

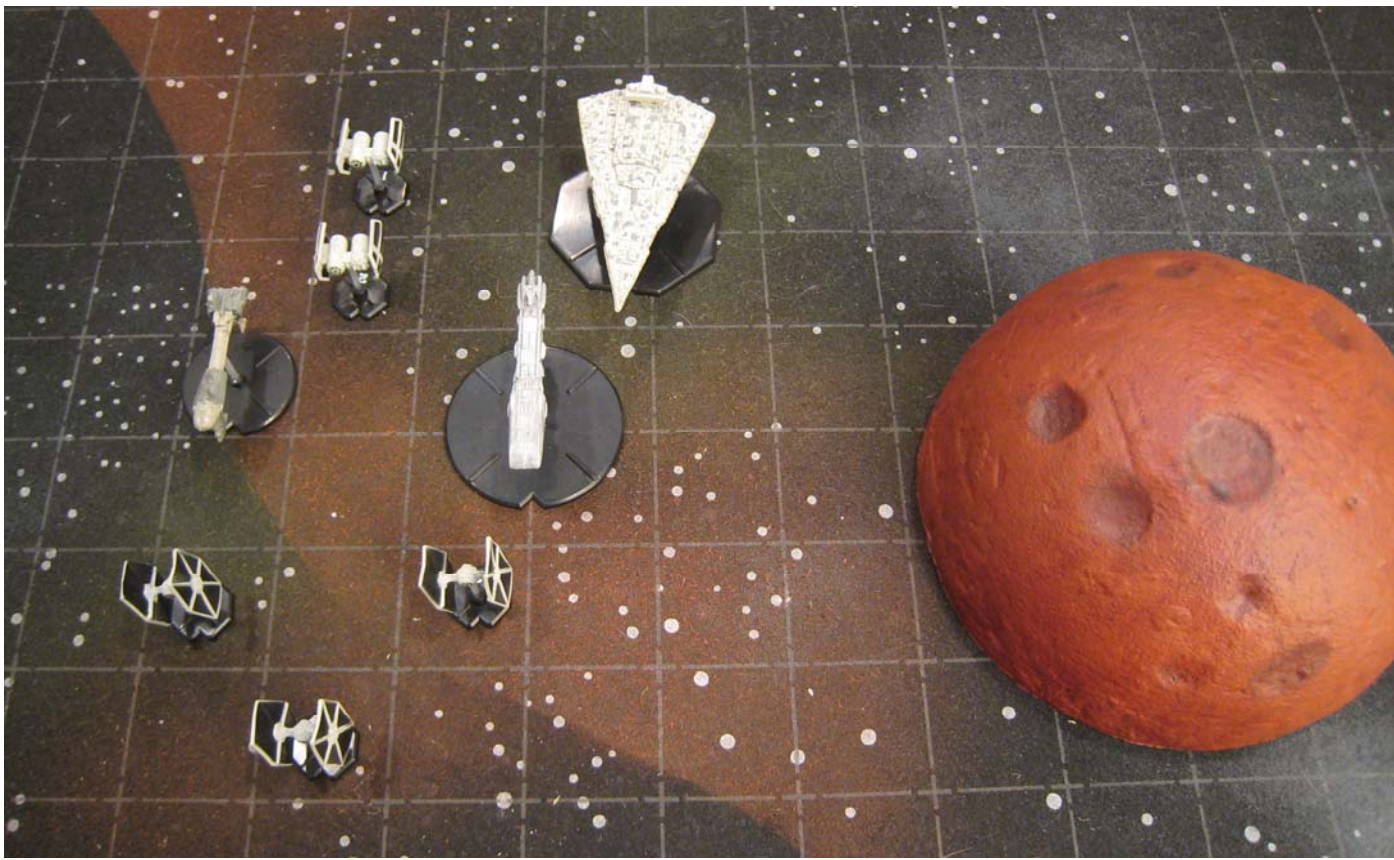
Star Wars

Full Thrust Rules

By Rod and Aaron Cain

Introduction

- This game was designed around the full thrust rules specifically for use with the WOTC Star Wars Miniatures.
- The goal was to create a fun fleet level game that gave the right “feel” while still maintaining a reasonable strategy game.
- Make it fun for conventions!
 - Easy to learn rules
 - Cool looking on the table
 - No paper record keeping (also cool)
- Provided here:
 - The rules
 - The ships we have developed so far
 - Pictures of the SSDs we use in the actual game
 - A few pictures of the fleets and some modified ships
 - Picture of the setup from Historicon 2007 where we introduced the game.



An Imperial task force sets an ambush near Kessel.

Desperate for ships after Endor, the Empire has reinstated an old Dreadnought.





A Rebel force is about to clear the asteroid field.

This task force would represent a typical command for the game.

All ships are WOTC (some modified).

The Space Mat is from Hotz Art Works,

<http://www.hotzmats.com/>

Disclaimers

.....If you know nothing about full thrust skip this page! (move along nothing to see here)

OrIf you are an expert, then these are the most blatant changes to the rules that I am aware of.

Full Thrust seemed like a great structure for the game ... that being said I significantly modified it to suit my impressions of the Star Wars universe!

Movement

- We use a square grid map to avoid measuring and turning arcs and each square is an MU (2" squares)
- Capital ships
 - Peg boards are used to plot movement
 - Ships have upper speed limits based on the ship
 - The ships have limits on turn angles
 - Turning is done first then the ship moves forward at it's current speed (yes seems odd, but remember if you string the turns together it is really not that different, just easier to keep track of in a big game)
- Fighters
 - They do not use thrust, but they have max speeds and bombers have some additional movement limits
 - They plot and move with the capital ships
 - They get a second plot (reaction move) after the big ships move.
 - Special plot - some (the fast ones) can select Dogfight/Pursuit once they intercept another fighter/Bomber group
 - They launch after all the action in a given turn – so plan ahead

Range and Distance

- Shortened to squeeze in more ships
- Diagonals are treated the same (yes not cool, but my space is curved slightly, and it just simplifies it for conventions and kids)

Special Weapons and Fighters

- The dreaded Ion Cannon – lifted pretty much from the unofficial Full Thrust page by Tim Jones <http://www.homegame.org/siefert/uftwwp/html/rules.htm>
- Note the ship icons came from this site as well
- The fighters are based on the More Thrust rules, but with my own twists

Build / Construction Costs

For the most part we follow the rules for construction as given in Full Thrust, but:

- Fighter bays don't cost mass or points (it is a carrier oriented game, and both sides have lot's of fighters) I did not want a bunch of gun-less star destroyers running around, and I did not want them to be 1000 points of mass (game would take for ever!)
- Fighter points are paid by fighter group – i.e. you pay for the fighters not the bay

Remember - There's no crying in space!

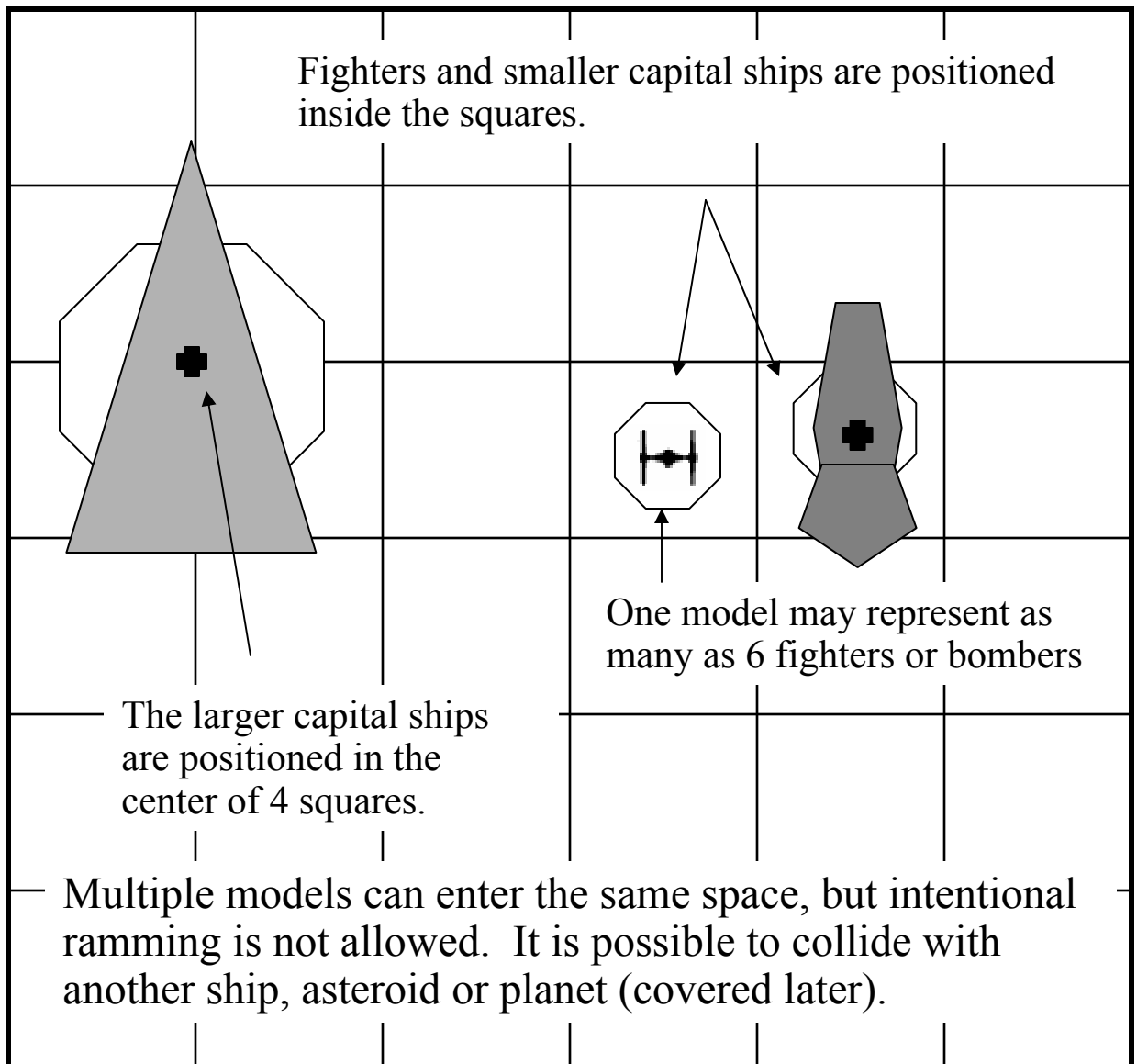
Turn Sequence

1. Plot Movement
2. Move Ships and Fighters
3. Fighters Plot Reaction Move
4. Move Fighters for Reaction Move
5. Fighters designate any targets that are capital ships!
6. Fighter on Fighter Combat (Simultaneous Damage) – Take turns firing any fighter squadron that is targeting another fighter Squadron.
7. Roll For Fire Initiative
8. Winner Selects a capital ship to fire
 - a) They designate all targets
 - b) Conduct fire
 - c) Determine damage to the target ships immediately
 - d) Announce PD fire (all fighters attacking the firing ship are eligible targets)
 - e) Conduct PD attacks
 - f) Attacking fighters return fire
9. The initiative loser selects a capital ship to fire and repeats steps a-f
10. Continue alternating fire until all capital ships have fired.
11. Launch Fighters
(place adjacent to launching ship)
12. Recover landing Fighters
(Fighters must be adjacent to capital ship after all movement)
13. Hyperspace Jumps (ships that plotted a green peg in their hyperspace damage track can jump to light speed)
14. Damage Control for capital ships – roll a D6 for one system on the ship. A 6 means it is repaired. This works for Ion cannon hits, any damage to fire control, and damaged engines only! Other systems taken out cannot be repaired during a battle.

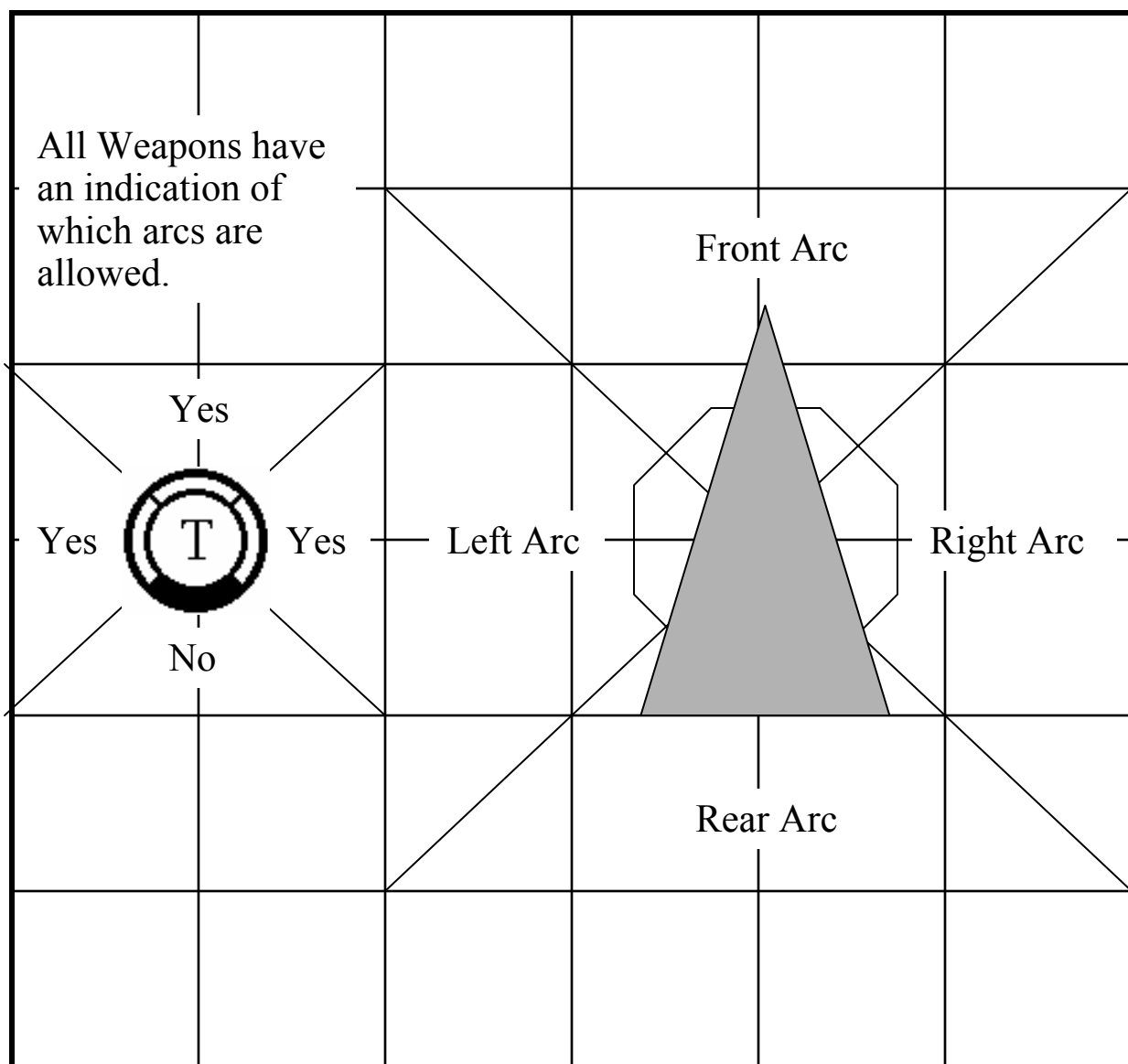
•Quick note: Through the game we generically refer to “Fighter” squadrons. In reality some of these are bombers, but the term fighters covers units where each model represents a squadron of typically 6 craft. Capital ships will be referred to as capital ships or just ships, and the models are one to one.

Ship Models

The models used in this game come on three different base sizes.

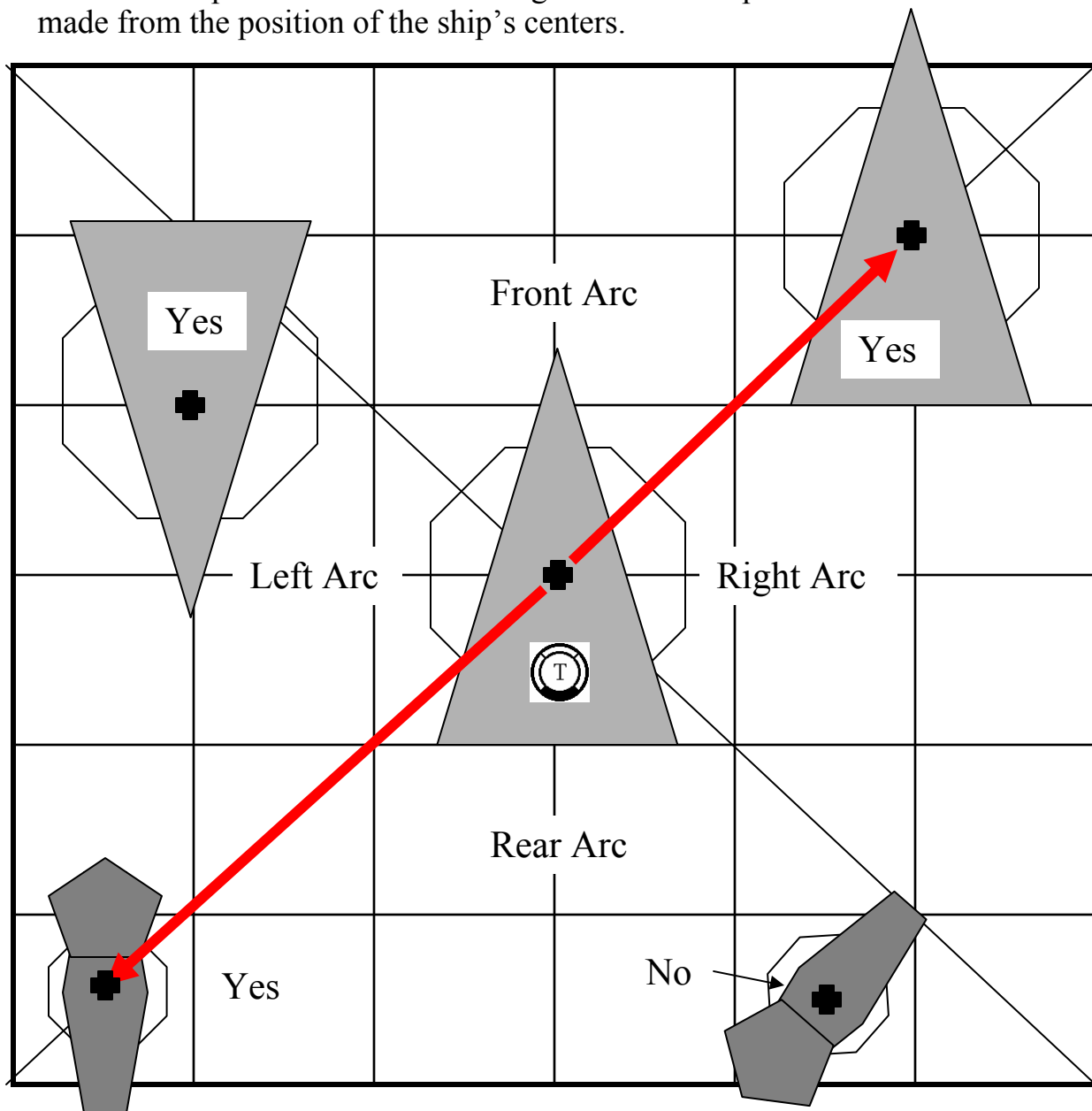


Capital Ships - Fire Arcs



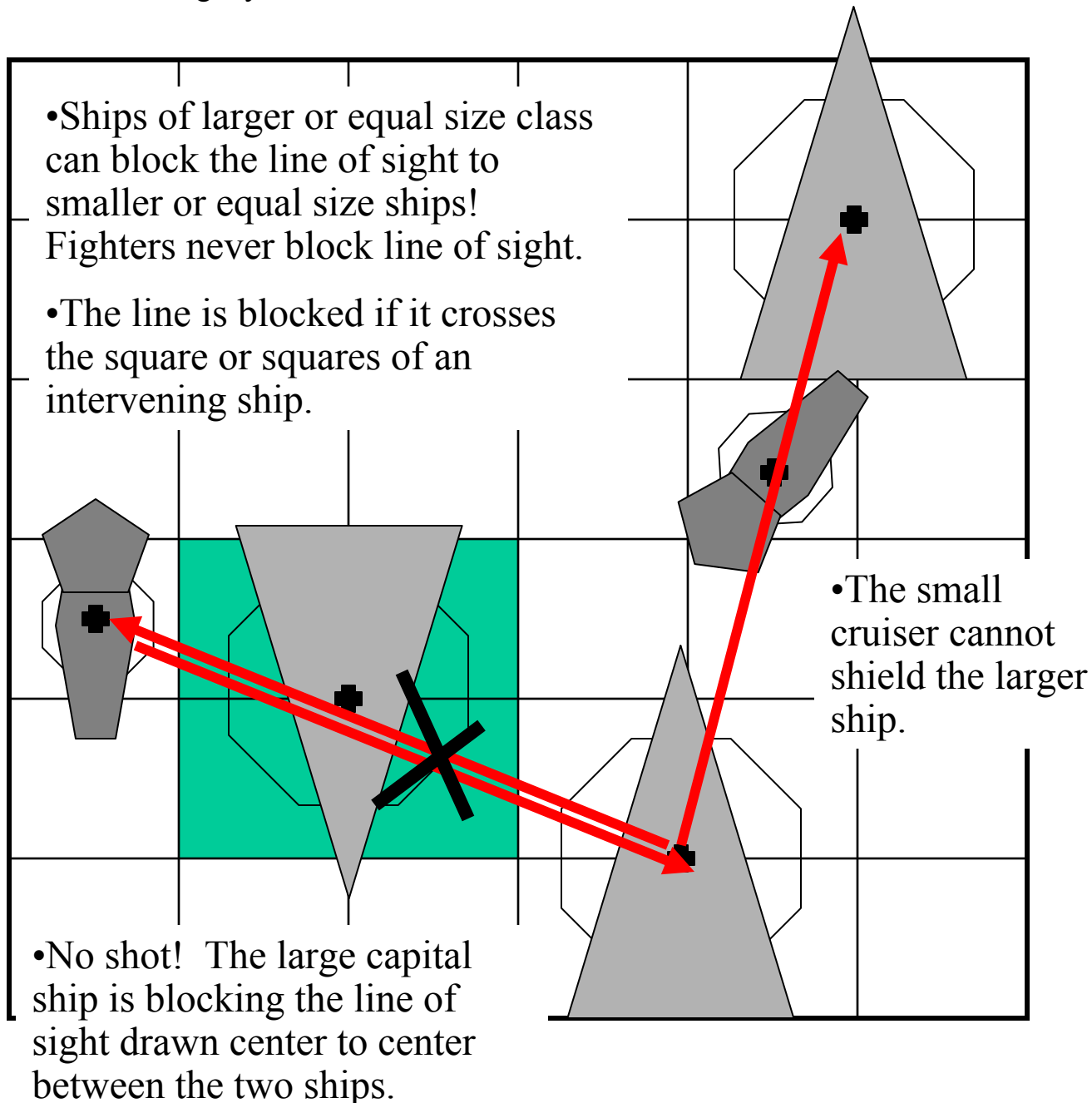
Capital Ships - Fire Arcs

The target's center must be in the fire arc of the weapon. Here are examples of large and small ships in relation to the firing arc of the weapon. The determination is made from the position of the ship's centers.

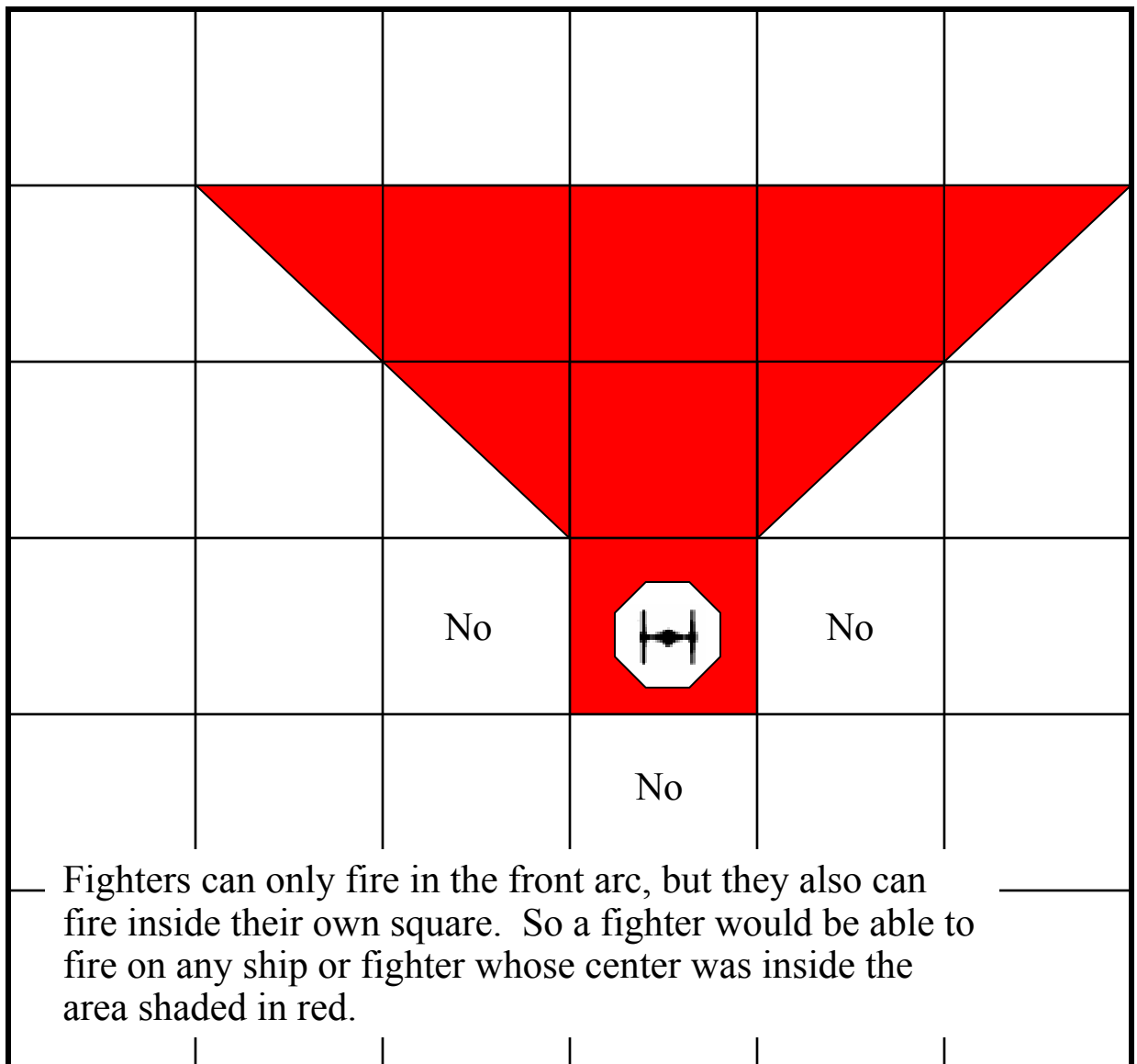


Line of Sight (advanced version)

For the simple rules nothing but planets and asteroids can block line of sight, but here is the slightly modified version.

