

# Our Play Test Version of G.O.B.S. Meets Star Wars Miniatures

- These SSDs were intended to be printed and then used to help identify the ship capabilities (a play aid) and mark off damage (either in paper or as a “peg board”)
- I eventually designed a game around full thrust, but we enjoyed this version enough that I figured it would be worth sharing.
- We played fast and loose with the build rules (don’t trust my point system – it could be filled with errors)
- New Weapon: Proton bombs range 0 - i.e. the bomber has to fly right up to the target to launch.
- Anyway please feel free to download and modify as you see fit. The pictures were all done with MS Paint.

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   6 Turbo Lasers   D20-2   D6 E   18

2 Ion Cannons   D12   D8 E   12

1 FAST Gun   D10   D4/D10\* M 10

1 Proton Beam\*\*   D12   D20 E   12

Super Star  
Destroyer

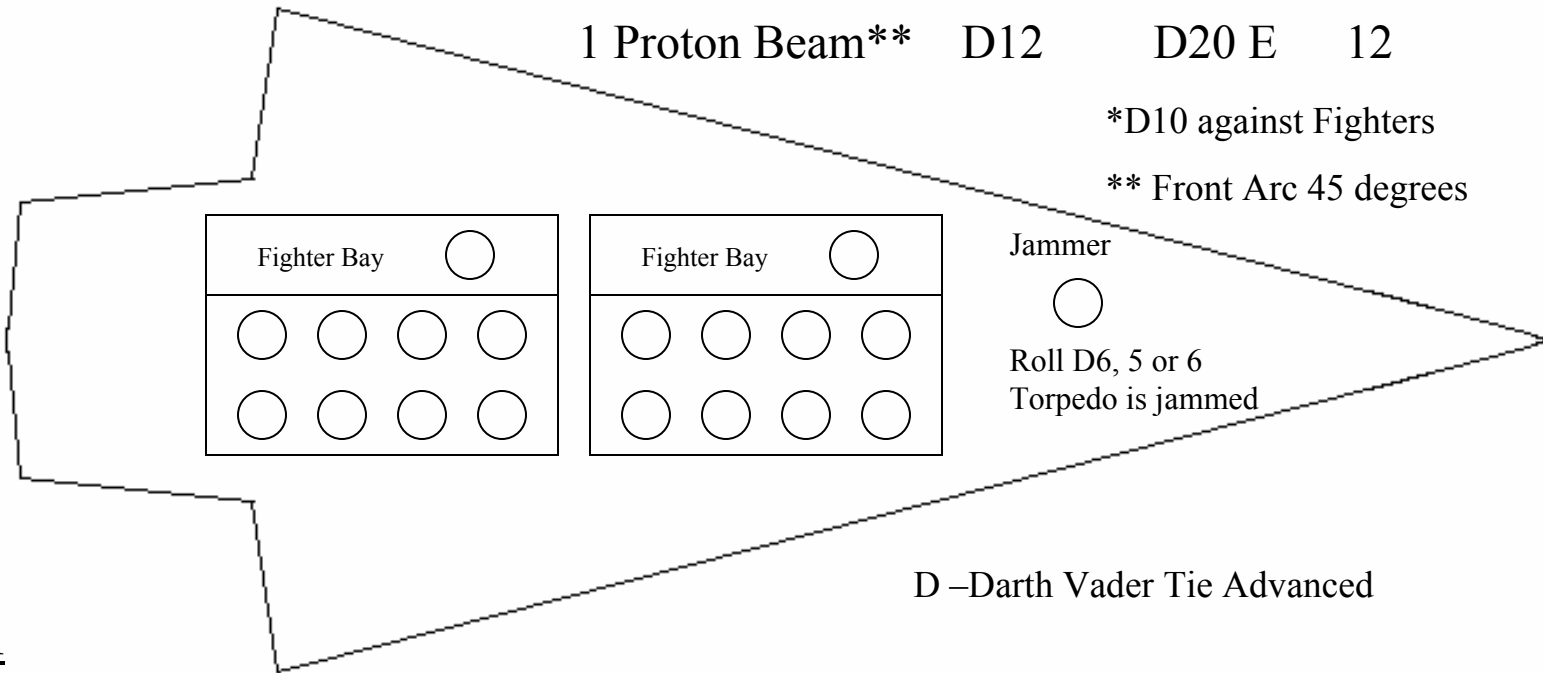
\*D10 against Fighters

\*\* Front Arc 45 degrees

Size -2

Thrust 2

Maneuver 1



D -Darth Vader Tie Advanced

Damage Roll

10+

12+

16+

18+

20+

24+

Shields

Weapons

Fighter Bay/Jammer

Maneuver

Thrust

Boom

○ ½ strength

○  
-D4 to Attack  
Rolls

Fighter Bay or Jammer

○ ½ turns

○ ½ speed

○ destroyed

○ no turns

○ dead in space

PTS - 835

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   6 Turbo Lasers   D20-2   D6 E   18

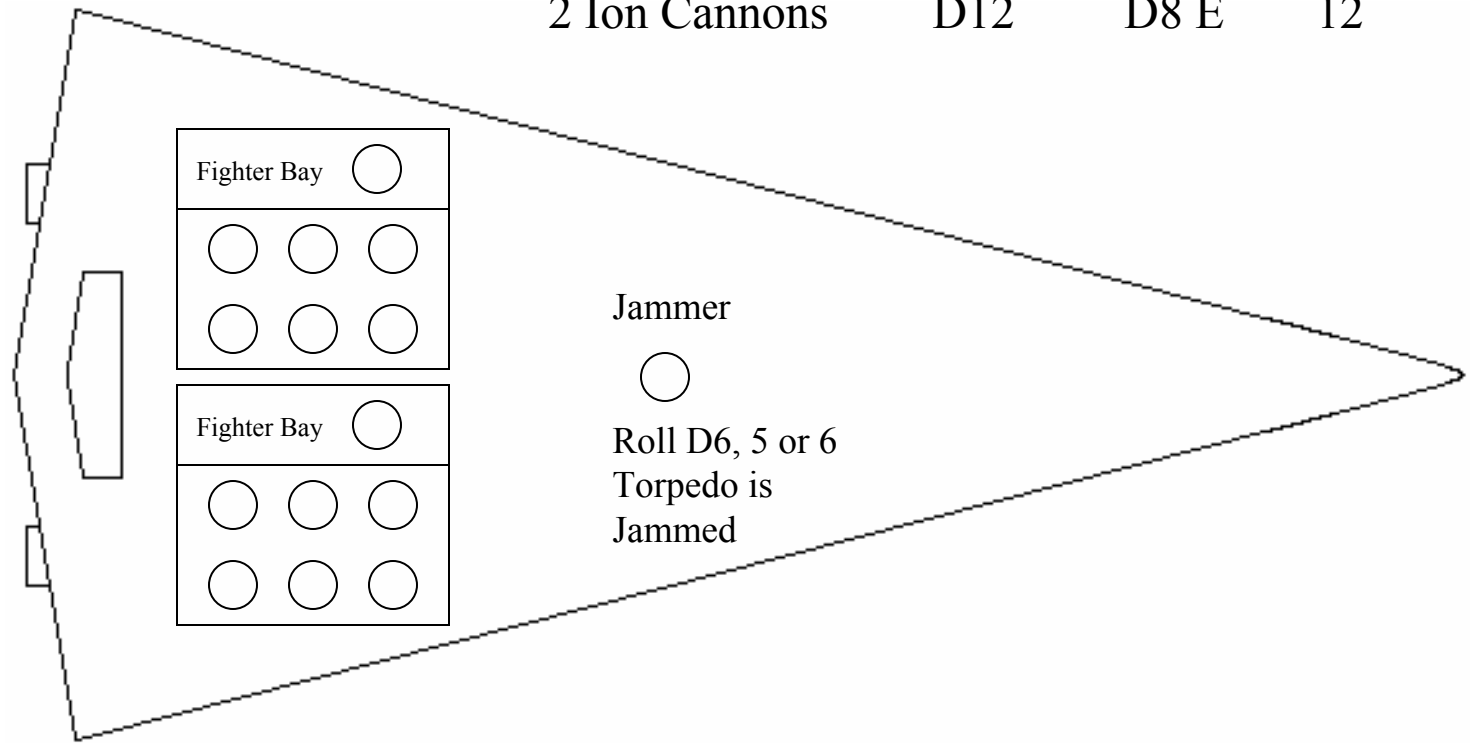
2 Ion Cannons   D12   D8 E   12

Imperial Star  
Destroyer #1

Size -1

Thrust 3

Maneuver 1



Damage Roll

8+                      10+                      12+                      16+                      18+                      20+

Shields                      Weapons                      Fighter Bay/Jammer                      Maneuver                      Thrust                      Boom

