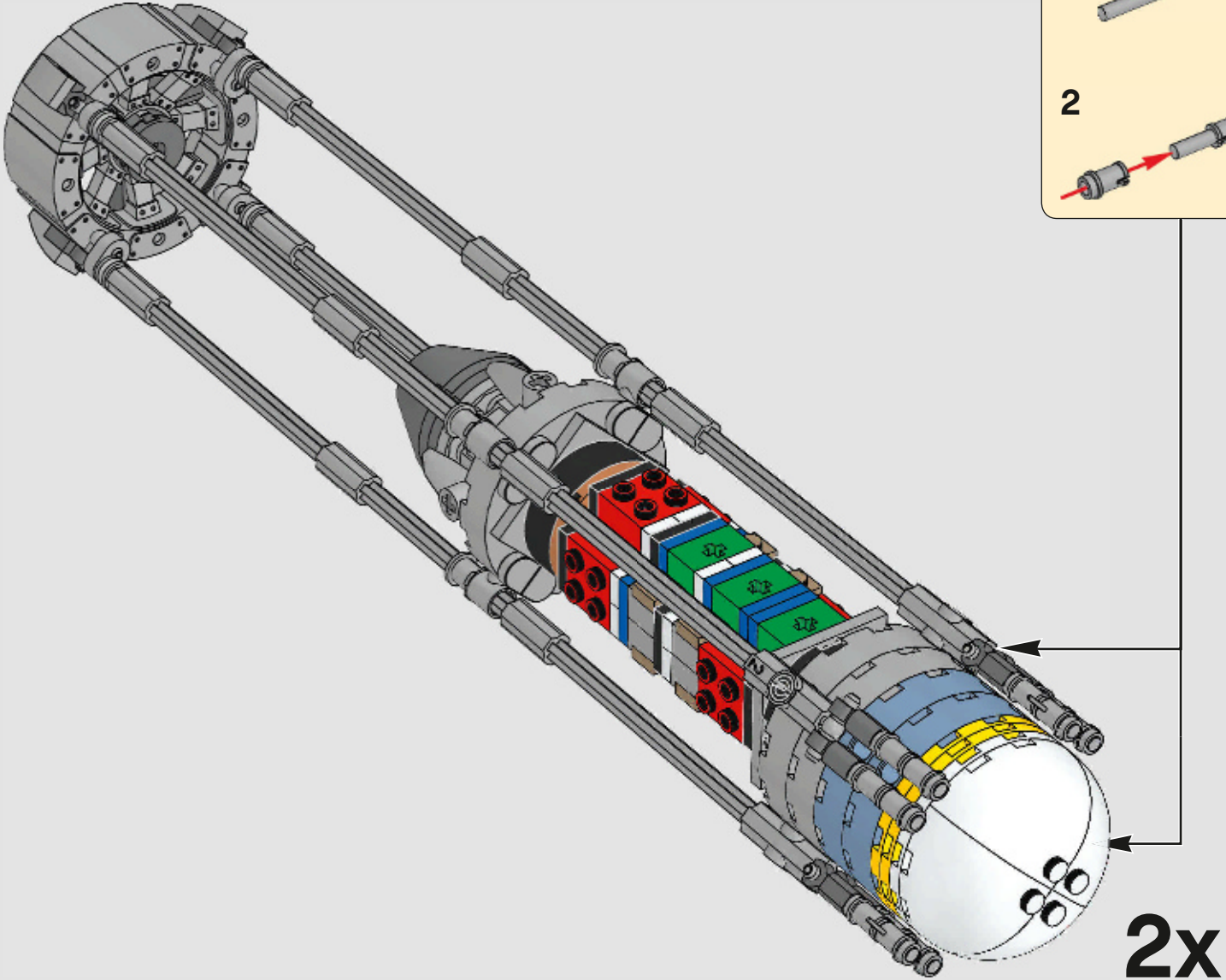


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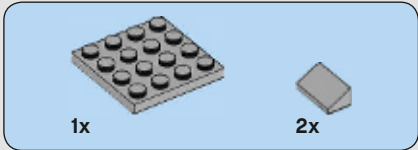
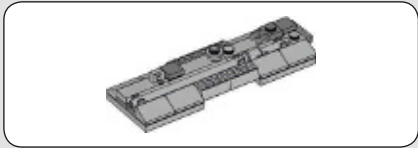
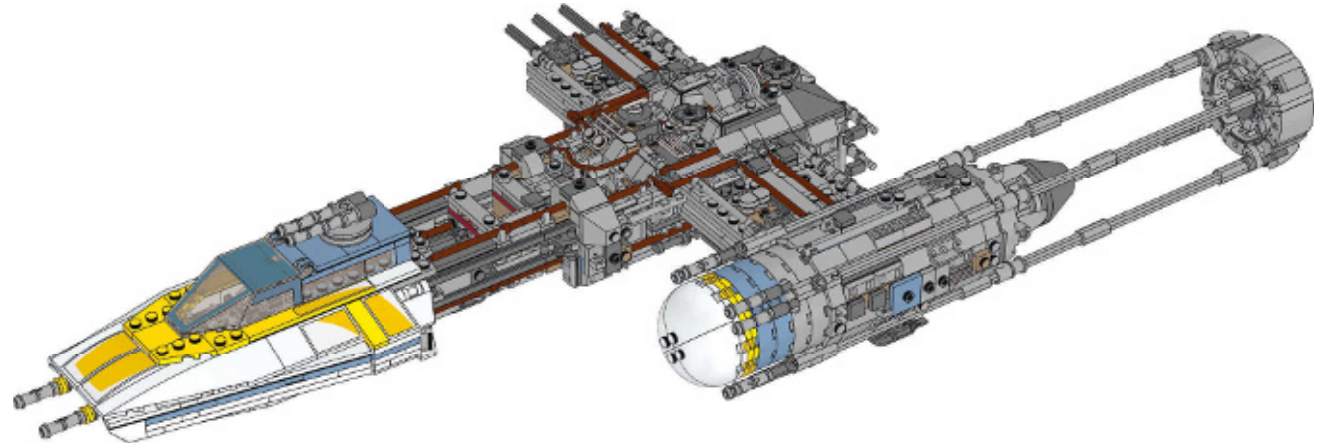
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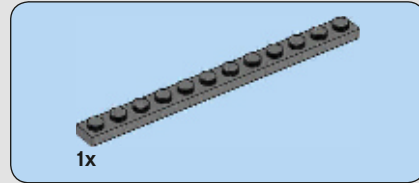
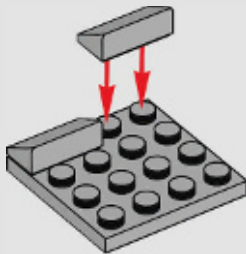
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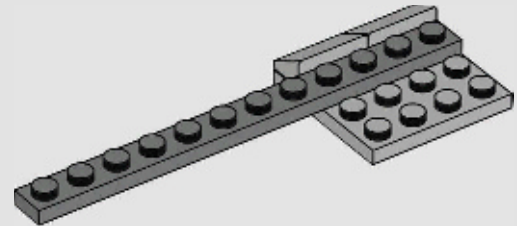
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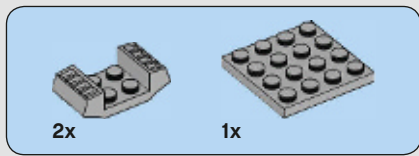
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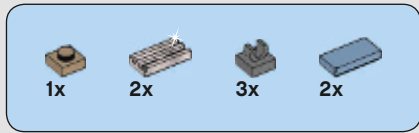
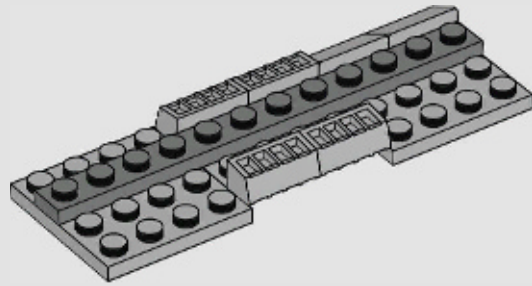
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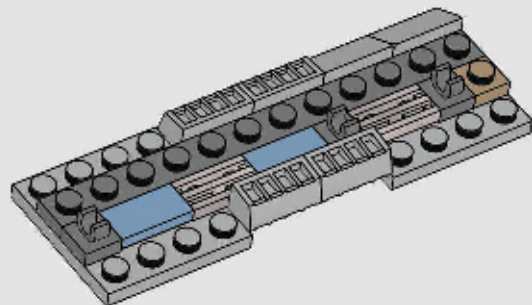




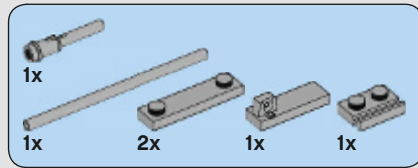
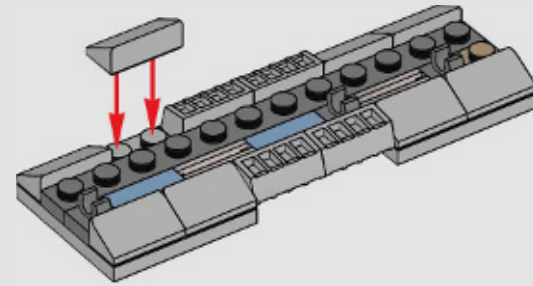
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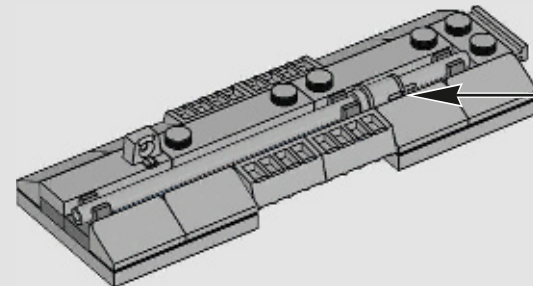
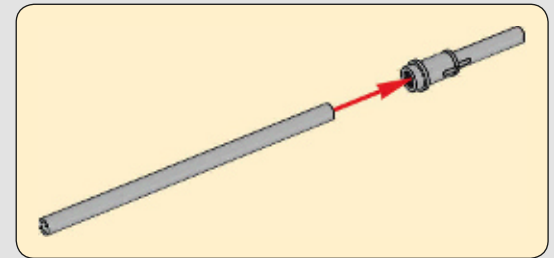
257



258

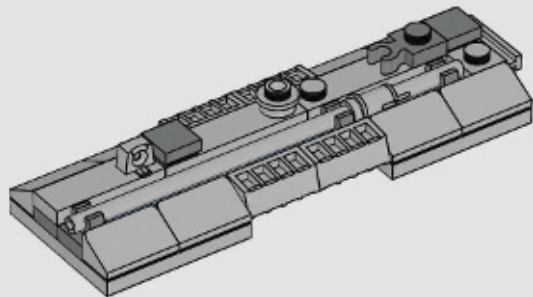


259

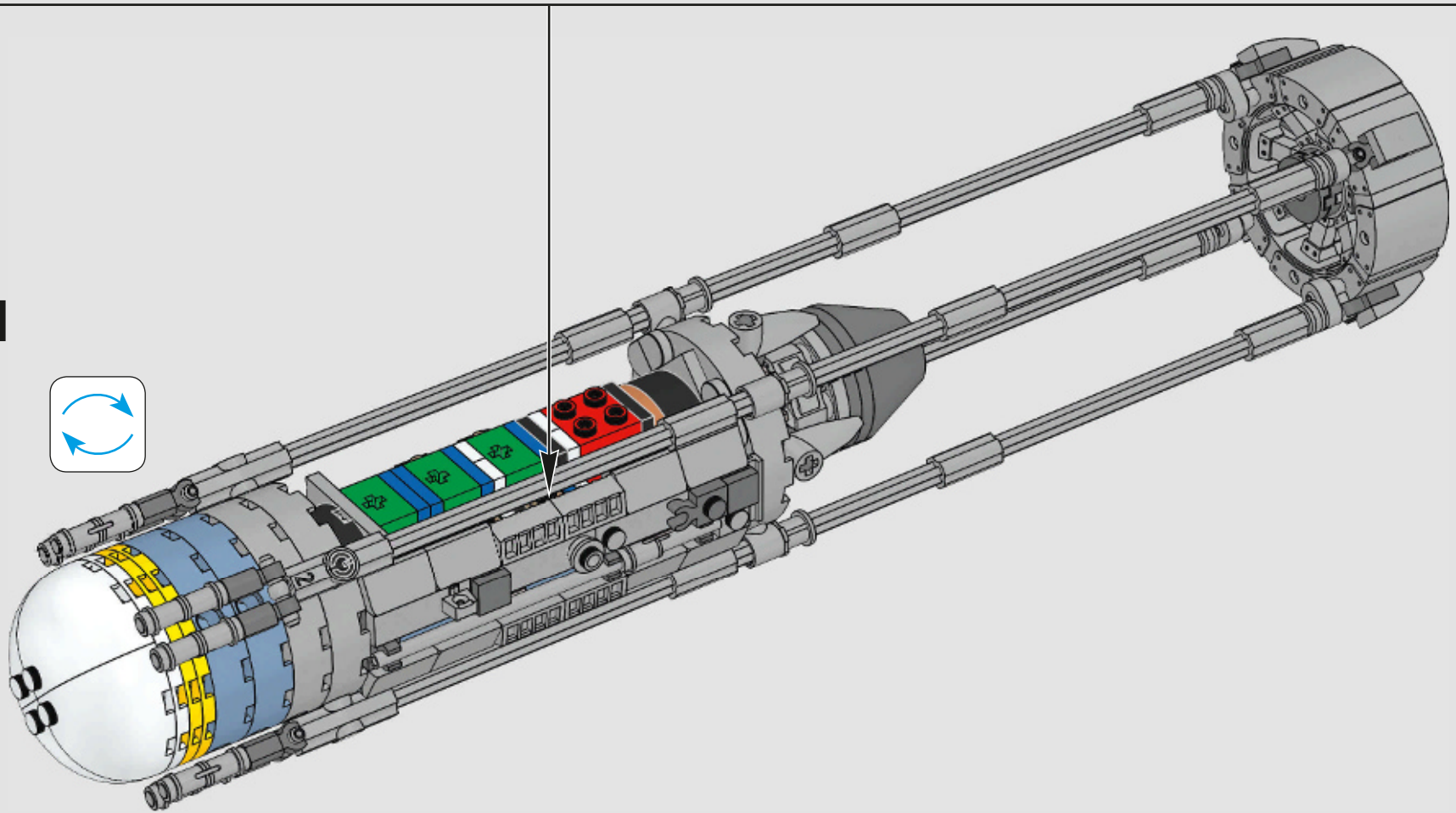
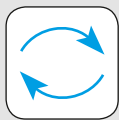


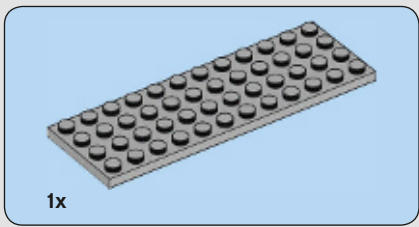
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260



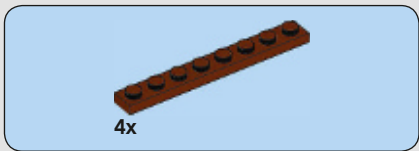
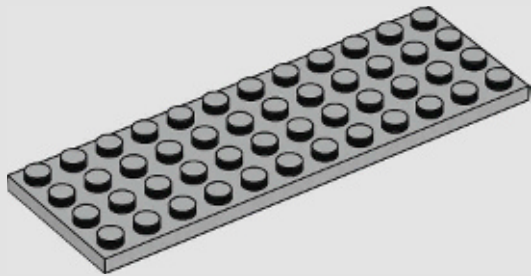
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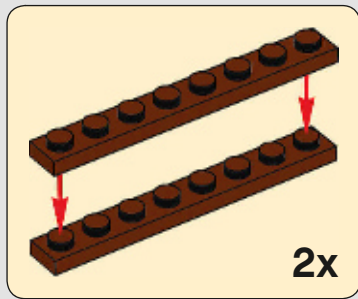
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262

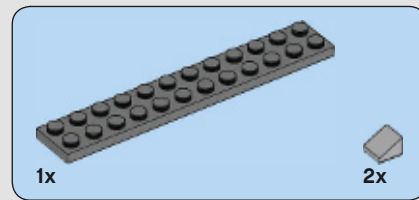
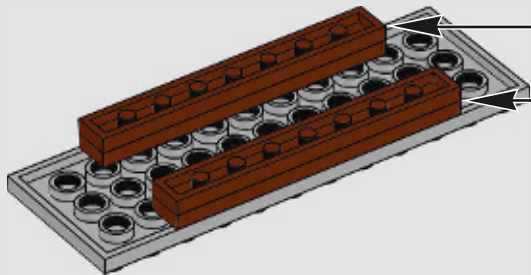


4x

263



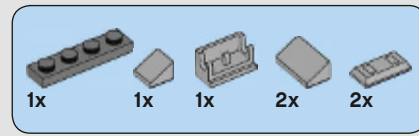
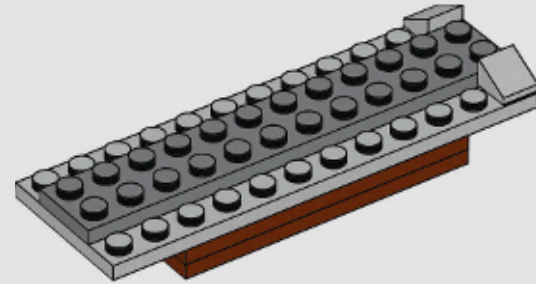
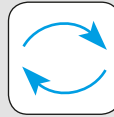
2x



1x

2x

264



1x

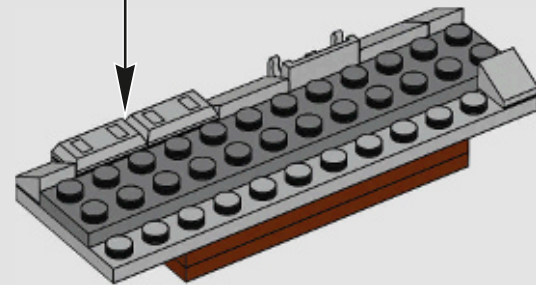
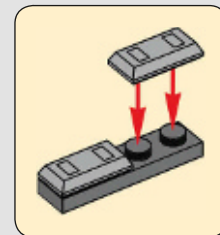
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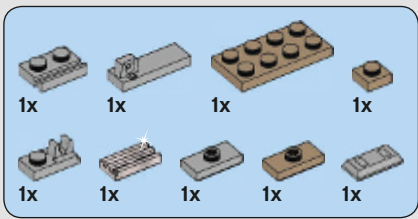
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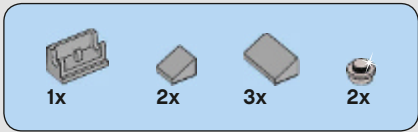
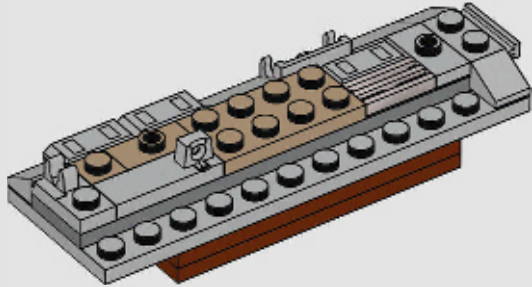
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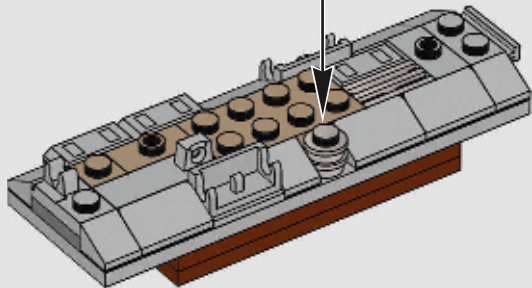
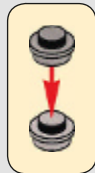