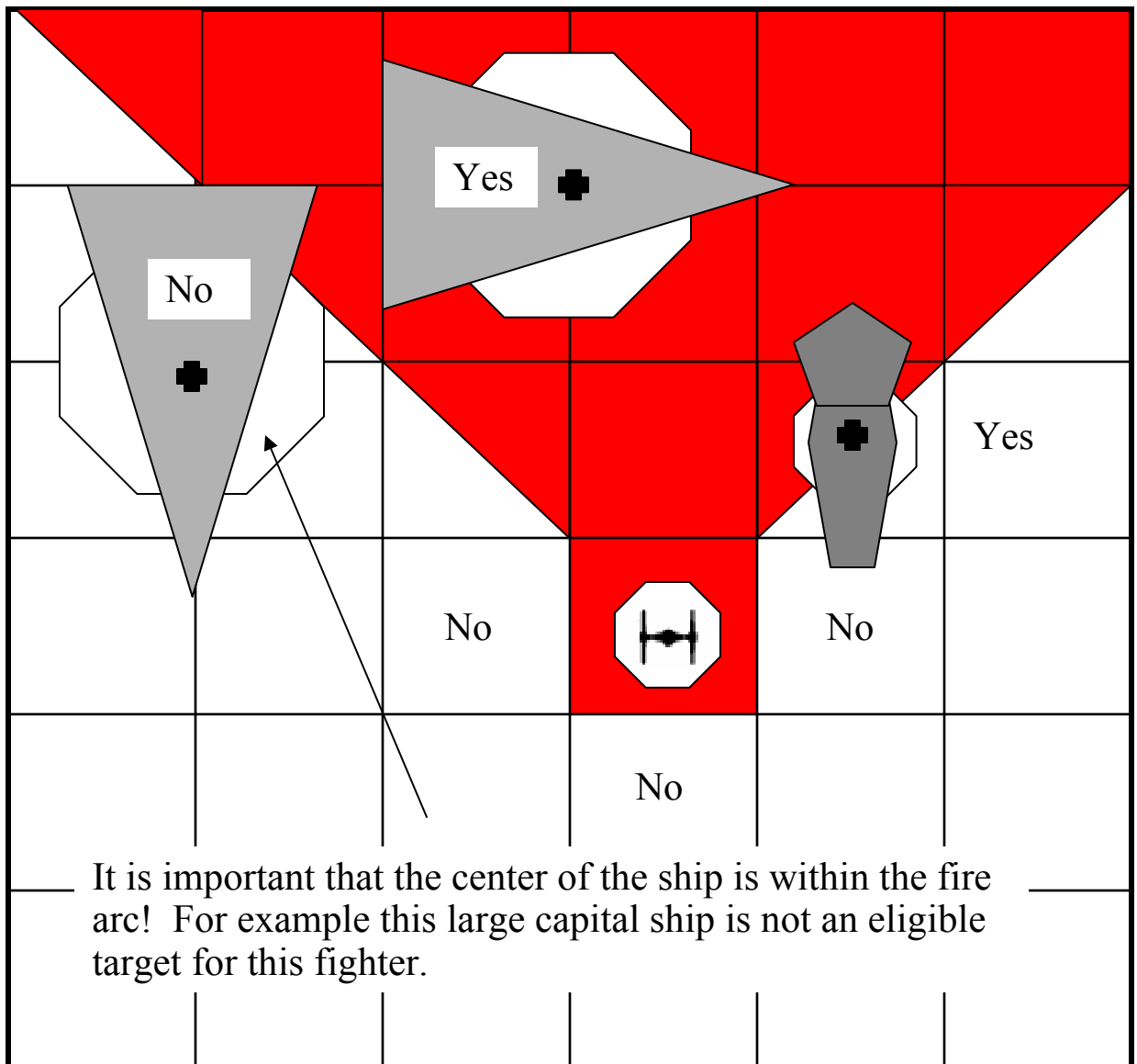


Fire Arcs – Fighters



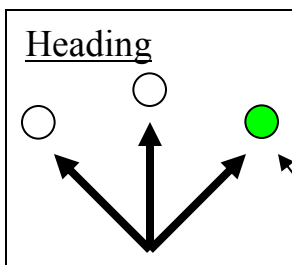
Fighters can only fire in the front arc, but they also can fire inside their own square. So a fighter would be able to fire on any ship or fighter whose center was inside the area shaded in red.

Fire Arcs – Fighters



Capital Ships - Plotting Movement

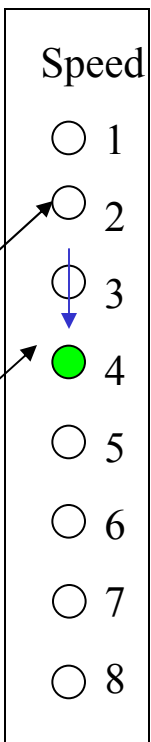
- All ships have to designate a heading and any speed adjustments. All capital ships have a thrust rating. The thrust rating is the total amount of change they can make in heading and speed.



Indicates a turn to the right 45 degrees

For example an Imperial Star Destroyer has a thrust rating of 3. It was traveling at a speed of 2.

Speed was 2 with 2 thrust left the captain decides to accelerate to 4



- Thrust is required to accelerate / decelerate or turn a ship. If no thrust is applied the ship continues at it's current speed straight on it's current heading.
- If no pin is placed in the speed tracker then the ship is stationary, but it may still rotate by selecting a new heading.
- On the next page you can see an example of the result of this movement plot.

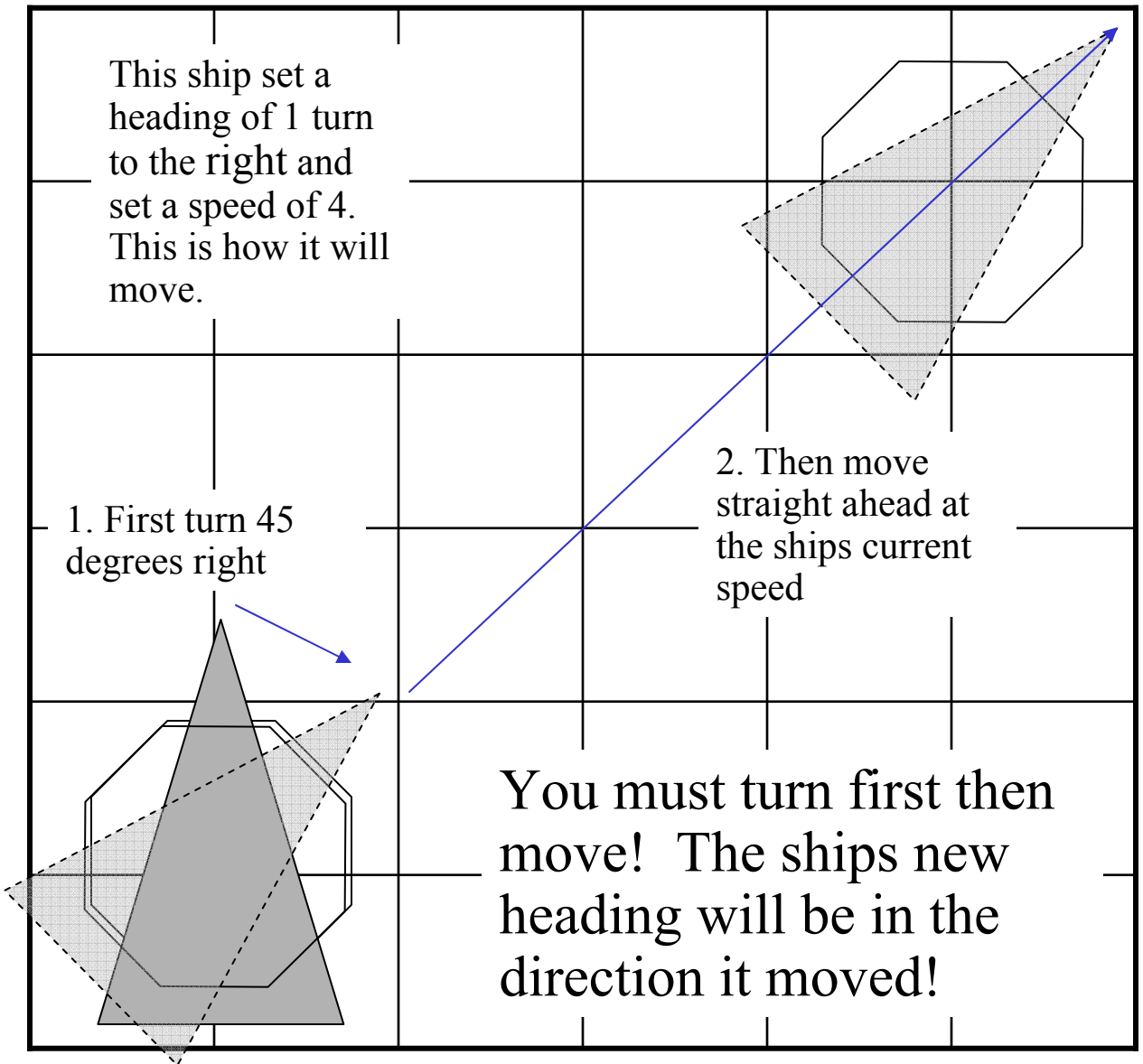
Movement Turn 1

This ship set a heading of 1 turn to the right and set a speed of 4. This is how it will move.

1. First turn 45 degrees right

2. Then move straight ahead at the ships current speed

You must turn first then move! The ships new heading will be in the direction it moved!

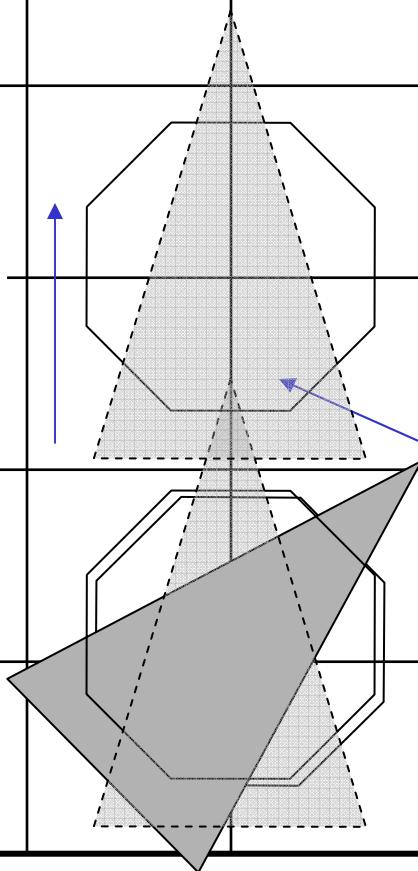


Movement Turn 2

This ship set a heading of a 1 point turn to the right and used two thrust points to slow to a speed of 2.

2. Then move straight ahead at the ships current speed

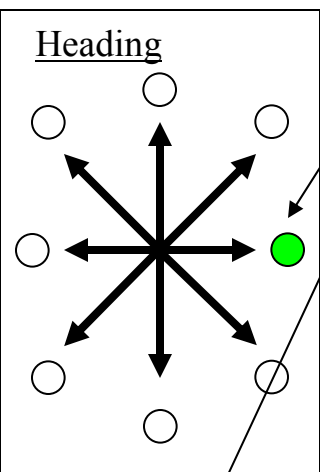
1. First turn 45 degrees left



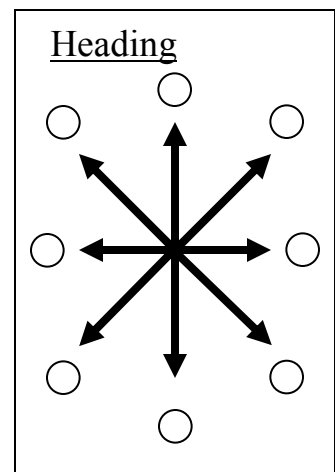
Plotting Movement - Fighters

Fighters plot their first move at the same time as all other ships. They do not need to worry about thrust, they simply select a heading and a speed within their maximum speed.

Move

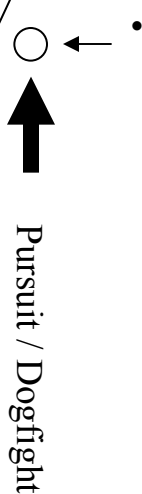
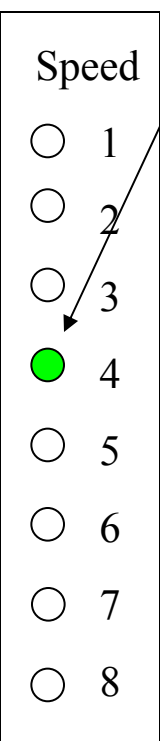


Reaction Move



After all ships have moved Fighters get to plot a reaction move. Once all fighters have plotted their reaction move they move accordingly.

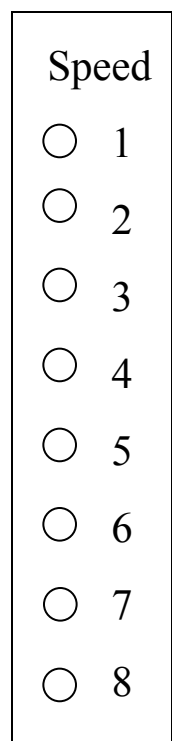
Speed



Some fighters can select to use a special Pursuit / Dogfight movement. This is explained later.

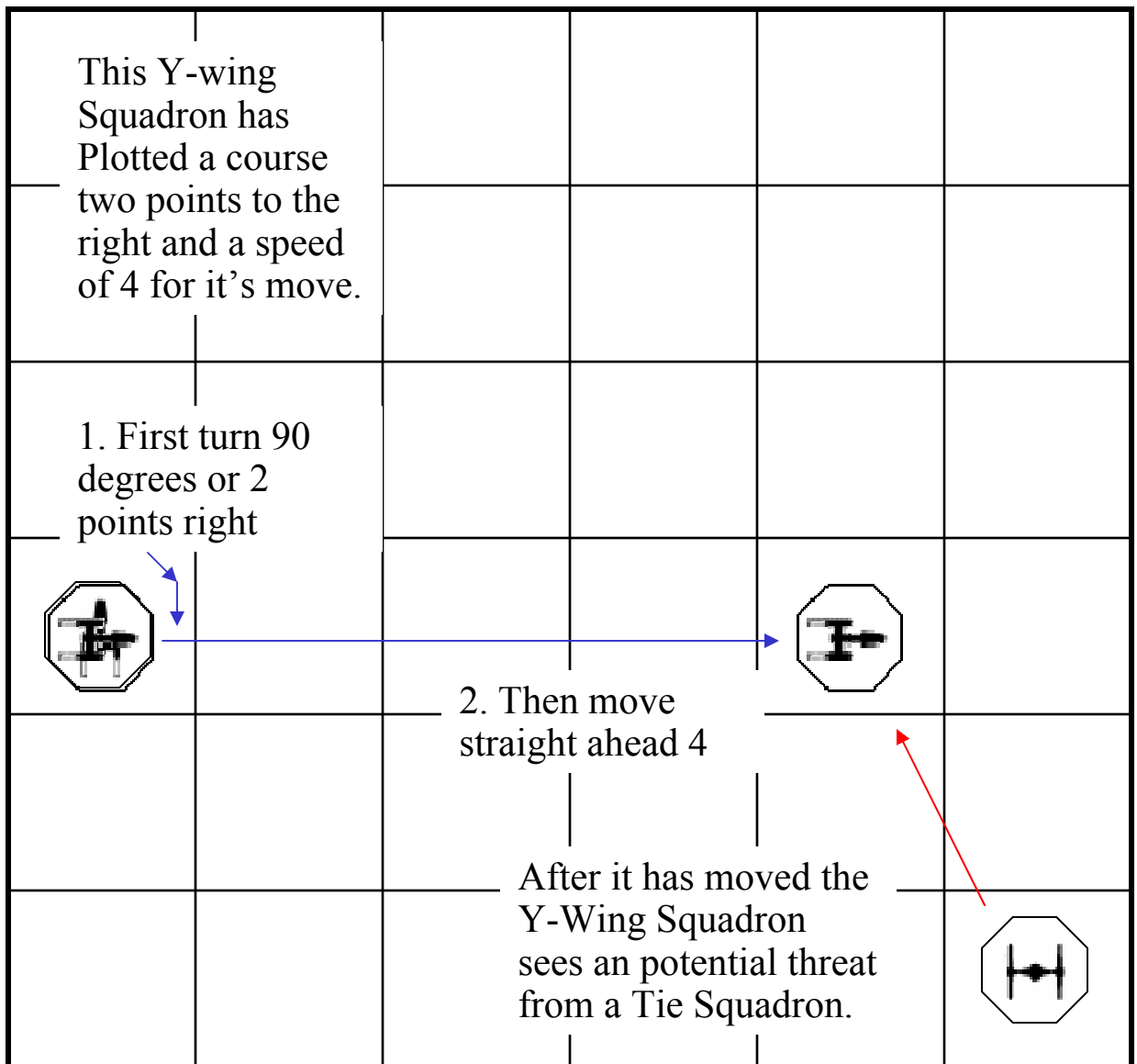


Speed

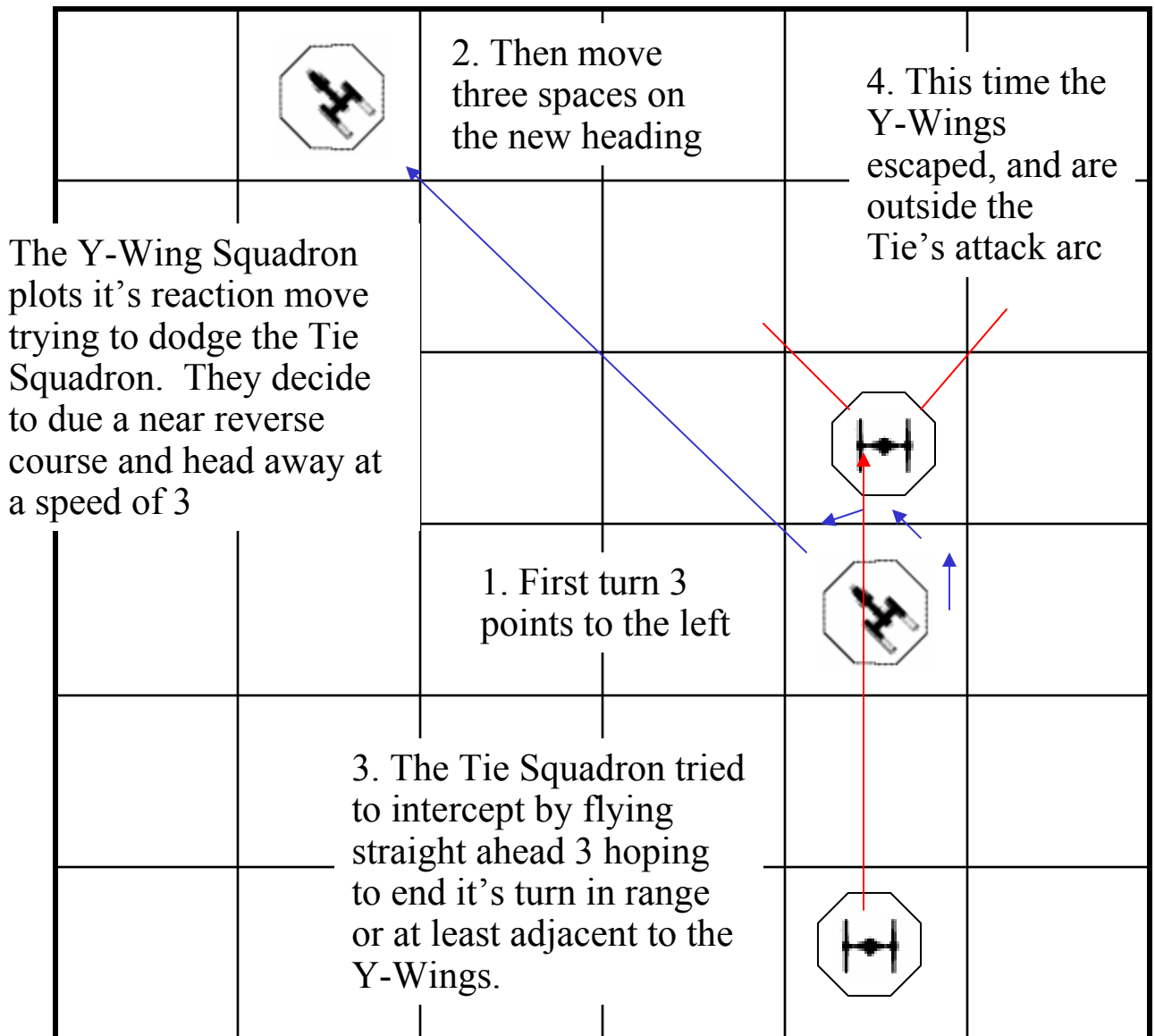


• On the next few pages you can see examples of the result of this movement plot and fighter movement.

Fighter Movement



Fighters Reaction Move



Dogfight / Pursuit

- Some fighter squadrons can select to use a special Dogfight / Pursuit movement.
- This can be used during any plot in which the fighter squadron starts out adjacent to or in the same square as an enemy fighter squadron.
- If selected, the fighter will follow the target up to it's maximum speed to maintain contact and attack the other fighter squadron. Positioning itself in the square directly behind it's target.
- If both fighters select, then they remain in place and dogfight.

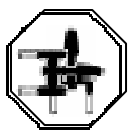
Note

- If the other squadron does not have the Dogfight / Pursuit option it can plot no movement or turn so that it faces the enemy squadron. If the enemy plotted Dogfight / Pursuit then they would be able to return fire. Otherwise the squadrons simply move according to their plotted movement.
- A fighter Squadron cannot ignore another squadron that has chosen to dogfight and pursue a target. If it is engaged by a dogfight capable squadron it must first deal with this threat.

Fighters Movement

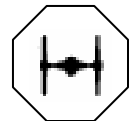
In this example the Y-Wing Squadron ends it's first move adjacent to a Tie Squadron.