○ ½ strength

○

Fighter Bay or Jammer

○ ½ turns

○ ½ speed

○ destroyed

-D4 to Attack  
Rolls

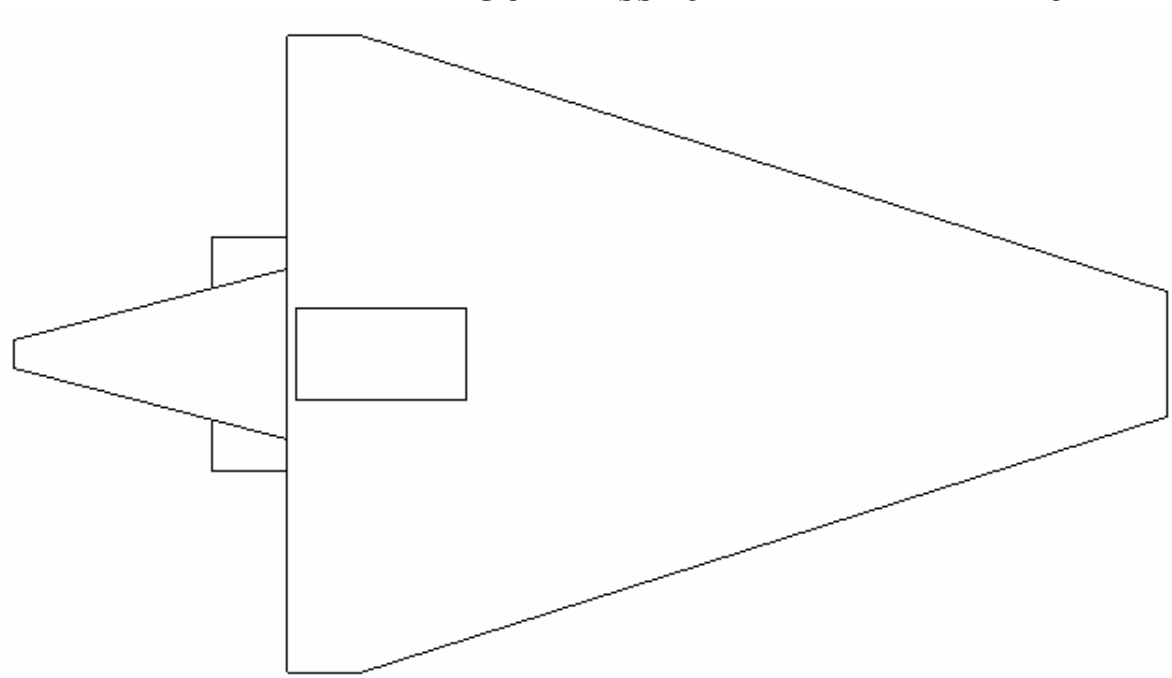
○ no turns

○ dead in space

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Densifier   D6   D8   D8   2 Turbo Lasers   D20-2   D6 E   18  
 2 Ion Cannons   D12   D8 E   12  
 1 Con Missile   D12   D6 Ex   12

Acclamator #1  
 Assault Cruiser  
 Size 0  
 Thrust 4  
 Maneuver 2



Damage Roll

4+                      6+                      8+                      10+                      12+                      18+

Shields                      Weapons                      Jammer                      Maneuver                      Thrust                      Boom

○ ½ strength                      ○                      ○                      ○ ½ turns                      ○ ½ speed

○ destroyed                      -D4 to Attack                      Roll D6, 5 or 6                      ○ no turns                      ○ dead in space

                    Rolls                      Torpedo is Jammed                      PTS - 235



Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   2 Turbo Lasers   D20-2   D6 E   18  
 2 Ion Cannons   D12   D8 E   12  
 1 FAST Gun   D10   D4/D10\* M 10

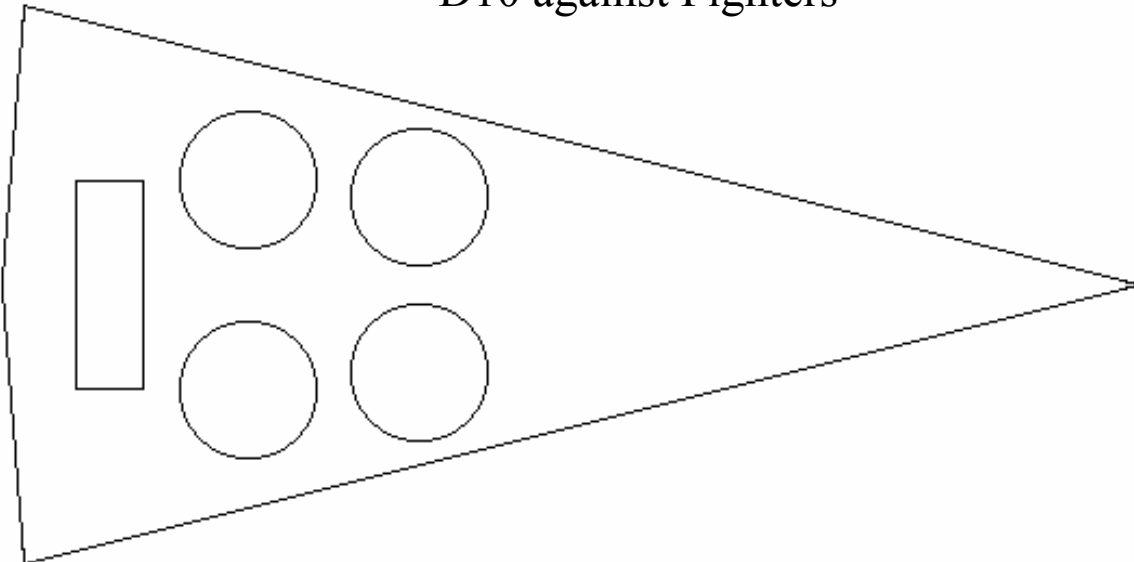
Interdictor

\*D10 against Fighters

Size 0

Thrust 4

Maneuver 3



Damage Roll

6+	8+	10+	12+	16+	18+
Shields	Weapons	Jammer	Maneuver	Thrust	Boom
○ ½ strength	○	○	○ ½ turns	○ ½ speed	
○ destroyed	-D4 to Attack Rolls	Roll D6, 5 or 6 Torpedo is Jammed	○ no turns	○ dead in space	PTS - 235

Shields   Energy   Mass   Explosion

None

Weapons   Attack   Damage   Range

2 Lasers                      D20+2    D4 E    20

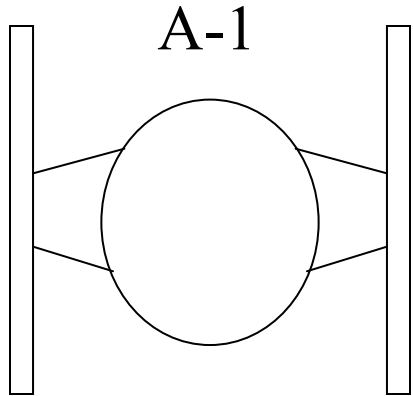
Tie Fighter Ace

Size 3

Thrust 8

Maneuver 8

PTS - 55



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls		○ no turns	○ dead in space	

Shields   Energy   Mass   Explosion

None

Weapons   Attack   Damage   Range

2 Lasers                      D20+2    D4 E    20

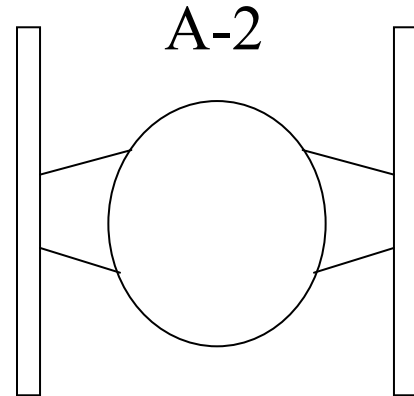
Tie Fighter Ace

Size 3

Thrust 8

Maneuver 8

PTS - 55



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls		○ no turns	○ dead in space	

Shields   Energy   Mass   Explosion

None

Weapons   Attack   Damage   Range

2 Lasers                      D20              D4 E              20

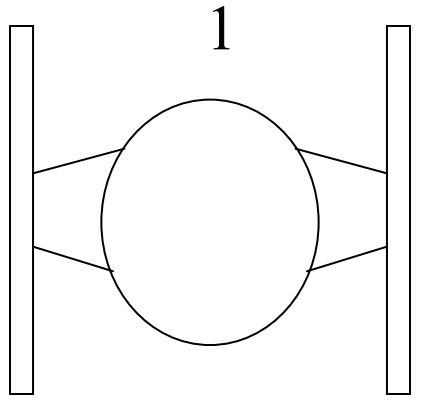
Tie Fighter

Size 3

Thrust 8

Maneuver 8

PTS - 45



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls		○ no turns	○ dead in space	