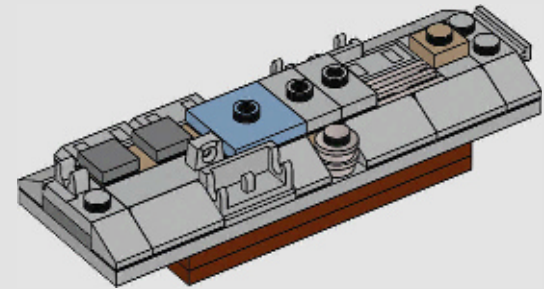
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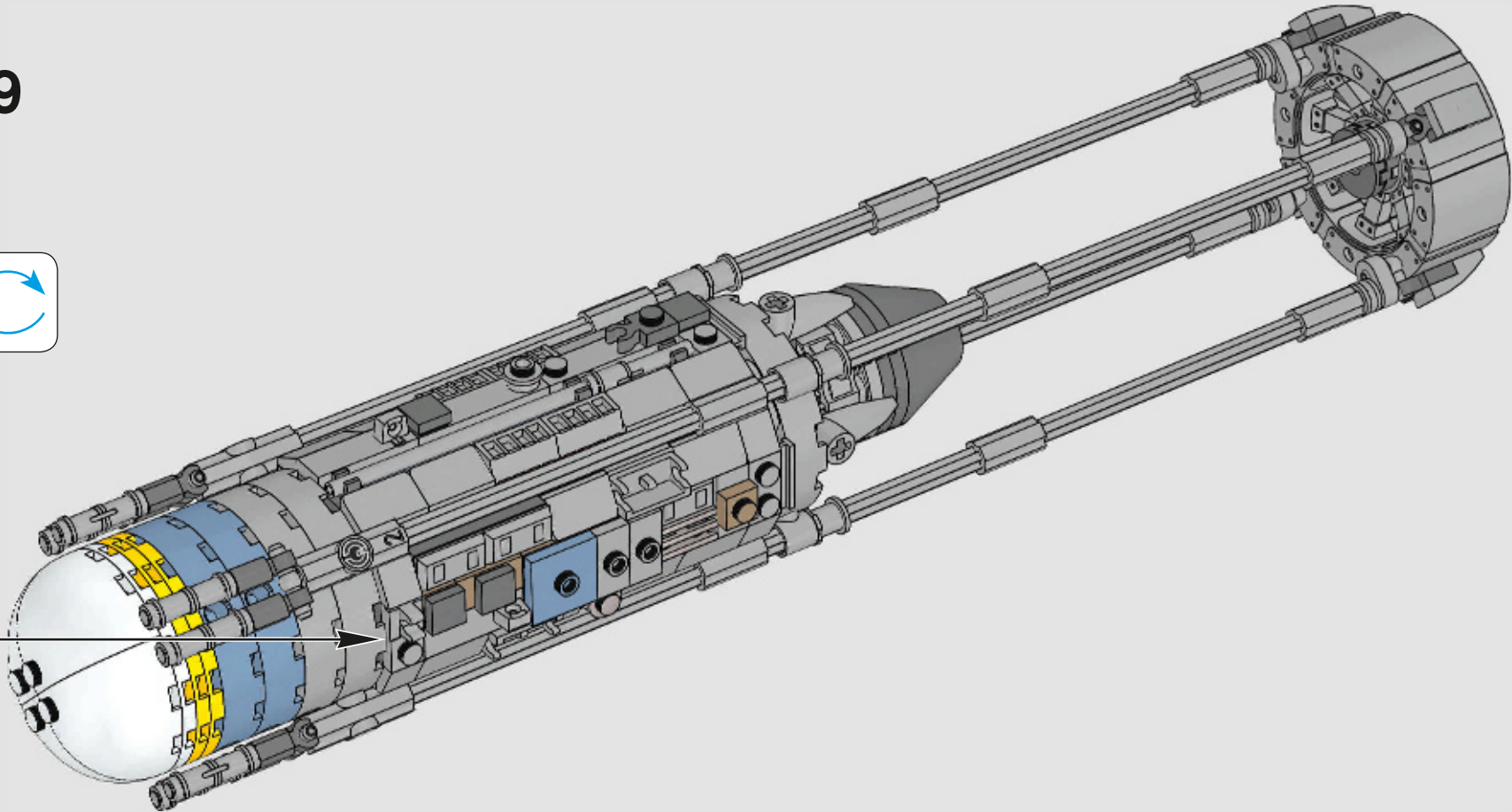
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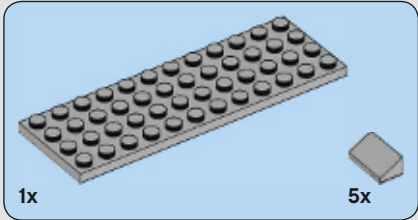
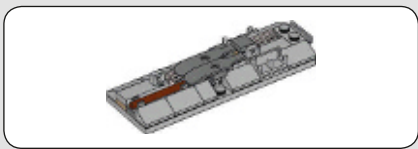


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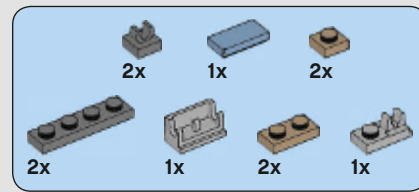
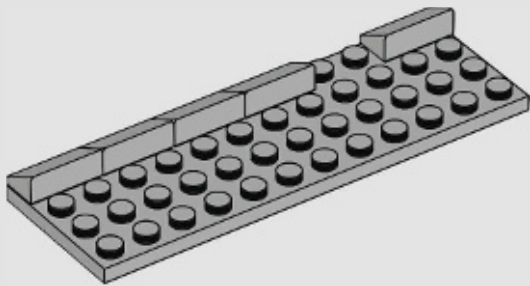


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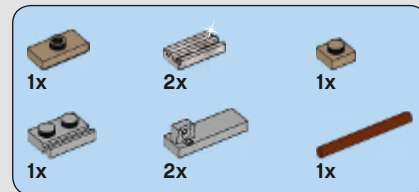
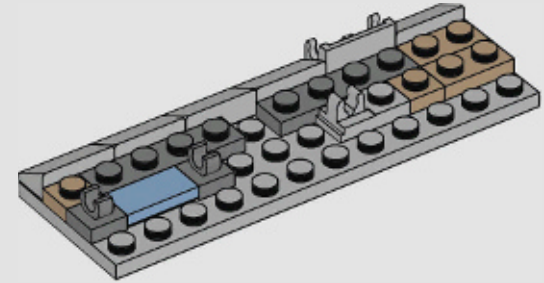




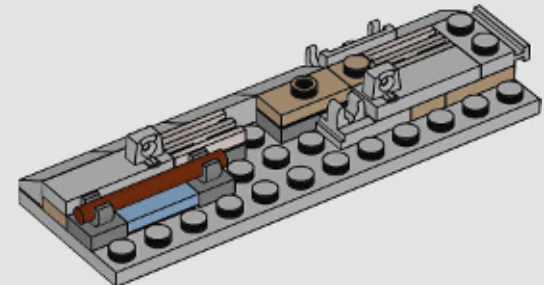
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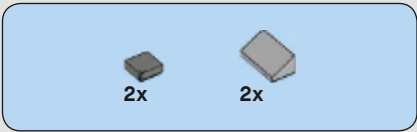


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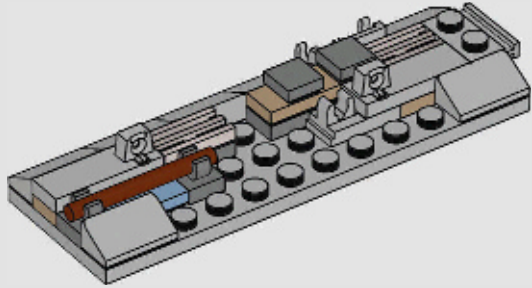


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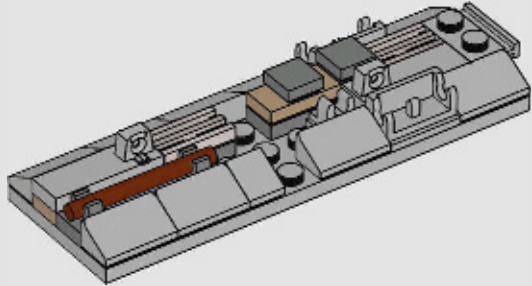




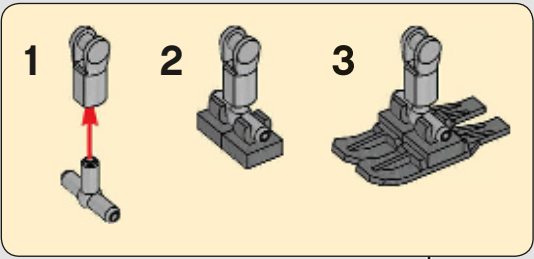
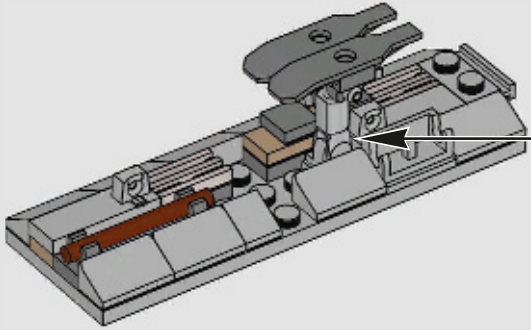
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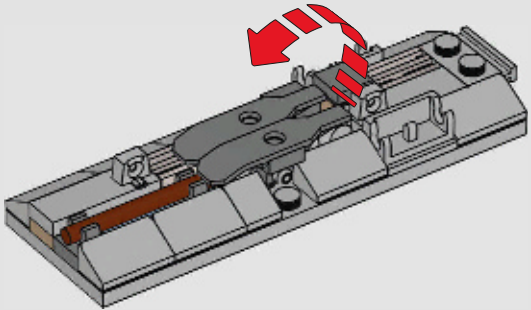
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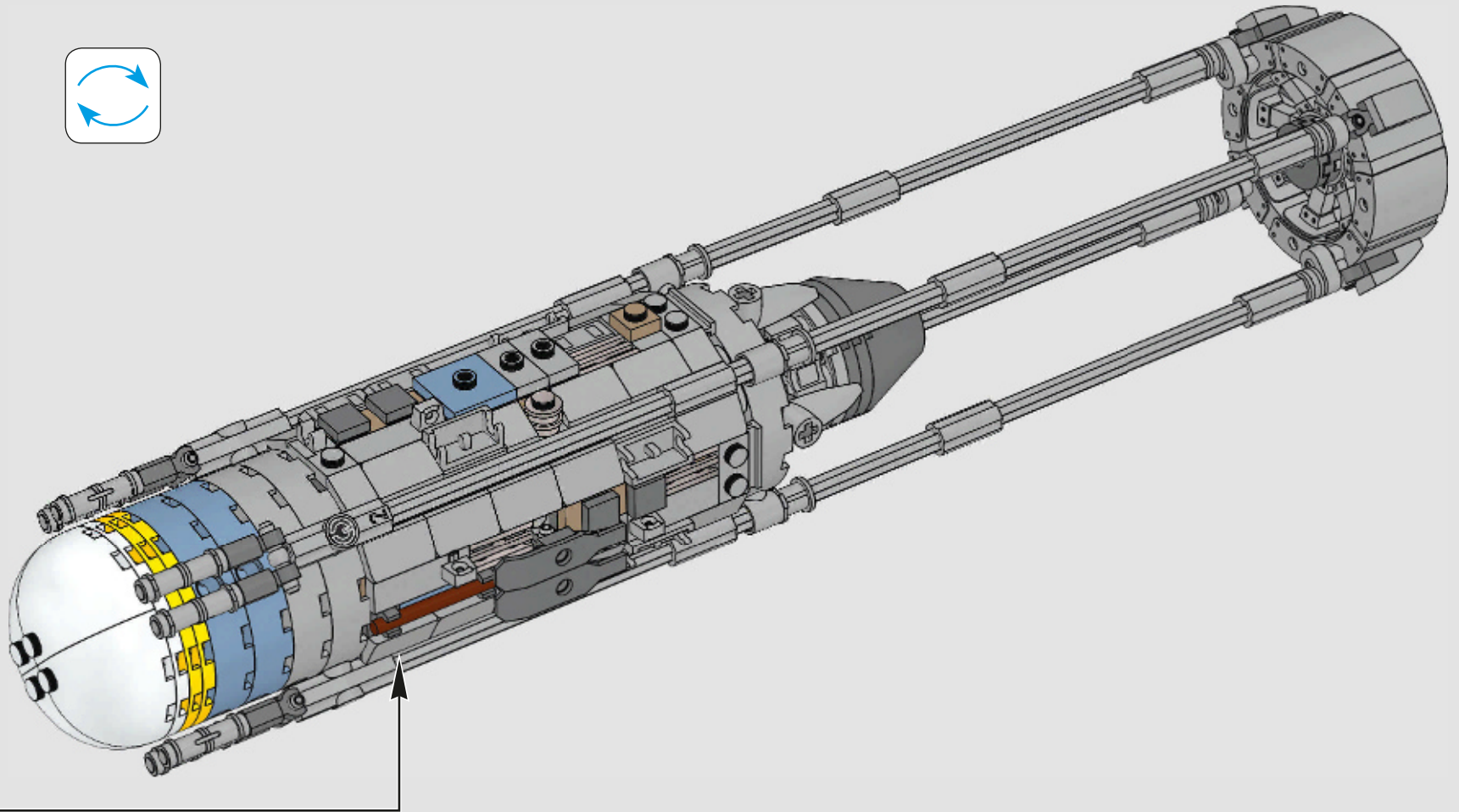
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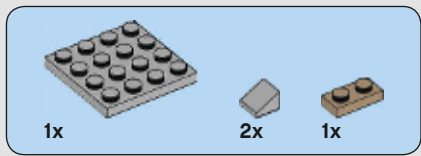


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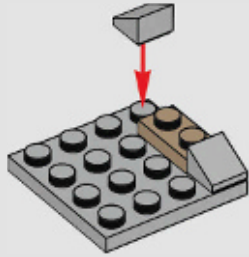


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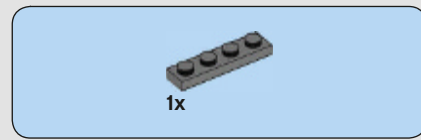
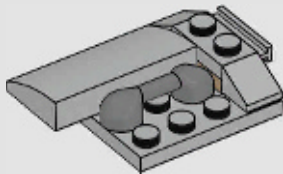




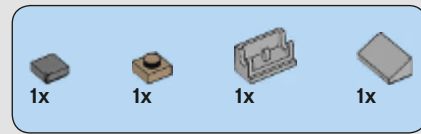
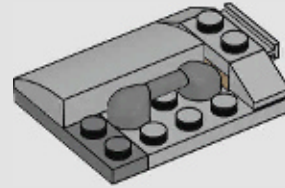
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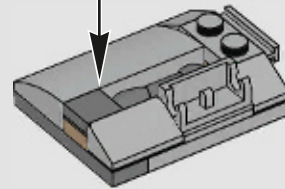
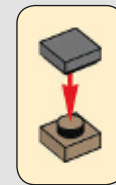
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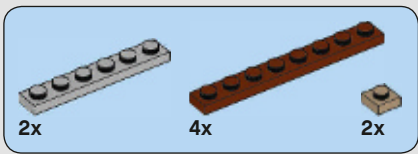


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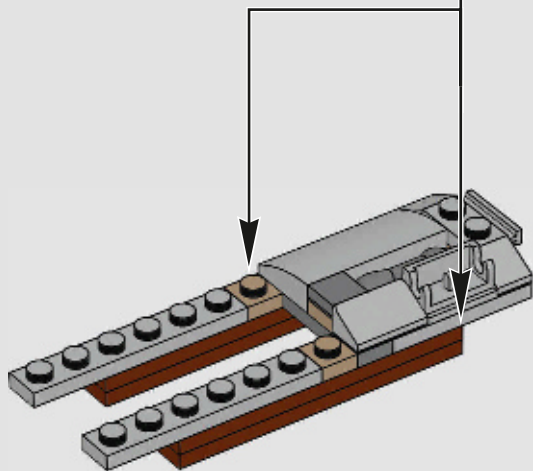
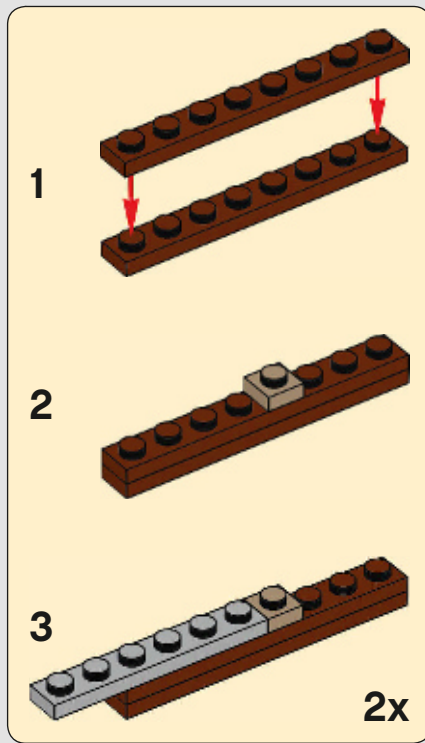


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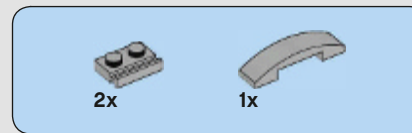
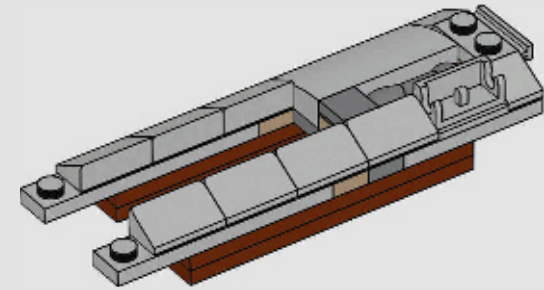