1. First turn 90 degrees or 2 points right

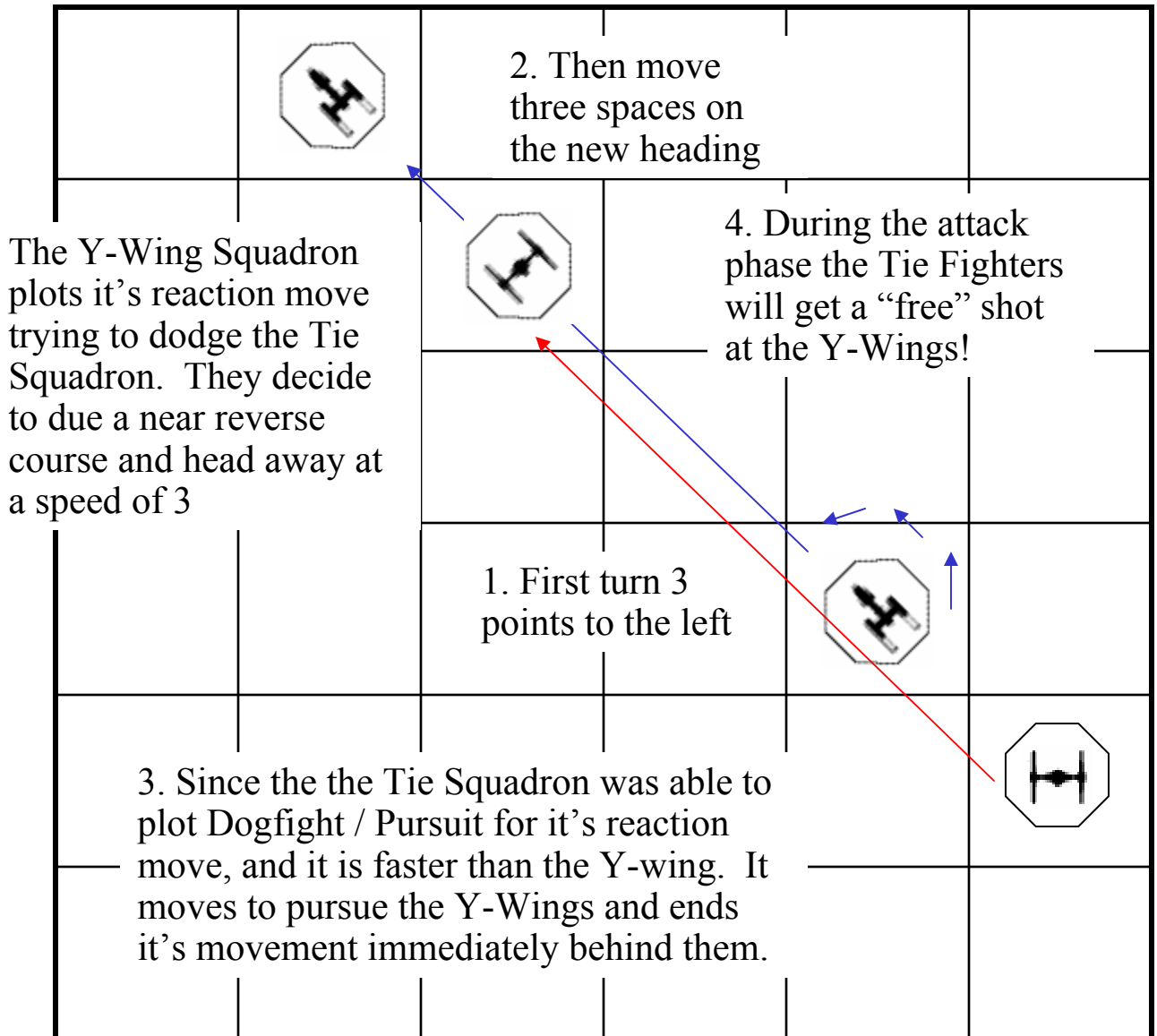


2. Then move straight ahead 4

After it has moved the Y-Wing Squadron ends it's move adjacent to a Tie fighter squadron.

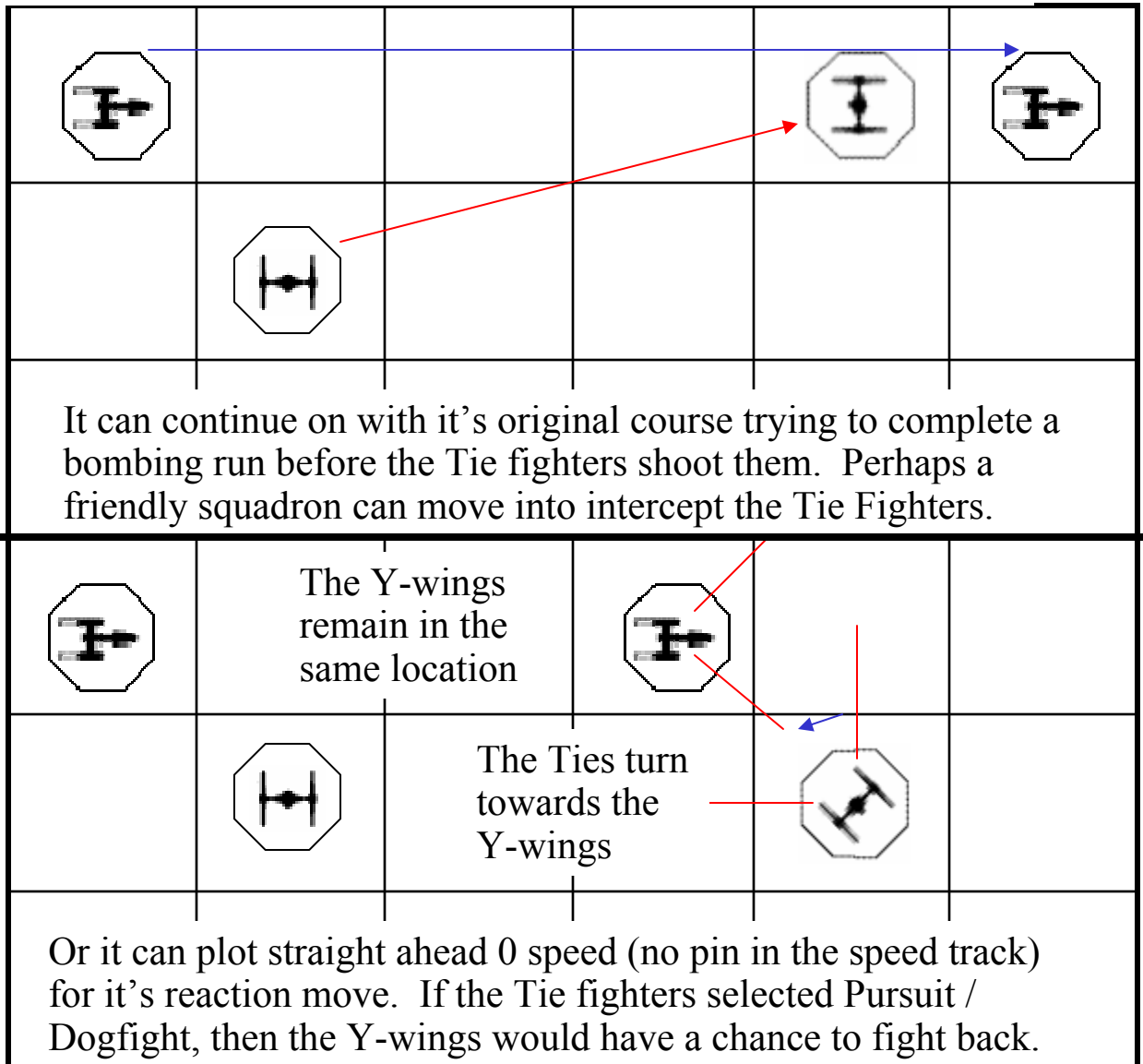


Fighters Reaction Move



Fighters Reaction Move

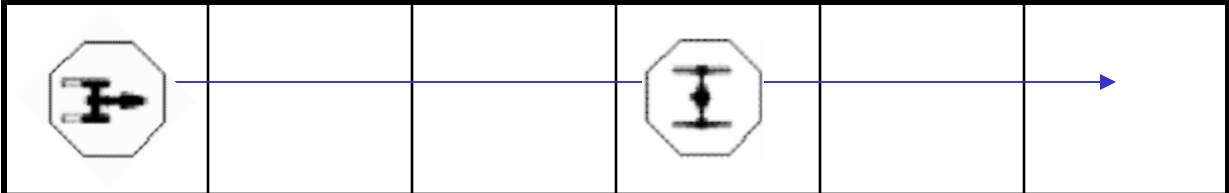
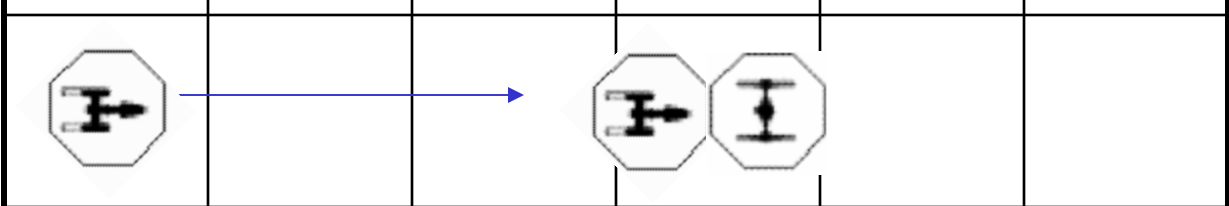
Other options for the Y-Wing? Y-wings are slower and less maneuverable so they cannot select Pursuit / Dogfight.



In either case you can see how the objective of the Tie Fighters is to intercept the Y-Wing Bombers and “keep them off” the capital ships. The Y-Wings could engage the faster Tie Fighters, and hope their shields help offset the Tie’s speed.

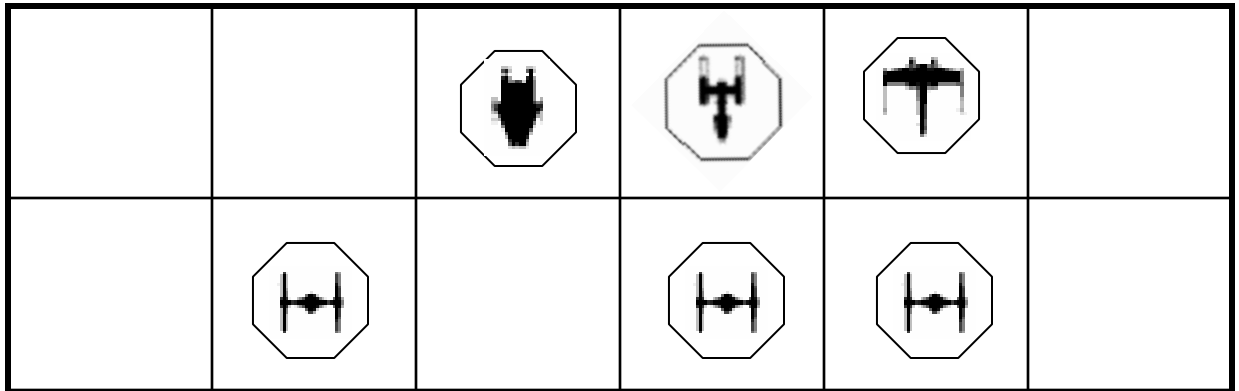
Fighters Move

Fighters cannot move through enemy fighters without stopping!

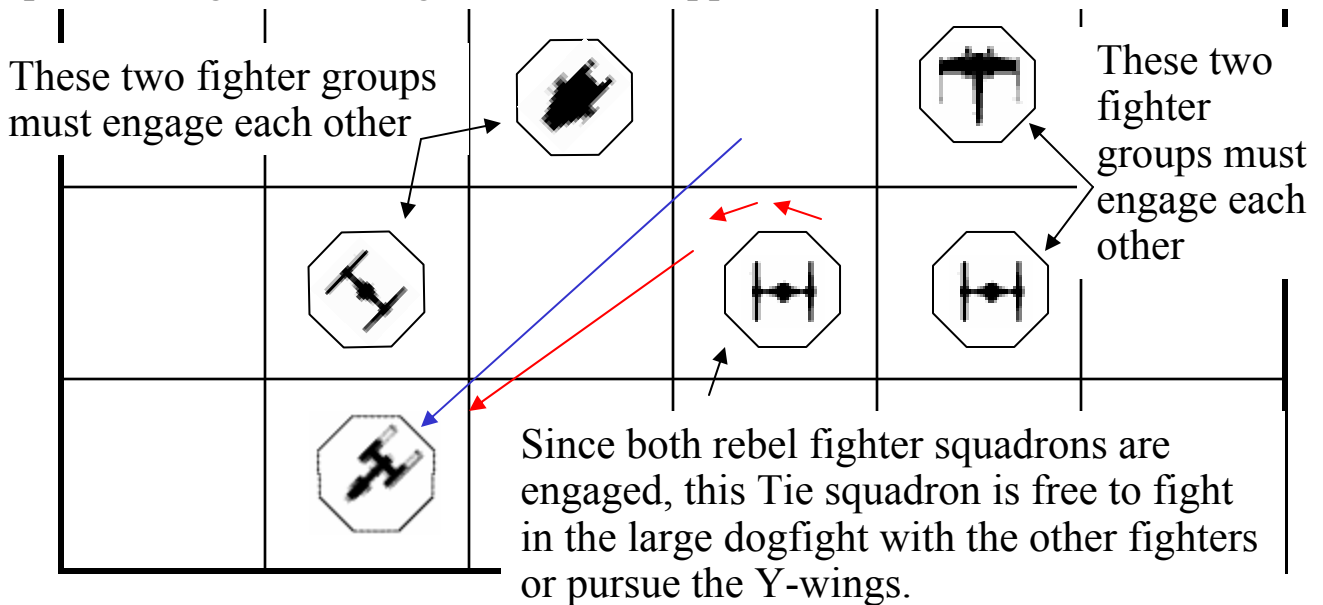

<p>This Y-wing squadron wants to move towards a capital ship, and plots speed 5 straight ahead, but a Tie fighter squadron is already in it's flight path.</p>

<p>If the Y-wing squadron moves forward and the Tie fighter remains on station (i.e. the Tie plots no move or reaction move this round) the Y-wing must stop upon entering the tie fighters square.</p>
<p>Now if the previous plot was first move then the two fighter squadrons can plot their reaction moves. If it was the reaction move then the squadrons are now in the same square and they conduct attacks as normal.</p>

Fighters Move

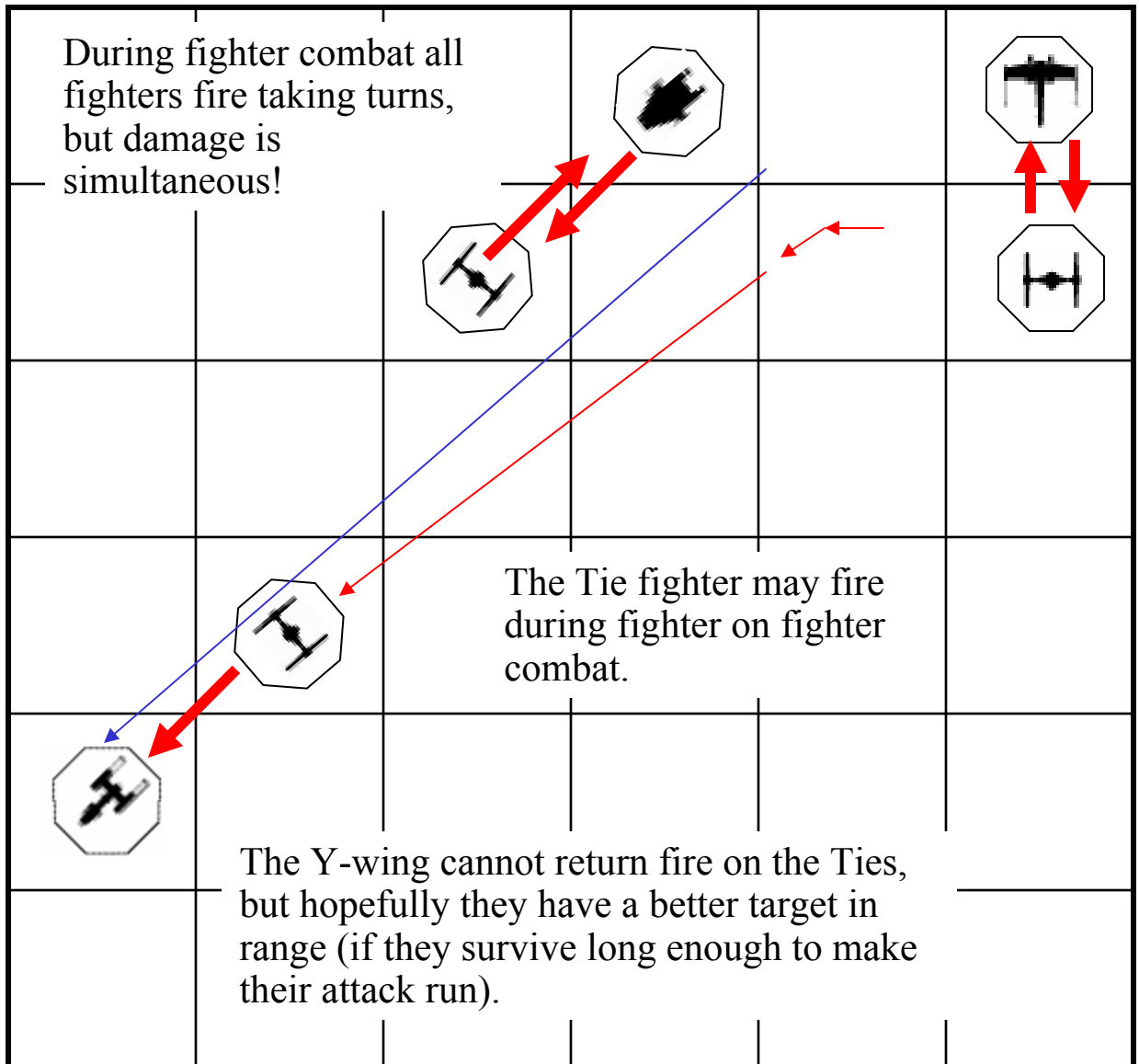
Dog fighting and large “fur balls”



After first movement plot two groups of enemy fighters find themselves in this position. For their reaction move all the Tie fighters plot Dogfight / Pursuit. The A-wings and X-wings also plot dogfight. The Y-wing tries to push through to it's target. So what happens now?

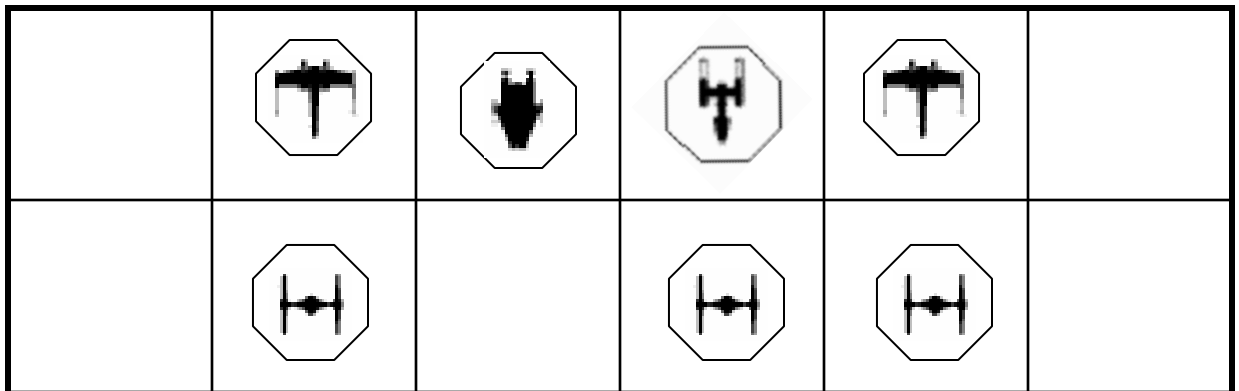


Fighters Move

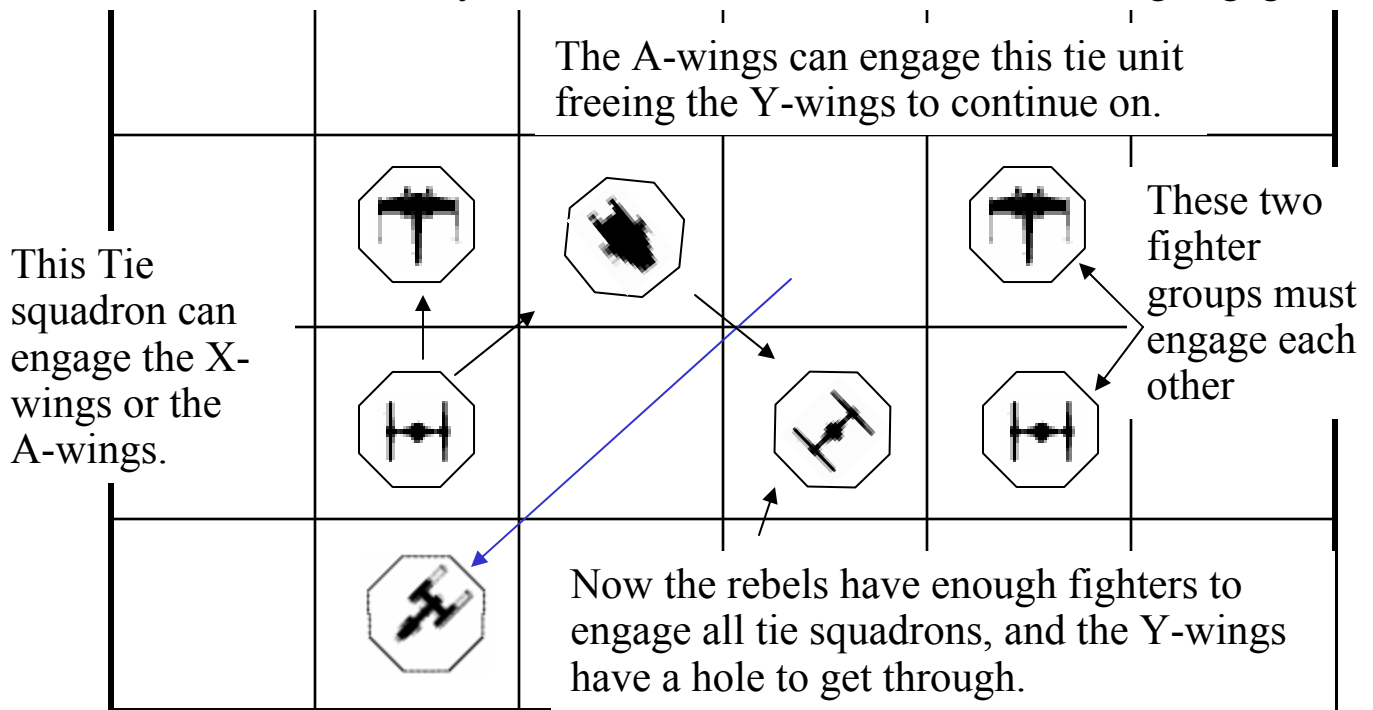


Fighters Move

Dog fighting and large “fur balls”



The same scenario only this time the rebel have another X-wing engaged.



Dogfight / Pursuit

- So basically Dogfight capable fighter squadrons must deal with other Dogfight capable fighters first! Before they shoot down the helpless bombers!

Attacks and Damage Allocation

All attack rolls are made with a D6.

- Normal Unmodified Rolls
 - 1-3 is a miss
 - 4 = 1 damage
 - 5 = 1 damage
 - 6 = 2 damage
- Ships can have up to level 3 shields which reduces the number of hits

Capital Ships Weapons are

Beam

Turbolasers – The most powerful (equivalent to A, III batteries in Full Thrust)

Laser Cannons – Older main weapons (equivalent to B, II batteries)

Ion Cannons – Weaker than a Turbolaser, but attacks a ships systems!

Blasters – weakest ship weapon due to it's short range, but can be used against fighters as Point Defense (similar to C, I)

Torpedoes

Proton – heavy hitters that ignore shields (similar to Pulse torpedoes)

Point Defense and ADAF

PD / ADAF - Special weapons systems that are used to defend capital ships from fighters and bombers (similar to Full thrust equivalents)

Attacks and Damage Allocation

Fighters

Basically you roll one dice for every fighter in a squadron. For example a Tie squadron at full strength would roll 6 D6 when making an attack. If it was attacking a Y-wing squadron:

Rolls:

2 – Miss

4 – Miss (due to the level one shields Y-wings)

5 – 1 Hit

6 – 2 Hits

3 - Miss

4 – Miss (due to level one shields on the Y-wings)

So with this roll the Y-wing squadron would mark 3 hits (three Y-wings destroyed!) not bad shooting for Ties.

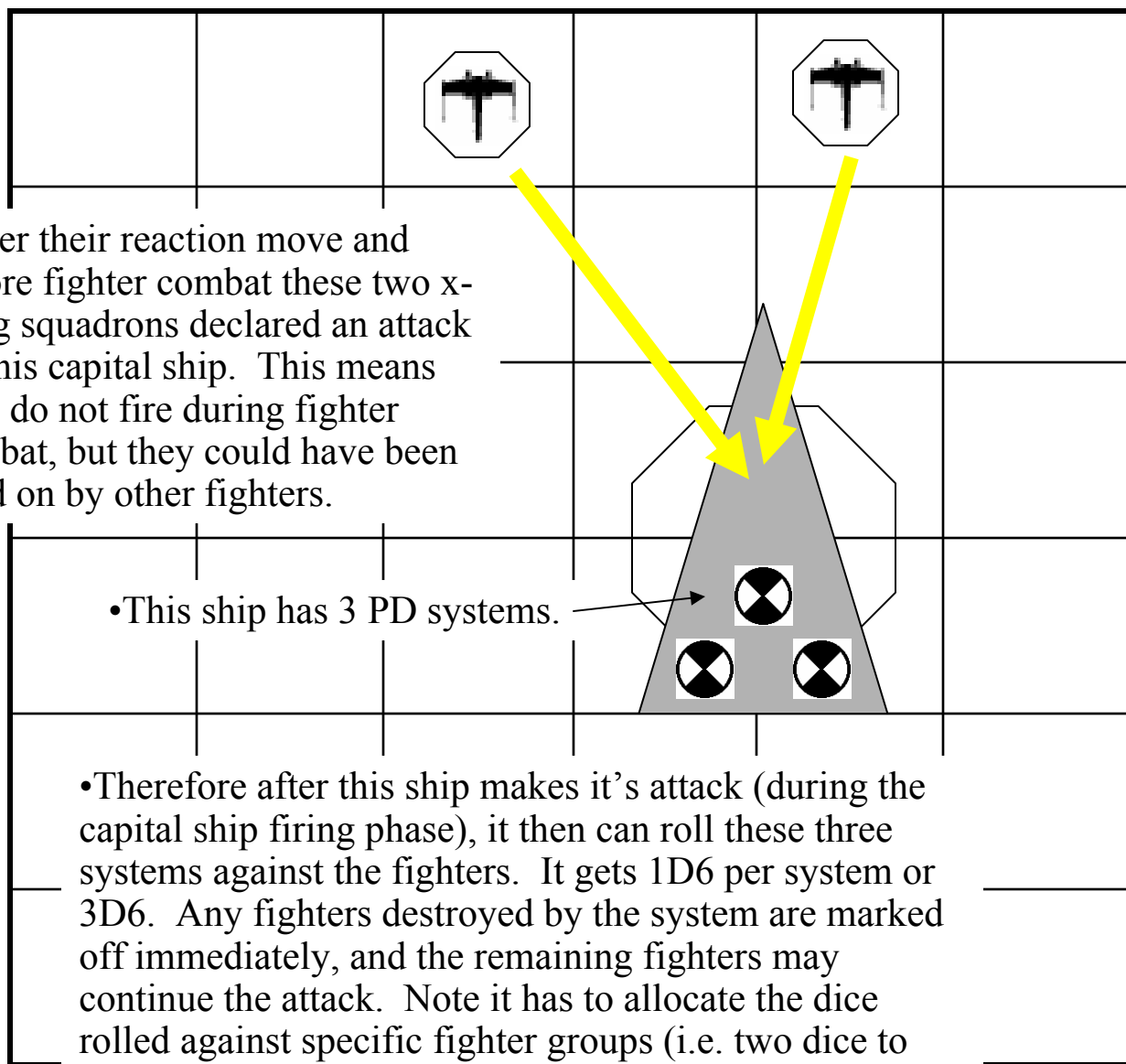
If the Ties had attacked a capital ship with level one shields the same result, just mark the hits on the ship.