Shields   Energy   Mass   Explosion

None

Weapons   Attack   Damage   Range

2 Lasers                      D20              D4 E              20

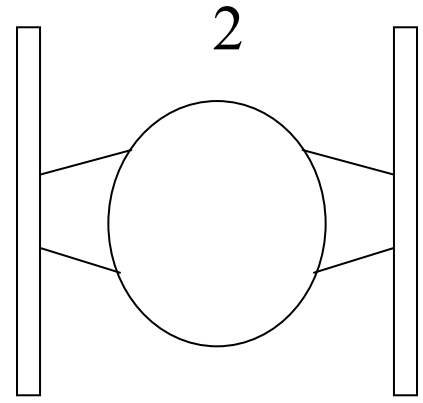
Tie Fighter

Size 3

Thrust 8

Maneuver 8

PTS - 45



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls		○ no turns	○ dead in space	

Shields Energy Mass Explosion

Deflector D4 D10 D6

Weapons Attack Damage Range

2 Lasers D20+2 D4/D6\* E 20

\*D6 Against Fighters

Tie Interceptor Ace

Size 3

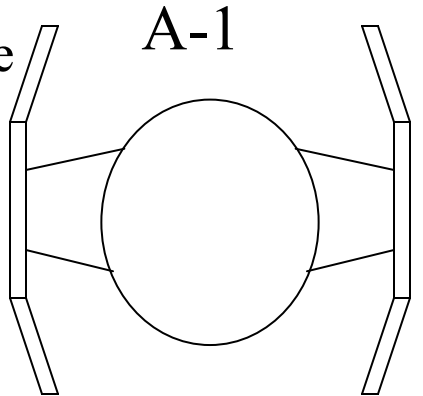
Thrust 8

Maneuver 6

PTS - 65

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed	
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/> no turns	<input type="radio"/> dead in space		



Shields Energy Mass Explosion

Deflector D4 D10 D6

Weapons Attack Damage Range

2 Lasers D20+2 D4/D6\* E 20

\*D6 Against Fighters

Tie Interceptor

Size 3

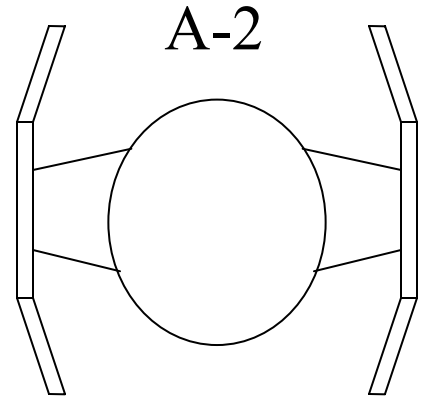
Thrust 8

Maneuver 6

PTS - 65

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed	
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/> no turns	<input type="radio"/> dead in space		



Shields Energy Mass Explosion

Deflector D4 D10 D6

Weapons Attack Damage Range

2 Lasers D20+2 D4/D6\* E 20

\*D6 Against Fighters

Tie Interceptor

Size 3

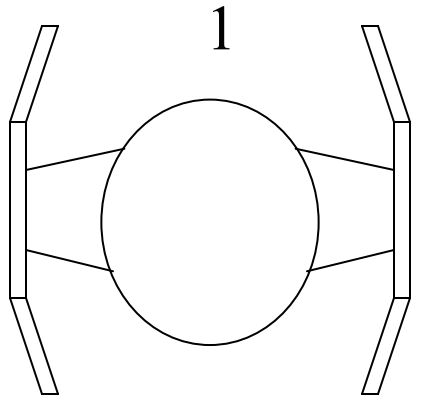
Thrust 8

Maneuver 6

PTS - 65

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed	
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/> no turns	<input type="radio"/> dead in space		



Shields Energy Mass Explosion

Deflector D4 D10 D6

Weapons Attack Damage Range

2 Lasers D20 D4/D6\* E 20

\*D6 Against Fighters

Tie Interceptor

Size 3

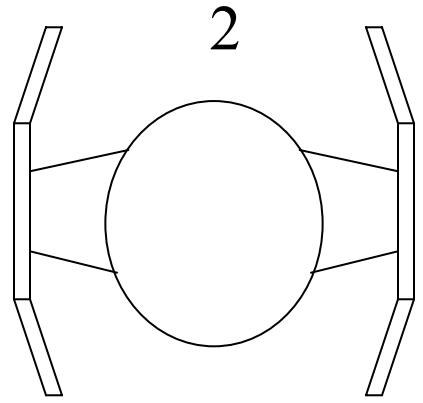
Thrust 8

Maneuver 6

PTS - 65

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed	
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/> no turns	<input type="radio"/> dead in space		



Shields   Energy   Mass   Explosion

Deflector   D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20-2   D4 E   18

1 Proton Bomb\*   D12   D10 Ex   0

\*Target only Frigates (size 1) or larger

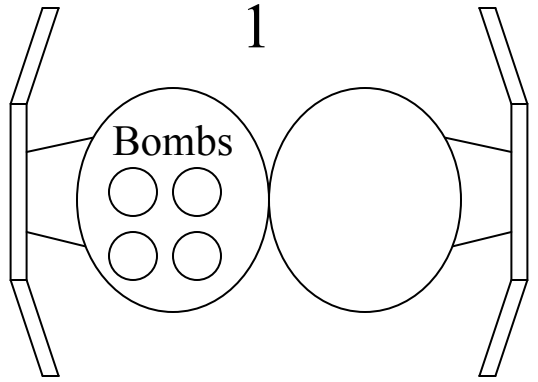
Tie Bomber

Size 3

Thrust 8

Maneuver 4

PTS - 80



Damage Roll

2+   3+   4+   5+   6+   7+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector   D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20-2   D4 E   18

1 Proton Bomb\*   D12   D10 Ex   0

\*Target only Frigates (size 1) or larger

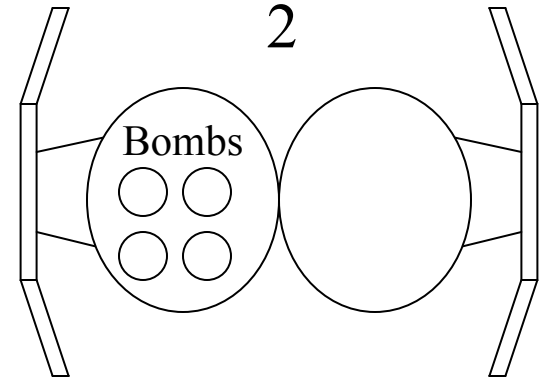
Tie Bomber

Size 3

Thrust 8

Maneuver 4

PTS - 80



Damage Roll

2+   3+   4+   5+   6+   7+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector   D4   D10   D6

Weapons   Attack   Damage   Range

1 FAST Gun   D10   D4/D10\* M 10

\*D10 against Fighters

Imperial Shuttle

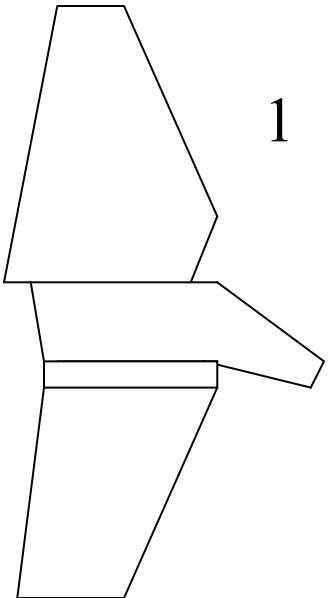
Size 2

Thrust 6

Maneuver 4

PTS - 45

Damage Roll



2+   3+   4+   5+   6+   8+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector   D4   D10   D6

Weapons   Attack   Damage   Range

1 FAST Gun   D10   D4/D10\* M 10

\*D10 against Fighters

Imperial Shuttle

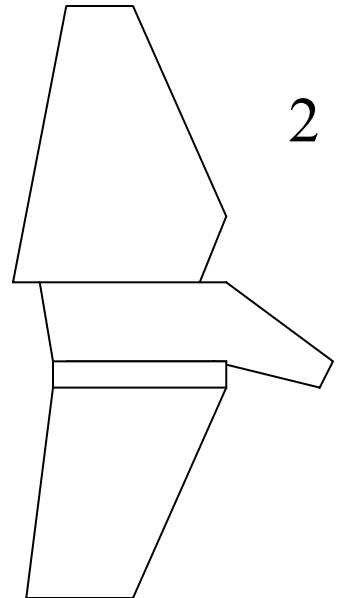
Size 2

Thrust 6

Maneuver 4

PTS - 45

Damage Roll



2+   3+   4+   5+   6+   8+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4+1   D10+1   D6+1