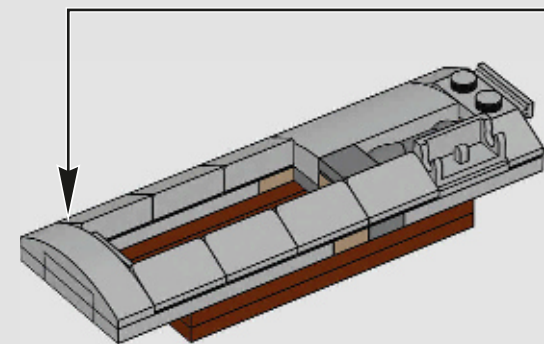
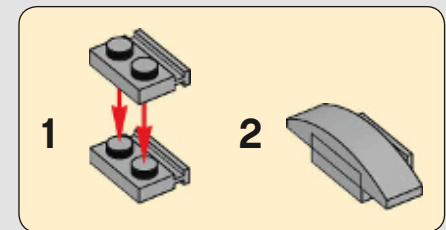
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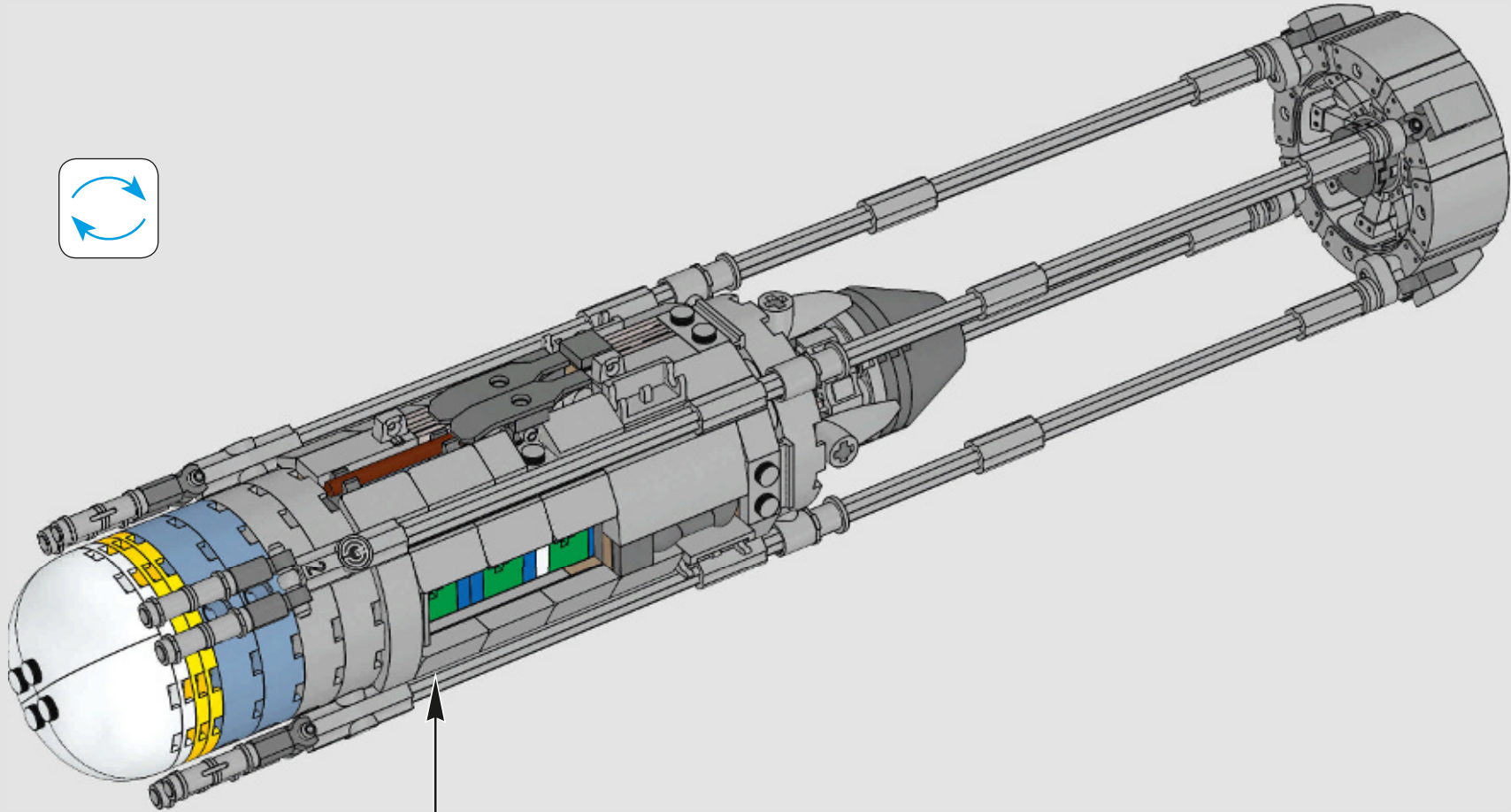
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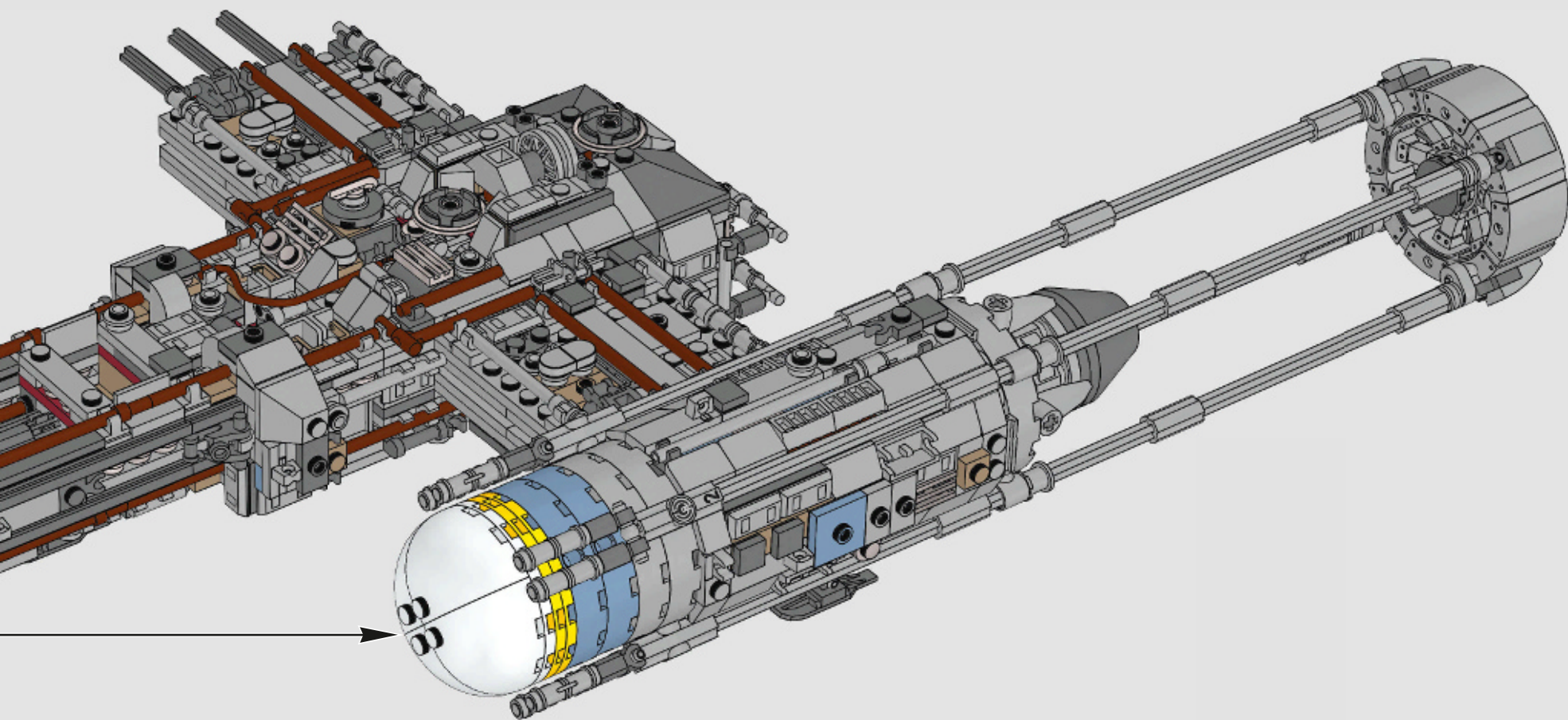
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285

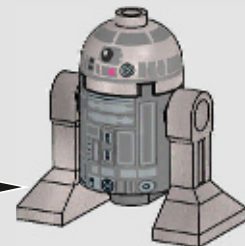
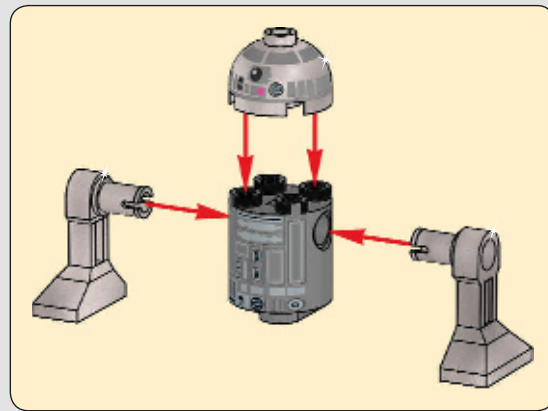
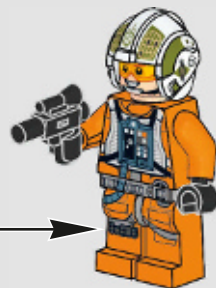
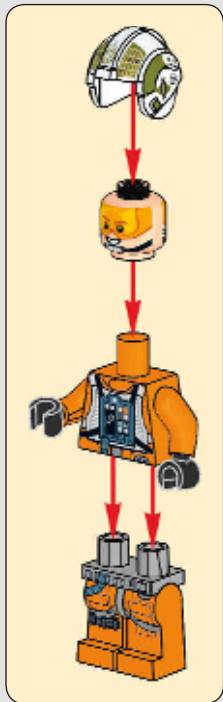
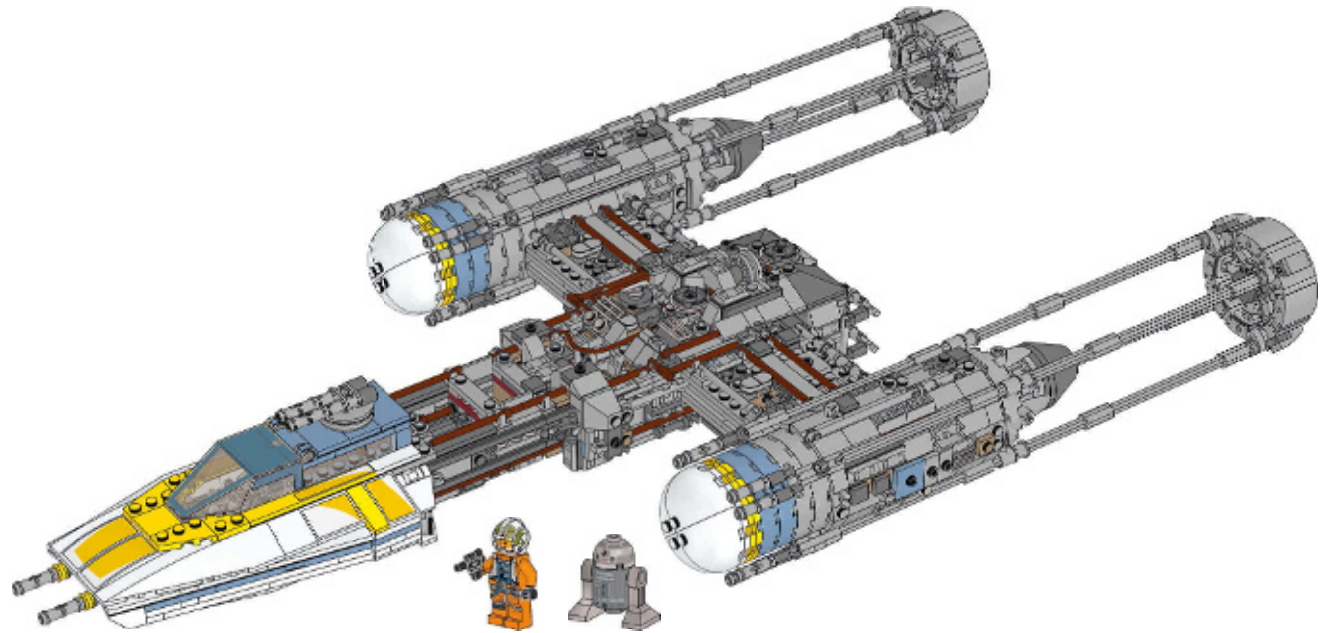


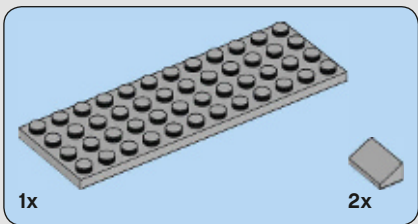
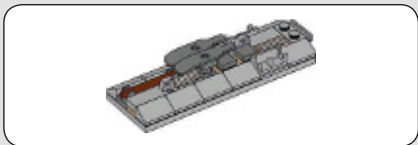
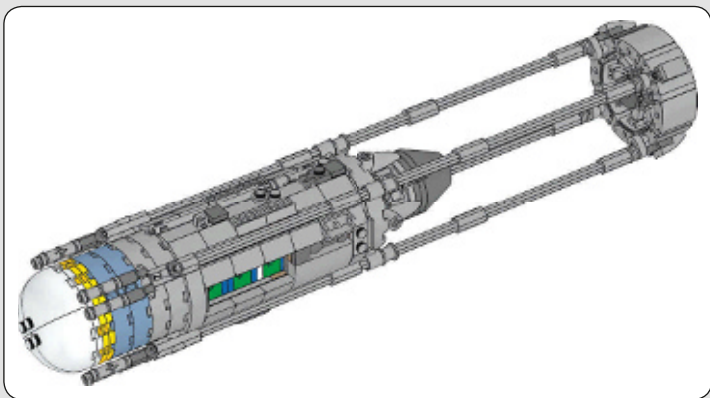
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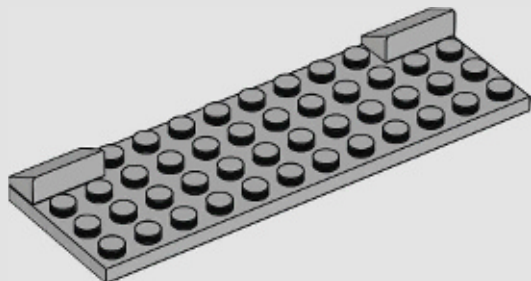


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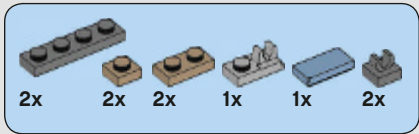
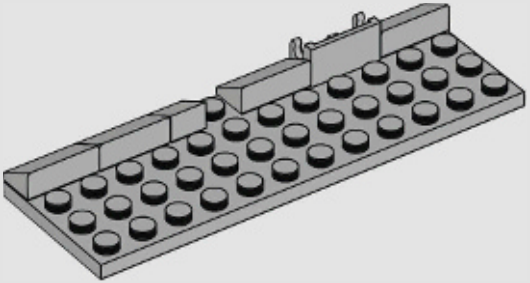




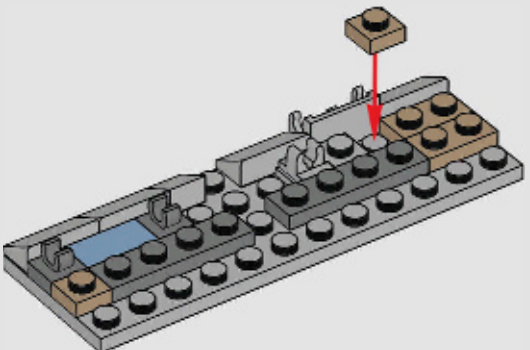
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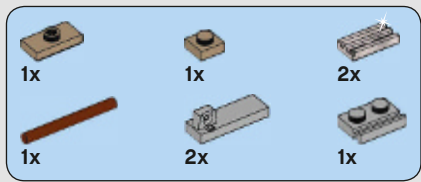


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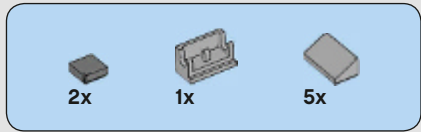
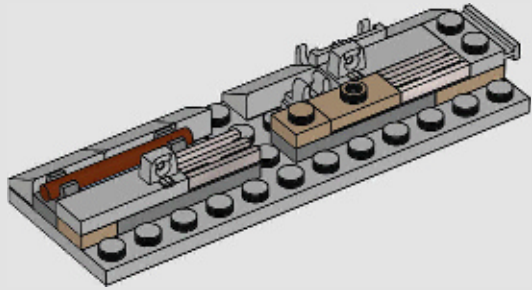


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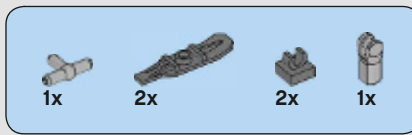
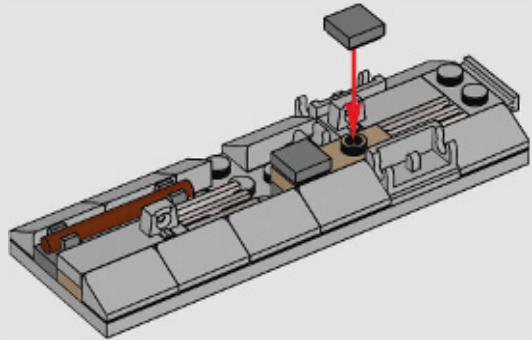




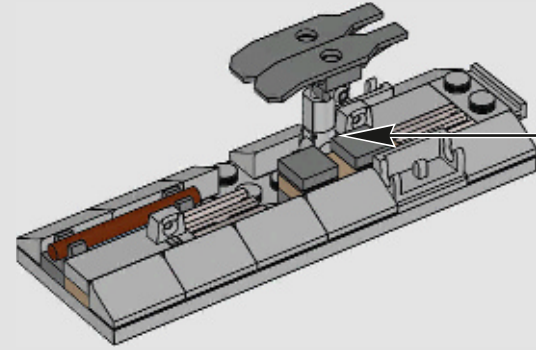
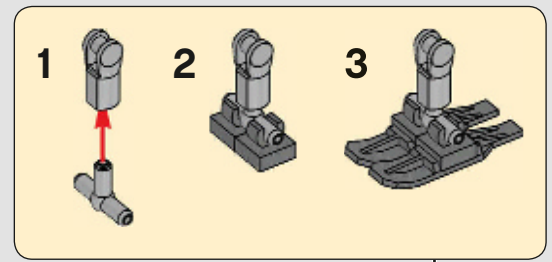
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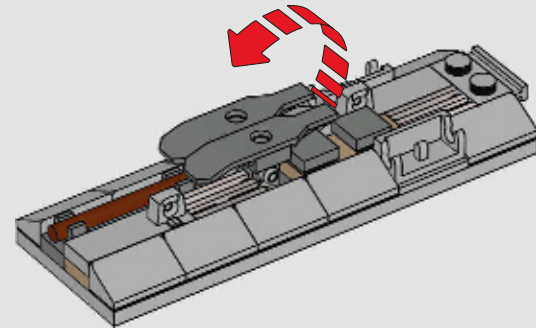
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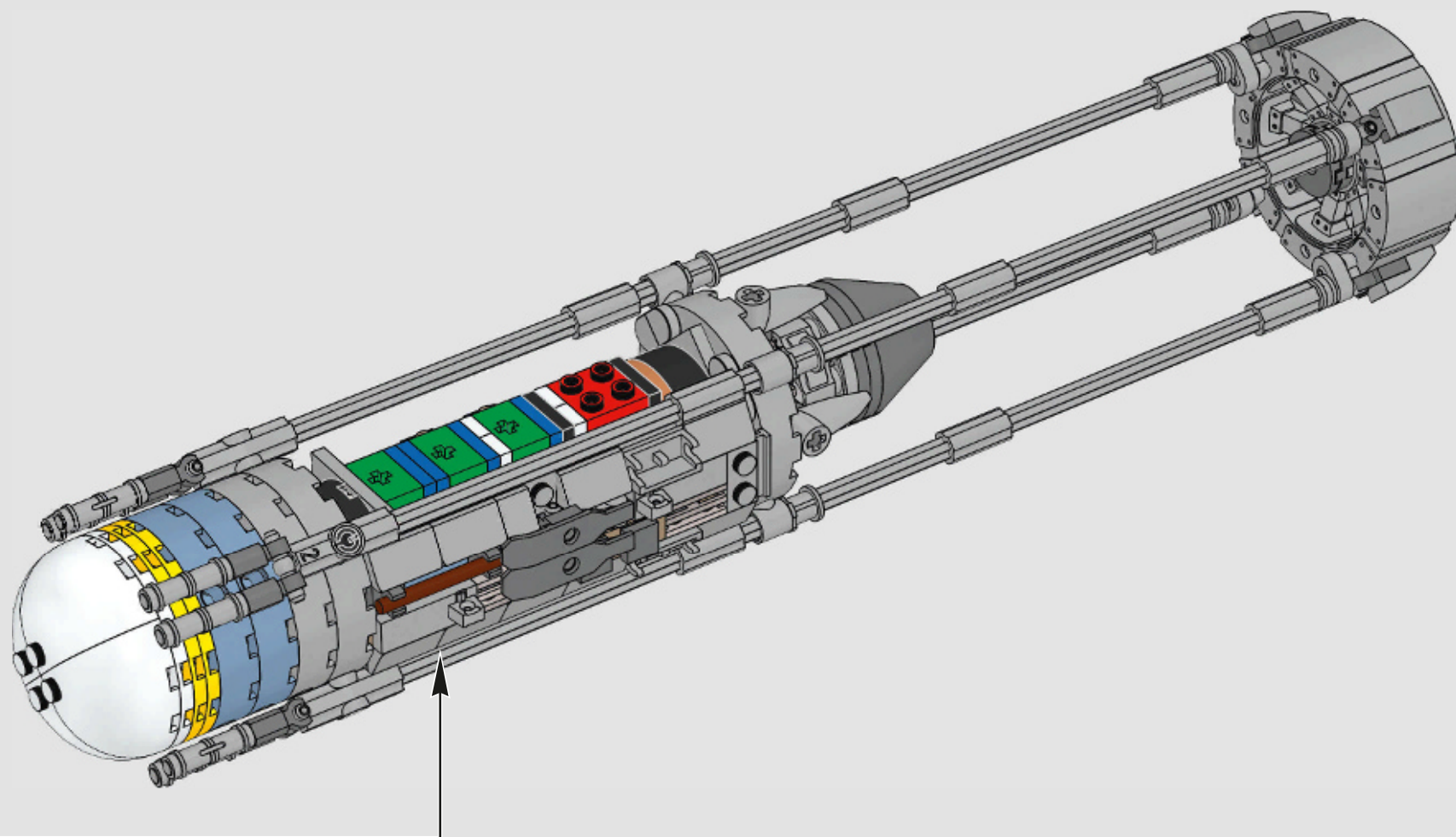
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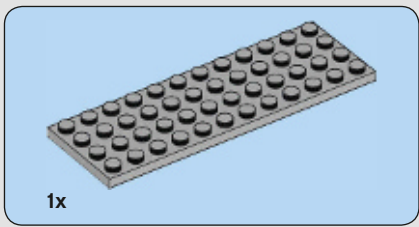