Some Fighters get modifications to their die rolls depending on the target. For example interceptors get a +1 on their die roll against other fighters squadrons, Aces roll one more dice than the number of fighters in the squadron.

Some fighter/bomber squadrons have torpedoes, but they typically only carry one load. They have to return to their base ships to reload.

PD and ADAF

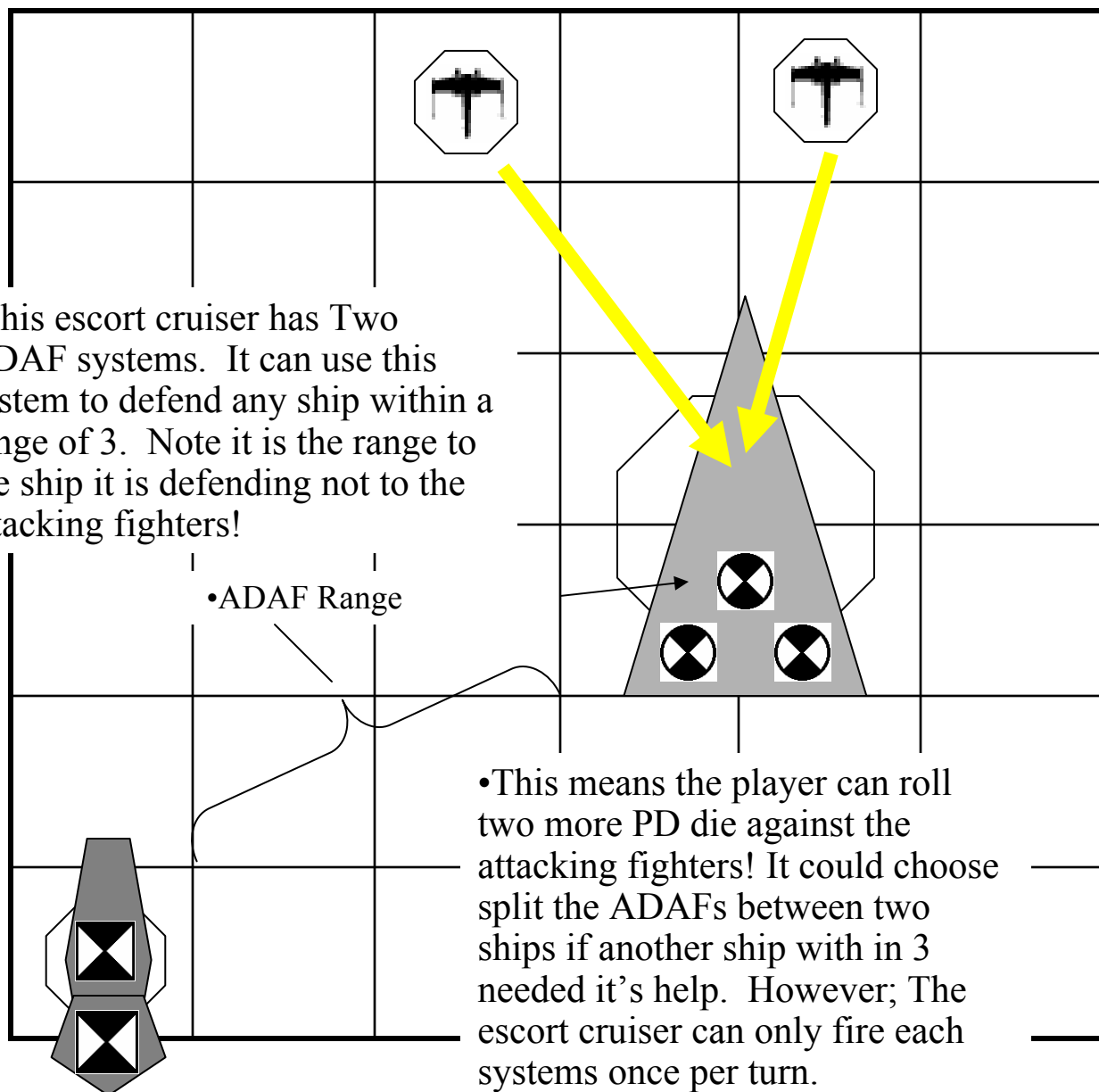
Point Defense and Area Defense Anti-fighter systems are used by large ships to defend against fighters. They can only target fighters that have declared an attack against a capital ship.



PD and ADAF

Point Defense and Area Defense Anti-fighter systems are used by large ships to defend against fighters. They can only target fighters that have declared an attack against a capital ship.

•This escort cruiser has Two ADAF systems. It can use this system to defend any ship within a range of 3. Note it is the range to the ship it is defending not to the attacking fighters!



Attacks and Damage Allocation

Firing Sequence of Attacks

Fighter on Fighter

This is for any fighters that have not declared an attack run on a capital ship. (Roll initiative - Optional) Alternate attacks between players, but all fighters get to shoot and damage takes effect after all eligible squadrons have fired.

Fighters attacking capital ships

This actually occurs during capital ship firing.

Fighters that are attacking capital ships wait until their target ship fires. The capital ship fires any PD or ADAF then the surviving fighter squadrons fire their weapons at the designated ship.

Capital Ships

Roll initiative, the winning player selects one capital ship and designates all the enemy capital ships they wish to fire on, and with what weapons.

Roll all attacks and allocate damage to the targets

Roll PD against incoming fighters (see above).

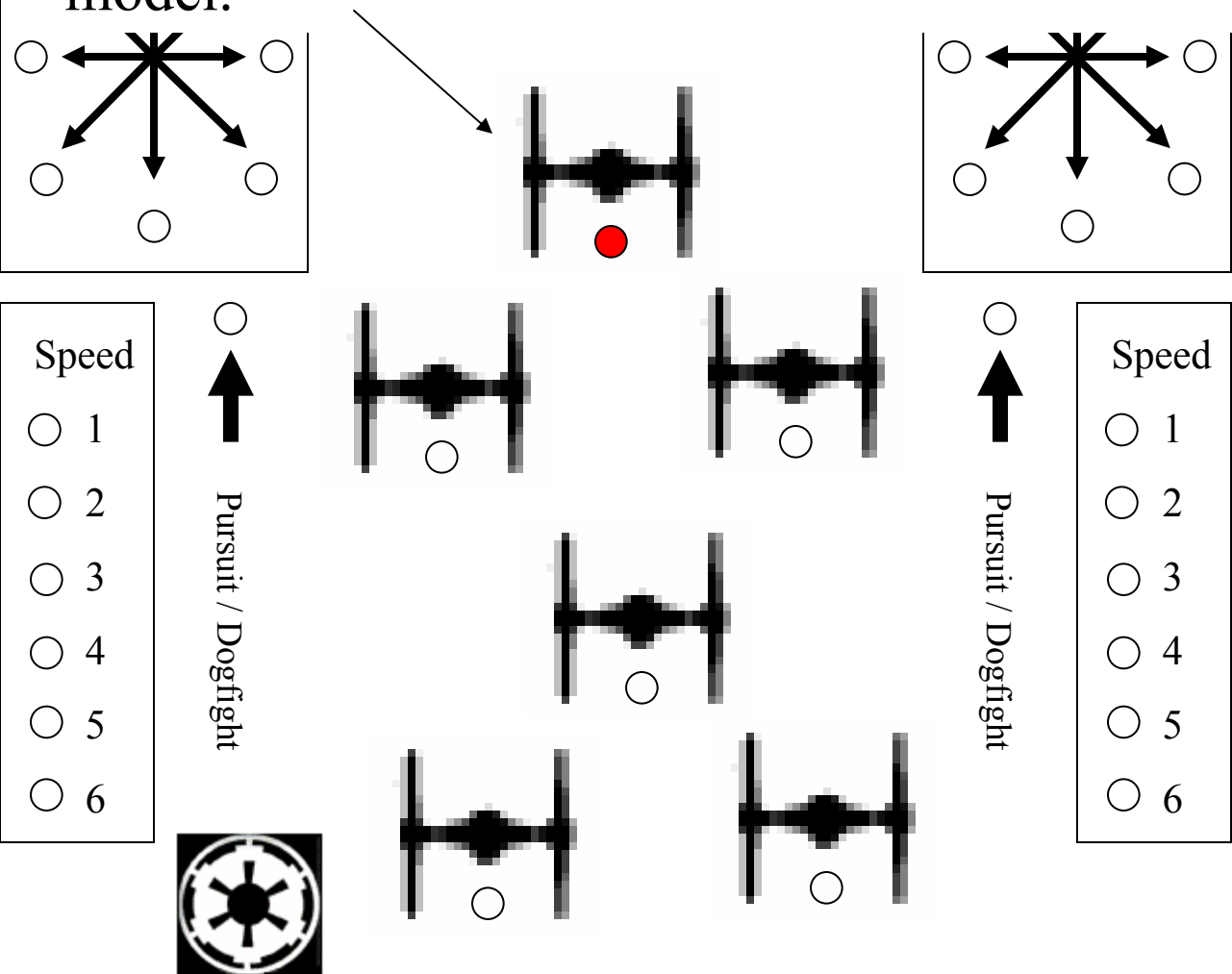
Any remaining fighters after the point defense rolls can then roll their attacks and damage from their attacks. This damage is allocated against the capital ship immediately.

Players alternate this process until all capital ships on both sides have fired.

Attacks and Damage Allocation

Allocation for damage to a fighter squadron is easy - each hit eliminates one fighter, place a damage peg in one of the six slots. This also reduces the combat ability of the squadron as they now roll fewer dice when they attack.

When the last fighter is destroyed remove the model.

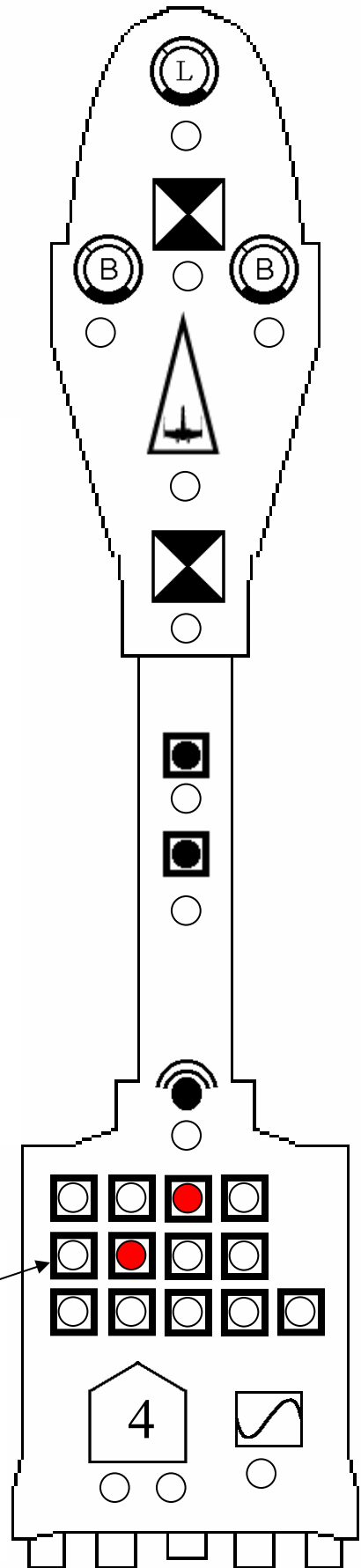


Attacks and Damage Allocation

Damage Allocation for capital ships:

- Each hit is tracked along the hull damage track.
- When you reach the end of a line of hull hits you have reached a threshold point.
- This means the ship has taken enough of a pounding that ship systems may start to shut down.

Two pins can be used to track damage one stays in the current location and simply count off from that pin to mark new damage



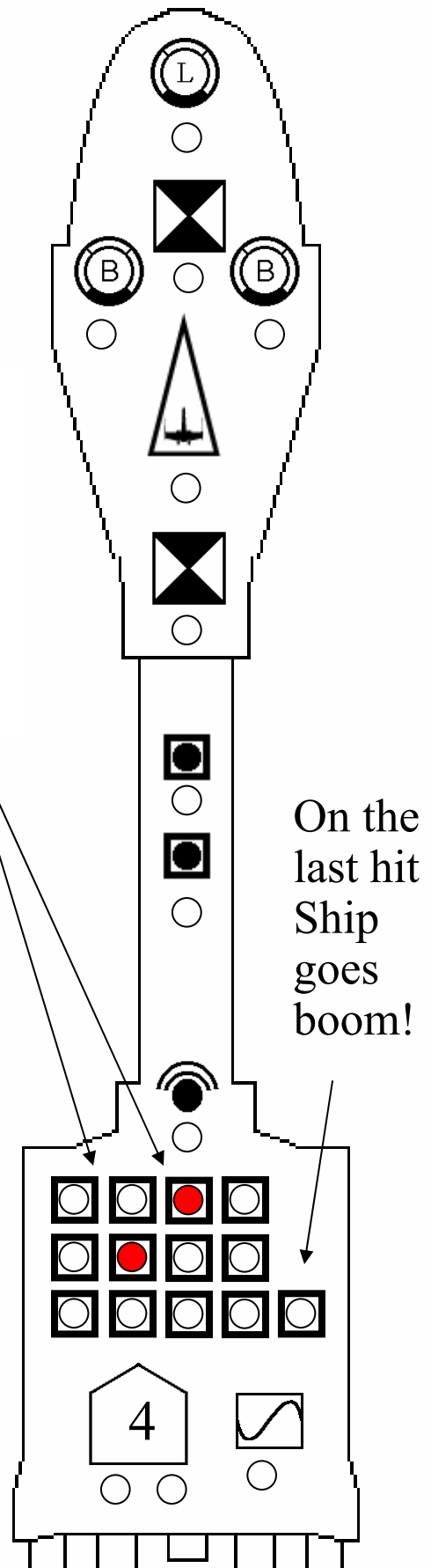
Attacks and Damage Allocation

This ship started the turn with 3 damage points in the hull track. During the next attack it takes 3 additional hits. This takes the damage track past the first row and thus a threshold role must be made for every system on the ship!

The owning player rolls a D6 for each system. For the first threshold row, systems fail on a 6, the second row systems fail on a 5 or 6. If a ship has four rows then the systems fail on a 4,5 or 6.

Mark any failed systems with a red peg!

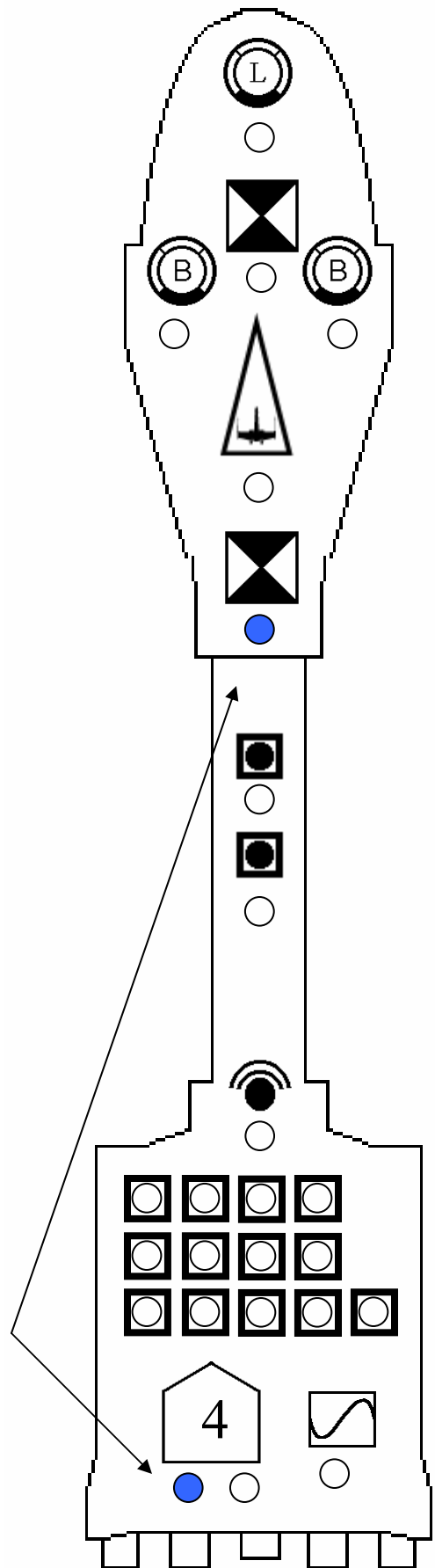
(It is faster to group these rolls, i.e. the ship has two fire controls so roll them together and if one is damaged the player can mark either one)



Attacks and Damage Allocation

Marking Ion Cannon Damage

- Ion cannons are advanced weapons designed to damage the systems on a ship without destroying it.
- When hit by Ion cannons the ship does not mark hull damage. Instead the owning player rolls a threshold roll for the systems on the ship.
- The score needed to hit is based on the current damage track on the ship. (So an undamaged ship will lose a system on a 6, and ship that as reached it's second threshold will lose a system on a 5 or 6).
- Ion cannon hits are marked with a blue peg – since they may be repaired during battle.



Attacks and Damage Allocation

When hit by Ion Cannon you keep track of the number of hits and roll until all hits are allocated or until you have checked once on every currently functioning system.

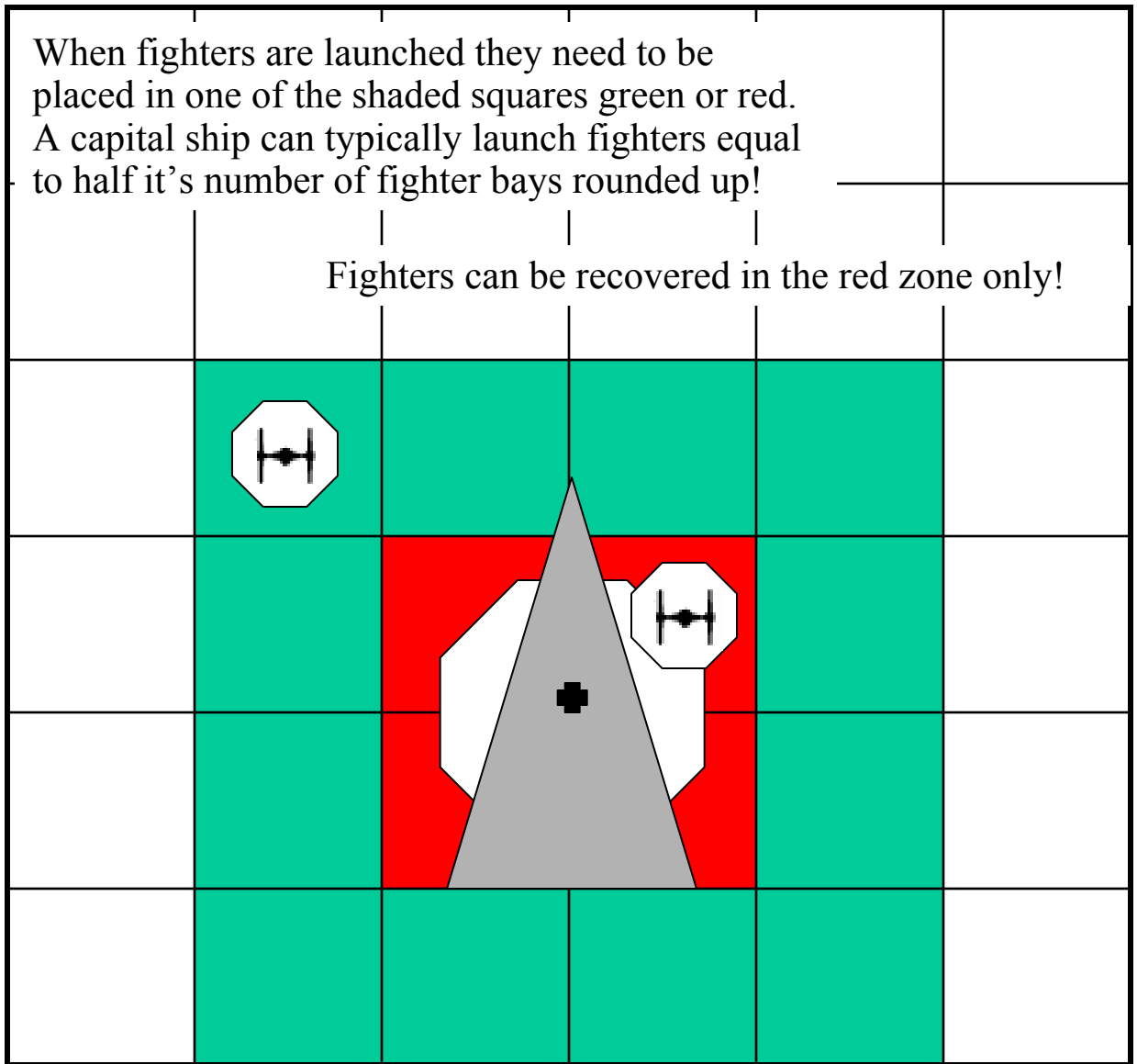
Ion Cannon Allocation system order:

1. Shields
2. Hyperdrive
3. Fire Controls
4. PD or ADAFs
5. Thrust
6. Weapons – smallest to biggest type available on the ship
7. No effect on Hangers

Launching and Recovering Fighters

When fighters are launched they need to be placed in one of the shaded squares green or red. A capital ship can typically launch fighters equal to half it's number of fighter bays rounded up!

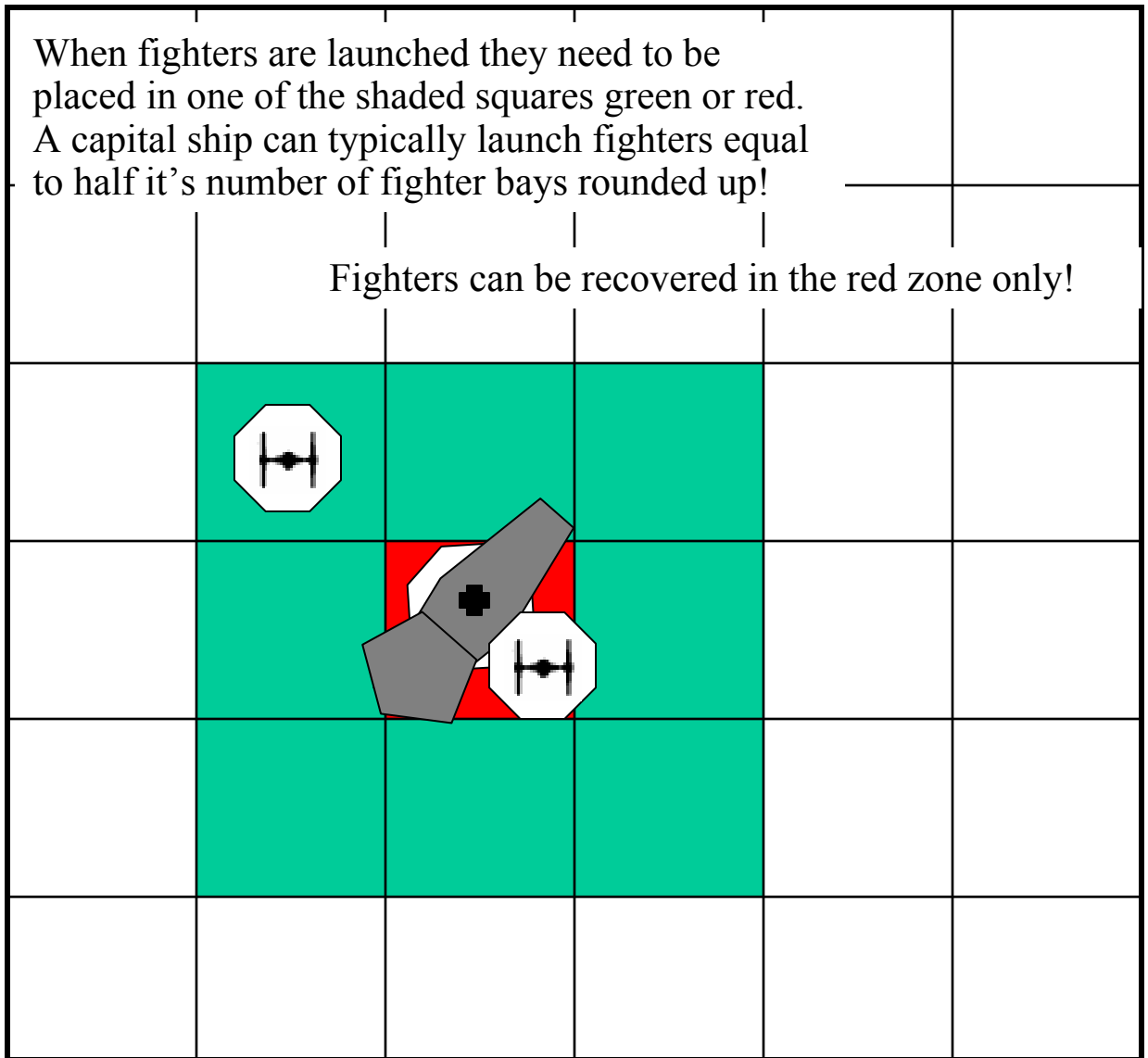
Fighters can be recovered in the red zone only!