Weapons   Attack   Damage   Range

2 Lasers   D20+2   D4/D6\* E   20

\*D6 Against Fighters

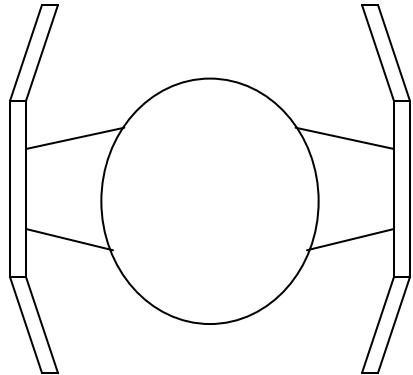
Darth Vader

Tie Advanced

Size 3

Thrust 8

Maneuver 6



Damage Roll

PTS - 125

2+   3+   4+   5+   6+   10+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

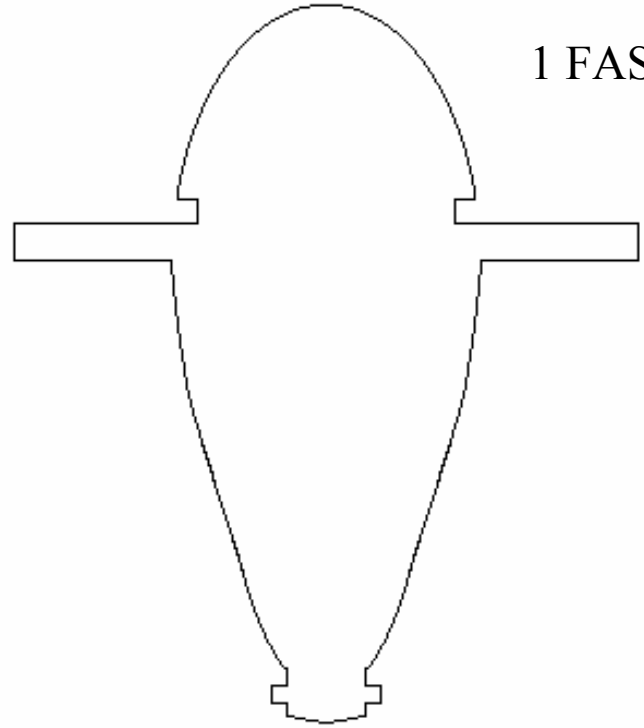
○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>	<u>Weapons</u>	<u>Attack</u>	<u>Damage</u>	<u>Range</u>
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Deflector	D4	D10	D6	1 Laser	D20	D4 E	18
				1 Ion Cannon	D12	D8 E	12
				1 FAST Gun	D10	D4/D10* M 10	

Slave 1  
Gunboat

\*D10 against Fighters



Size 2  
Thrust 5  
Maneuver 4

Damage Roll

3+	4+	5+	6+	8+	11+
Shields	Weapons	Jammer	Maneuver	Thrust	Boom
○ ½ Strength	○	○	○ ½ Turns	○ ½ Speed	
○ Gone	-D4 to Attack Rolls	Roll D6, 5 or 6 Torpedo is jammed	○ No Turns	○ Dead in space	

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy	D10	D4	D4	4 Turbo Lasers	D20-2	D6 E	18
				4 Ion Cannons	D12	D8 E	12
				1 Energy Cannon	D12	D10 E	12
				1 FAST Gun	D10	D4/D10* M 10	

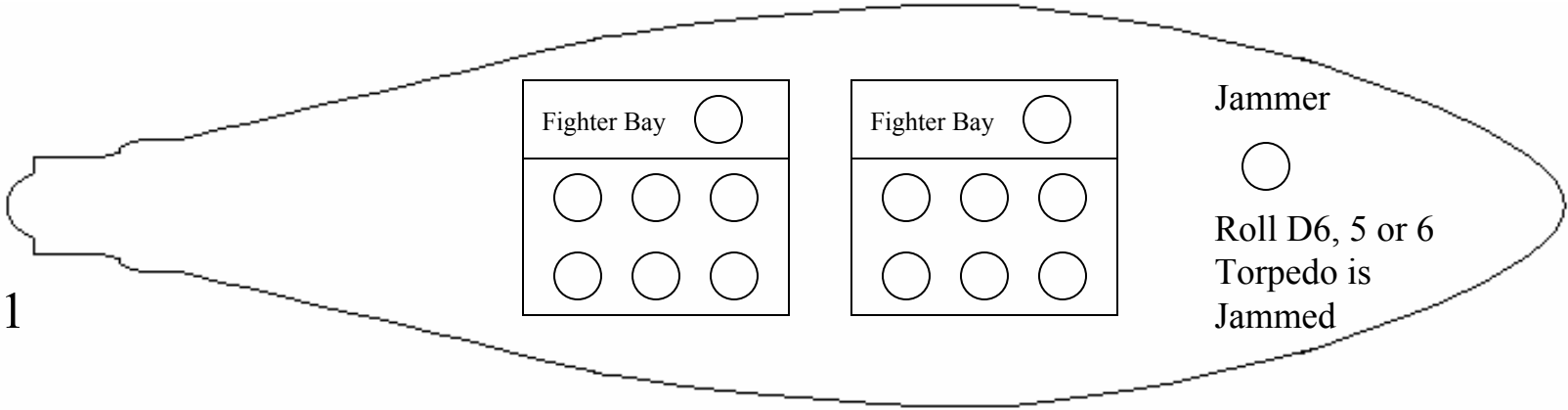
Mon Calamari

Viscount

Size -2

Thrust 2

Maneuver 1



Jammer  
  
 Roll D6, 5 or 6  
 Torpedo is  
 Jammed

Damage Roll

10+	12+	16+	18+	20+	24+
Shields	Weapons	Fighter Bay/Jammer	Maneuver	Thrust	Boom
<input type="radio"/> ½ Strength	<input type="radio"/>	Fighter Bay or Jammer	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed	
<input type="radio"/> destroyed	-D4 to Attack Rolls		<input type="radio"/> no turns	<input type="radio"/> dead in space	PTS - 825

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   4 Turbo Lasers   D20-2   D6 E   18

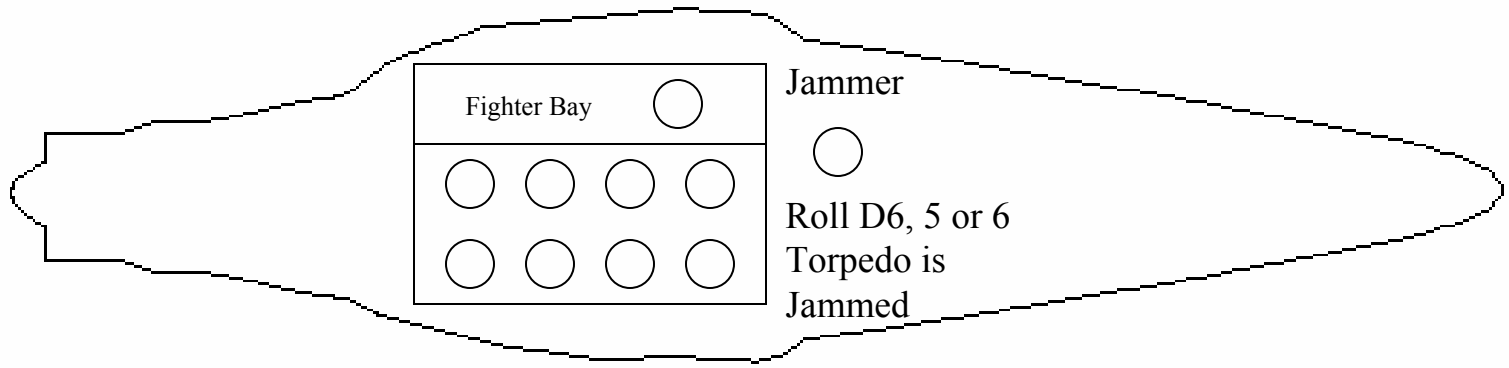
4 Ion Cannons   D12   D8 E   12

Mon Calamari  
Home One

Size -1

Thrust 3

Maneuver 2



Damage Roll

6+	8+	10+	12+	16+	19+
Shields	Weapons	Jammer	Maneuver	Thrust	Boom
○ ½ Strength	○	○	○ ½ turns	○ ½ speed	
○ destroyed	-D4 to Attack Rolls	Roll D6, 5 or 6 Torpedo is Jammed	○ no turns	○ dead in space	PTS - 410

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   3 Turbo Lasers   D20-2   D6 E   18