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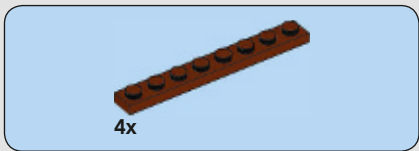
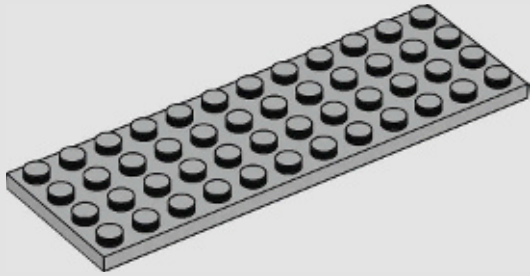


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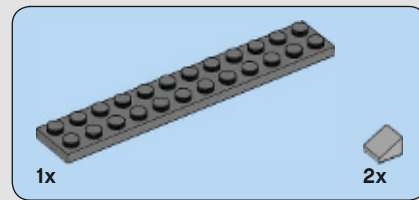
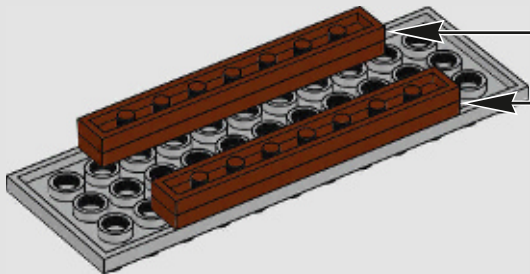
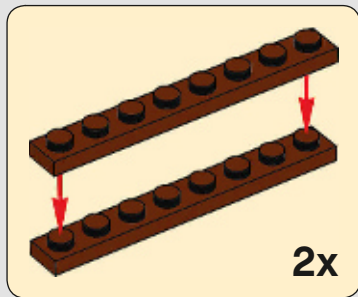




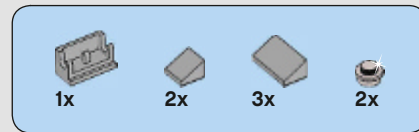
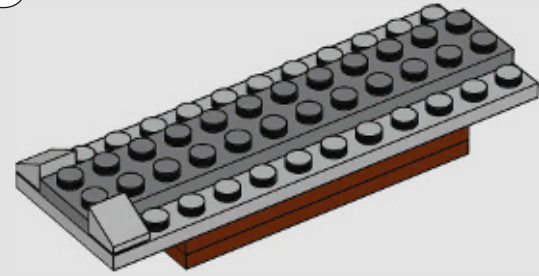
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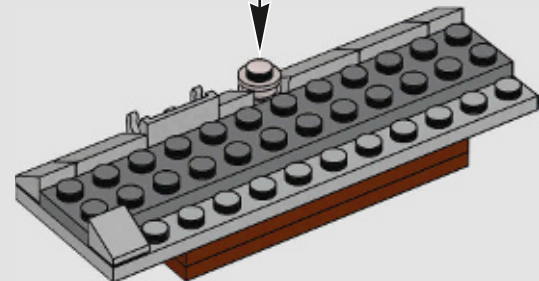
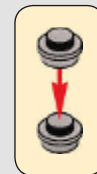
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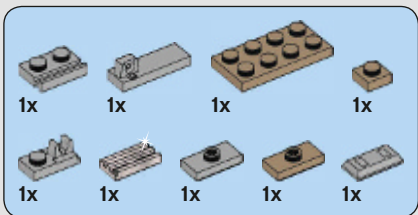


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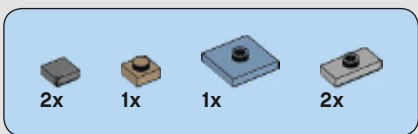
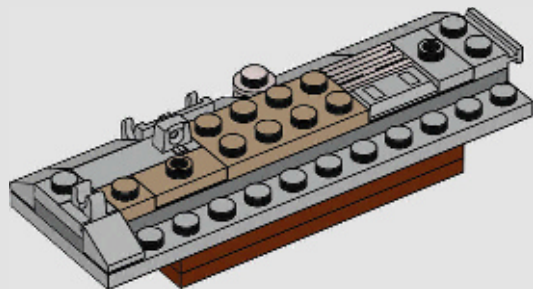


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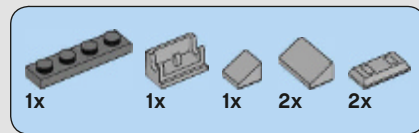
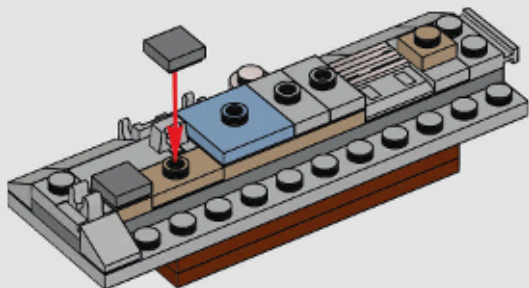




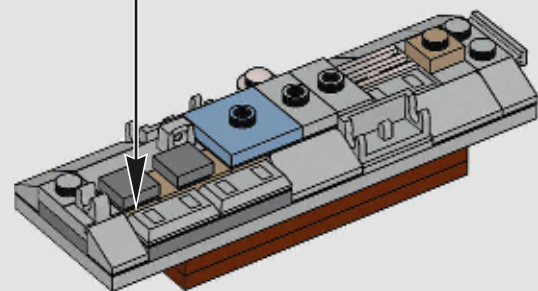
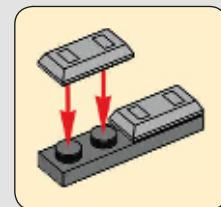
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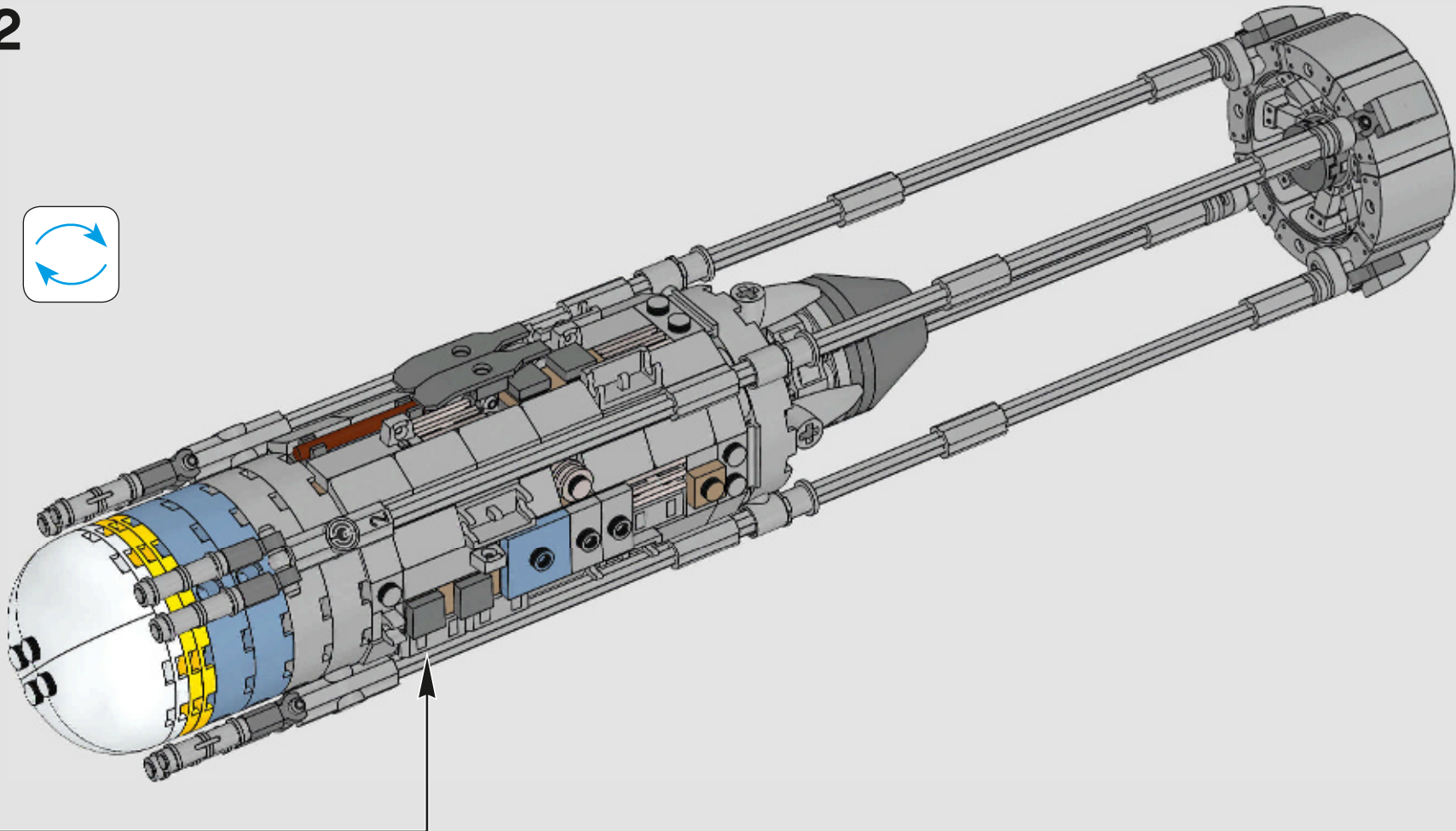
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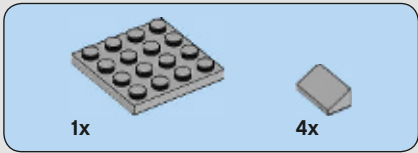
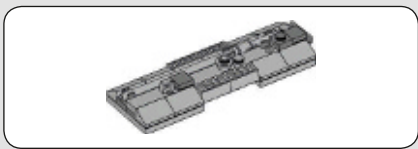


301

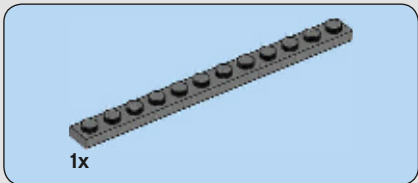
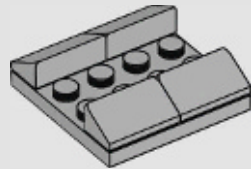


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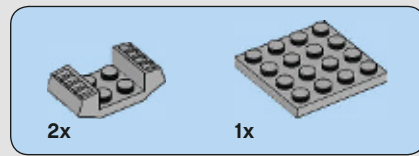
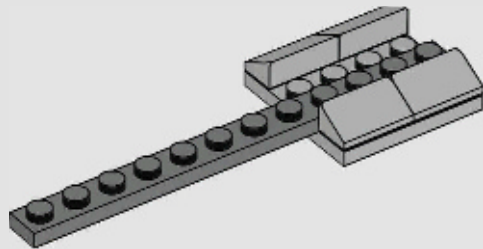




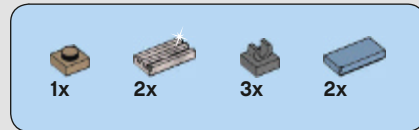
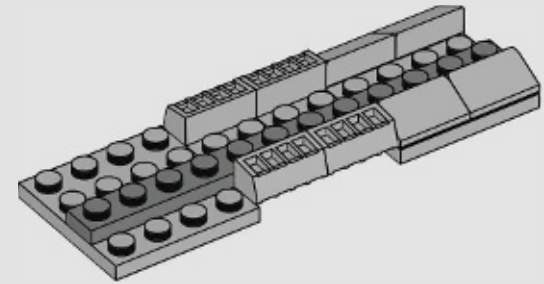
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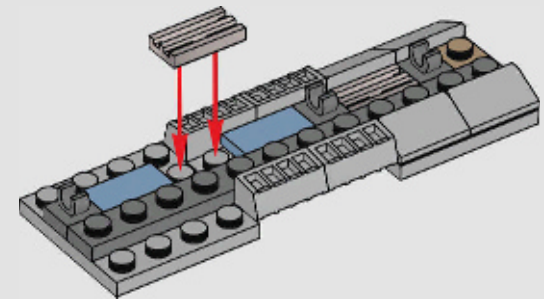
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305



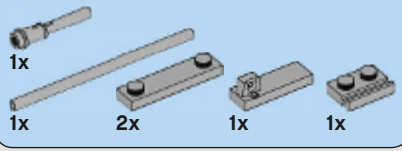
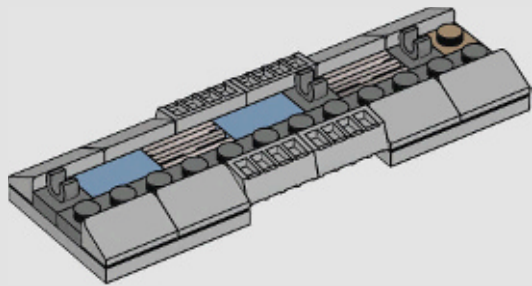
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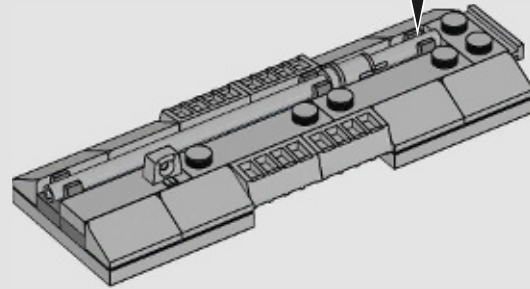
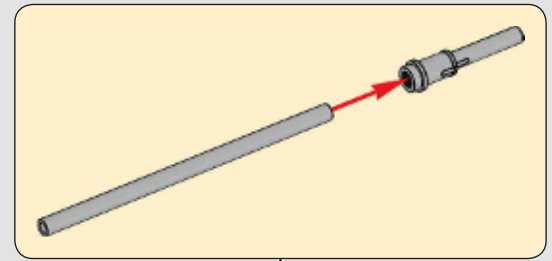


4x

307



308



2x

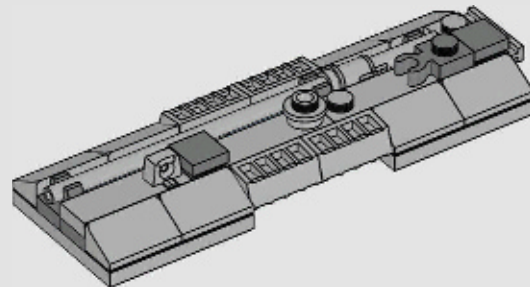


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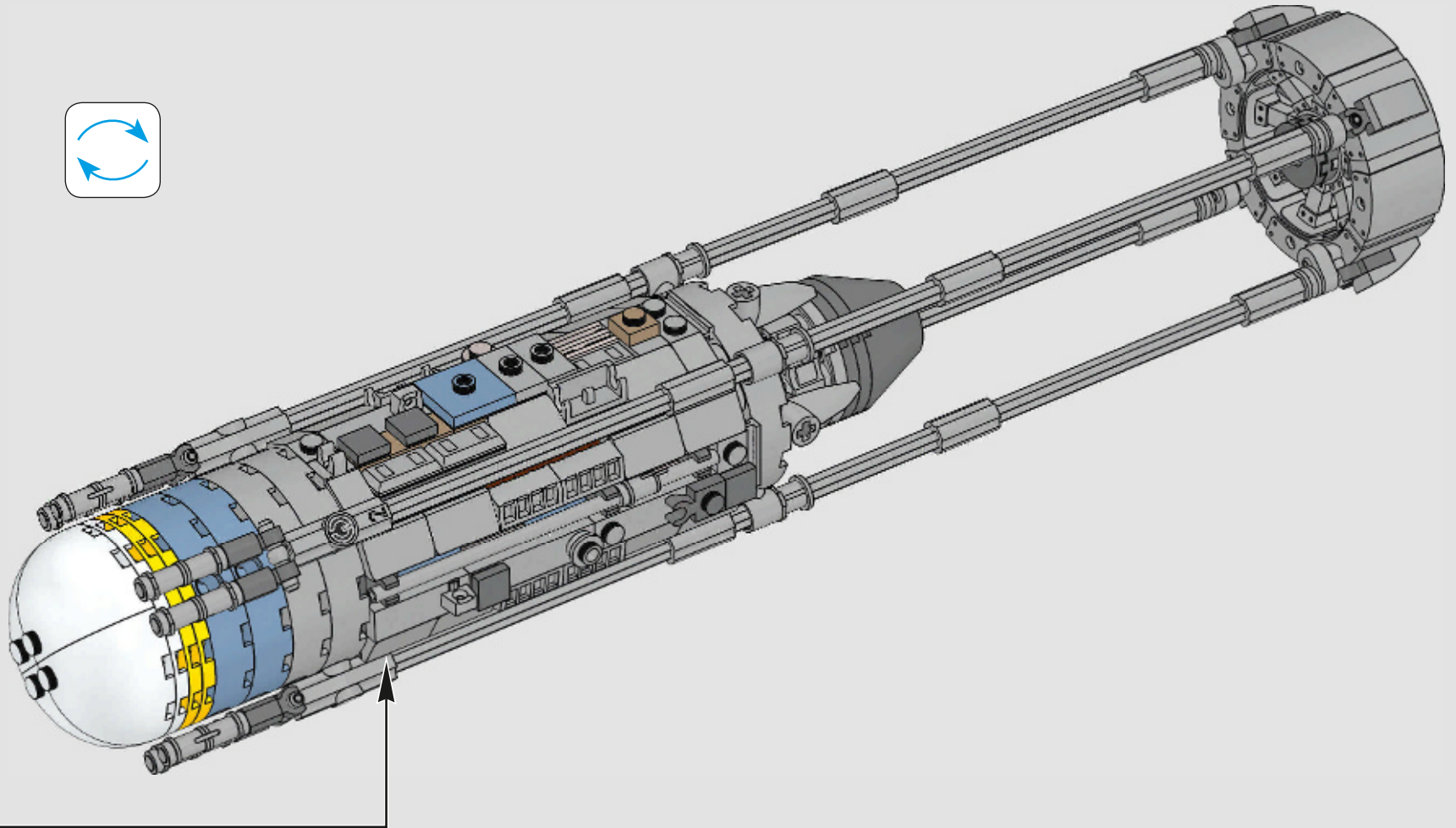


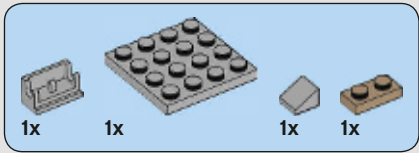
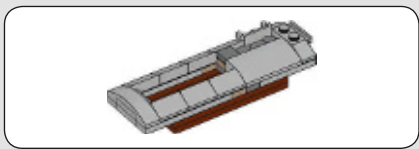
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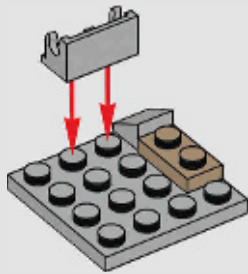


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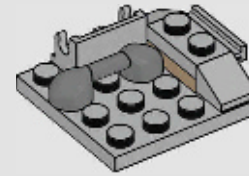