Launching and Recovering Fighters

When fighters are launched they need to be placed in one of the shaded squares green or red. A capital ship can typically launch fighters equal to half it's number of fighter bays rounded up!

Fighters can be recovered in the red zone only!



Damage Control and Notes on Ship Systems

- At the end of each turn sequence a ship can attempt to bring one system back online by rolling a 6 on a D6.
- You may attempt this for the following systems:
 - Any system hit by an Ion Cannon
 - Fire Control
 - Thrust

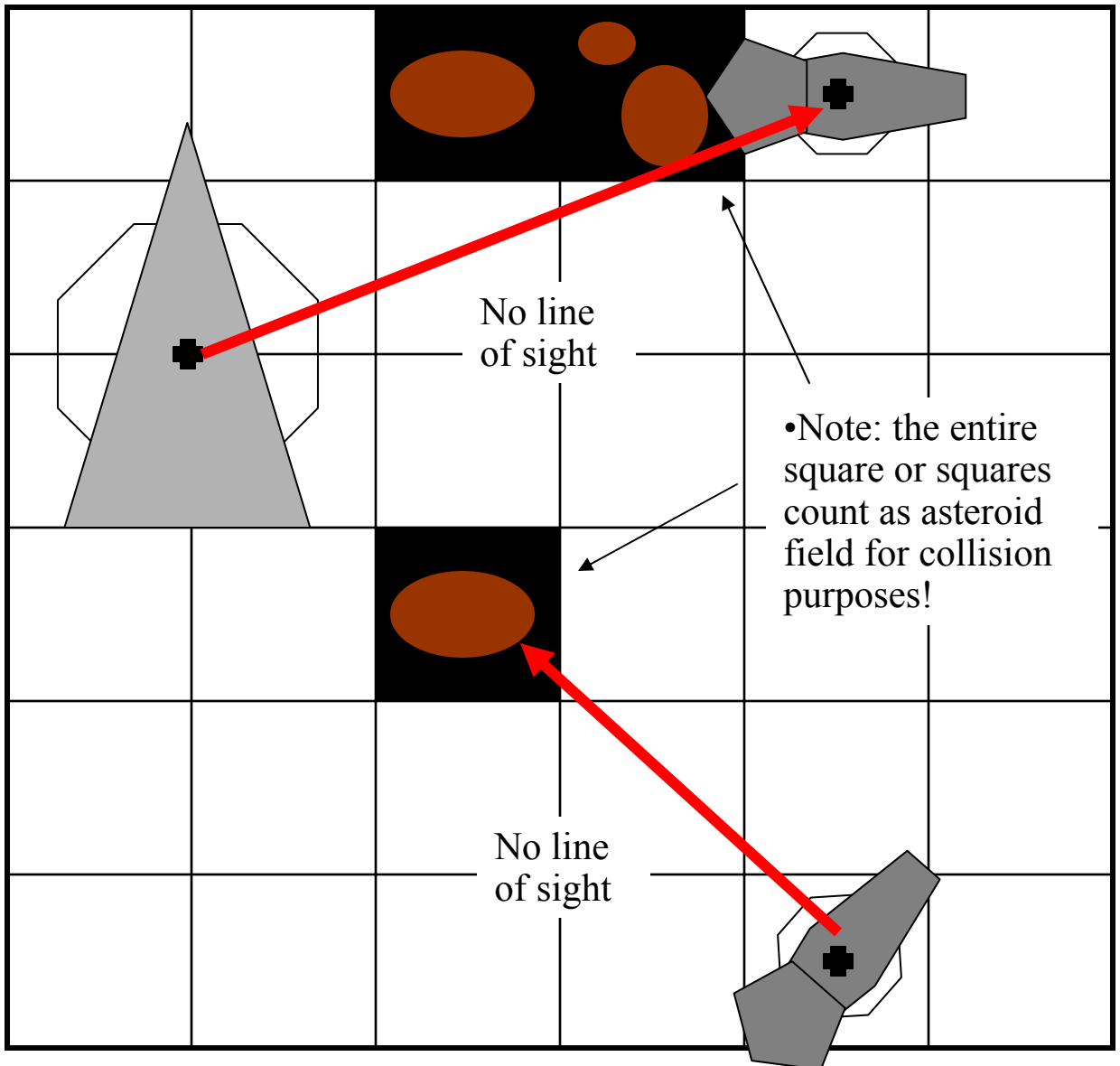
Loosing these systems completely can ruin your day!

- Fire Control – without fire control a ship can no longer target enemy vessels. You are effectively out of the fight.
- Thrust – when you have no thrust you continue on at the last speed and your current heading. You are effectively out of control. Leaving the map, hitting an asteroid, or planet will end the game for this ship. Plus now there is a chance for a collision with another ship.

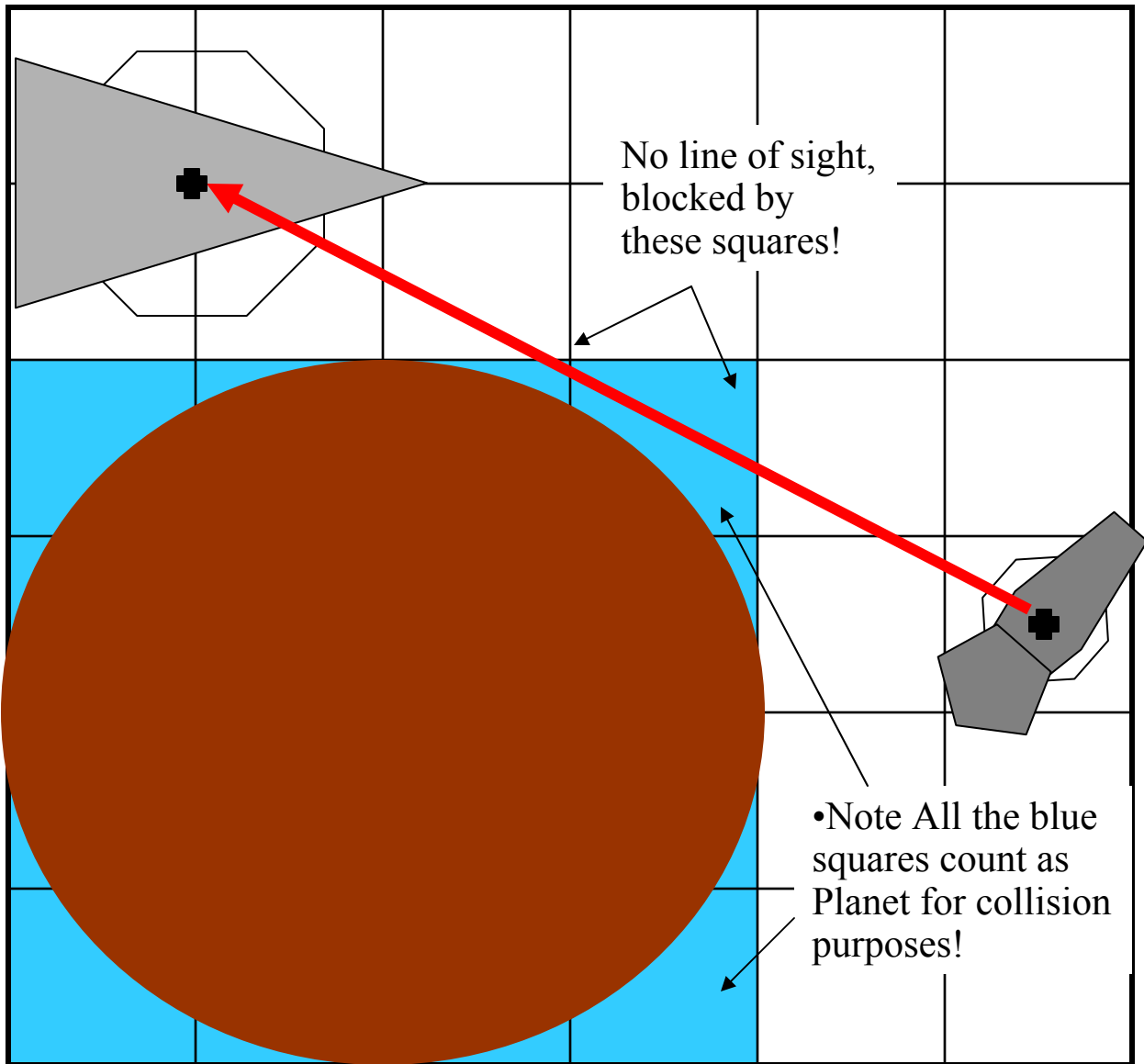
Collisions, Asteroids, and Planets

- Collisions – If a ship without thrust control enters the same square as a another ship, the ship that still has thrust must roll below it's thrust rating on a D6 to avoid a collision. Otherwise the two ships collide and take damage. Damage to each ship is equal to the other ships remaining hull points and is allocated immediately.
- If both ships have no thrust they collide!
- Any ship that hits an asteroid field or planet is destroyed.
- Fighters can fly through asteroid fields, but must roll damage against the squadron as follows:
 - Regular roll 2D6
 - Aces roll 1D6
 - Heroes can fly through without damage (especially with Corellian pilots!)
- Asteroids and Planets block line of sight! If the line from the center of the attacking ship to the target crosses any part of a square containing an asteroid or planet then the fire is blocked.

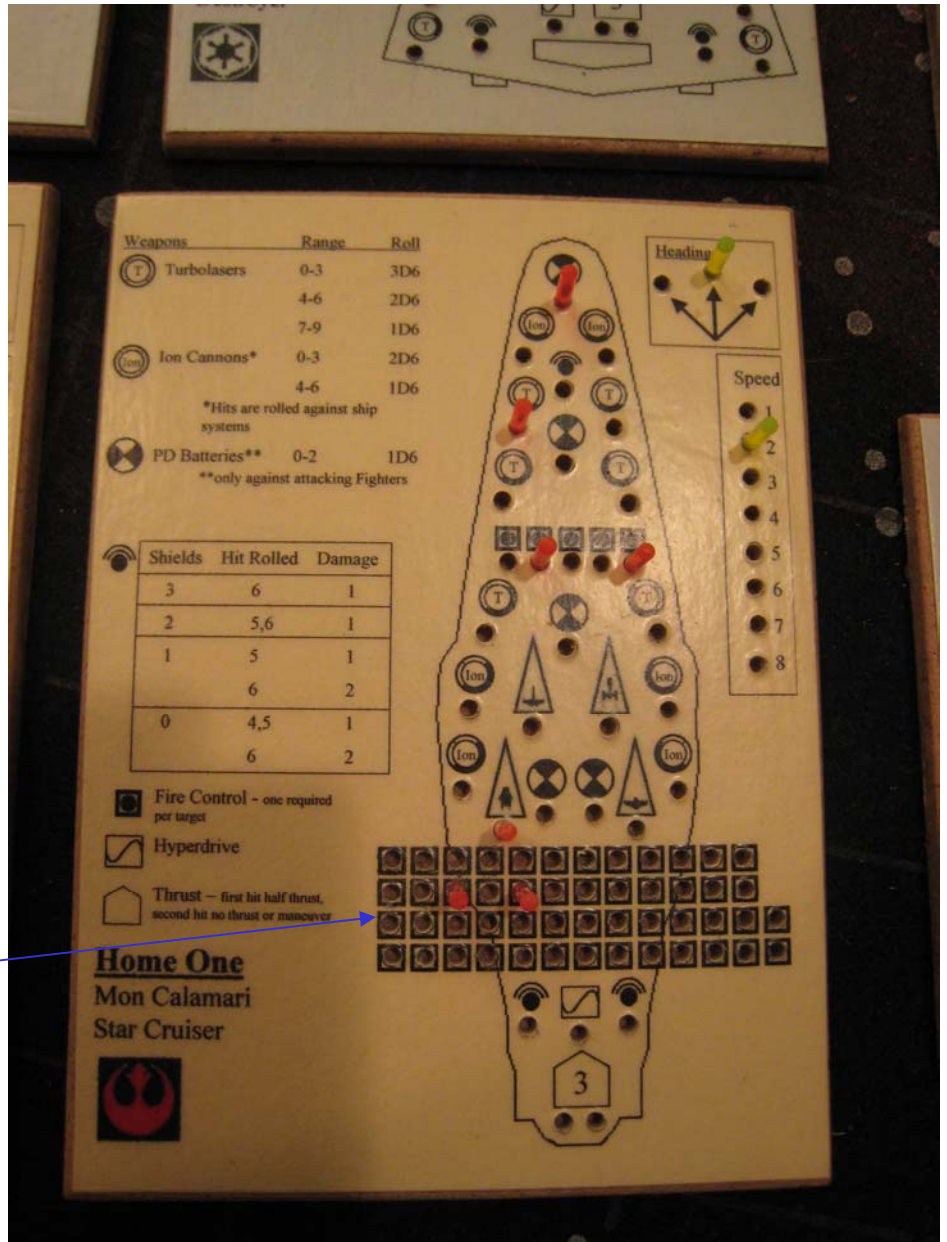
Asteroids & Planets Block Fire



Asteroids & Planets Block Fire

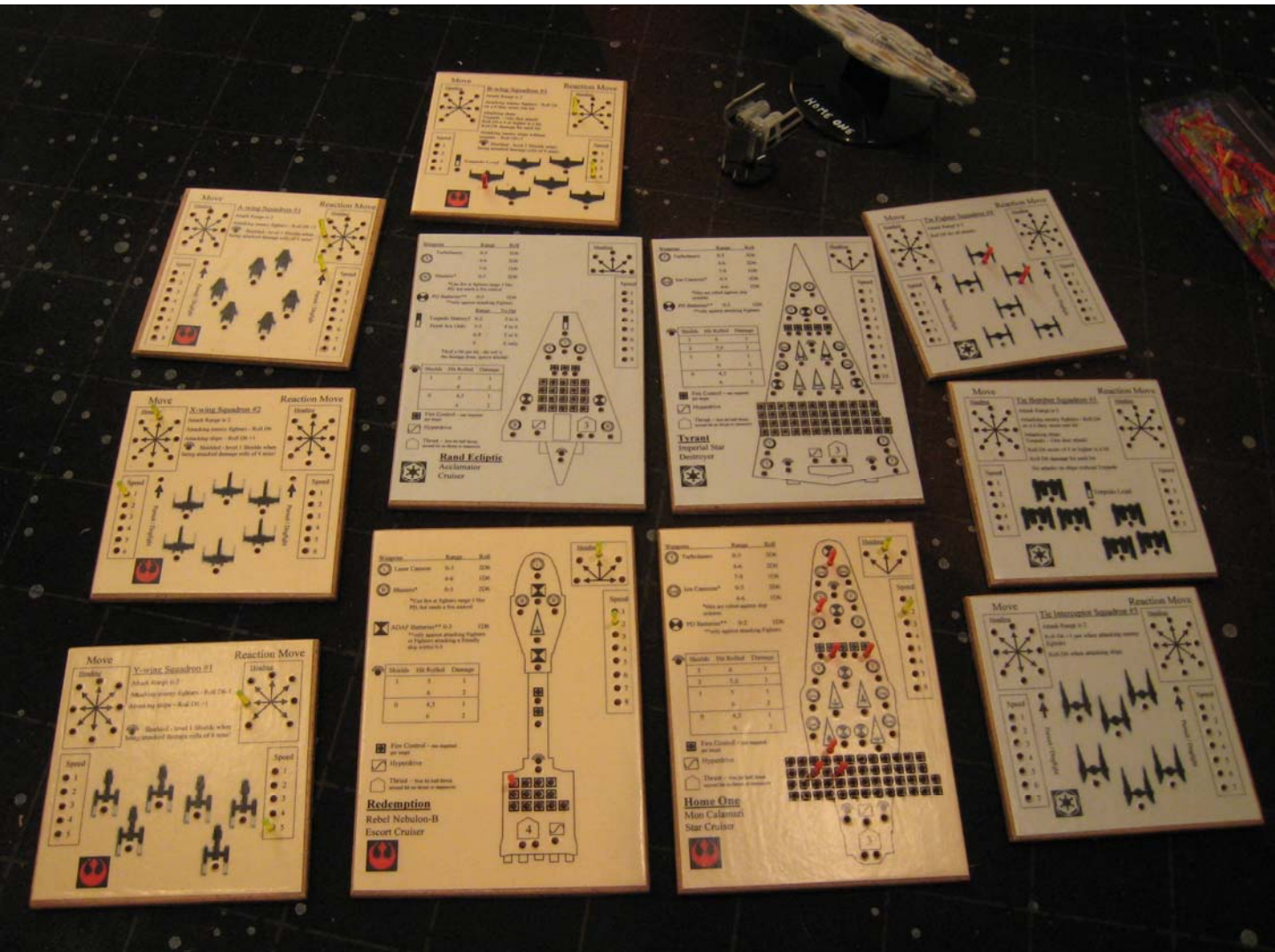


Pictures of the peg boards



- We use two pegs in the damage track and just piggy back them

Pictures of the peg boards



- Capital ships get a slightly larger board






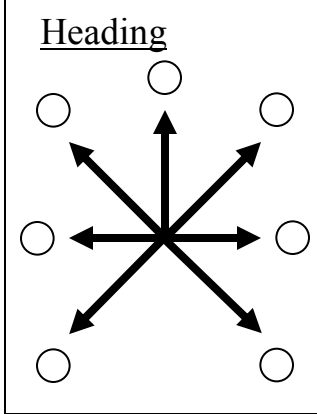

A picture of the battle set up at Historicon 2007.

- The Space mats are from HOLTZ Art Works who sponsored the game.

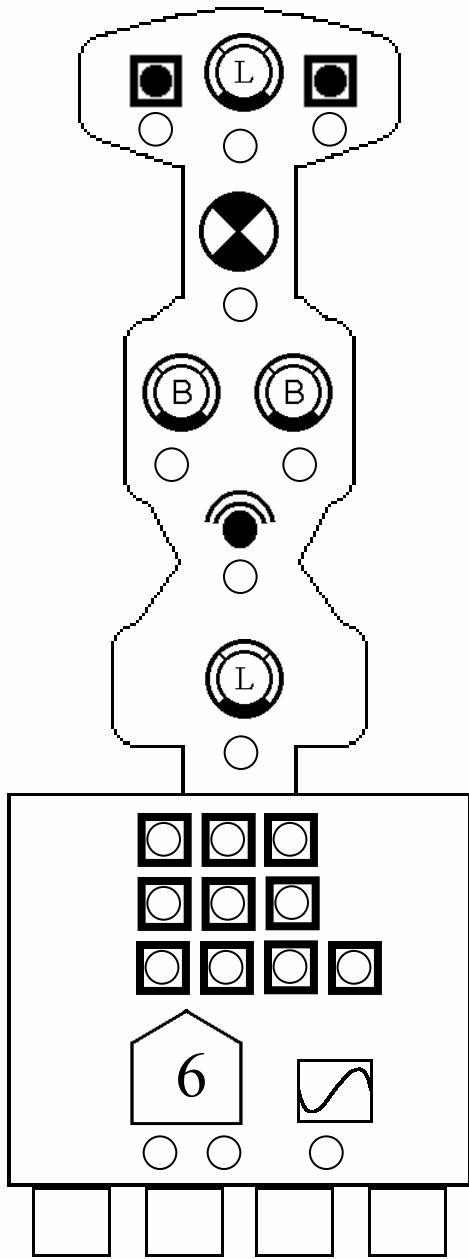
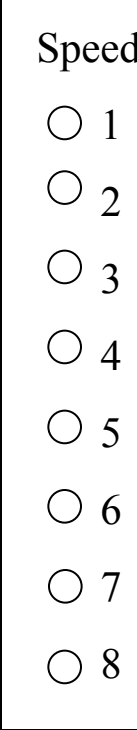
<http://www.hotzmats.com/>

- The ships are WOTC models (with some mods)
- All terrain and game extras are home made.

Weapons	Range	Roll
 Laser Cannons	0-3	2D6
	4-6	1D6
 Blasters*	0-3	2D6
*Can fire at fighters range 3 like PD, but needs a fire control		
 PD Batteries**	0-2	1D6
**only against attacking Fighters		





Shields	Hit Rolled	Damage
1	5	1
	6	2
0	4,5	1
	6	2



 Fire Control - one required per target

 Hyperdrive

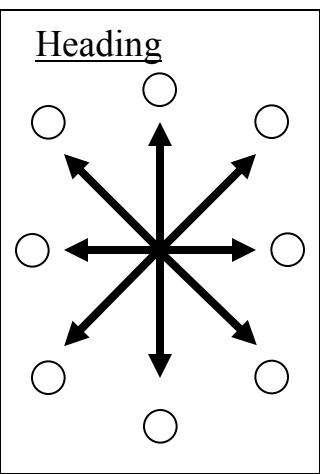
 Thrust — first hit half thrust, second hit no thrust or maneuver

Tantive IV

Corellian Corvette



Move




A-wing Squadron #4

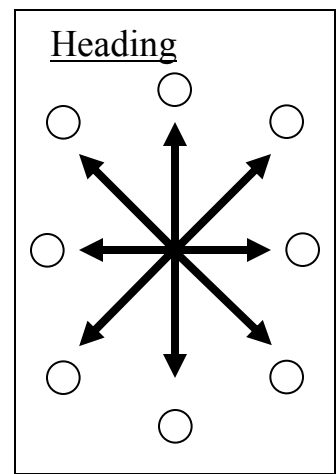
Attack Range is 2

Attacking enemy fighters - Roll D6 +1

Attacking ships – Roll D6

 Shielded - level 1 Shields when being attacked damage rolls of 4 miss!

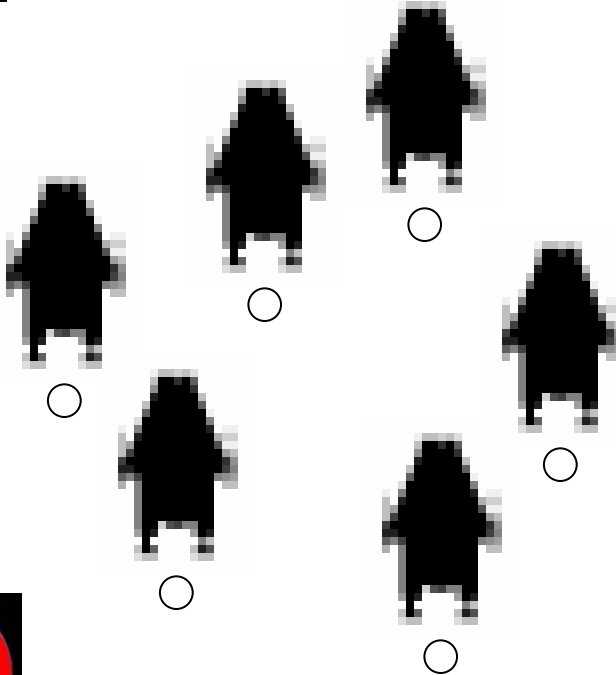
Reaction Move



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

↑
Pursuit / Dogfight



↑
Pursuit / Dogfight

Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

Move

Reaction Move


ACE A-wing Squadron #4

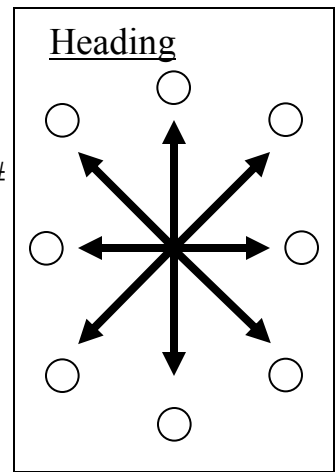
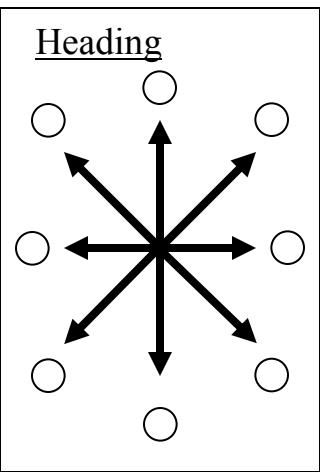
Attack Range is 2

Aces roll one more attack dice than the # of fighters

Attacking enemy fighters - Roll D6 +1

Attacking ships – Roll D6

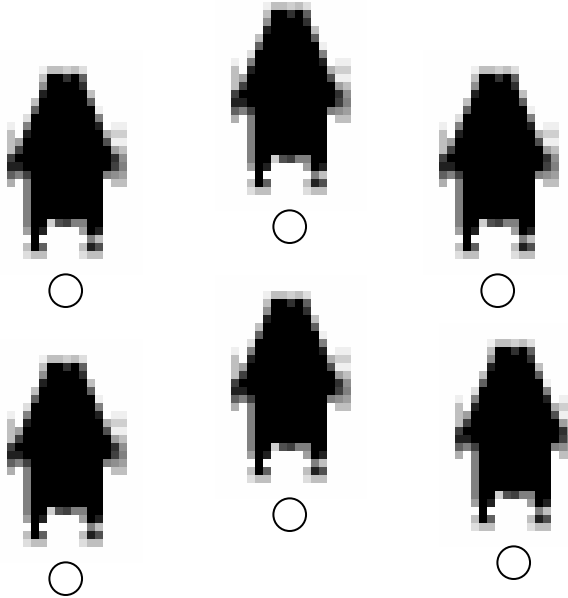
 Shielded - level 1 Shields when being attacked damage rolls of 4 miss!