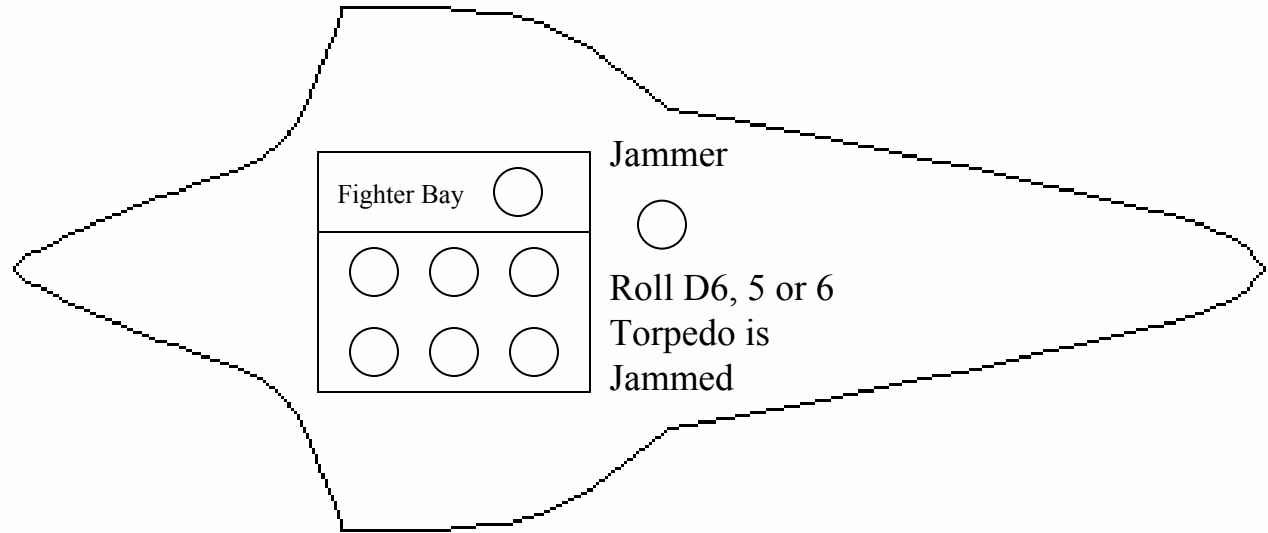
4 Ion Cannons   D12   D8 E   12

Mon Calamari  
MC80 #1

Size -1

Thrust 3

Maneuver 2



Damage Roll

6+	8+	10+	12+	16+	18+
Shields	Weapons	Jammer	Maneuver	Thrust	Boom
○ ½ Strength	○	○	○ ½ turns	○ ½ Speed	
○ destroyed	-D4 to Attack Rolls	Roll D6, 5 or 6 Torpedo is Jammed	○ no turns	○ dead in space	PTS - 370

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   2 Turbo Lasers   D20-2   D6 E   18

2 Ion Cannons   D12   D8 E   12

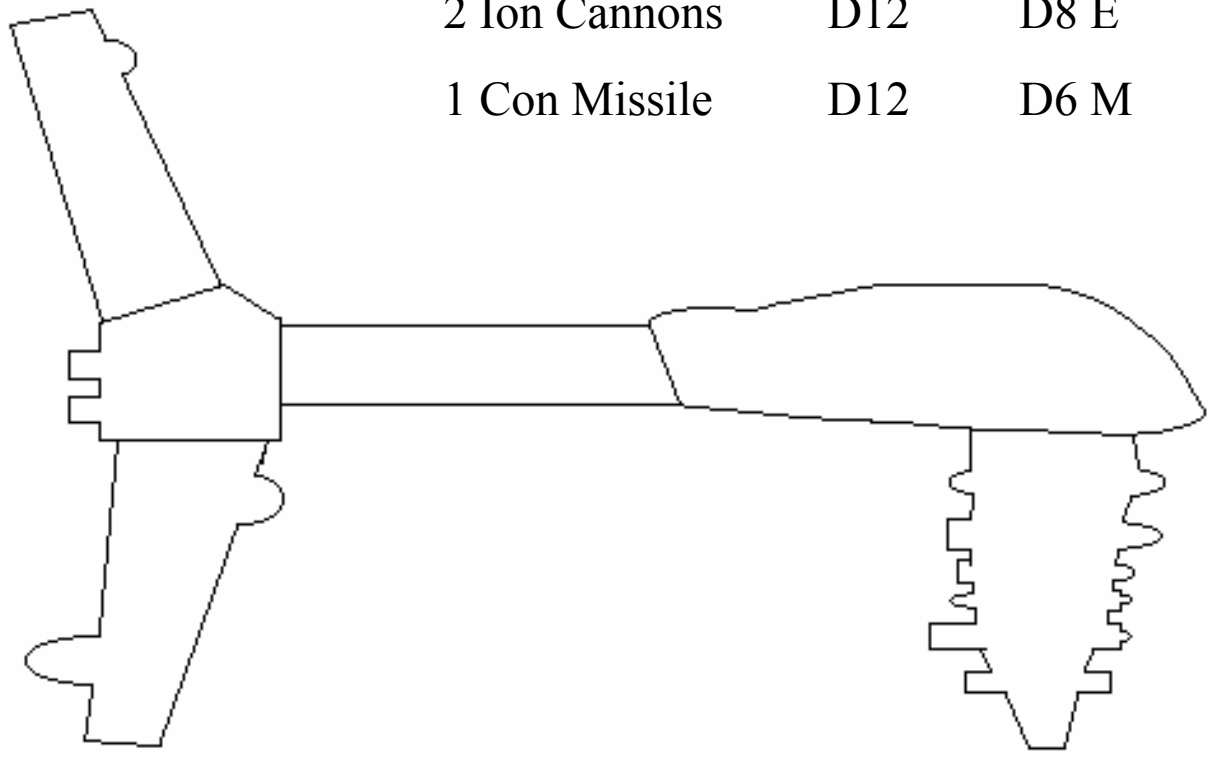
1 Con Missile   D12   D6 M   12

Rebel Assault  
Cruiser #1

Size 0

Thrust 4

Maneuver 2



Damage Roll

4+                      6+                      8+                      10+                      12+                      18+

Shields                      Weapons                      Jammer                      Maneuver                      Thrust                      Boom