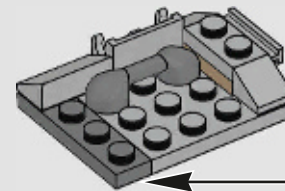
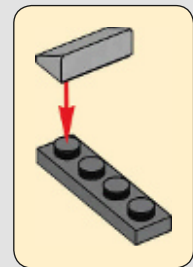
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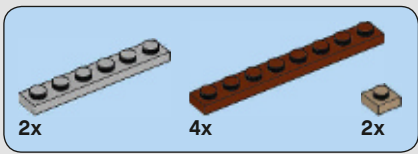


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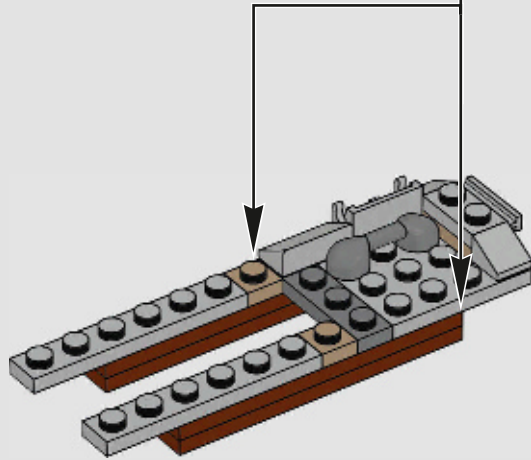
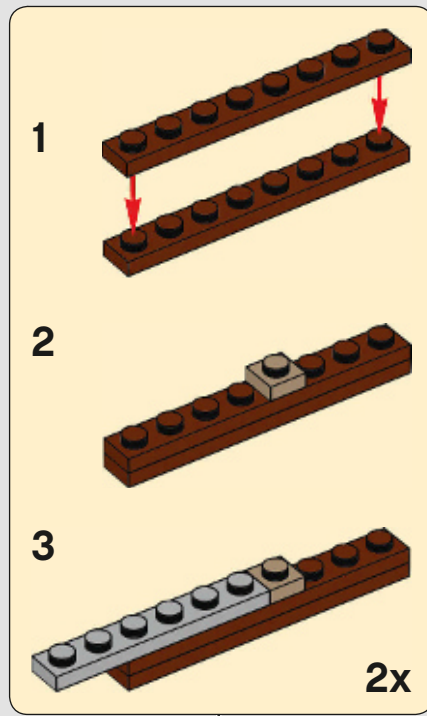


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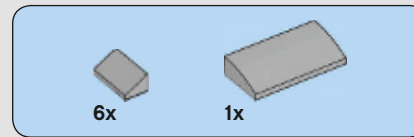
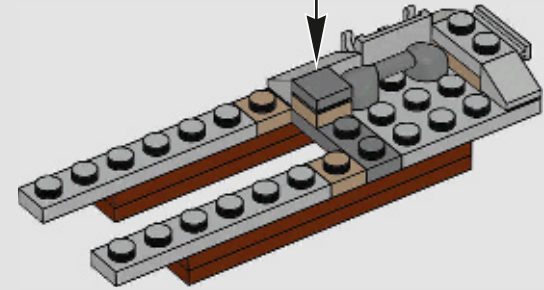
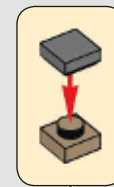




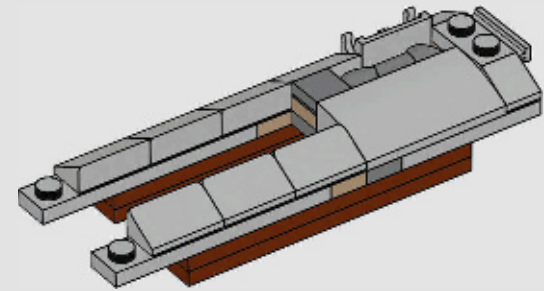
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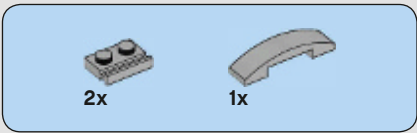


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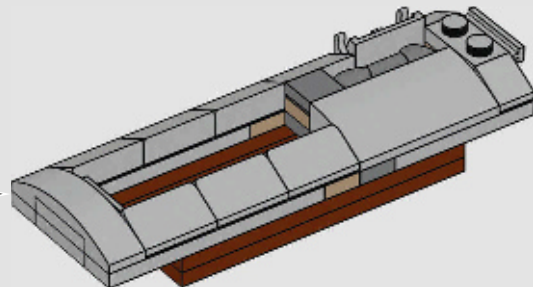
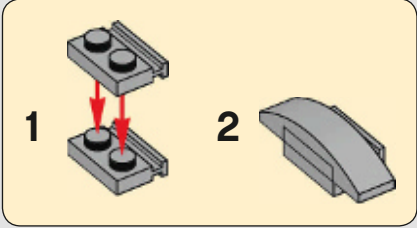


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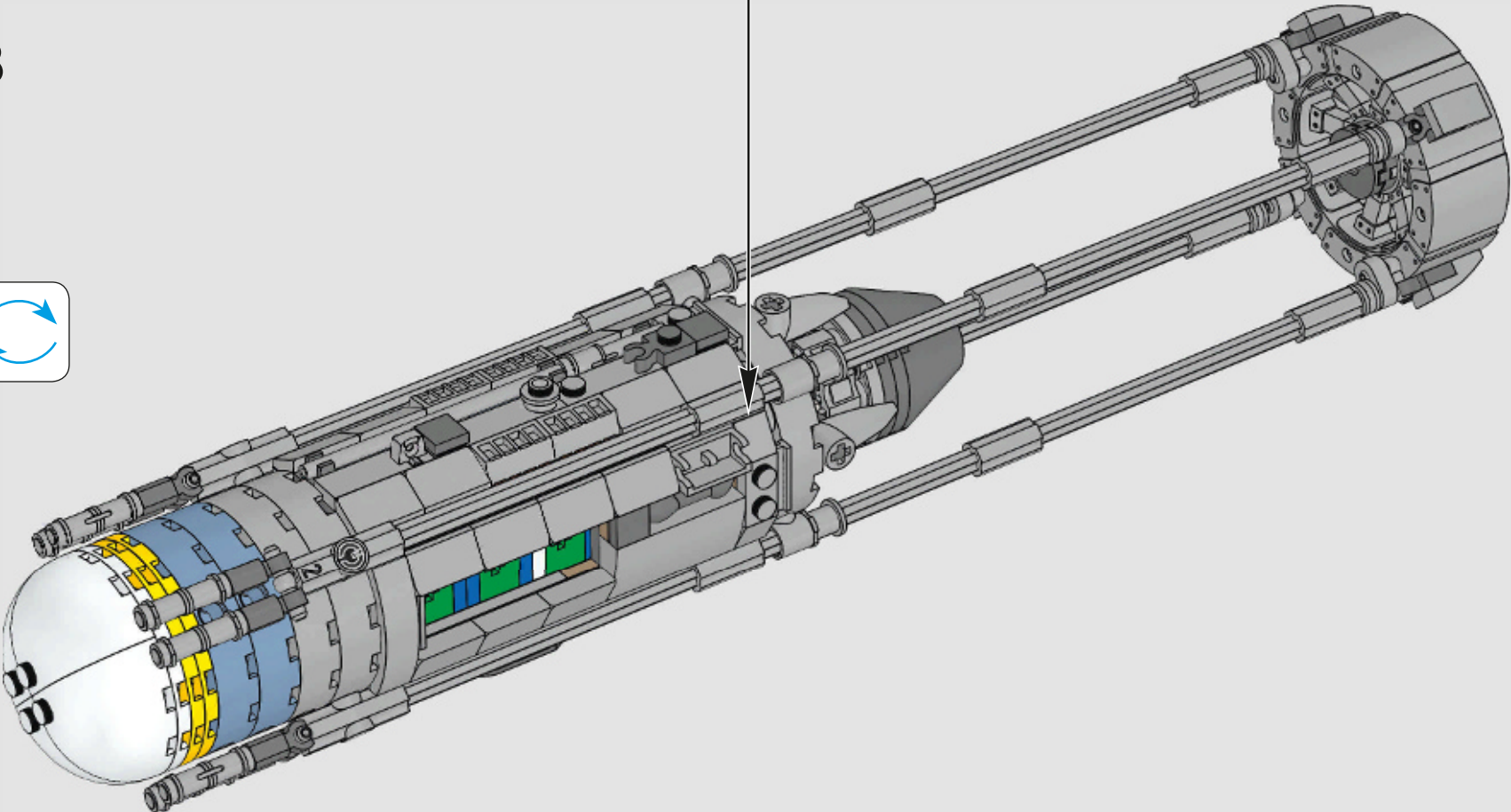




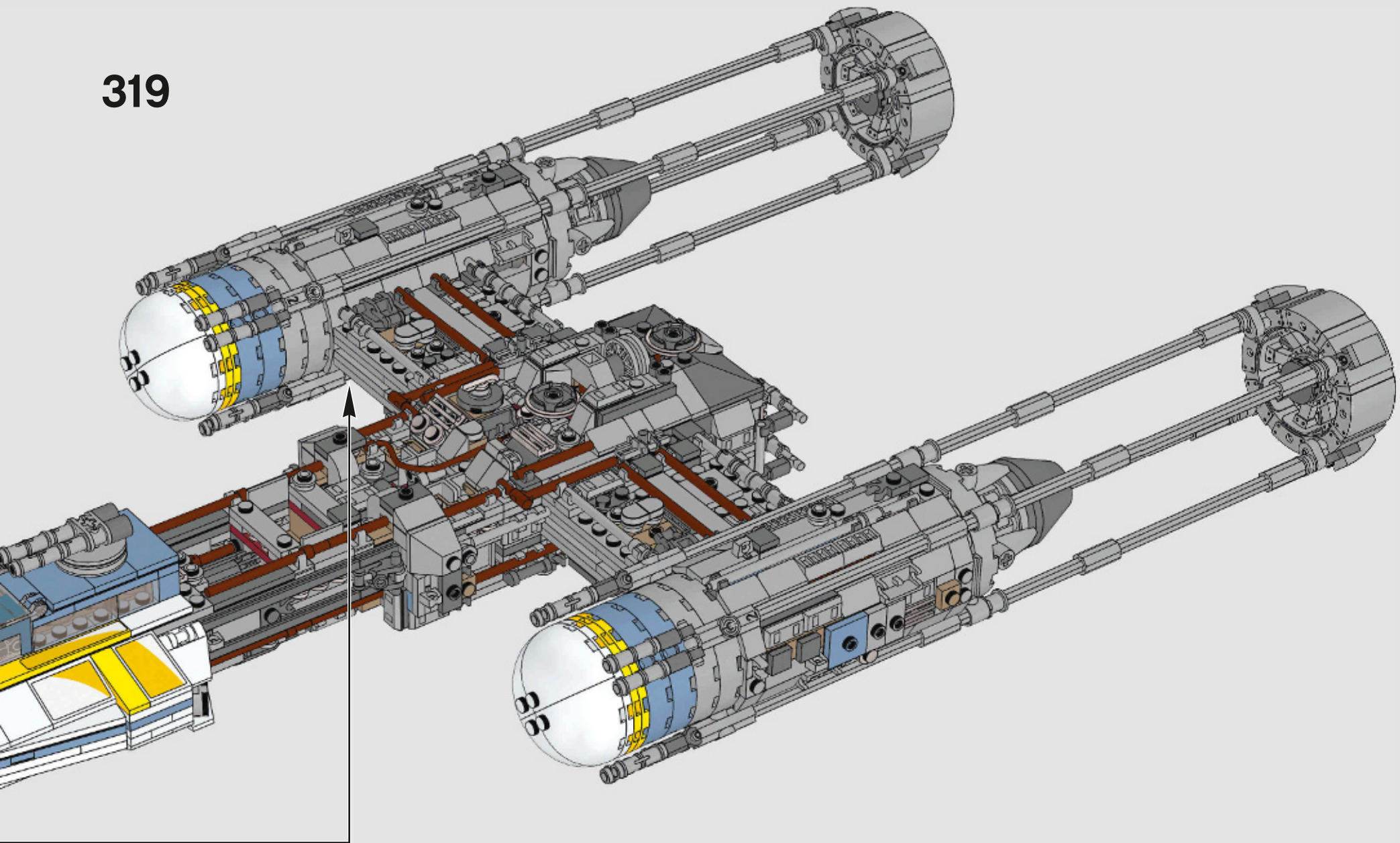
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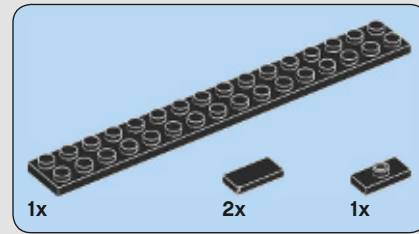
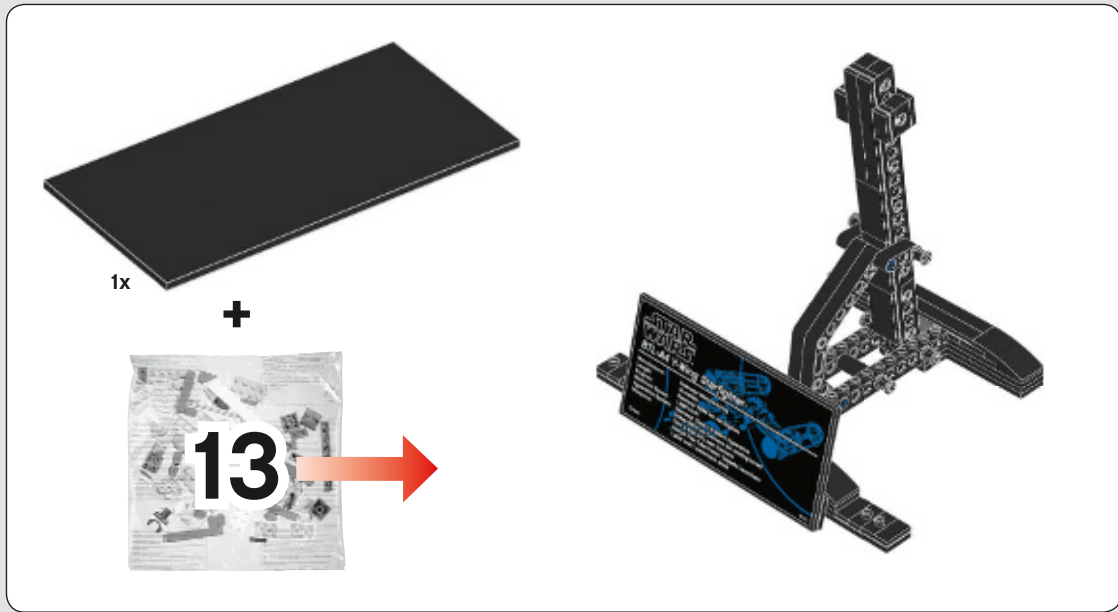


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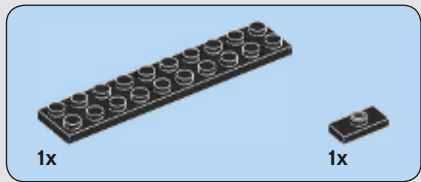


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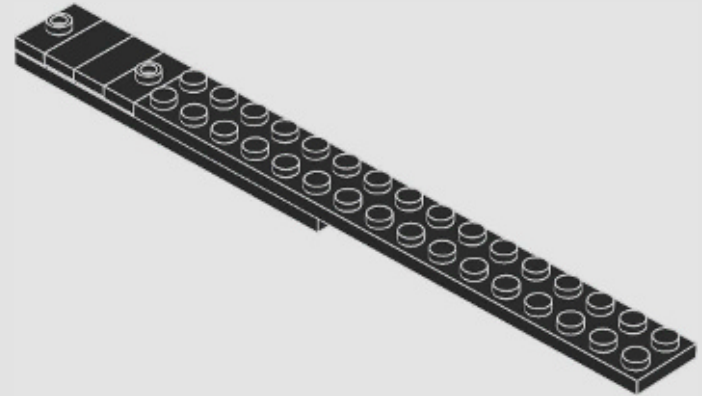
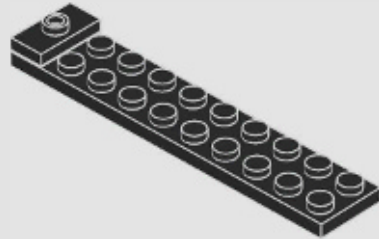


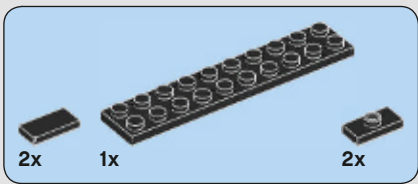


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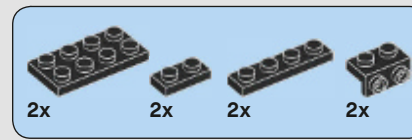
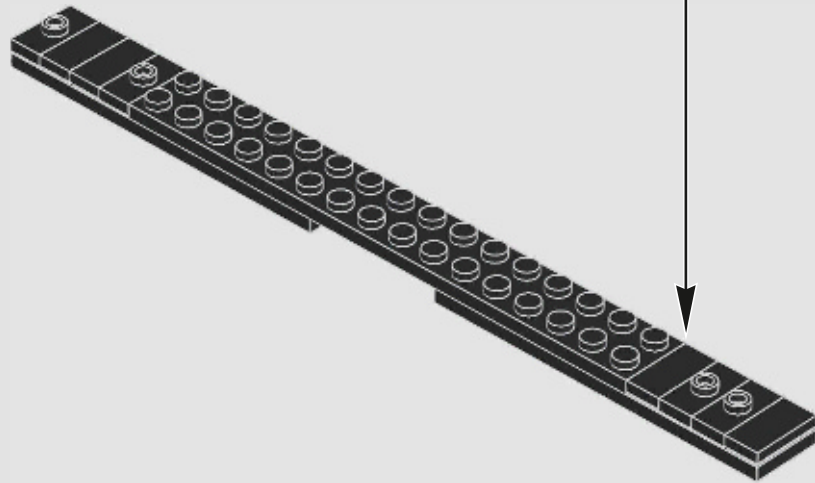
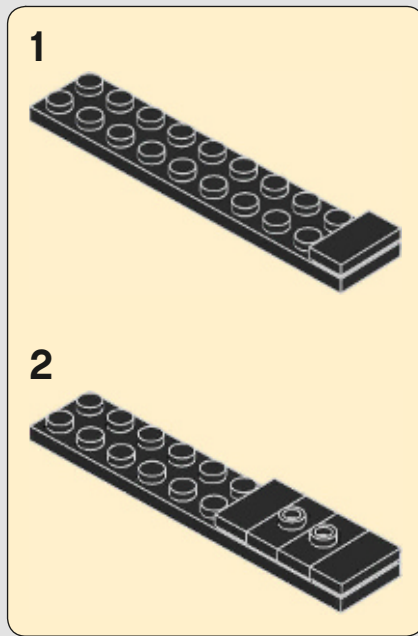


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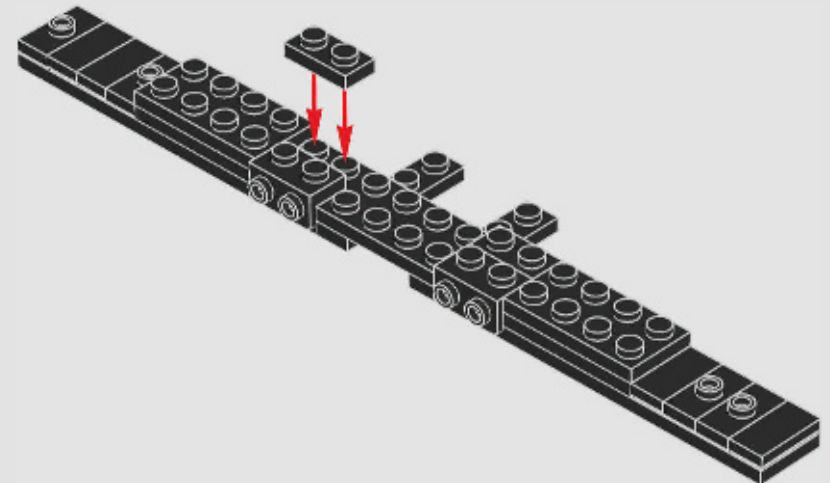