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

○
↑
Pursuit / Dogfight

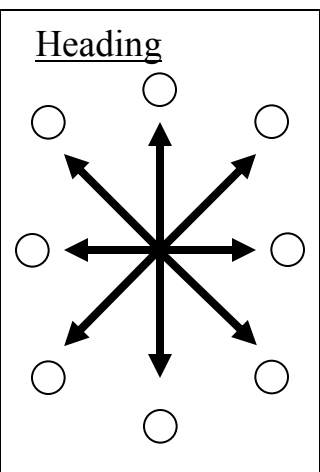


Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

○
↑
Pursuit / Dogfight

Move



Y-wing Gold Squadron

Attack Range is 2

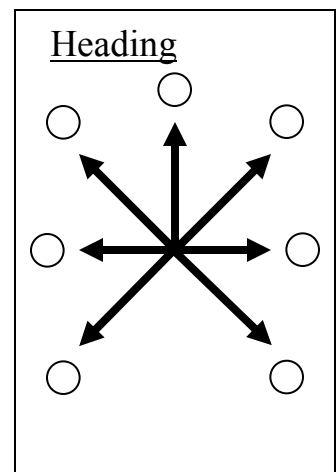
Attacking enemy fighters - Roll D6

Attacking ships – Roll D6 +2



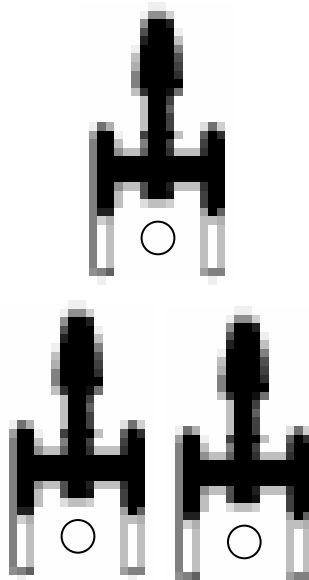
Shielded - level 1 Shields when being attacked damage rolls of 4 miss!

Reaction Move



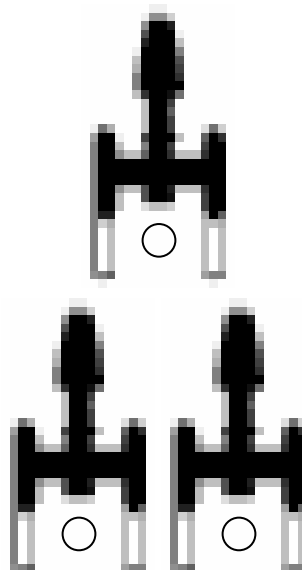
Speed

- 1
- 2
- 3
- 4
- 5

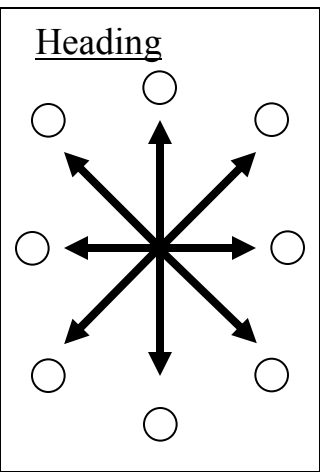


Speed

- 1
- 2
- 3
- 4
- 5



Move



Y-wing Squadron #5

Attack Range is 2

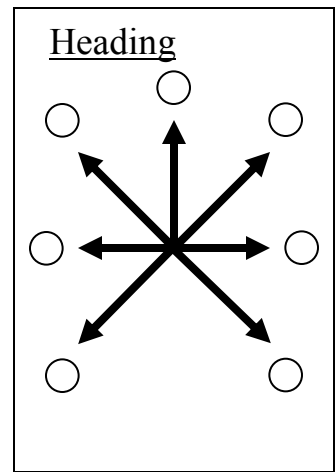
Attacking enemy fighters - Roll D6-1

Attacking ships – Roll D6 +1



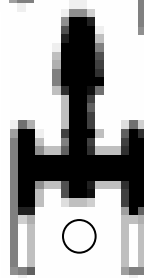
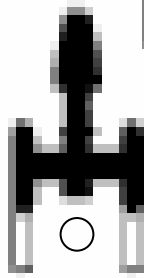
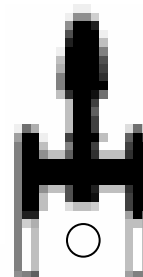
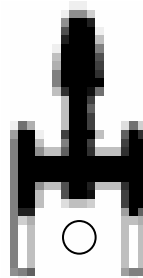
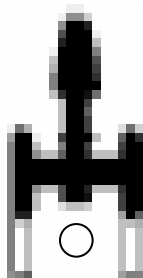
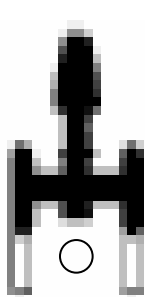
Shielded - level 1 Shields when being attacked damage rolls of 4 miss!

Reaction Move



Speed

- 1
- 2
- 3
- 4
- 5

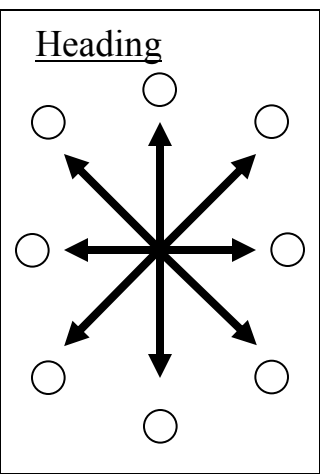


Speed

- 1
- 2
- 3
- 4
- 5



Move




X-wing Squadron #6

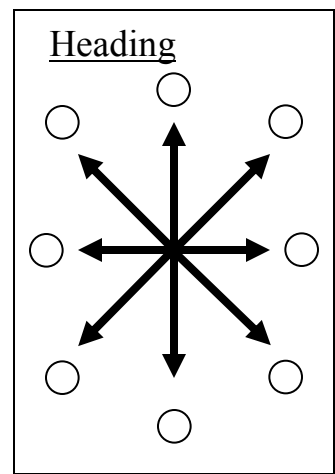
Attack Range is 2

Attacking enemy fighters - Roll D6

Attacking ships – Roll D6 +1

 Shielded - level 1 Shields when being attacked damage rolls of 4 miss!

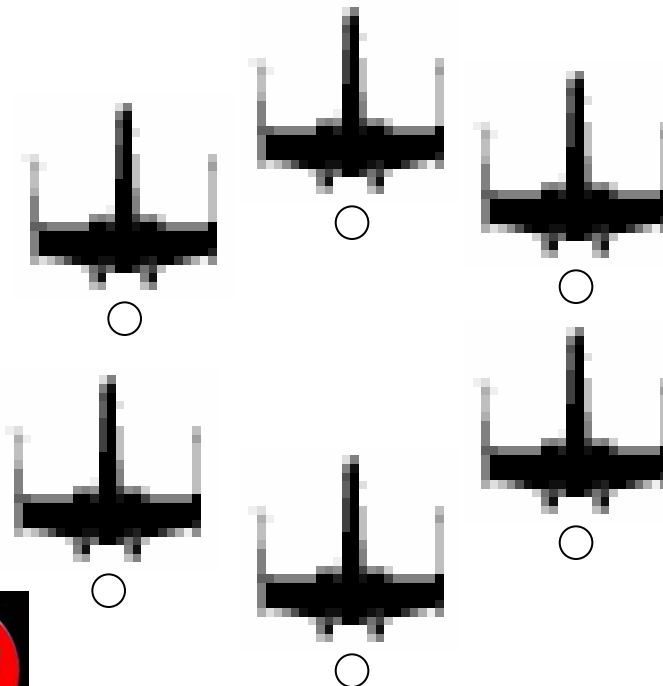
Reaction Move



Speed

- 1
- 2
- 3
- 4
- 5
- 6


Pursuit / Dogfight



Speed

- 1
- 2
- 3
- 4
- 5
- 6


Pursuit / Dogfight



Move

Reaction Move


ACE X-wing Squadron

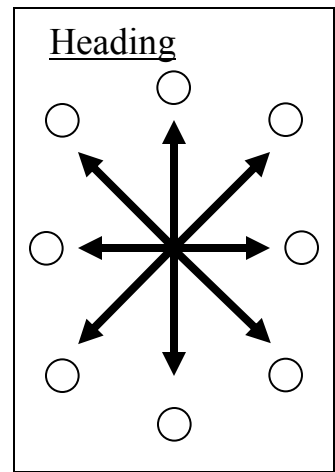
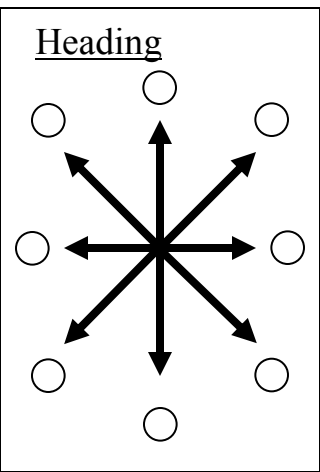
Attack Range is 2

Aces roll one more attack dice than the # of fighters

Attacking enemy fighters - Roll D6

Attacking ships – Roll D6 +1

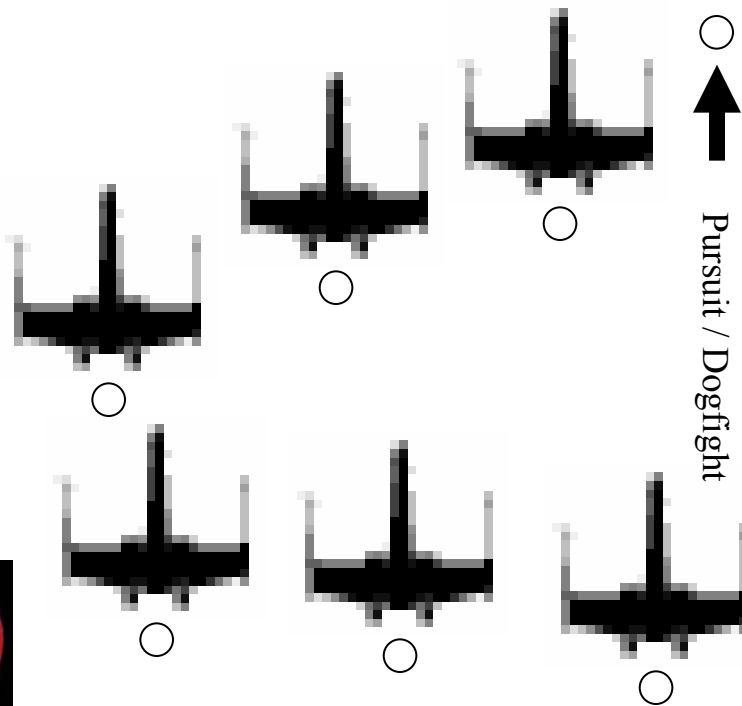
 Shielded - level 1 Shields when being attacked damage rolls of 4 miss!



Speed

- 1
- 2
- 3
- 4
- 5
- 6

↑
Pursuit / Dogfight



Speed

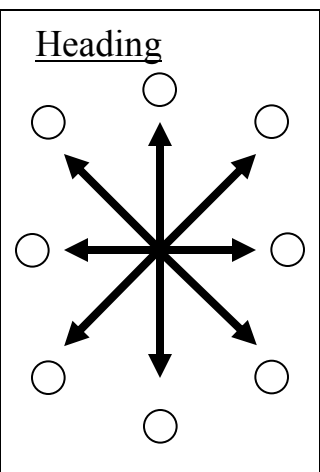
- 1
- 2
- 3
- 4
- 5
- 6

↑
Pursuit / Dogfight



Move

Reaction Move



X-wing Rogue Squadron

Attack Range is 2

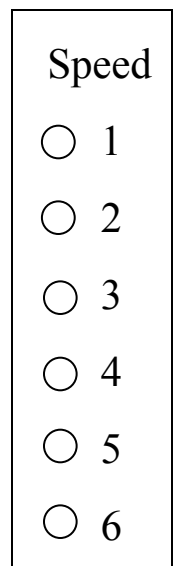
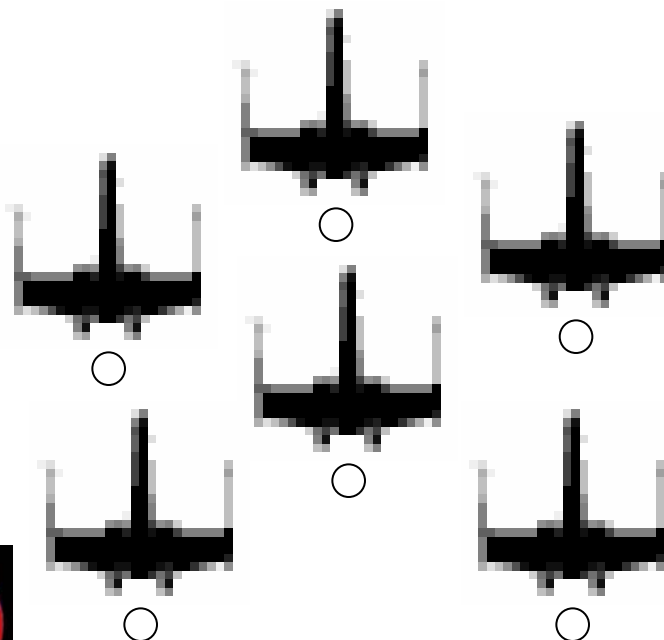
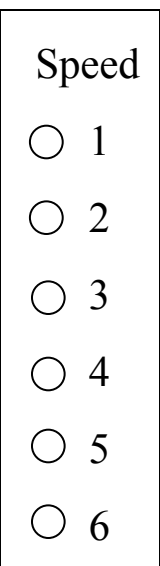
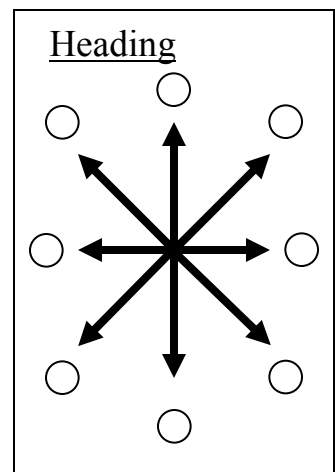
Aces roll one more attack dice than the # of fighters

Attacking enemy fighters - Roll **D6+1**

Attacking ships – Roll **D6+1**

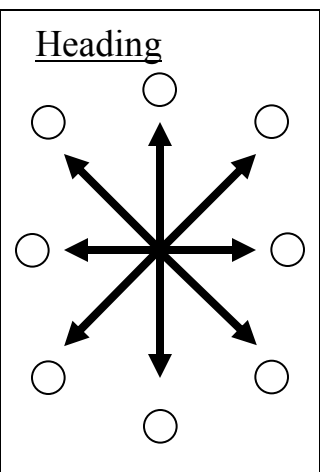


Shielded - level 1 Shields when being attacked damage rolls of 4 miss!



Move

Reaction Move




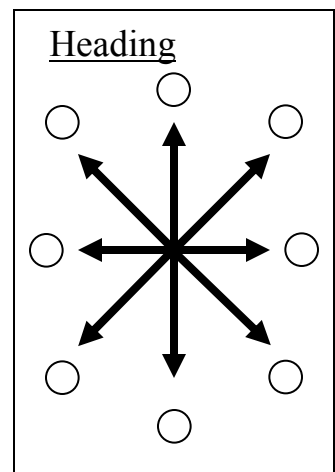
X-wing Luke Skywalker

Attack Range is 2

Attacking enemy fighters - Roll D6+1

Attacking ships – Roll D6 + 2

 Shielded - level 2 Shields only hit on a roll of 5 or 6, and only one damage on rolls of 6!



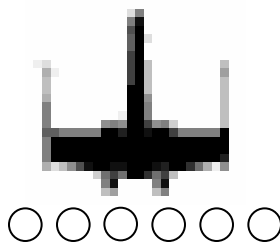
Speed

- 1
- 2
- 3
- 4
- 5
- 6

↑ Pursuit / Dogfight

“The Force is strong in this one”

Roll one attack die per remaining hit!



“R2 see what you can do back there!”

R2D2 Repair: remove one damage pin and place it here →

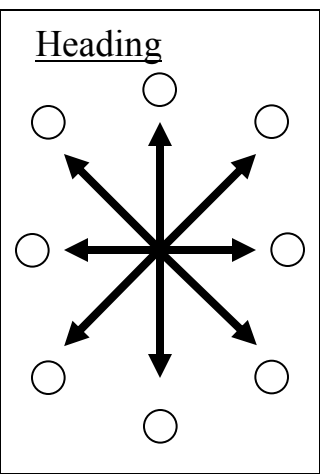


Speed

- 1
- 2
- 3
- 4
- 5
- 6

↑ Pursuit / Dogfight



Move



Millennium Falcon

Attack Range is 2

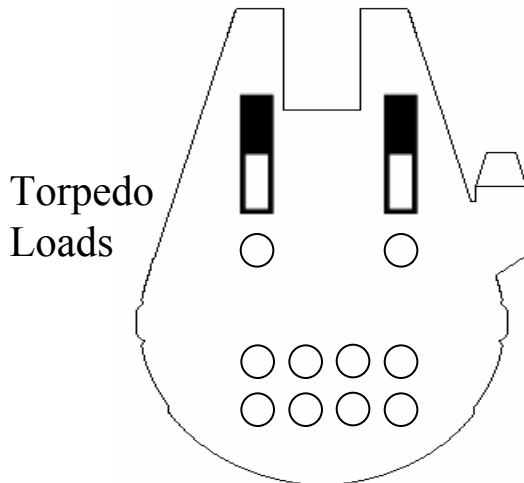
Roll D6 per hit point for all attacks except torpedoes!

  Shielded - level 2 Shields only hit on a roll of 5 or 6, and only one damage on rolls of 6!

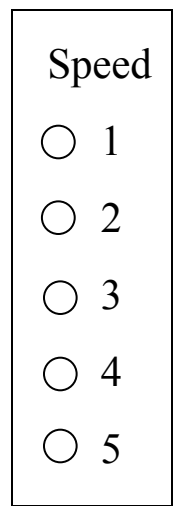
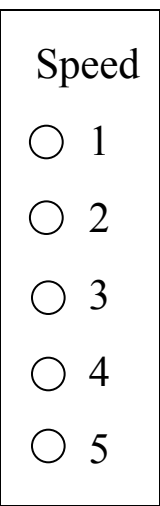
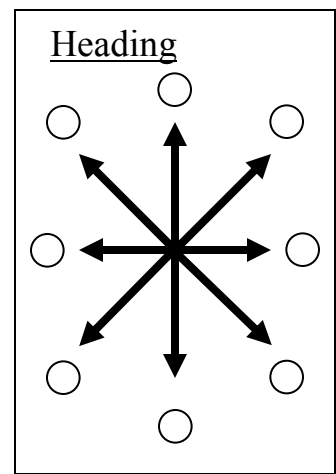
Torpedo – One shot attack per tube!

Roll D6 a 4 or higher is a hit

Roll D6 damage for each hit



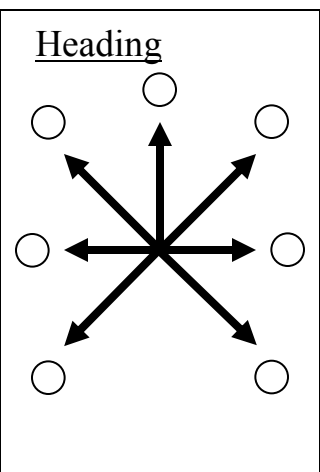
Reaction Move



“Never tell me the odds!”

Lucky: Make attacker re-roll (one time use) → ○

Move



B-wing Squadron #3


Attack Range is 2

Attacking enemy fighters - Roll D6 on a 6 they score one hit

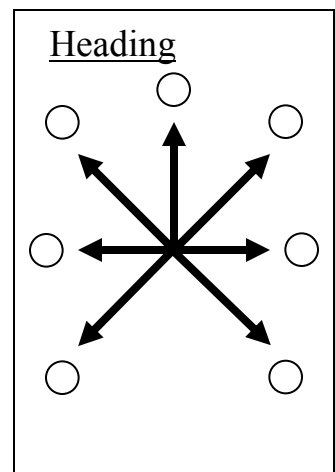
Attacking ships

Torpedo – One shot attack!
Roll D6 a 4 or higher is a hit
Roll D6 damage for each hit

Attacking enemy ships without torpedo – Roll D6+1

 Shielded - level 1 Shields when being attacked damage rolls of 4 miss!

Reaction Move



Speed

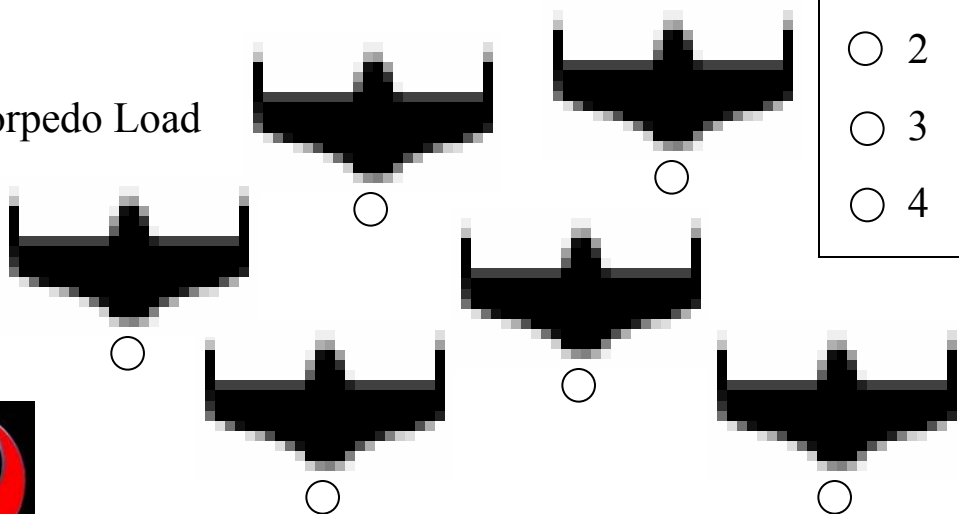
- 1
- 2
- 3
- 4

Speed

- 1
- 2
- 3
- 4



Torpedo Load



Weapons **Range** **Roll**

	Turbolasers	0-3	3D6
		4-6	2D6
		7-9	1D6
	Ion Cannons*	0-3	2D6
		4-6	1D6

*Hits are rolled against ship systems

	PD Batteries**	0-2	1D6
--	----------------	-----	-----

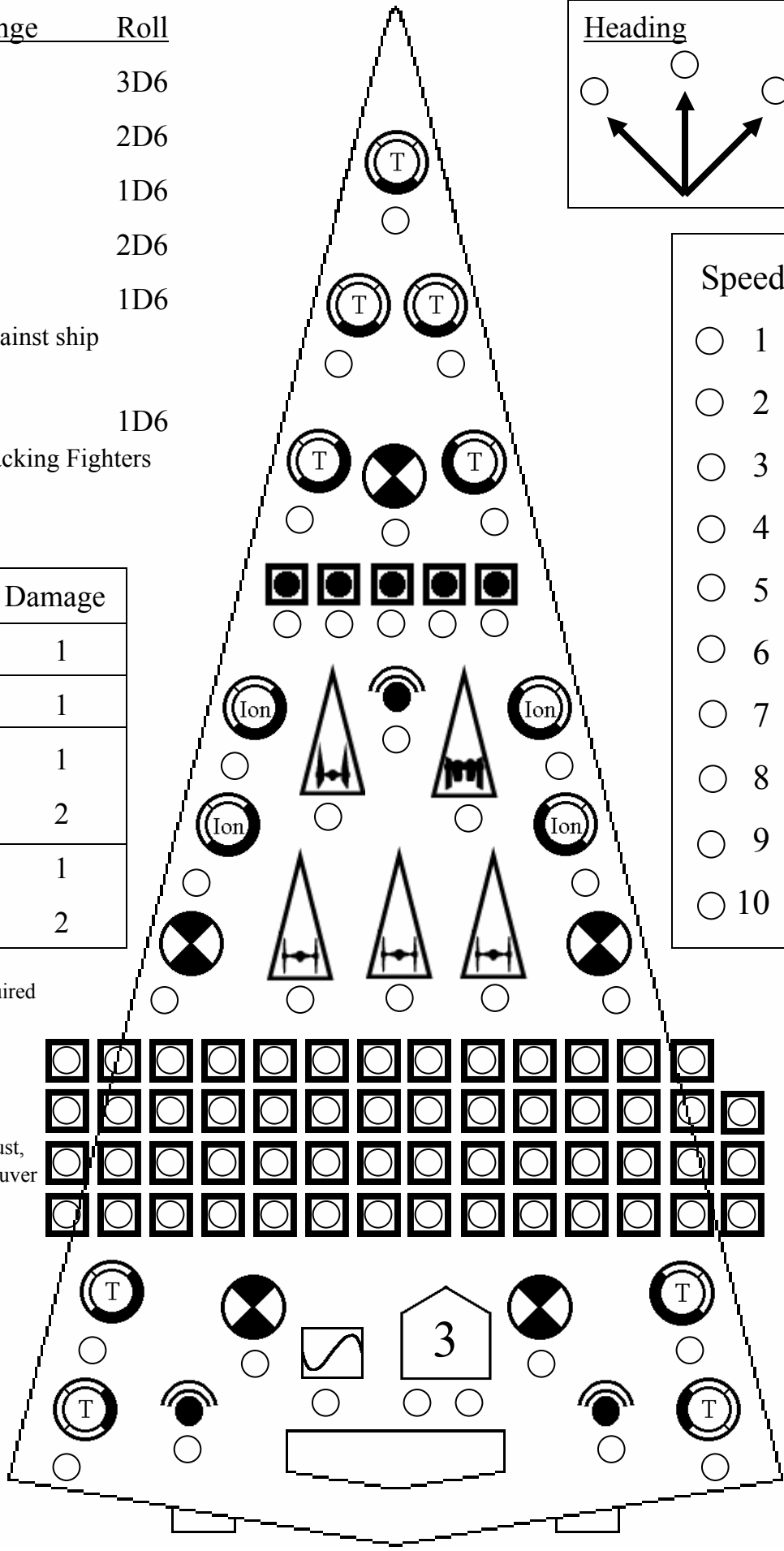
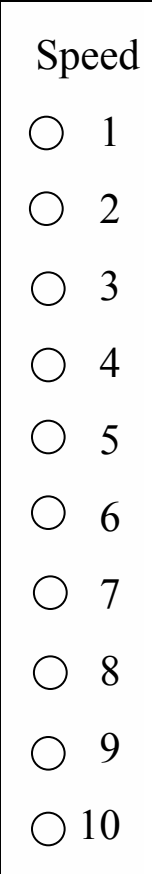
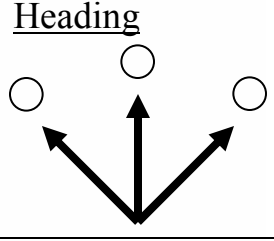
**only against attacking Fighters

