

Weapons Range Roll

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

*Hits are rolled against ship systems

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

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

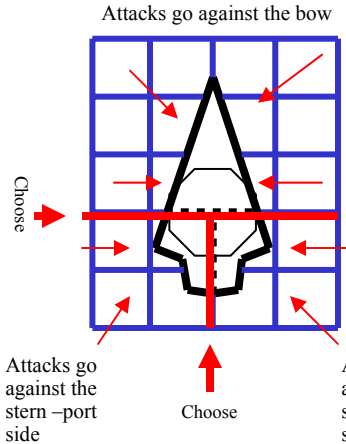
†Roll a D6 per hit - die roll is the damage done, ignore shields!

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

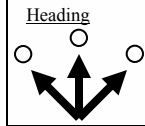
Fire Control - one required per target

Hyperdrive

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



Iron Fist
Super Star Destroyer



- Speed
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