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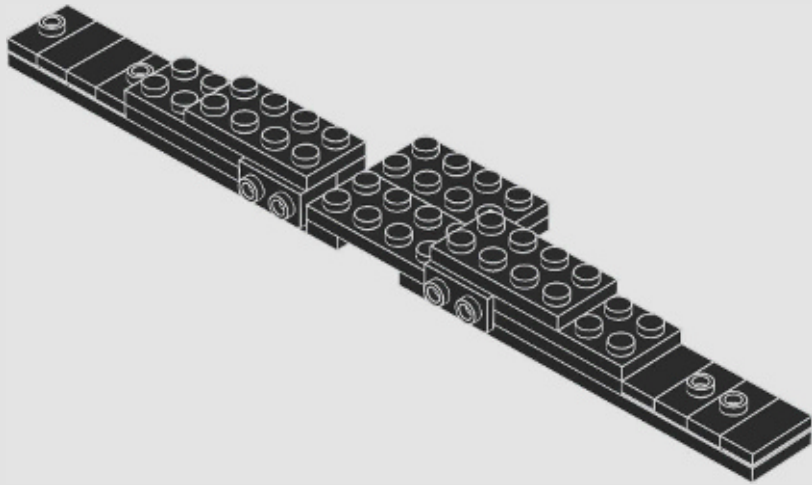


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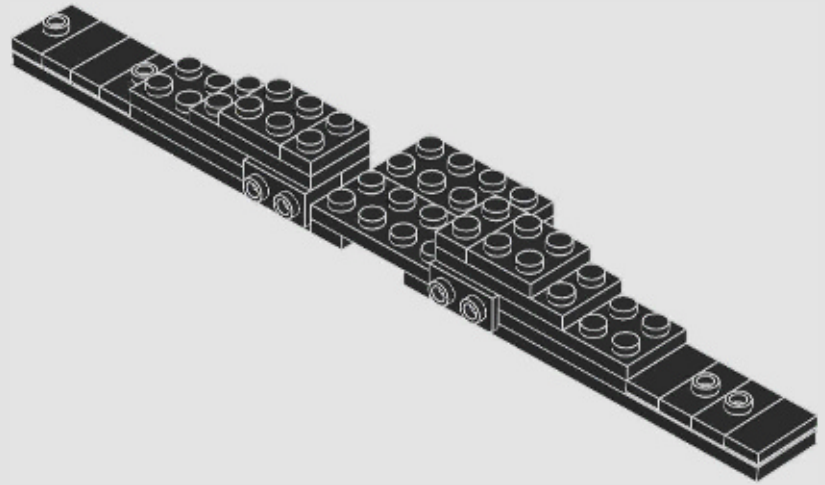


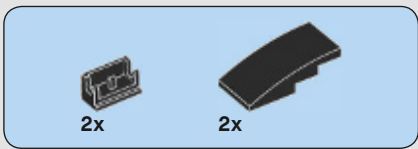


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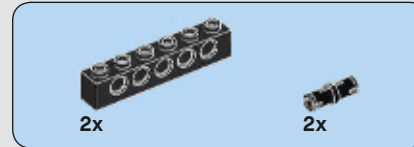
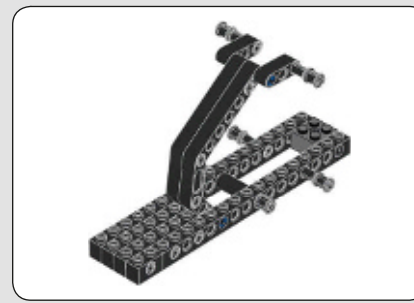
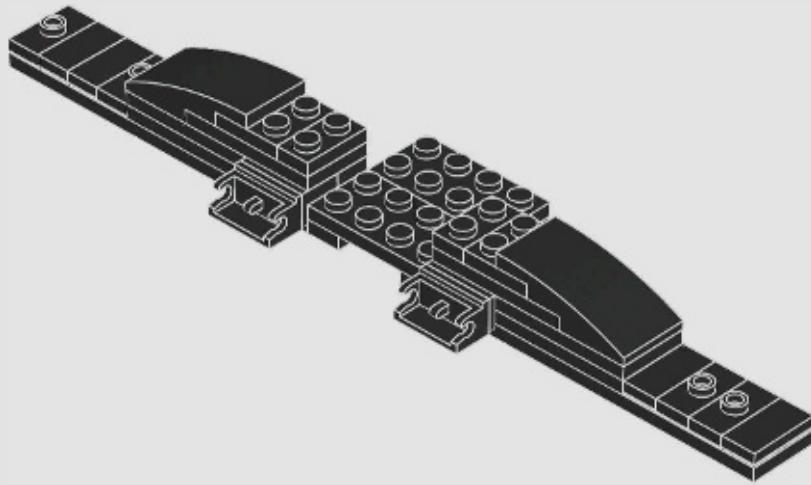


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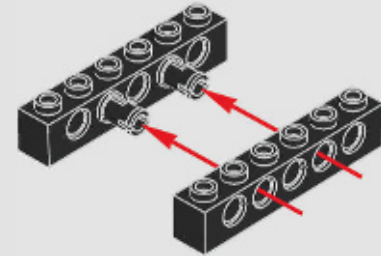




326



327





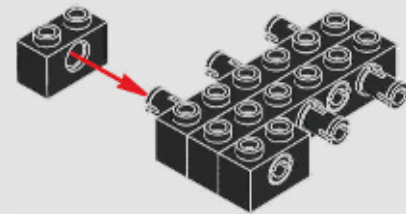
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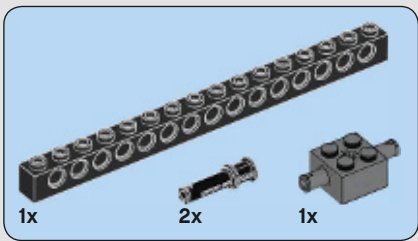
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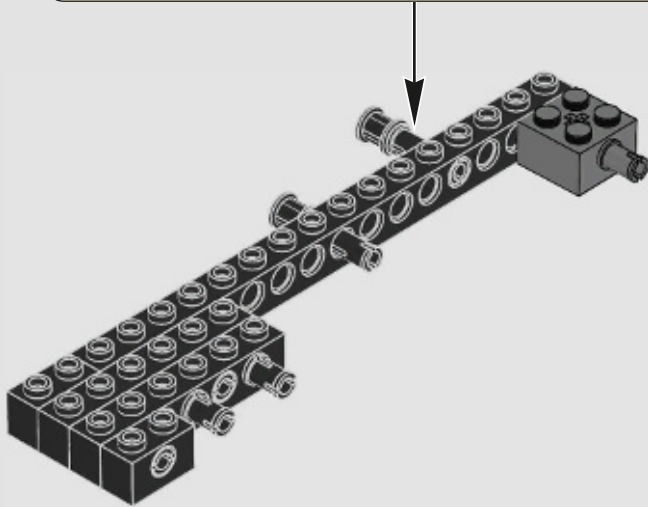
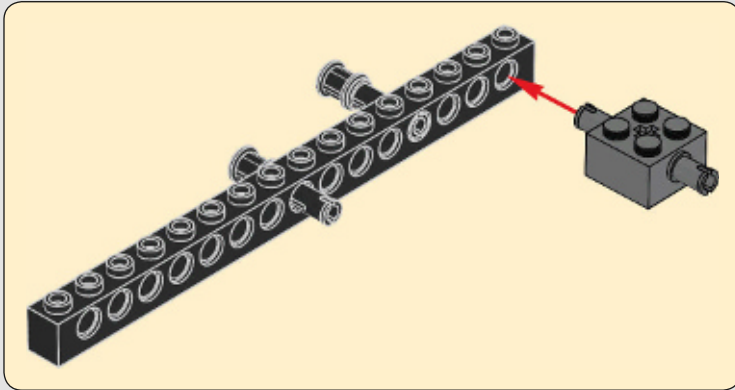
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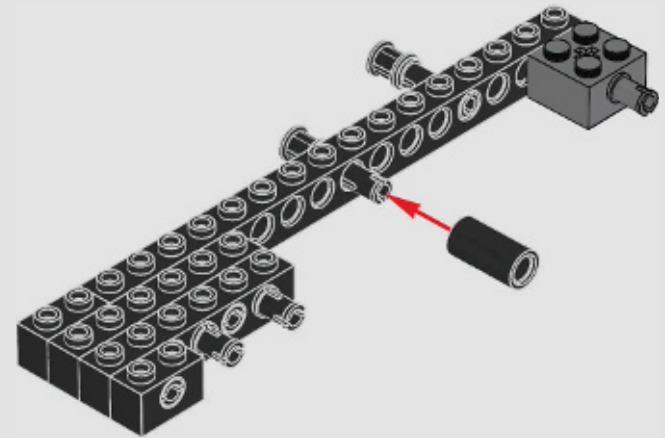


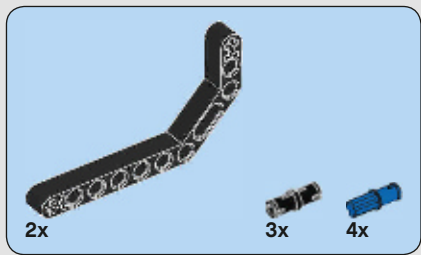


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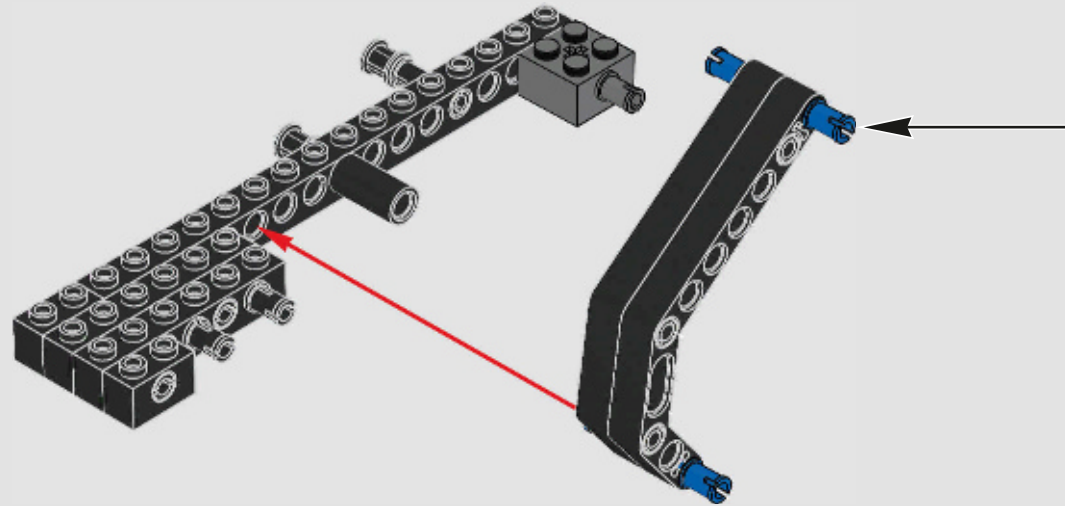
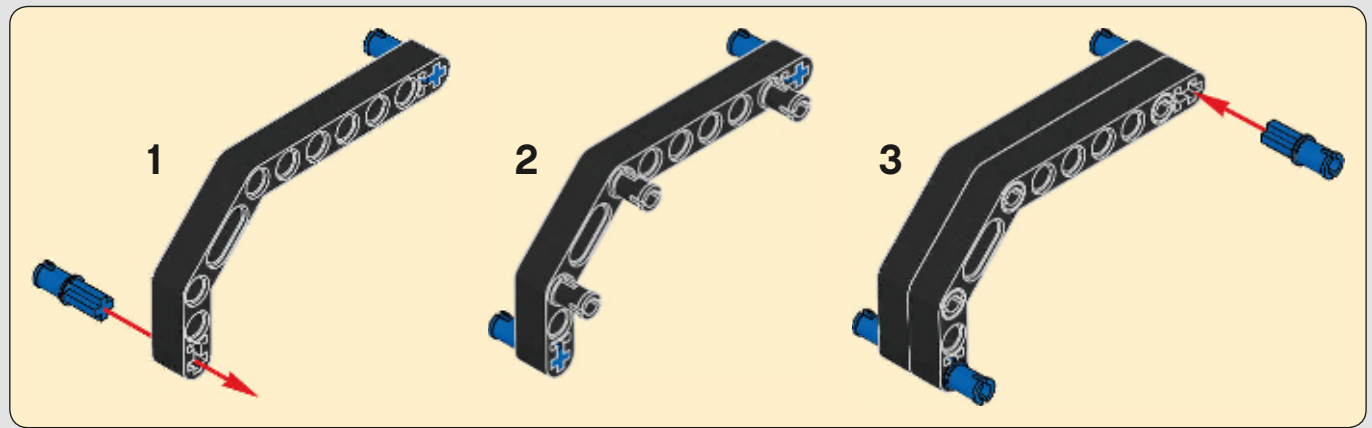


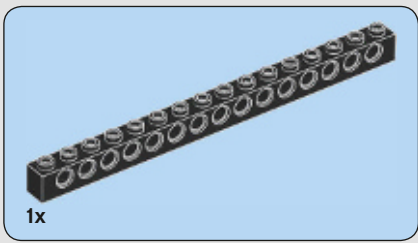
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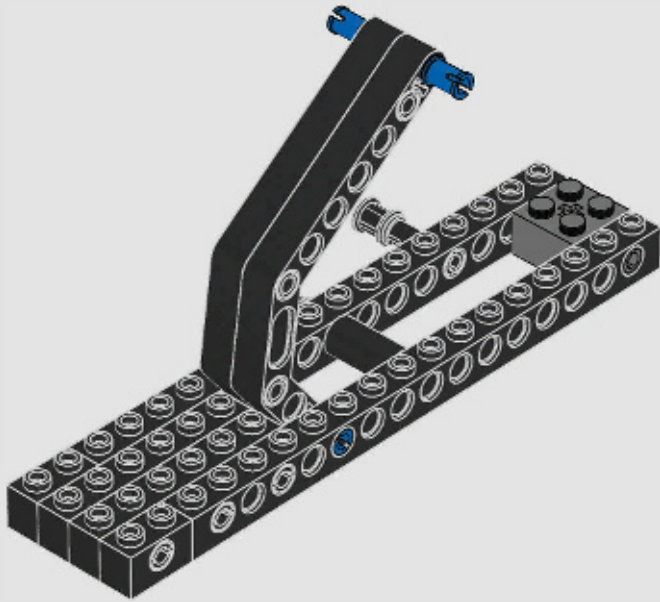


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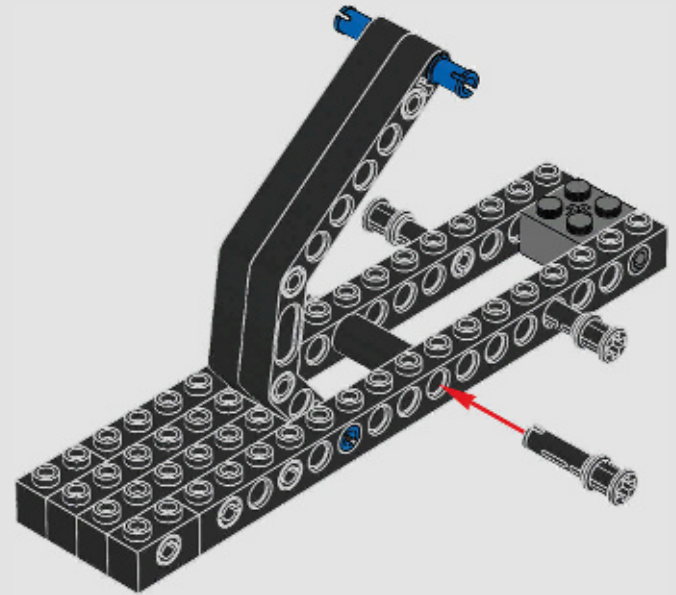




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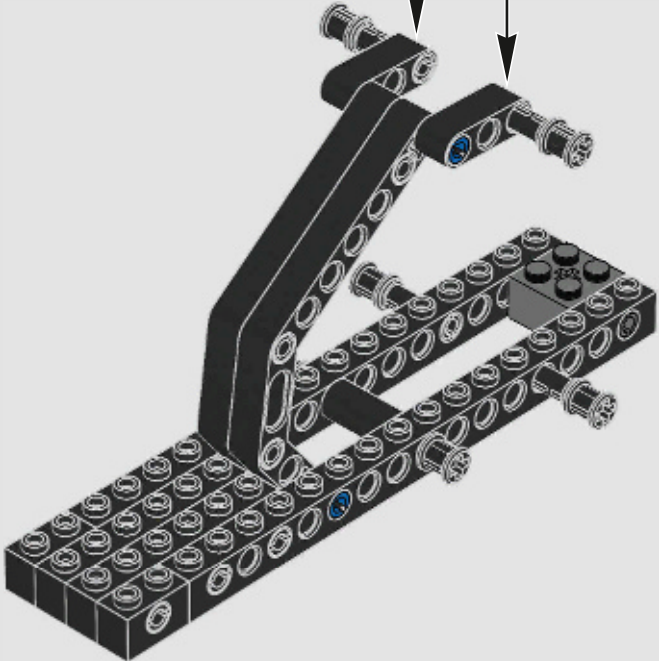
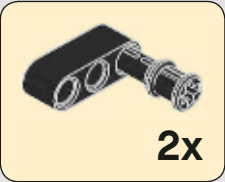


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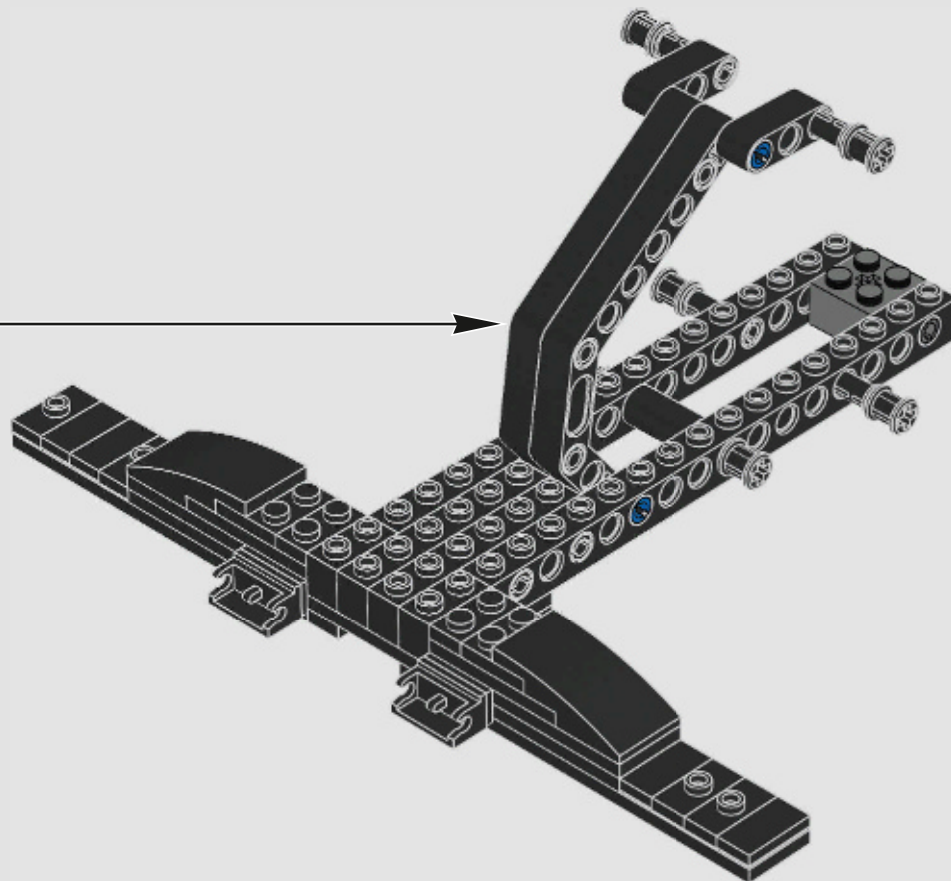