½ strength

½ turns

½ speed

destroyed

-D4 to Attack  
Rolls

Roll D6, 5 or 6  
Torpedo is Jammed

no turns

dead in space

PTS - 290

Shields   Energy   Mass   Explosion   Weapons   Attack   Damage   Range

Energy   D10   D4   D6   2 Turbo Lasers   D20   D4 E   20

2 FAST Guns   D10   D4/D10\* M 10

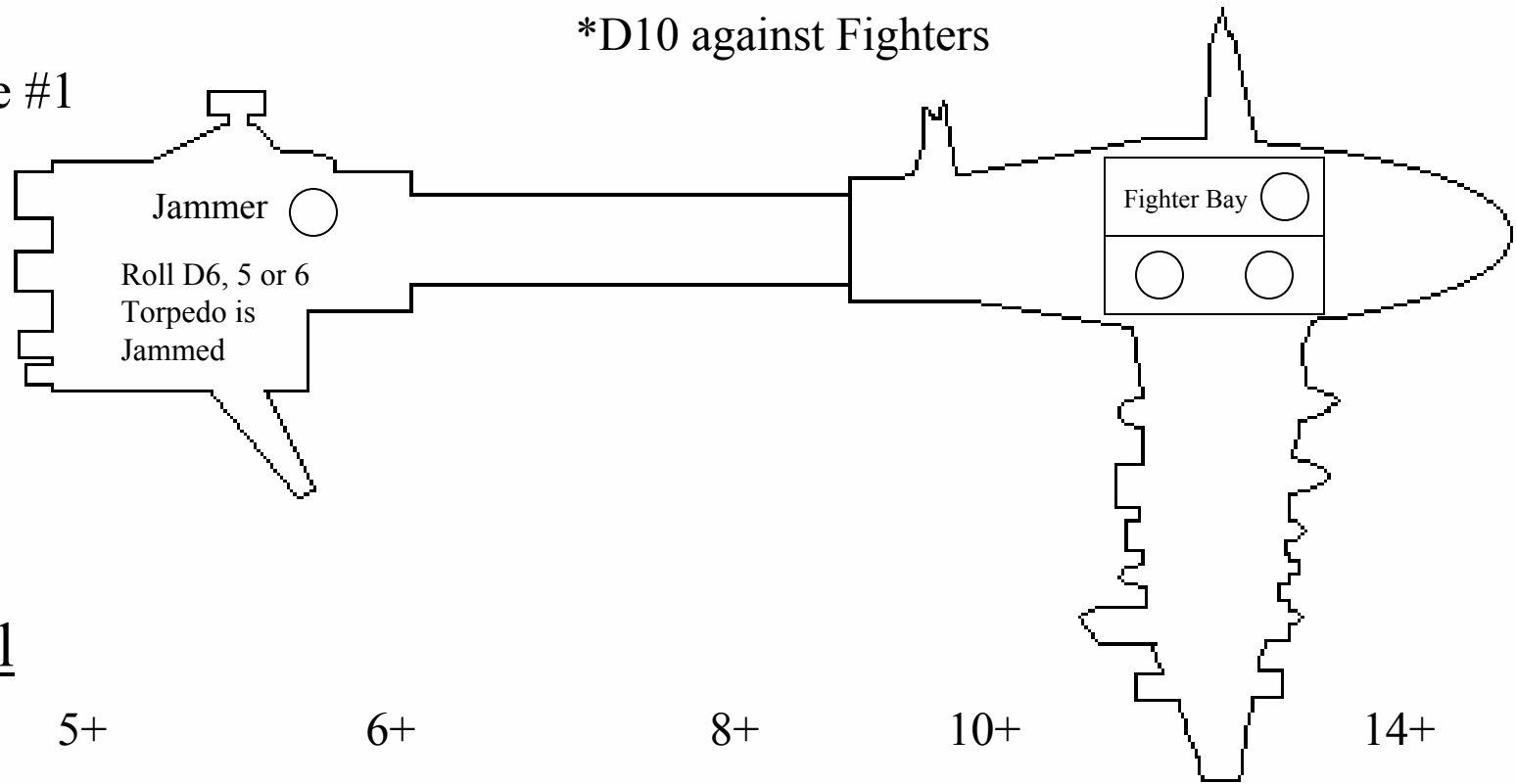
\*D10 against Fighters

Rebel Frigate #1

Size 1

Thrust 5

Maneuver 3



Damage Roll

4+                      5+                      6+                      8+                      10+                      14+

Shields                      Weapons                      Fighter Bay/Jammer                      Maneuver                      Thrust                      Boom

○ ½ strength

○

○ ½ turns

○ ½ speed

○ destroyed

-D4 to Attack Rolls

Fighter bay or Jammer

○ no turns

○ dead in space

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>	<u>Weapons</u>	<u>Attack</u>	<u>Damage</u>	<u>Range</u>
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Deflector	D4	D10	D6	2 Turbo Lasers	D20	D4 E	20
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				1 FAST Gun	D10	D4/D10* M	10
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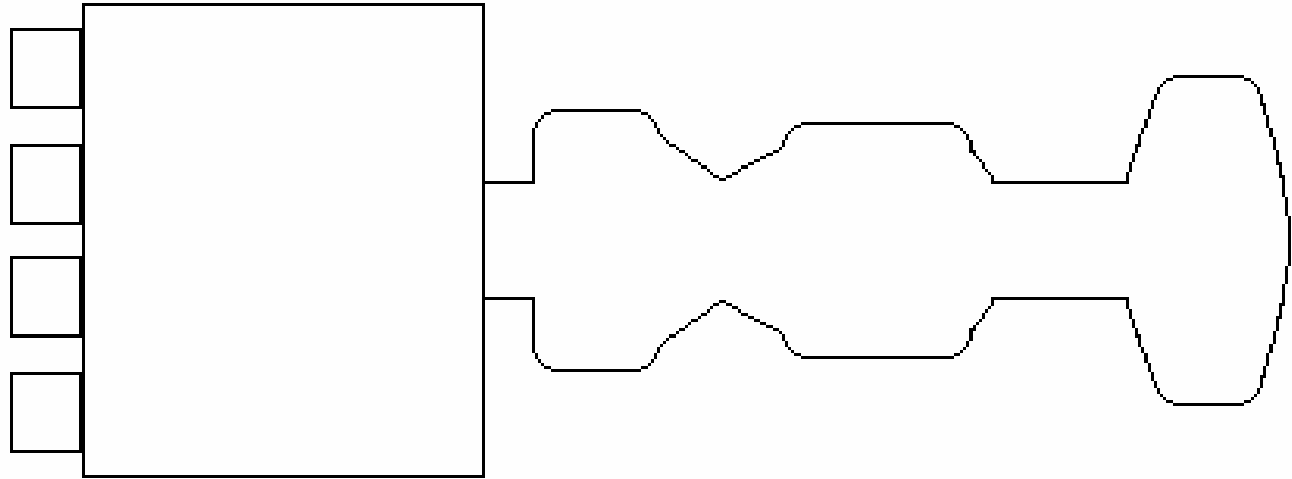
\*D10 against Fighters

## Corellian Corvette

Size 1

Thrust 6

Maneuver 3



## Damage Roll

4+

Shields

½ strength

destroyed

5+

Weapons

-D4 to Attack  
Rolls

6+

Jammer

Roll D6, 5 or 6  
Torpedo is Jammed

8+

Maneuver

½ turns

no turns

10+

Thrust

½ speed

dead in space

14+

Boom

PTS - 145

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>	<u>Weapons</u>	<u>Attack</u>	<u>Damage</u>	<u>Range</u>
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Deflector	D4	D10	D6	2 Con Missiles	D12	D6 M	12
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1 FAST Gun	D10	D4/D10* M	10
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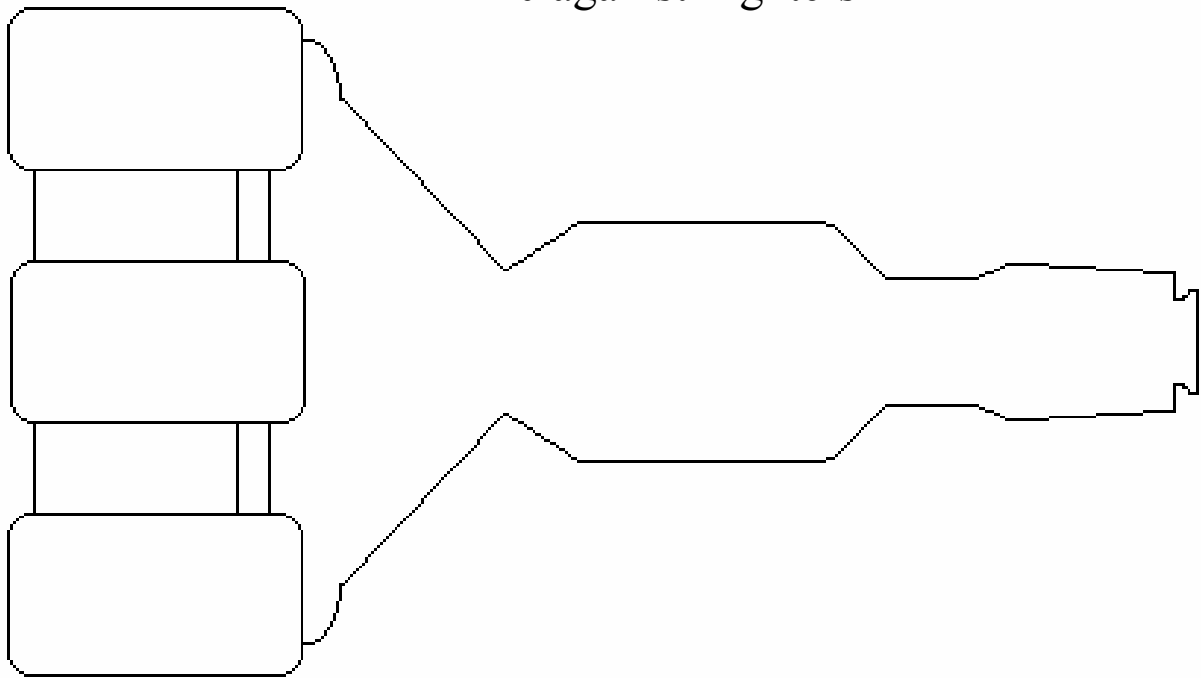
\*D10 against Fighters

Corellian Gunship

Size 1

Thrust 6

Maneuver 3



Damage Roll

4+	5+	6+	8+	10+	14+
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Shields

½ strength

destroyed

Weapons

-D4 to Attack Rolls

Jammer

Roll D6, 5 or 6  
Torpedo is Jammed

Maneuver

½ turns

no turns

Thrust

½ speed

dead in space

Boom

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Laser      D20      D4 E      20

1 Torpedo      D12      D6 Ex      12

SoroSuub

Size 3

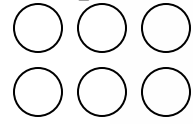
Thrust 8

Maneuver 6

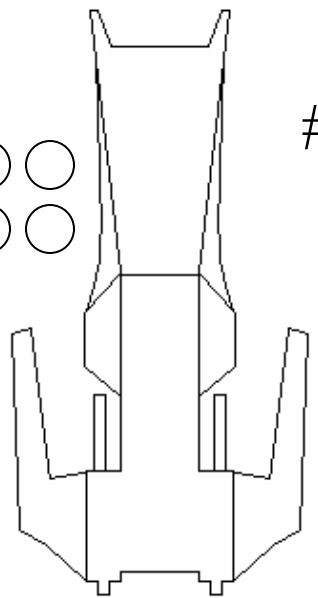
PTS - 55

Damage Roll

Torps



#1



2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom

<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/>	<input type="radio"/> no turns	<input type="radio"/> dead in space