	Shields	Hit Rolled	Damage
	3	6	1
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

Fire Control - one required per target

Hyperdrive

Thrust – first hit half thrust, second hit no thrust or maneuver



Admonitor
Imperial Star Destroyer II



Weapons **Range** **Roll**

	Turbolasers	0-3	3D6
		4-6	2D6
		7-9	1D6
	Ion Cannons*	0-3	2D6
		4-6	1D6

*Hits are rolled against ship systems

	PD Batteries**	0-2	1D6
--	----------------	-----	-----

**only against attacking Fighters

	Shields	Hit Rolled	Damage
	3	6	1
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

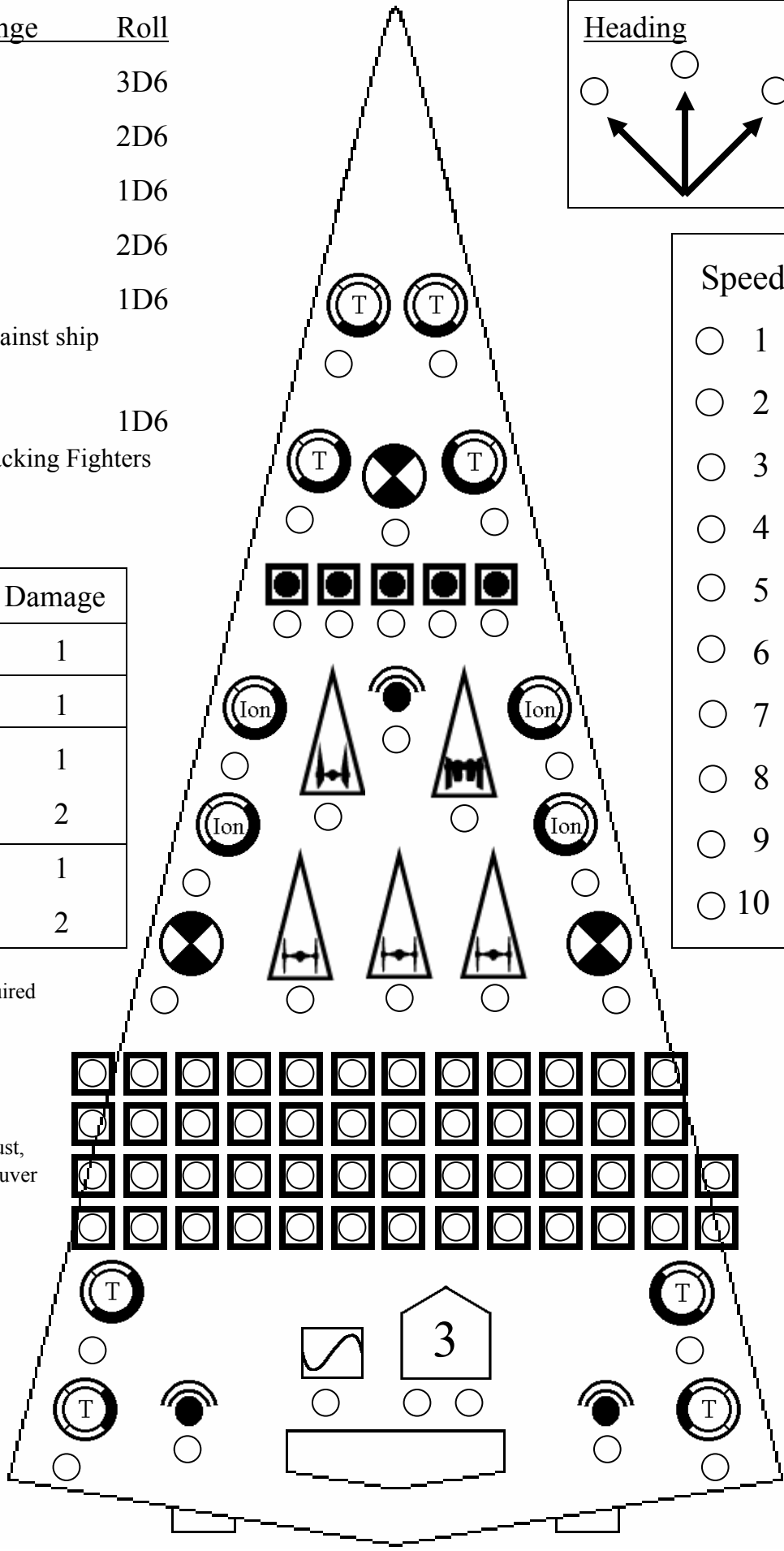
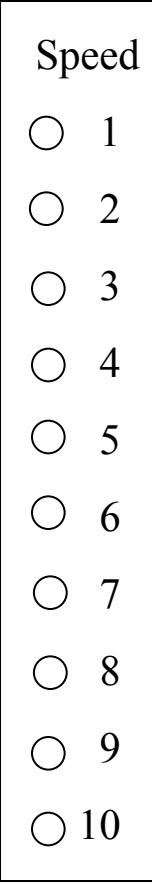
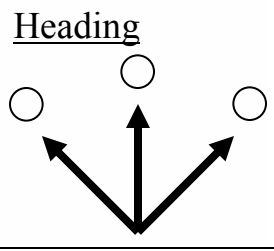
Fire Control - one required per target

Hyperdrive

Thrust — first hit half thrust, second hit no thrust or maneuver

Tyrant

Imperial Star Destroyer



Weapons **Range** **Roll**

	Turbolasers	0-3	3D6
		4-6	2D6
		7-9	1D6
	Ion Cannons*	0-3	2D6
		4-6	1D6

*Hits are rolled against ship systems

	PD Batteries**	0-2	1D6
--	----------------	-----	-----

**only against attacking Fighters

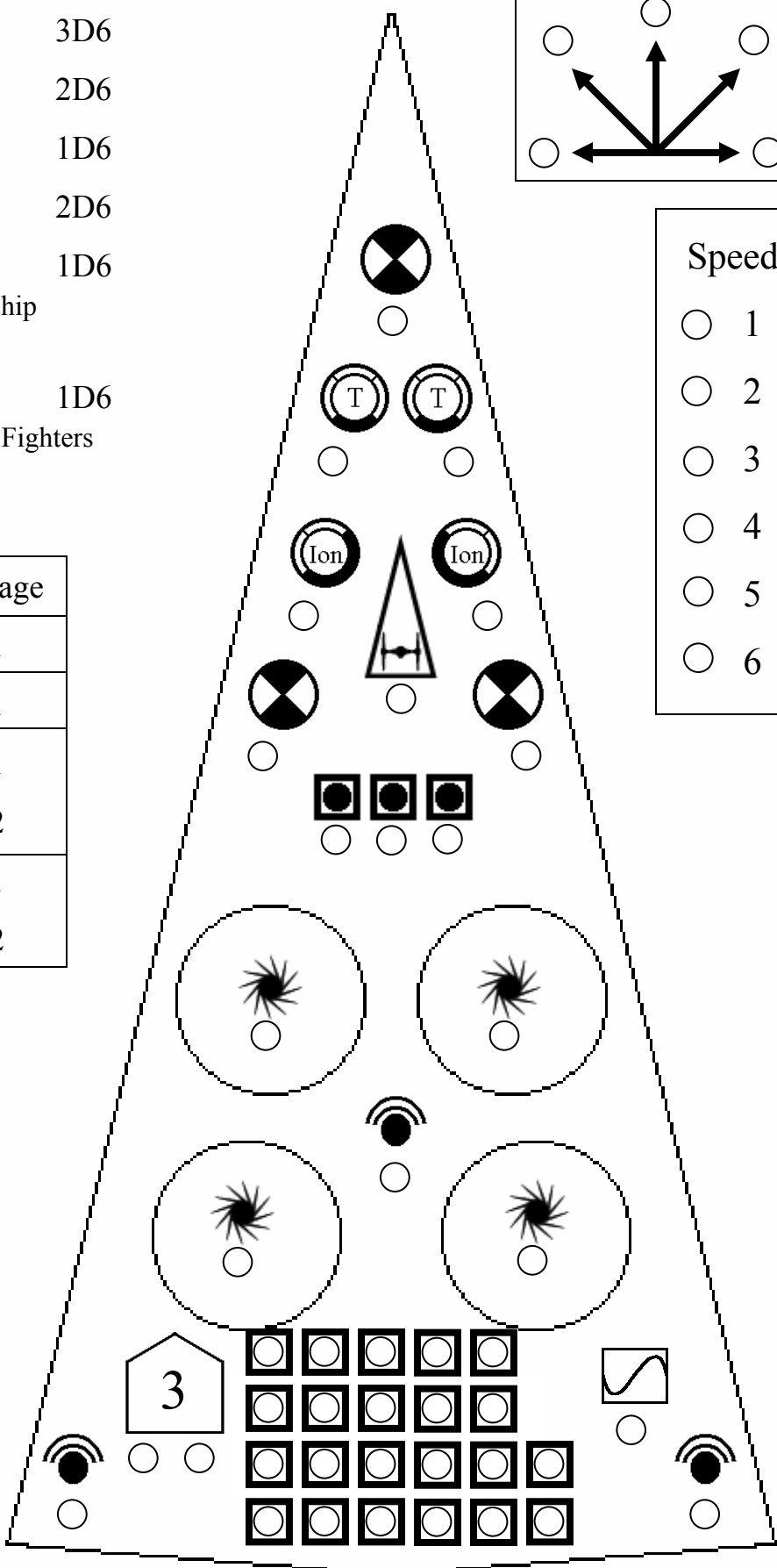
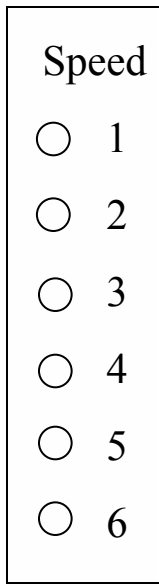
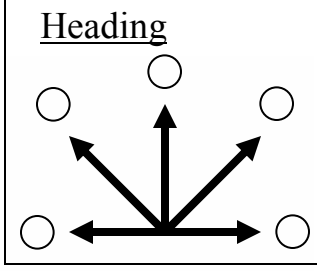
	Shields	Hit Rolled	Damage
	3	6	1
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

Fire Control - one required per target

Hyperdrive

Thrust – first hit half thrust, second hit no thrust or maneuver



Gravity Well Generator – prevents hyperdrive engagement




Black Asp
Interdictor
Cruiser




Weapons **Range** **Roll**

	Turbolasers	0-3	3D6
		4-6	2D6
		7-9	1D6
	Ion Cannons*	0-3	2D6
		4-6	1D6

*Hits are rolled against ship systems


	PD Batteries**	0-2	1D6
---	----------------	-----	-----

**only against attacking Fighters

	Shields	Hit Rolled	Damage
	3	6	1
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

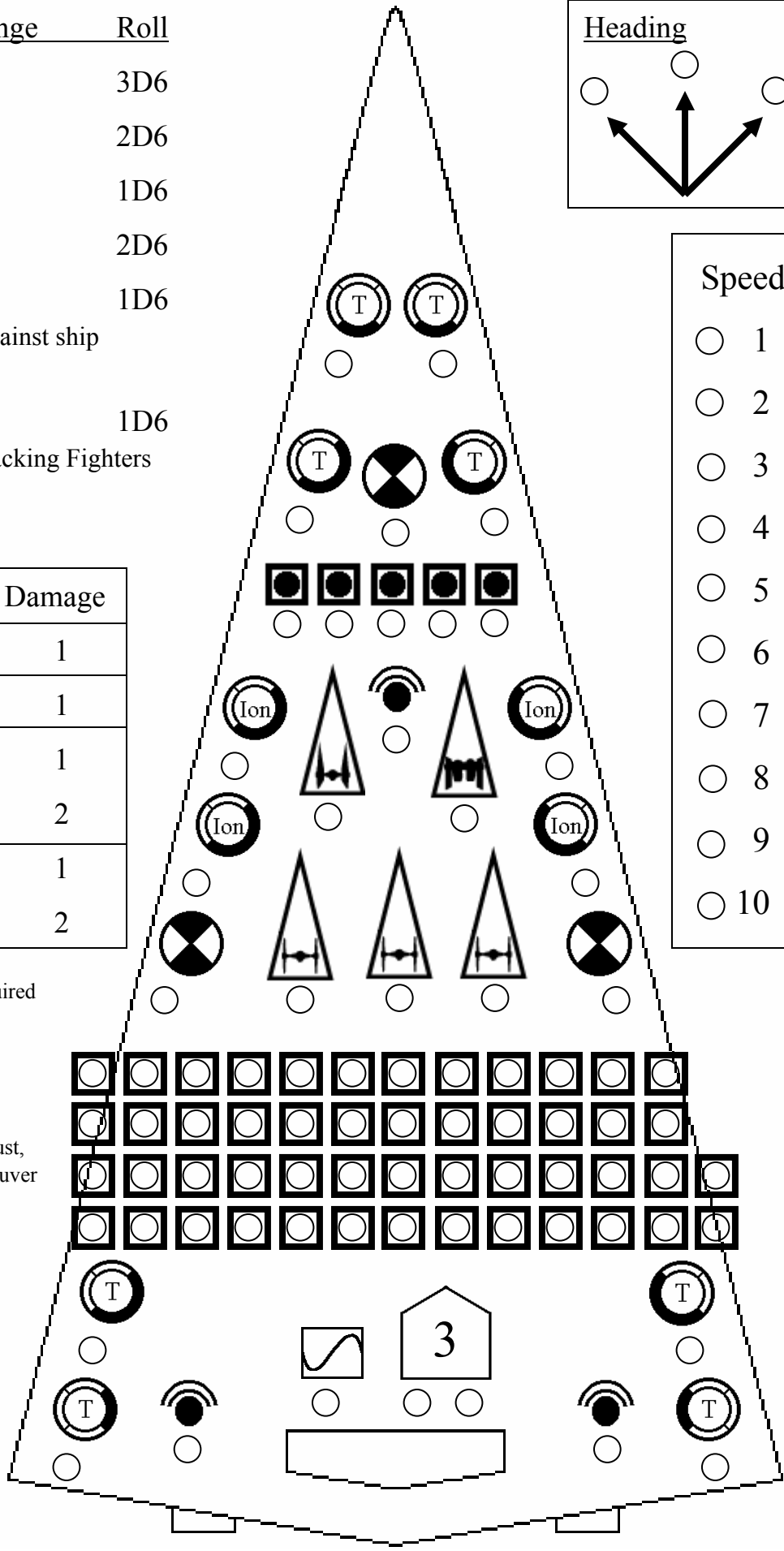
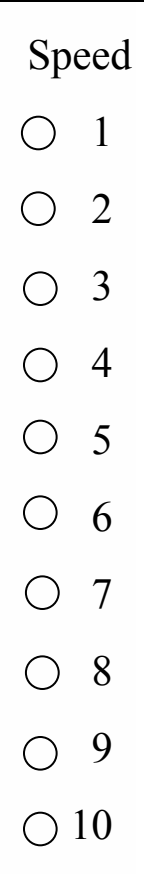
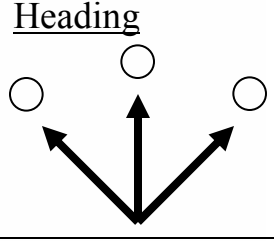
 Fire Control - one required per target

 Hyperdrive

 Thrust — first hit half thrust, second hit no thrust or maneuver

Imperator

Imperial Star Destroyer



Weapons **Range** **Roll**

	Turbolasers	0-3	3D6
		4-6	2D6
		7-9	1D6
	Ion Cannons*	0-3	2D6
		4-6	1D6

*Hits are rolled against ship systems

	PD Batteries**	0-2	1D6
--	----------------	-----	-----

**only against attacking Fighters

	Shields	Hit Rolled	Damage
	3	6	1
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

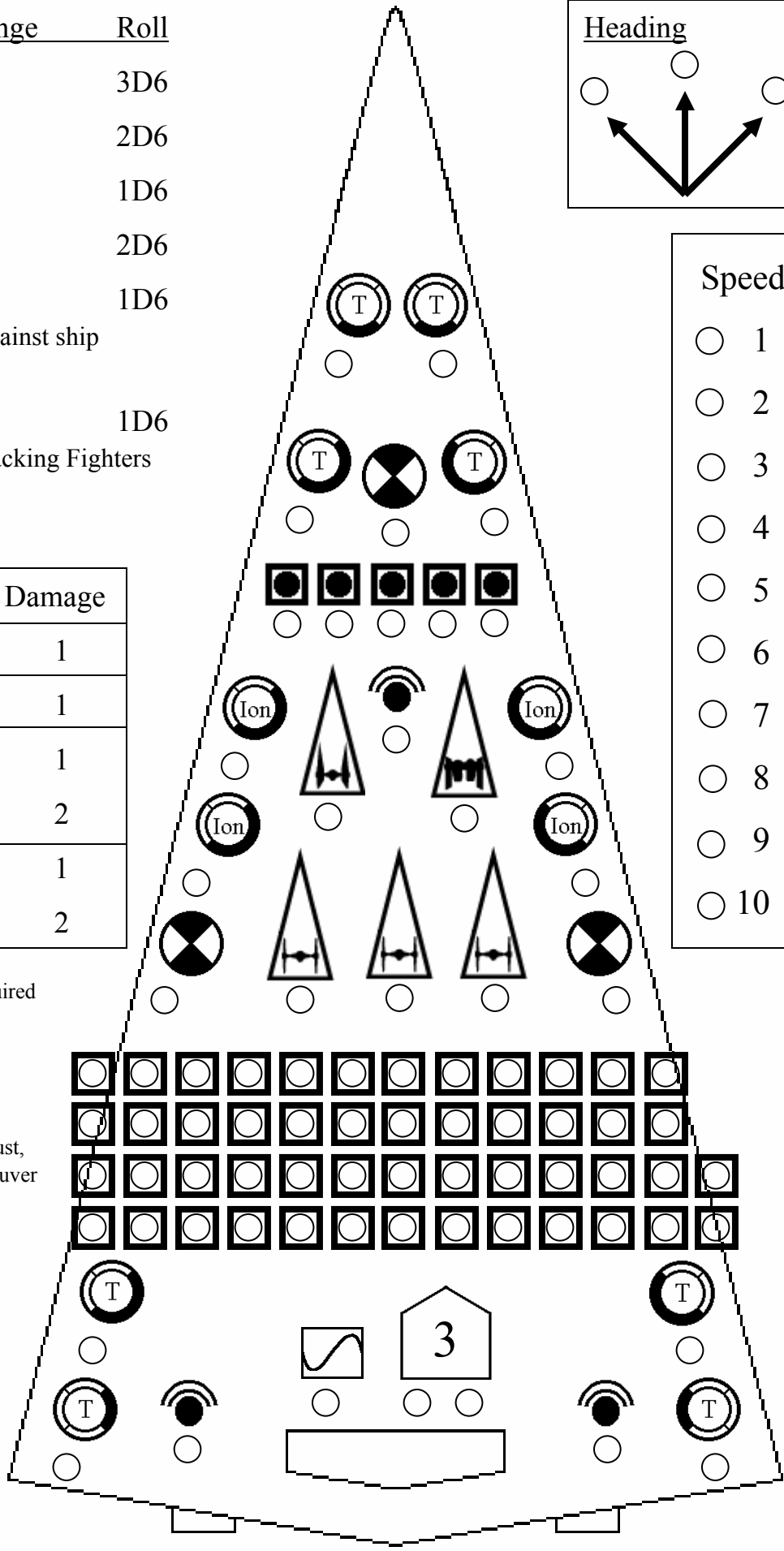
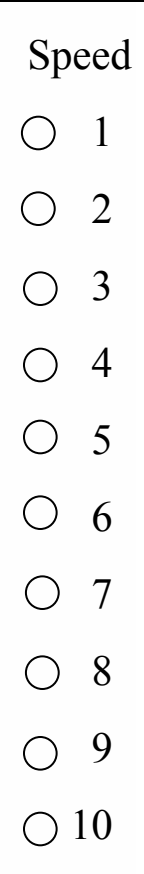
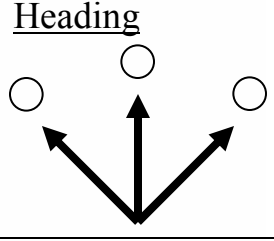
Fire Control - one required per target

Hyperdrive

Thrust – first hit half thrust, second hit no thrust or maneuver

Aggressor

Imperial Star Destroyer



Weapons	Range	Roll
	0-3	3D6
	4-6	2D6
	7-9	1D6

PD Batteries** 0-2 1D6
 **only against attacking Fighters

	Range	To Hit
	0-2	3 to 6
	Front Arc Only	4 to 6
	6-8	5 or 6
	9	6 only

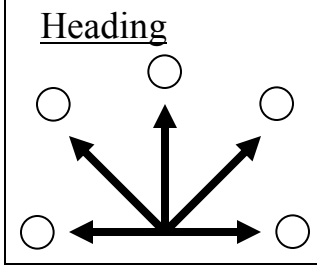
†Roll a D6 per hit - die roll is the damage done, ignore shields!