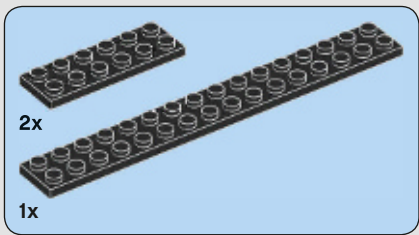


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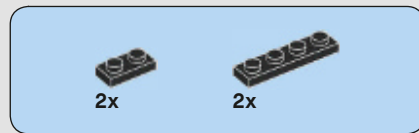
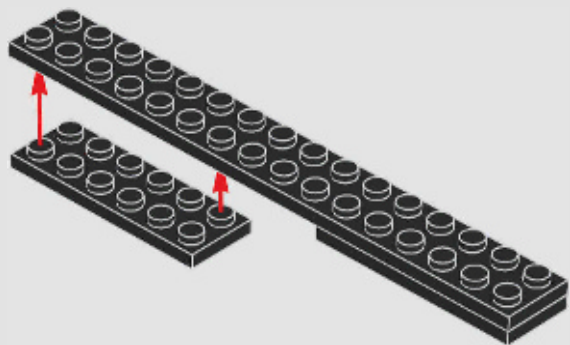


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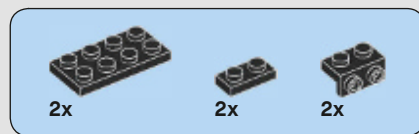
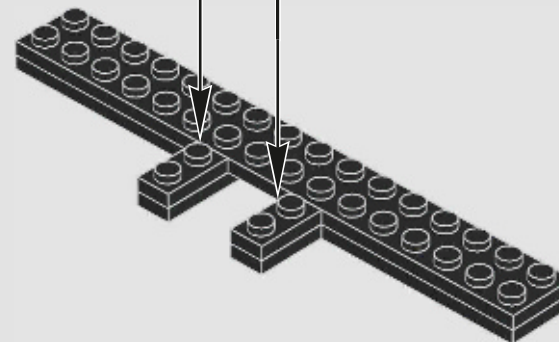
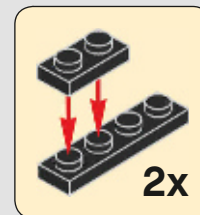




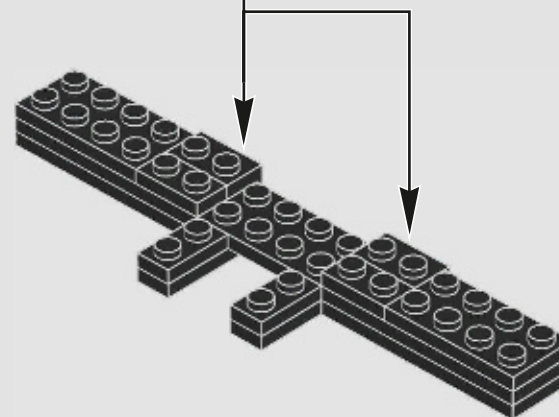
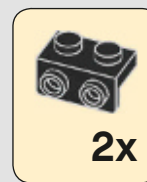
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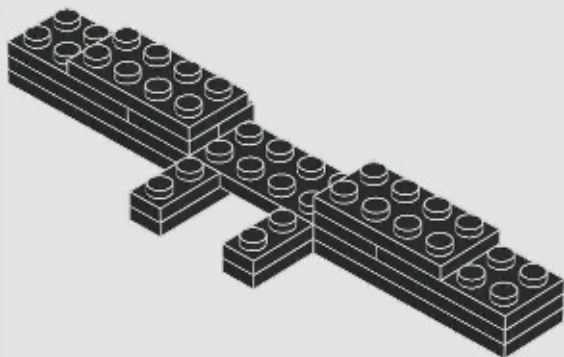


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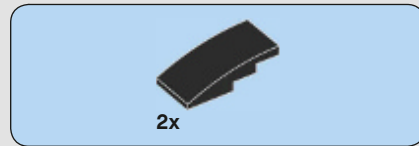
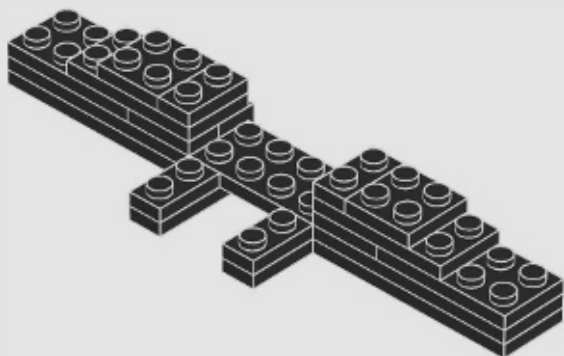




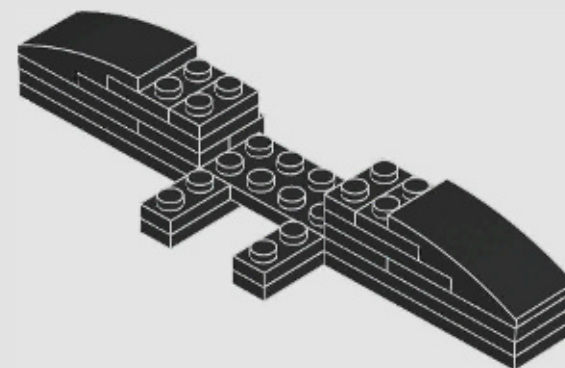
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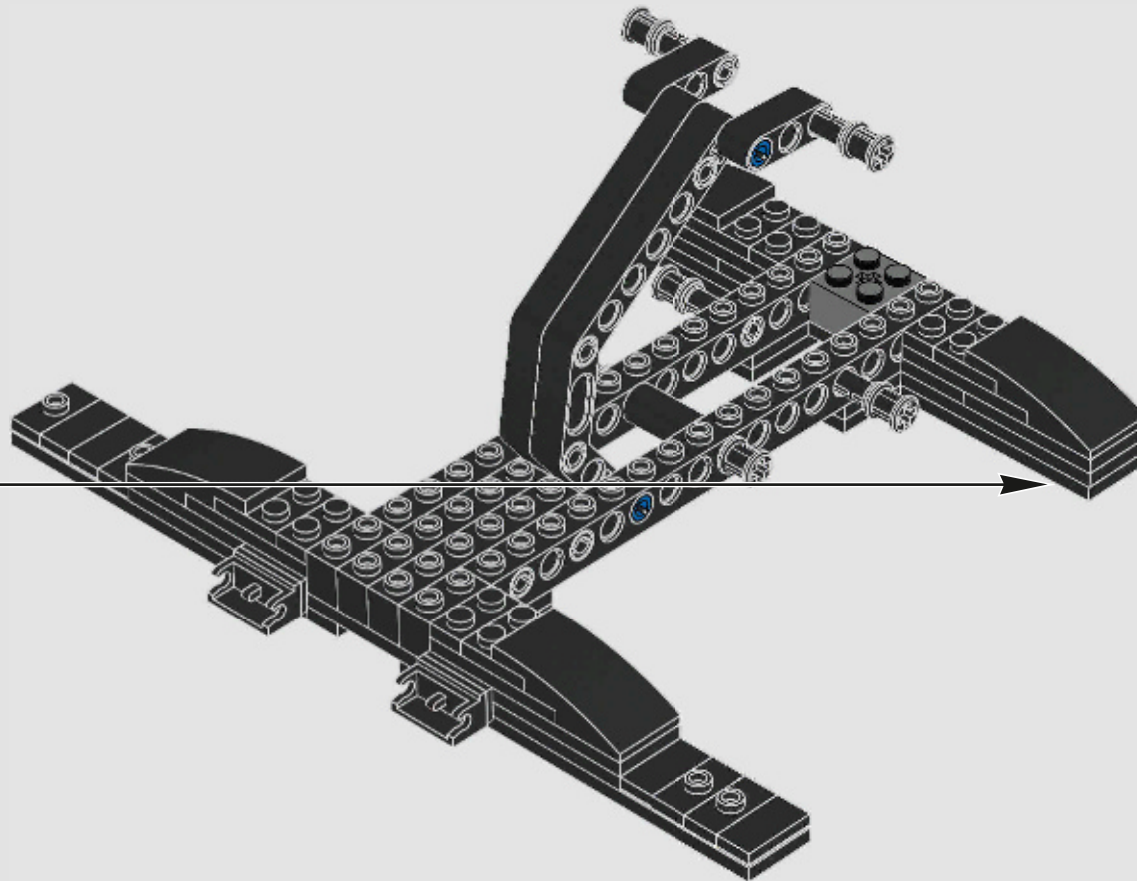
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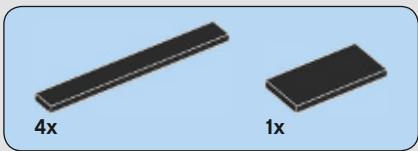


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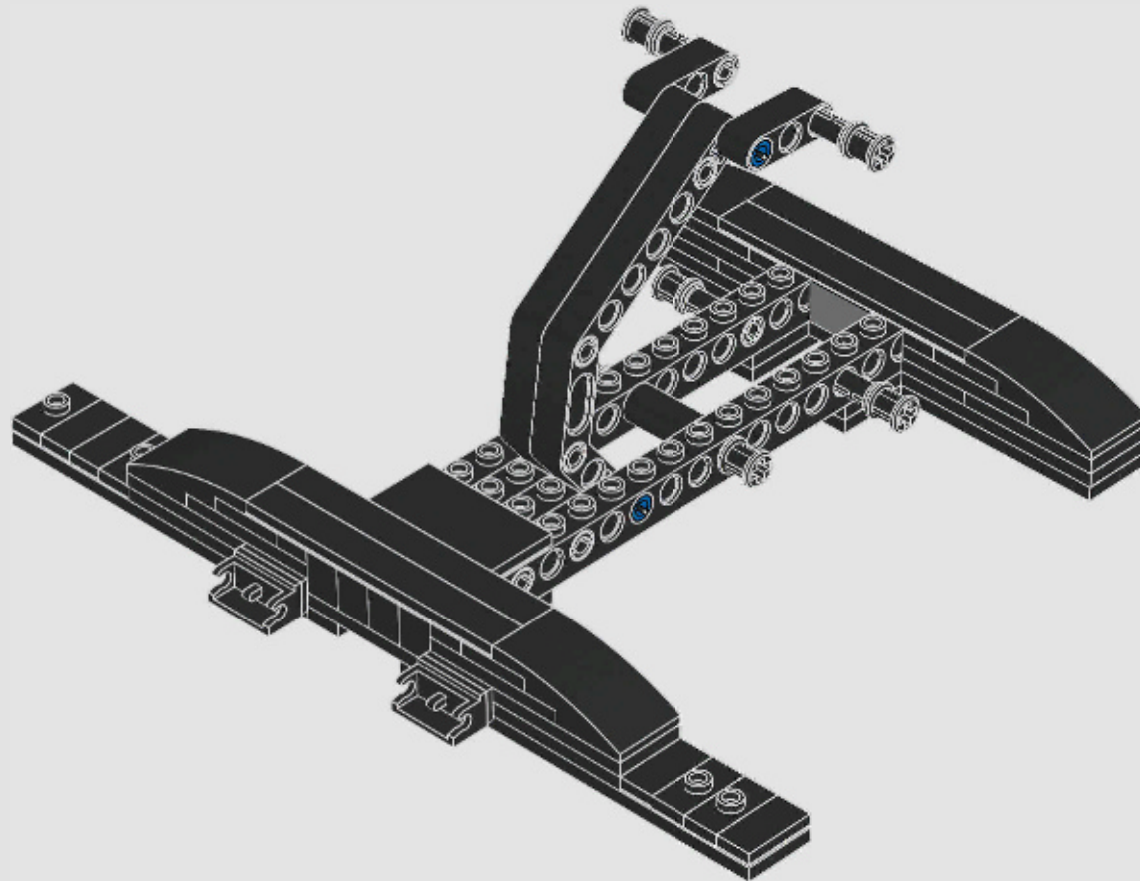


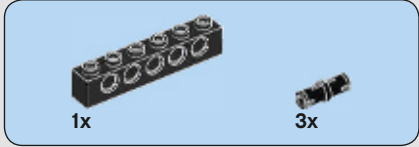
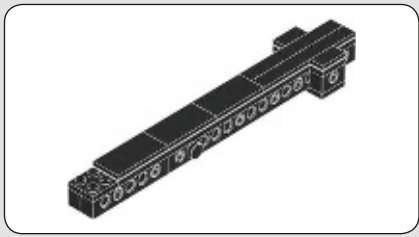
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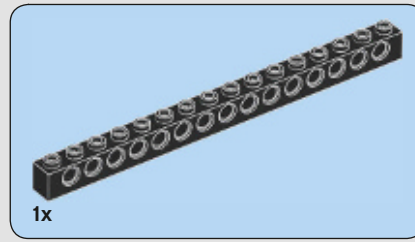
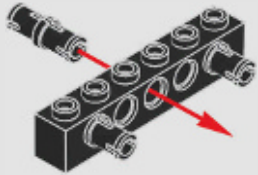


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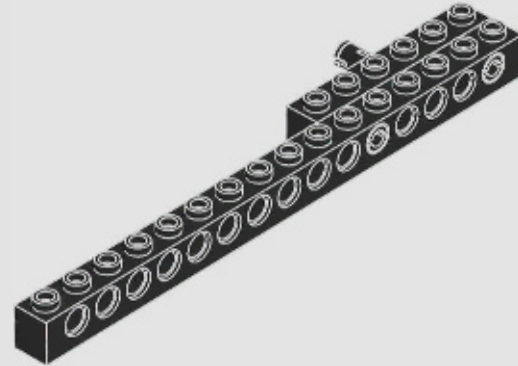




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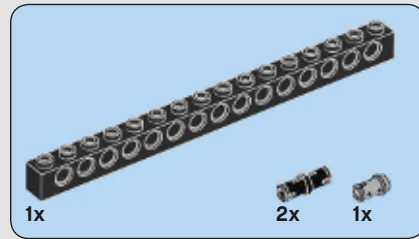
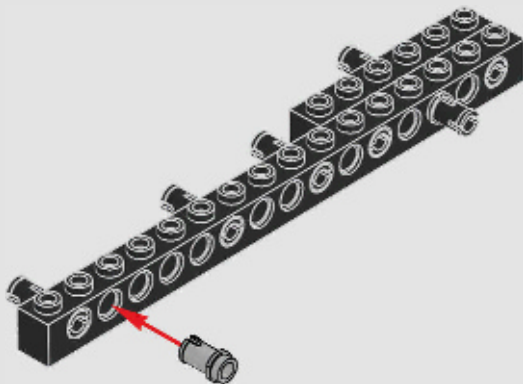


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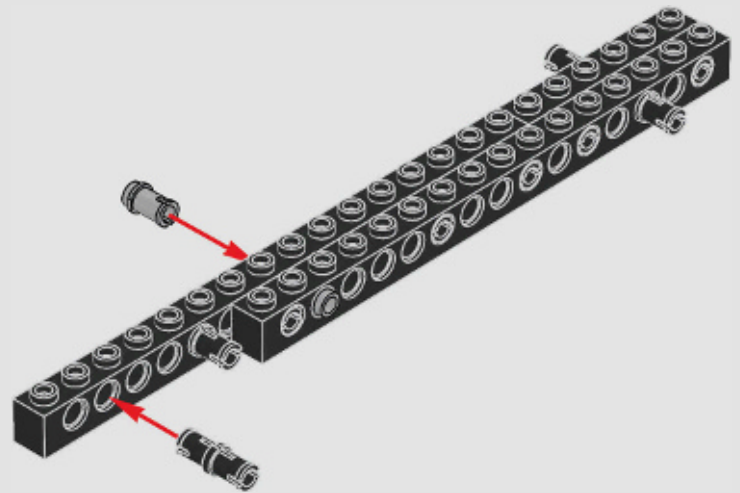


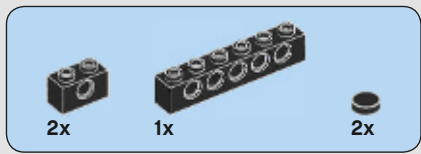


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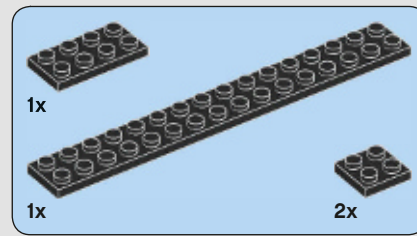
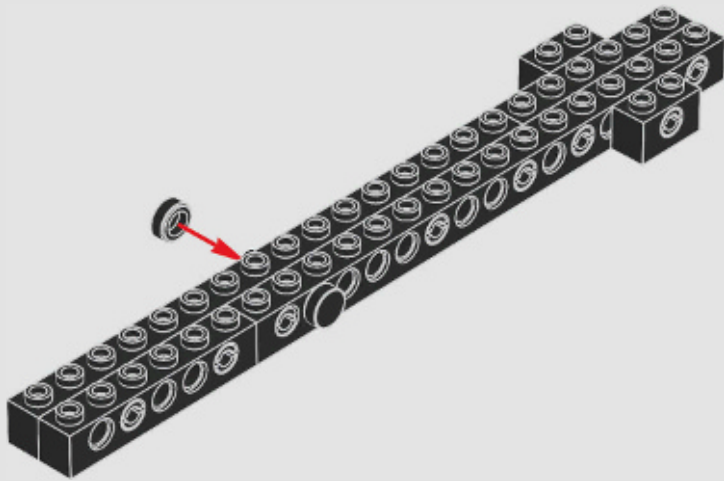


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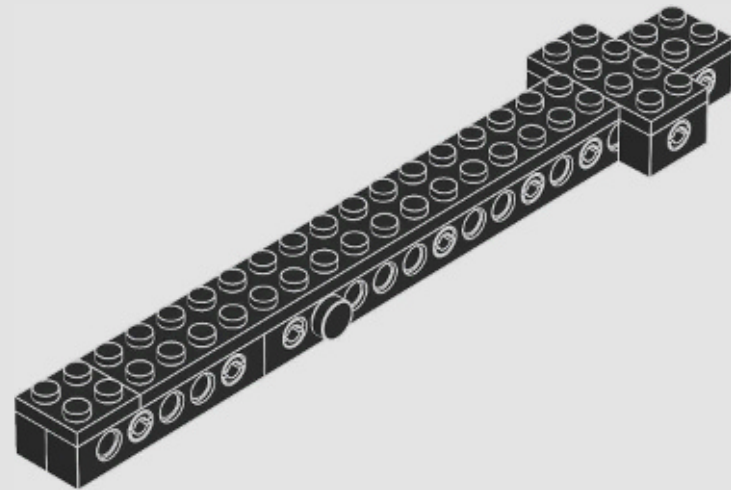


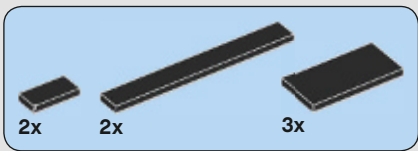


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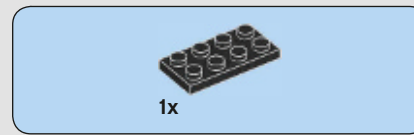
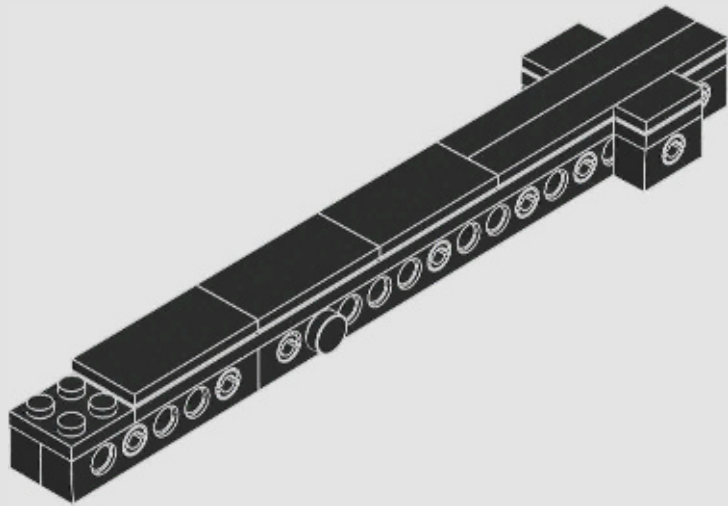