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Laser      D20      D4 E      20

1 Torpedo      D12      D6 Ex      12

SoroSuub

Size 3

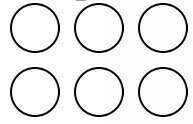
Thrust 8

Maneuver 6

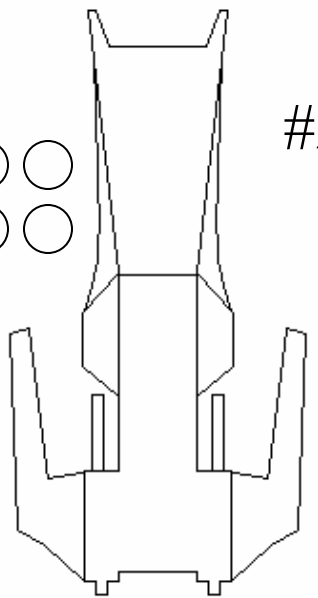
PTS - 55

Damage Roll

Torps



#2



2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom

<input type="radio"/> ½	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> ½ turns	<input type="radio"/> ½ speed
<input type="radio"/> none	-D4 to Attack Rolls	<input type="radio"/>	<input type="radio"/> no turns	<input type="radio"/> dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20   D4   20

1 Proton Torp   D12   2D6   12

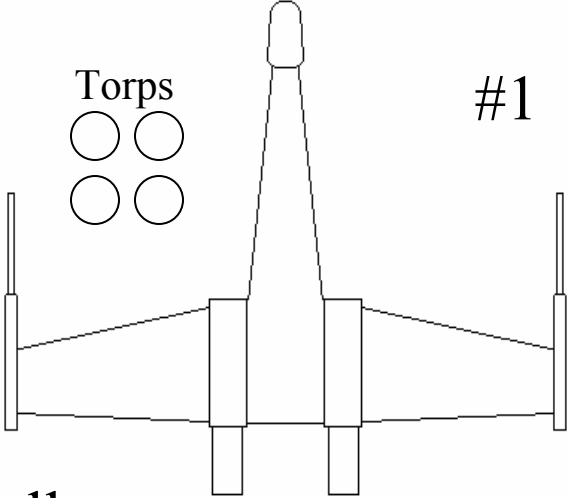
X-Wing

Size 3

Thrust 8

Maneuver 6

PTS - 80



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls	○ no turns	○ dead in space		

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20   D4   20

1 Proton Torp   D12   2D6   12

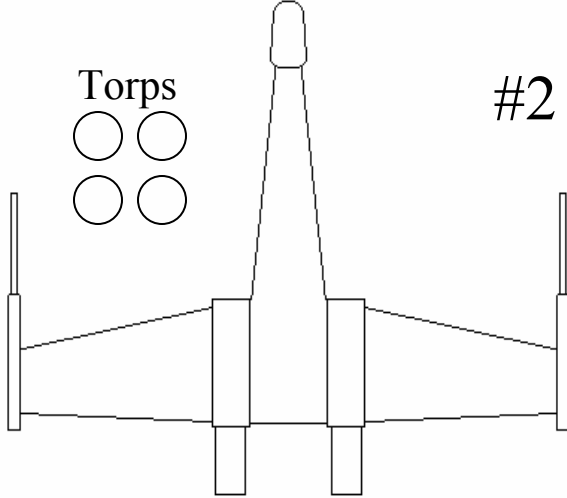
X-Wing

Size 3

Thrust 8

Maneuver 6

PTS - 80



Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls	○ no turns	○ dead in space		

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Laser              D20+2   D4      20

1 Proton Torp      D12      2D6      12

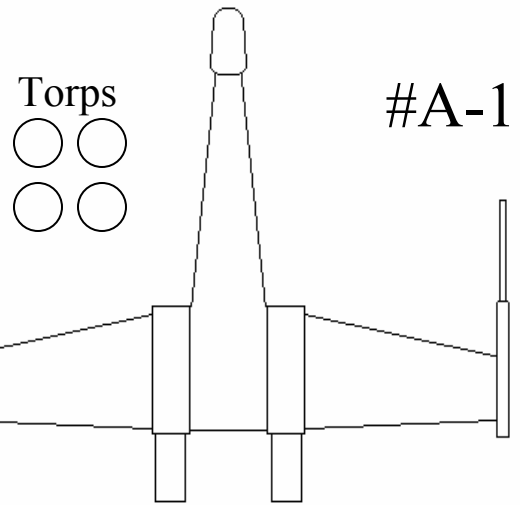
X-Wing Ace

Size 3

Thrust 8

Maneuver 6

PTS - 80



#A-1

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls	○ no turns	○ dead in space		

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Laser              D20+2   D4      20

1 Proton Torp      D12      2D6      12

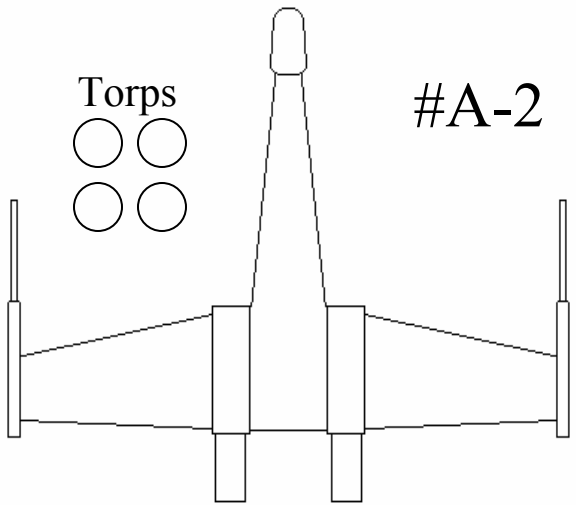
X-Wing Ace

Size 3

Thrust 8

Maneuver 6

PTS - 80



#A-2

Damage Roll

2+	3+	4+	5+	6+	7+
SD	WD	JD	MD	TD	Boom
○ ½	○	○	○ ½ turns	○ ½ speed	
○ none	-D4 to Attack Rolls	○ no turns	○ dead in space		

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Ion Cannon      D12+2   D8 E   12

1 Proton Bombs\*   D12      D10 Ex   0

\*Target only Frigates (size 1 or larger)

Y-Wing Ace

Size 3

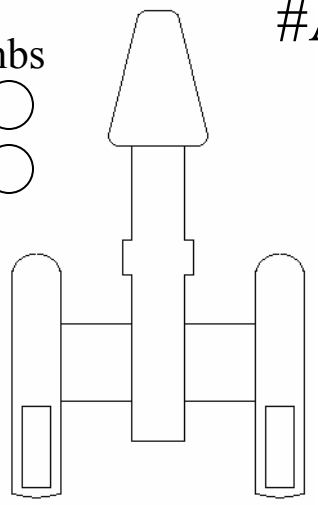
Thrust 8

Maneuver 6

PTS - 100

Damage Roll

Bombs  
○ ○  
○ ○



#A-1

2+      3+      4+      5+      6+      7+  
SD      WD      JD      MD      TD      Boom

○ ½      ○      ○      ○ ½ turns      ○ ½ speed  
○ none      -D4 to Attack Rolls      ○ no turns      ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4      D10      D6

Weapons      Attack   Damage   Range

1 Ion Cannon      D12+2   D8 E   12

1 Proton Bombs\*   D12      D10 Ex   0

\*Target only Frigates (size 1 or larger)

Y-Wing Ace

Size 3

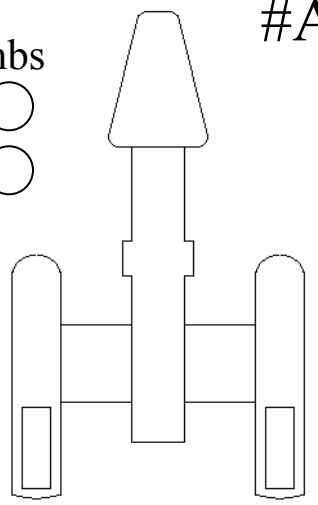
Thrust 8

Maneuver 6

PTS - 100

Damage Roll

Bombs  
○ ○  
○ ○



#A-2

2+      3+      4+      5+      6+      7+  
SD      WD      JD      MD      TD      Boom

○ ½      ○      ○      ○ ½ turns      ○ ½ speed  
○ none      -D4 to Attack Rolls      ○ no turns      ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Ion Cannon   D12   D8 E   12

1 Proton Bombs\*   D12   D10 Ex   0

\*Target only Frigates (size 1 or larger)