Shields	Hit Rolled	Damage
1	5	1
	6	2
0	4,5	1
	6	2

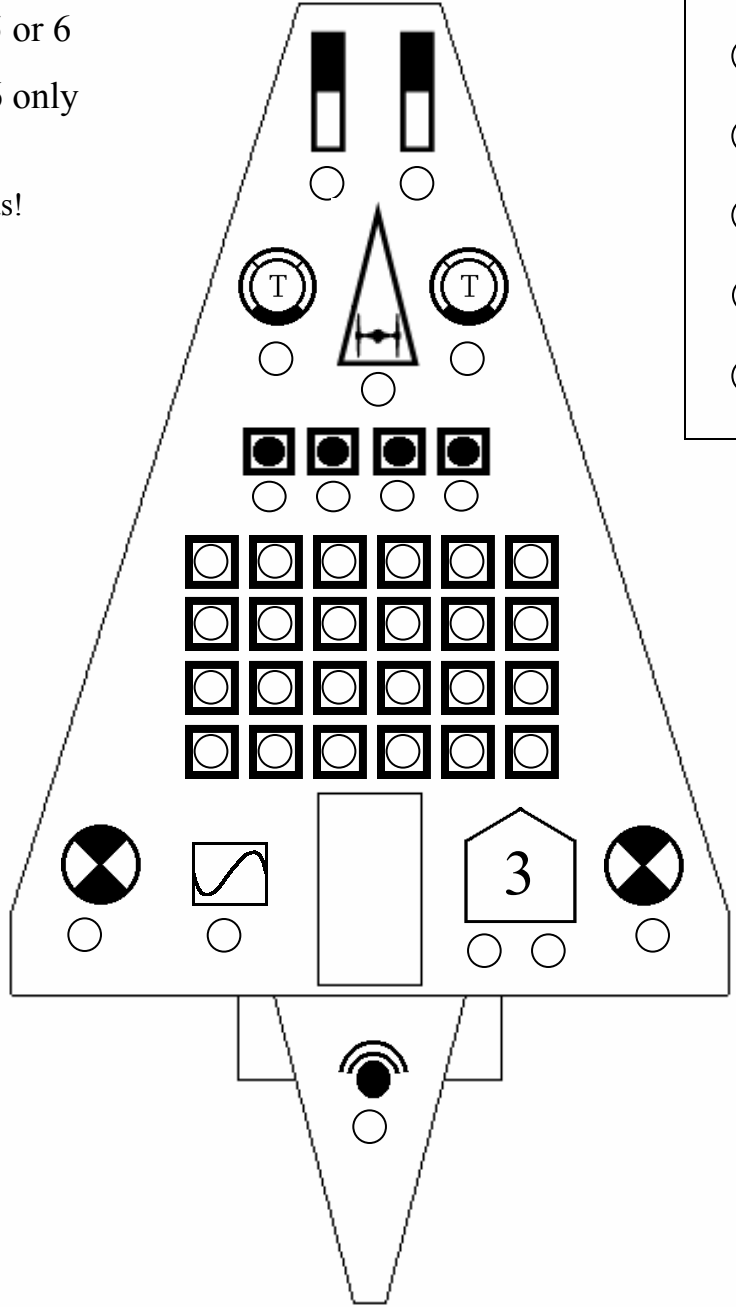
- Fire Control - one required per target
- Hyperdrive
- Thrust — first hit half thrust, second hit no thrust or maneuver





Ravager Acclamator Cruiser II





- Speed
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8



Weapons	Range	Roll
 Laser Cannons	0-3	2D6
	4-6	1D6
 Blasters*	0-3	2D6


*Can fire at fighters range 3 like PD, but needs a fire control

 ADAF Batteries** 0-3 1D6
 **only against attacking Fighters or Fighters attacking a friendly ship within 0-3

 Shields	Hit Rolled	Damage
1	5	1
	6	2
0	4,5	1
	6	2

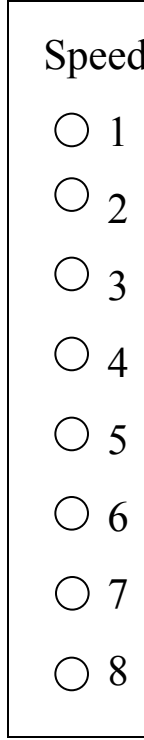
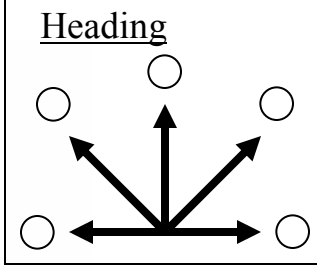
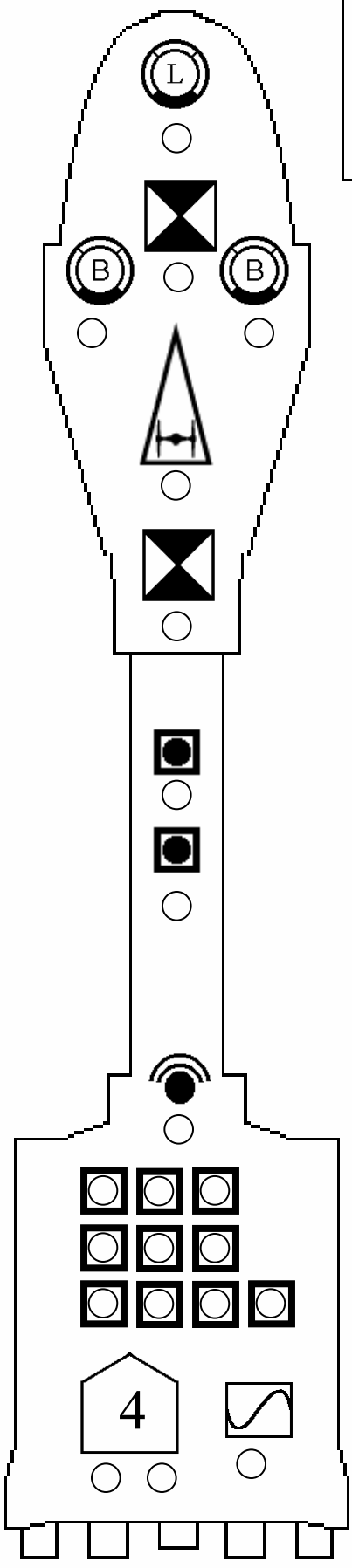
 Fire Control - one required per target

 Hyperdrive

 Thrust — first hit half thrust, second hit no thrust or maneuver

Warsprite

Imperial Escort Cruiser



Weapons	Range	Roll
Laser Cannon	0-3	2D6
	4-6	1D6
Blasters*	0-3	2D6

*Can fire at fighters range 3 like PD, but needs a fire control

ADAF Batteries** 0-3 1D6
 **only against attacking Fighters or Fighters attacking a friendly ship within 0-3

	Shields	Hit Rolled	Damage
	1	5	1
		6	2
	0	4,5	1
		6	2

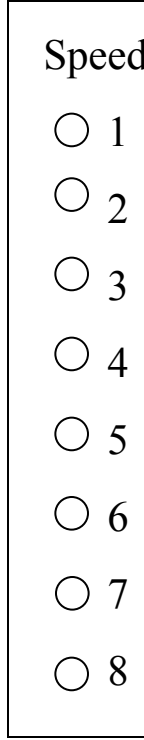
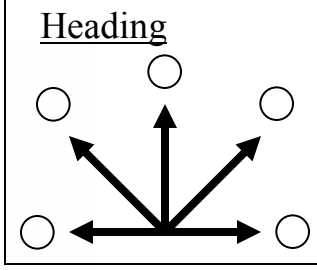
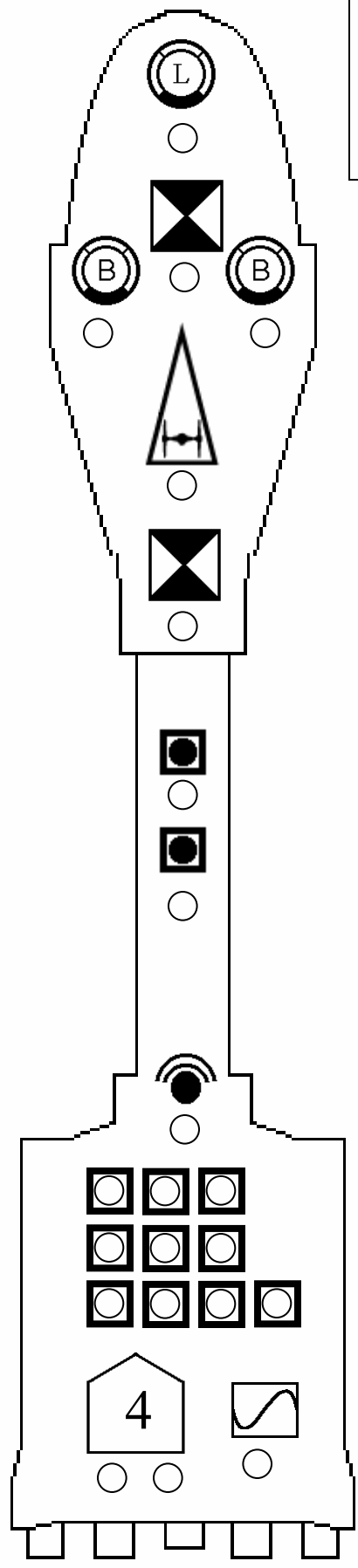
Fire Control - one required per target

Hyperdrive

Thrust – first hit half thrust, second hit no thrust or maneuver

Black Star

Imperial Escort Cruiser



Weapons	Range	Roll
Turbolasers	0-3	3D6
	4-6	2D6
	7-9	1D6
Laser Cannon	0-3	2D6
	4-6	1D6
Blasters*	0-3	2D6

*Can fire at fighters range 3 like PD, but needs a fire control

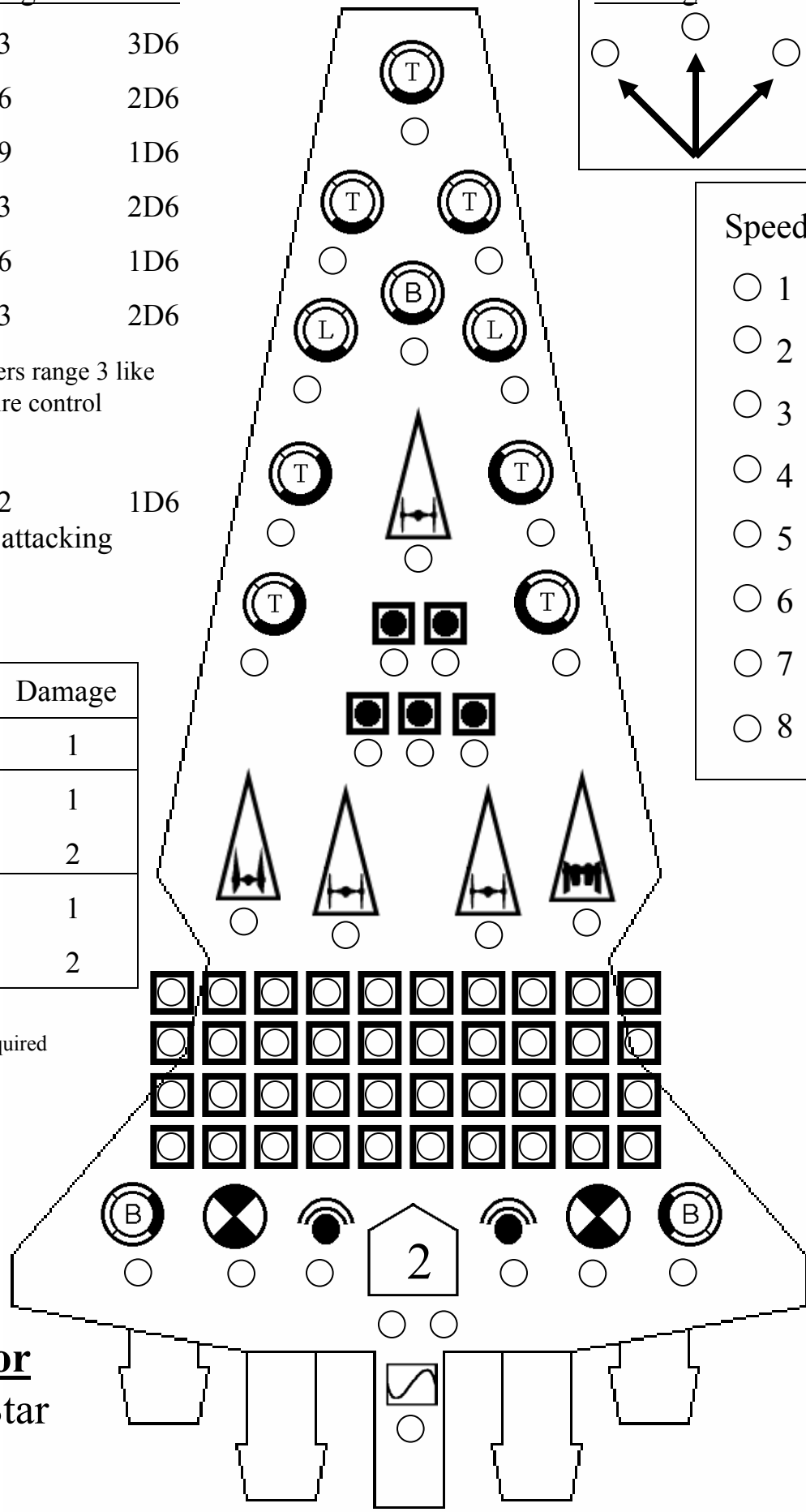
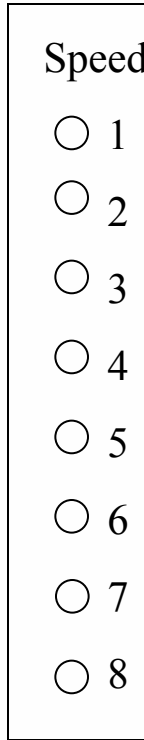
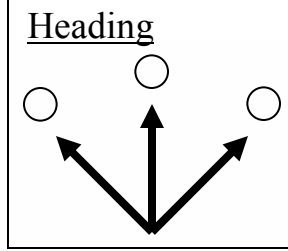
PD Batteries** 0-2 1D6
**only against attacking Fighters

	Shields	Hit Rolled	Damage
	2	5,6	1
	1	5	1
		6	2
	0	4,5	1
		6	2

Fire Control - one required per target

Hyperdrive

Thrust — first hit half thrust, second hit no thrust or maneuver



Dominator
Venetor Star
Destroyer

Move

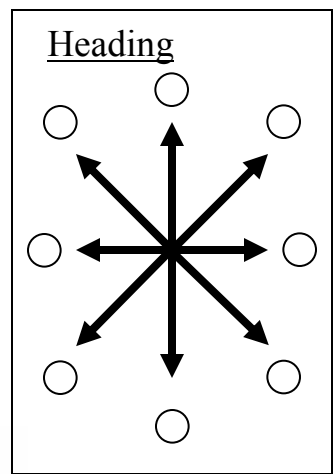
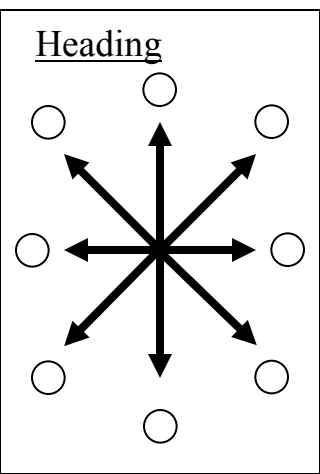
Reaction Move

ACE Tie Fighter Squadron #5

Attack Range is 2

Aces roll one more attack dice than the # of fighters

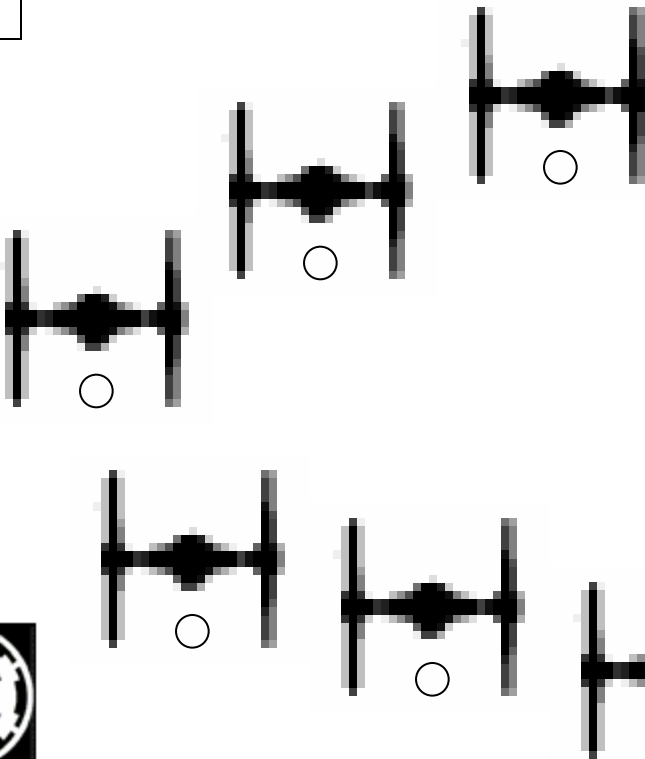
Roll D6 for all attacks



Speed

- 1
- 2
- 3
- 4
- 5
- 6

↑
Pursuit / Dogfight

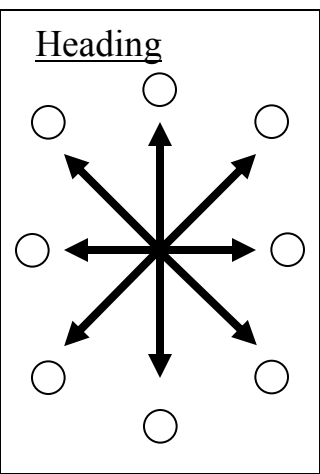


↑
Pursuit / Dogfight

Speed

- 1
- 2
- 3
- 4
- 5
- 6

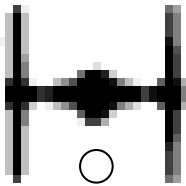
Move



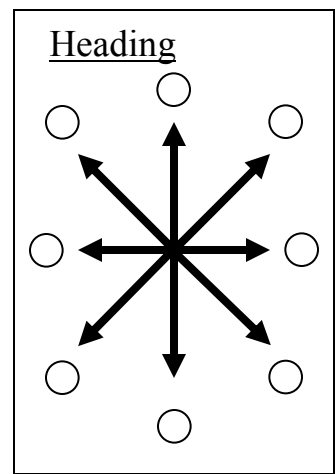
Tie Fighter Squadron #11

Attack Range is 2

Roll D6 for all attacks



Reaction Move



Speed

- 1
- 2
- 3
- 4
- 5
- 6

↑
Pursuit / Dogfight

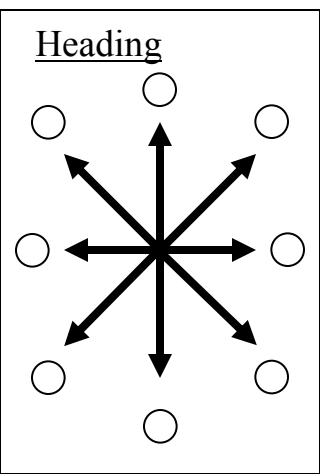


↑
Pursuit / Dogfight

Speed

- 1
- 2
- 3
- 4
- 5
- 6

Move



Tie Bomber Squadron #8

Attack Range is 2

Attacking enemy fighters - Roll D6 on a 6 they score one hit

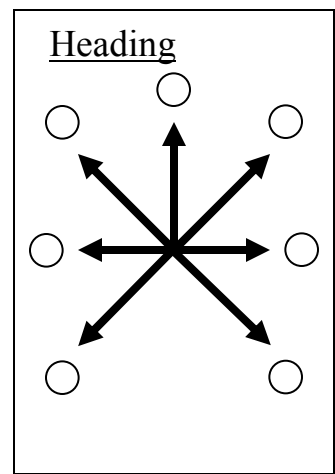
Attacking ships

Torpedo – One shot attack!

Roll D6 score of 4 or higher is a hit

Roll D6 damage for each hit

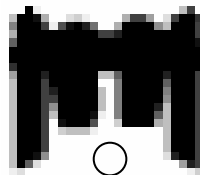
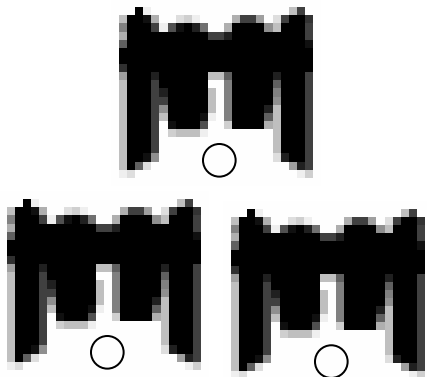
Reaction Move



No attacks on ships without Torpedoes!

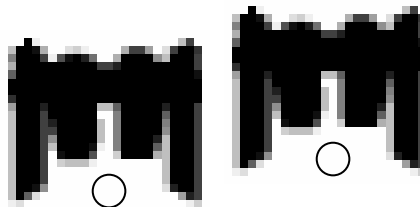
Speed

- 1
- 2
- 3
- 4
- 5



Speed

- 1
- 2
- 3
- 4
- 5



Move

Reaction Move

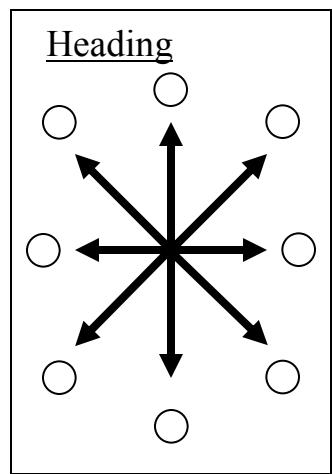
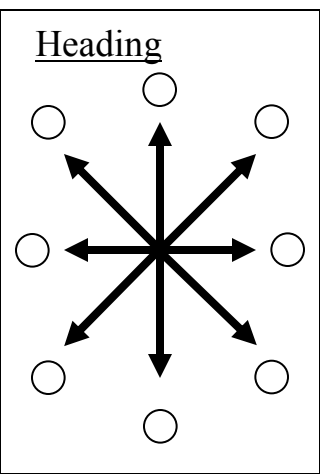
ACE Tie Interceptor Squadron #1

Attack Range is 2

Aces roll one more attack dice than the # of fighters

Attacking enemy fighters Roll D6 +1

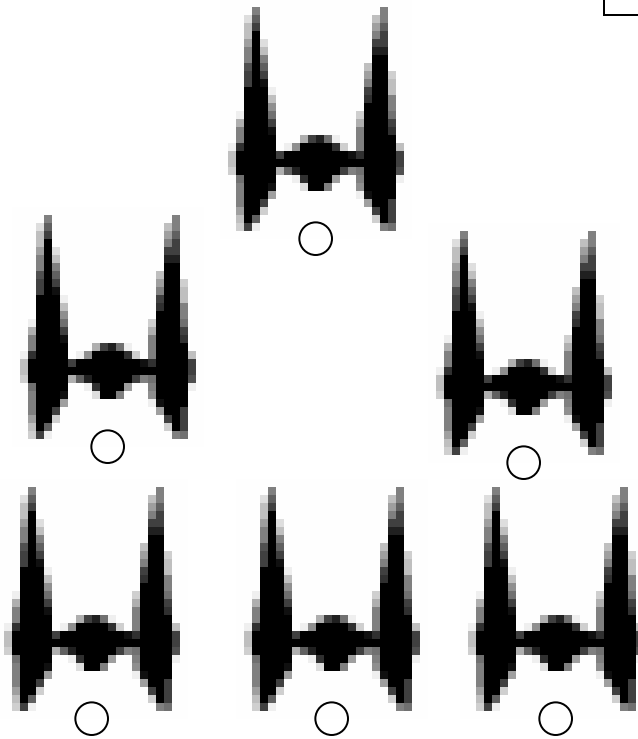
Attacking ships Roll D6



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7

○
↑
Pursuit / Dogfight



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7

○
↑
Pursuit / Dogfight

Move

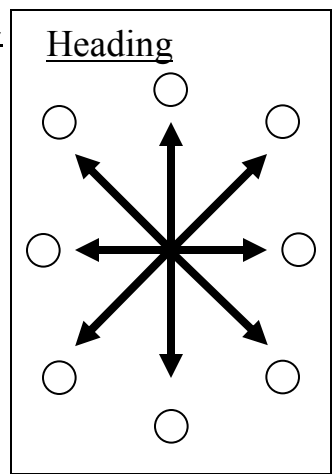
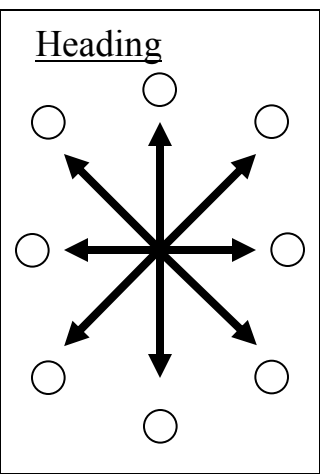
Reaction Move

Tie Interceptor Squadron #12

Attack Range is 2

Attacking enemy fighters Roll D6 +1

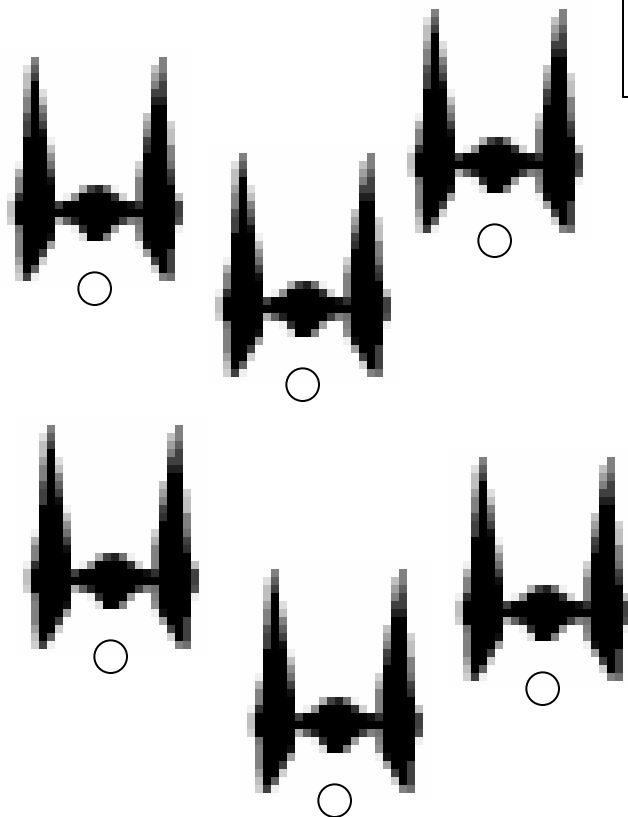
Attacking ships Roll D6



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7

↑ Pursuit / Dogfight



Speed

- 1
- 2
- 3
- 4
- 5
- 6
- 7

↑ Pursuit / Dogfight