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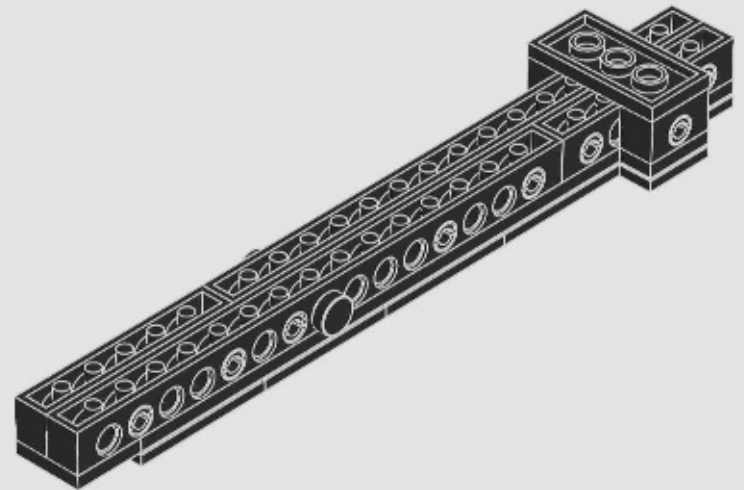
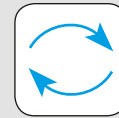




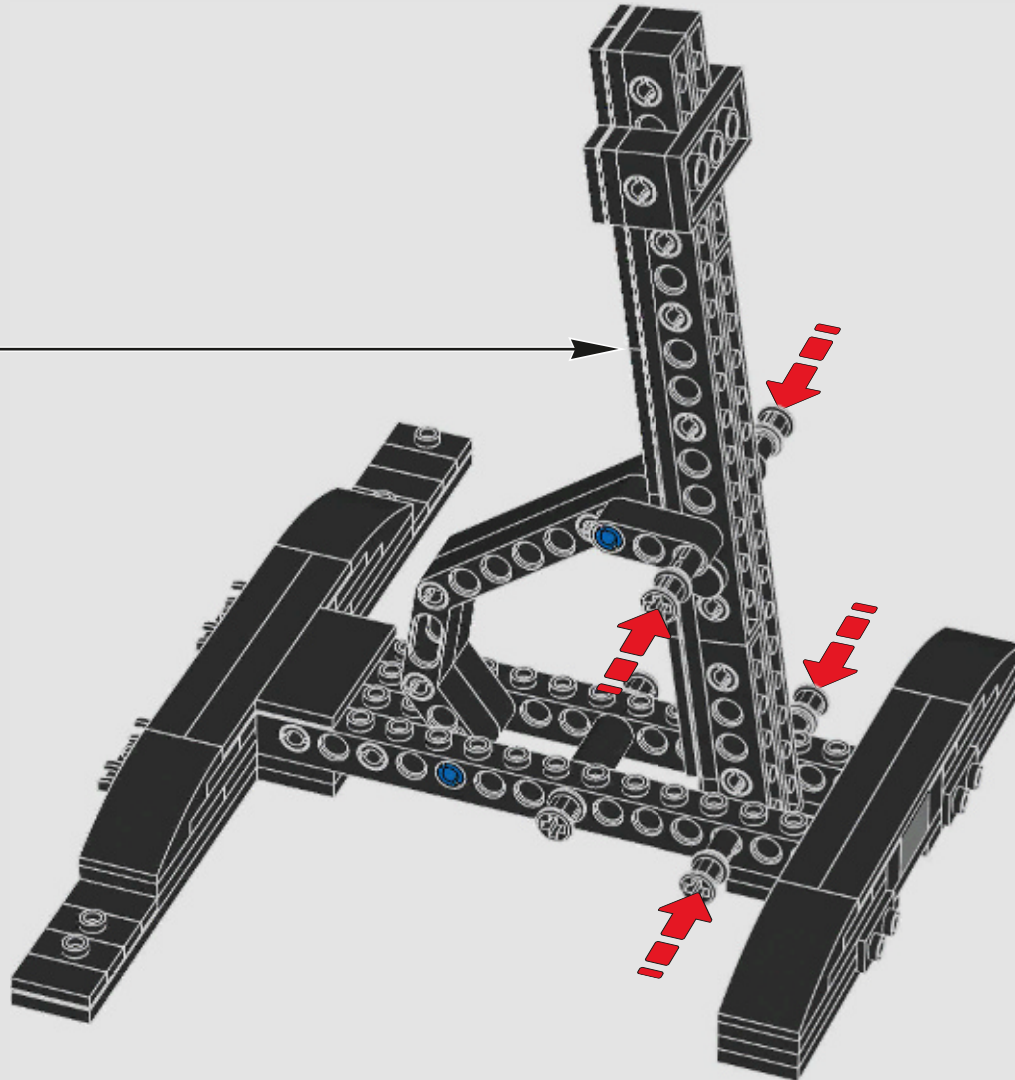
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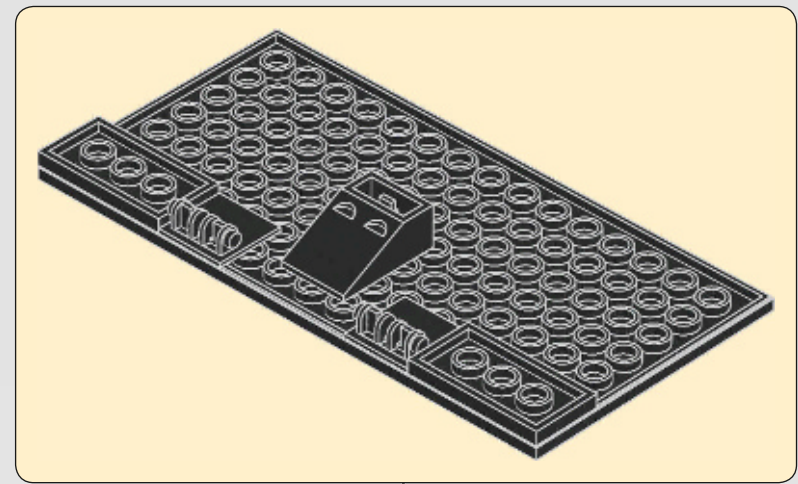
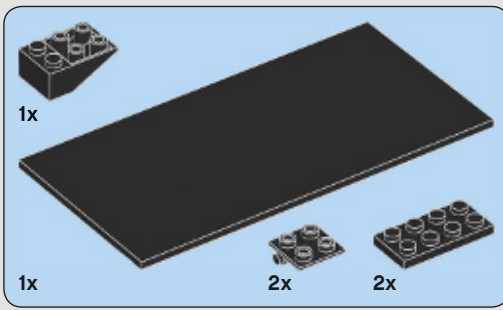


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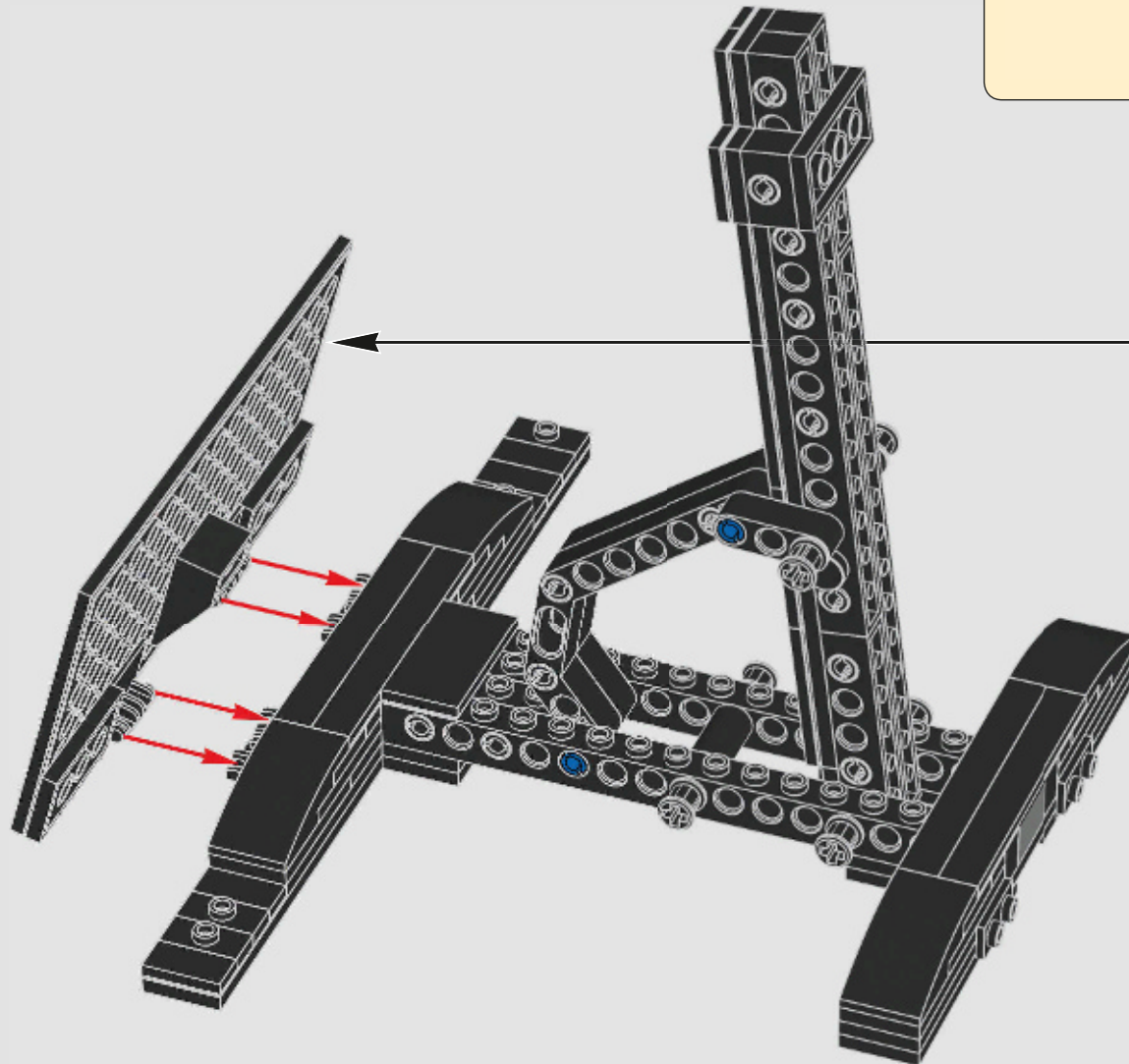


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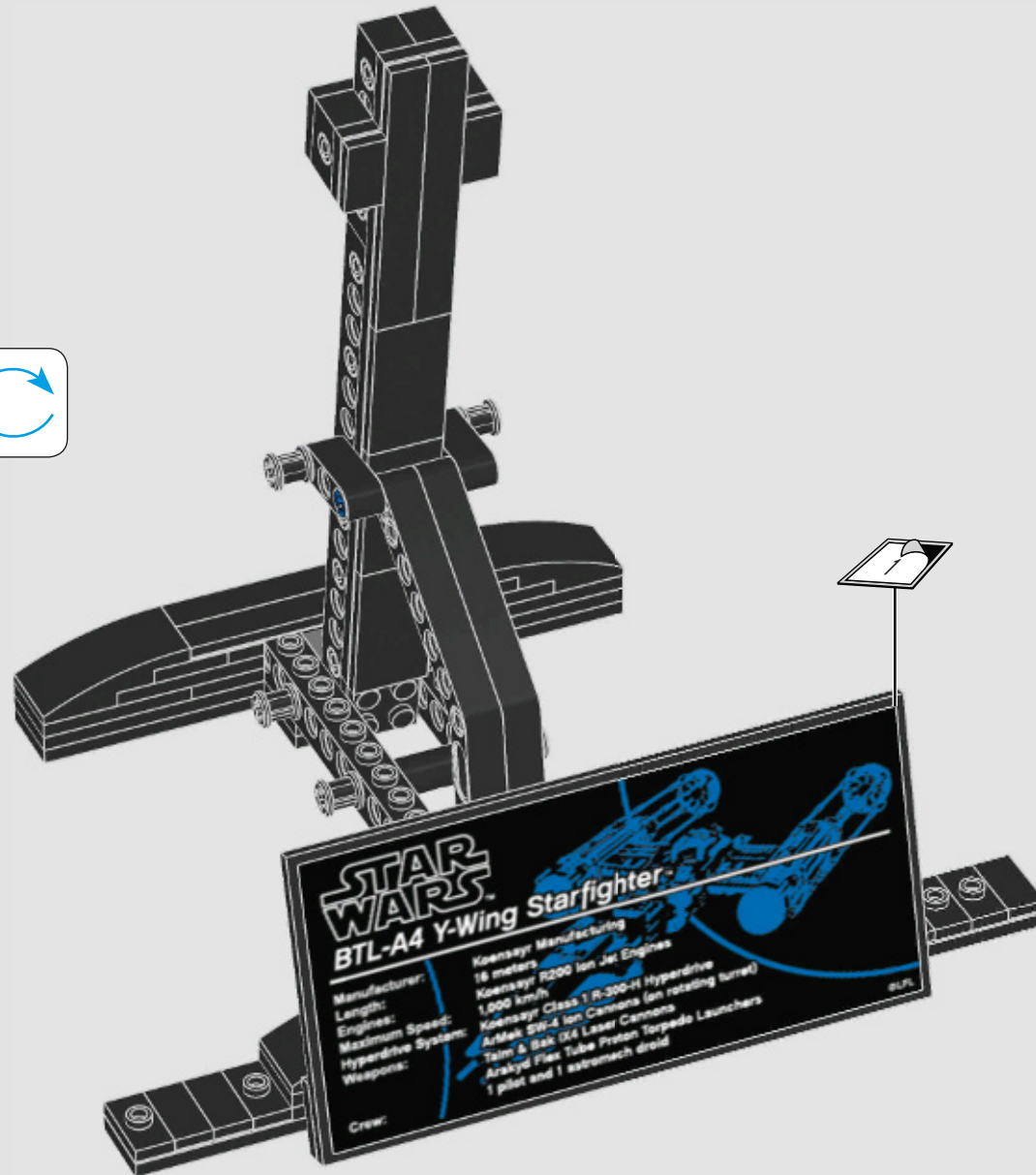
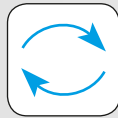




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STAR WARS

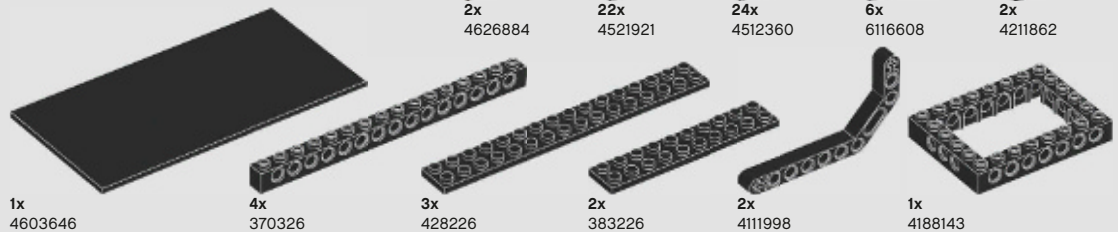
BTL-A4 Y-Wing Starfighter

Manufacturer: **Koensayr Manufacturing**
Length: **16 meters**
Engines: **Koensayr R200 Ion Jet Engines**
Maximum Speed: **1,000 km/h**
Hyperdrive System: **Koensayr Class 1 R-300-H Hyperdrive**
Weapons: **AurMek 500-4 Ion Cannons (on rotating turret)**
Taim & Isak 004 Laser Cannons
Arakyd Flex Tube Proton Torpedo Launchers
1 pilot and 1 astromech droid

Crew:

6278

- 6x 302401
- 2x 307001
- 1x 6187547
- 6x 4650644
- 2x 366501
- 1x 306901
- 2x 4611700
- 4x 6023099
- 4x 4140583
- 16x 242001
- 2x 428701
- 2x 362301
- 4x 243101
- 6x 329801
- 2x 4500469
- 4x 4597131
- 2x 6108588
- 234
- 4x 6035405
- 2x 4143000
- 2x 371001
- 2x 273001
- 2x 6015474
- 2x 6015477
- 2x 303201
- 4x 366601
- 2x 663601
- 2x 6109817
- 2x 379501
- 2x 4261565
- 4x 346001
- 2x 4558168
- 2x 4143000
- 8x 4586275
- 2x 6102776
- 2x 302001
- 6x 4118793
- 2x 4565452
- 2x 6175968
- 1x 4140562
- 2x 6214334
- 2x 4185273
- 4x 4114309
- 1x 4179094
- 1x 4179095
- 1x 614324
- 13x 370024
- 4x 6214344
- 2x 300921
- 2x 4143005
- 6x 4206482
- 3x 300423
- 13x 4514553
- 1x 302123
- 10x 302023
- 3x 4239601
- 10x 407024
- 1x 6132609
- 1x 6132201
- 1x 4179094
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- 1x 614324
- 13x 370024
- 1x 306824
- 4x 6037676
- 2x 4656699
- 1x 4549896
- 4x 6214348
- 2x 4189400
- 2x 379526
- 3x 346026
- 6x 416226
- 1x 4144025
- 1x 4537551
- 11x 403226
- 44x 4121715
- 4x 6092585
- 30x 302326
- 2x 393726
- 4x 370026
- 6x 306926
- 4x 6016172
- 1x 6011815
- 1x 4140588
- 1x 6093525
- 1x 306826
- 6x 302226
- 4x 242026
- 2x 4124096
- 1x 6089119
- 6x 4140801
- 2x 4142822
- 1x 6015891
- 2x 4603646
- 1x 4550017
- 1x 6173119
- 1x 6056658
- 1x 374726
- 1x 371026
- 4x 4558957
- 4x 4560182
- 13x 302026
- 4x 4647286
- 4x 389426
- 2x 6139403
- 1x 6121725
- 1x 4609050
- 3x 4226179
- 2x 4198311
- 1x 6177804
- 2x 4129859
- 2x 6138232
- 2x 4620077
- 9x 6142505
- 2x 6173163
- 2x 6057880
- 24x 6142245
- 13x 6111685
- 2x 6124349
- 4x 6214347
- 4x 6132790
- 24x 4528604
- 17x 6092591
- 2x 6146234
- 1x 6002849
- 1x 6002851
- 1x 6031821
- 2x 6001822
- 3x 4267874
- 3x 6015424
- 4x 6055172
- 43x 4549436
- 2x 4626884
- 4x 6152107
- 2x 4211412
- 25x 6168647
- 2x 4650260
- 3x 4542590
- 8x 4211573
- 21x 6151688
- 6x 4560175
- 8x 6172538
- 8x 4211567
- 48x 4211483
- 26x 4211476
- 8x 4211399
- 10x 4211622
- 21x 6071229
- 22x 4521921
- 4x 4215513
- 4x 4211535
- 2x 4211760
- 2x 4213567
- 2x 4211758
- 1x 4550170
- 19x 4211508
- 4x 4535764
- 8x 4594238
- 2x 4533772
- 4x 4514195
- 2x 6190437
- 69x 4568637
- 3x 4211475
- 7x 4211807
- 24x 4512360
- 3x 6093859
- 5x 6028812
- 26x 6134378
- 4x 6144138
- 2x 6146223
- 6x 4211398
- 2x 4211437
- 4x 4211440
- 10x 4598526
- 10x 4211469
- 6x 6015344
- 2x 4211519
- 10x 6028813
- 10x 6066097
- 3x 4611702
- 6x 6116608
- 2x 4654580
- 3x 4654582
- 1x 6044729
- 8x 61441609
- 10x 4556157
- 12x 4211568
- 8x 6149991
- 1x 6088708
- 2x 6198932
- 1x 4667578
- 1x 4211632
- 4x 4535738
- 28x 6093527
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3.2



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