Y-Wing

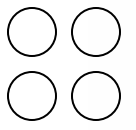
Size 3

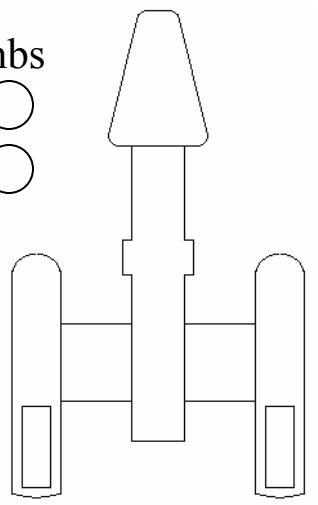
Thrust 8

Maneuver 6

PTS - 95









Damage Roll

Bombs  




#1

2+   3+   4+   5+   6+   7+  
 SD   WD   JD   MD   TD   Boom

 ½          ½ turns    ½ speed  
 none   -D4 to Attack Rolls    no turns    dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Ion Cannon   D12   D8 E   12

1 Proton Bombs\*   D12   D10 Ex   0

\*Target only Frigates (size 1 or larger)

Y-Wing

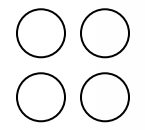
Size 3

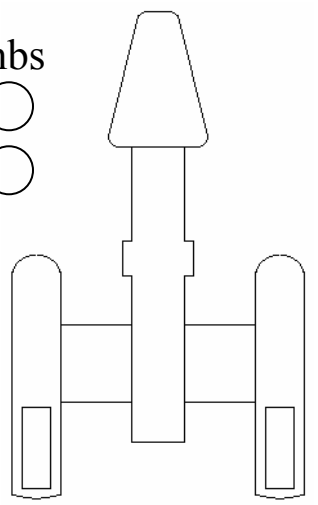
Thrust 8

Maneuver 6

PTS - 95









Damage Roll

Bombs  




#2

2+   3+   4+   5+   6+   7+  
 SD   WD   JD   MD   TD   Boom

 ½          ½ turns    ½ speed  
 none   -D4 to Attack Rolls    no turns    dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20   D4 E   20

1 Con Missile   D12   D6 Ex   12

A-Wing

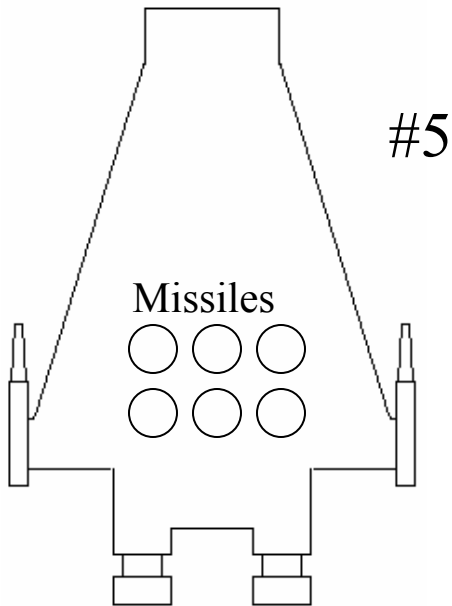
Size 3

Thrust 8

Maneuver 6

PTS - 55

Damage Roll



2+   3+   4+   5+   6+   7+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20+2   D4 E   20

1 Con Missile   D12+2   D6 Ex   12

A-Wing

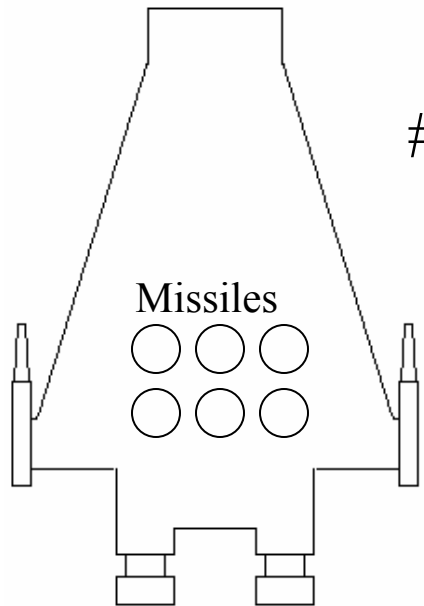
Size 3

Thrust 8

Maneuver 6

PTS - 65

Damage Roll



2+   3+   4+   5+   6+   7+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ turns   ○ ½ speed

○ none   -D4 to Attack Rolls   ○ no turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20-2   D4 E   18

1 Ion Cannon   D12   D8 E   12

1 Proton Torp   D12   2D6 Ex   12

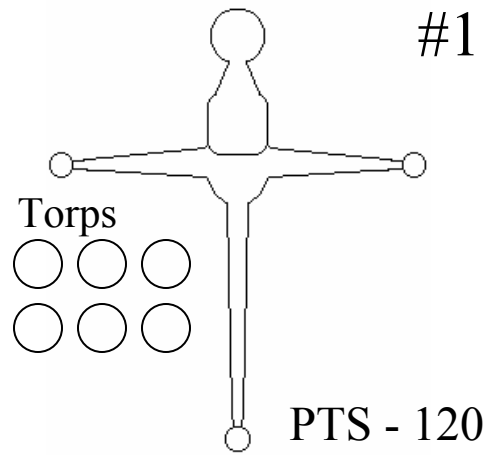
A-Wing

Size 3

Thrust 6

Maneuver 4

Damage Roll



3+   4+   5+   6+   8+   10+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ Turns   ○ ½ speed

○ Gone   -D4 to Attack Rolls   ○ No Turns   ○ dead in space

Shields   Energy   Mass   Explosion

Deflector D4   D10   D6

Weapons   Attack   Damage   Range

1 Laser   D20-2   D4 E   18

1 Ion Cannon   D12   D8 E   12

1 Proton Torp   D12   2D6 Ex   12

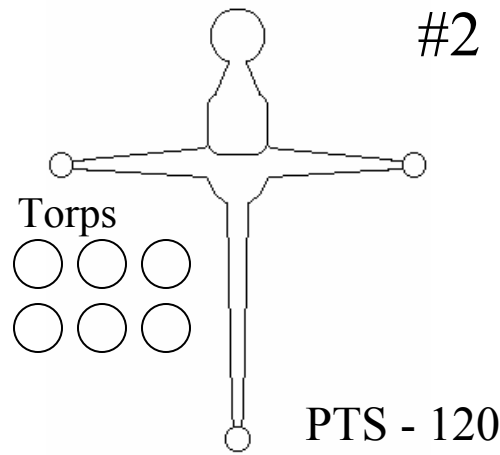
B-Wing

Size 3

Thrust 6

Maneuver 4

Damage Roll



3+   4+   5+   6+   8+   10+

SD   WD   JD   MD   TD   Boom

○ ½   ○   ○   ○ ½ Turns   ○ ½ speed

○ Gone   -D4 to Attack Rolls   ○ No Turns   ○ dead in space

Shields Energy Mass Explosion

Deflector D4+1 D10+1 D6+1

Weapons Attack Damage Range

1 Laser D20+1 D4 E 20

1 Proton Torp D12+1 2D6 Ex 12

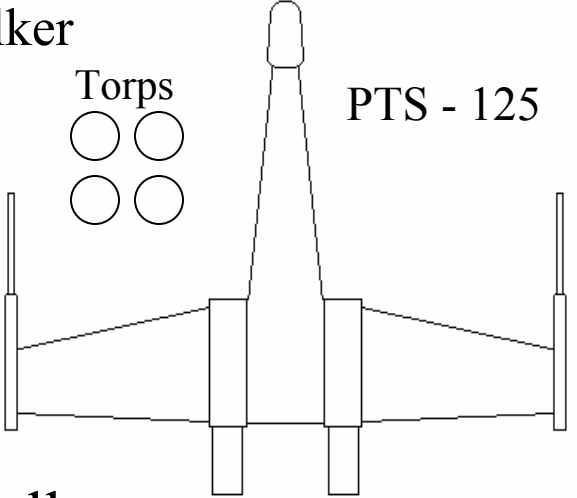
Luke Skywalker

X-Wing

Size 3

Thrust 8

Maneuver 6



Damage Roll

2+ 3+ 4+ 5+ 6+ 10+

SD WD JD MD TD Boom

○ ½ ○ ○ ○ ½ turns ○ ½ speed

○ none -D4 to Attack Rolls ○ no turns ○ dead in space

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>	<u>Weapons</u>	<u>Attack</u>	<u>Damage</u>	<u>Range</u>
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Deflector	D4	D10	D6	1 Con Missile	D12	D6 M	12
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				2 FAST Guns	D10	D4/D10* M	10
--	--	--	--	-------------	-----	-----------	----

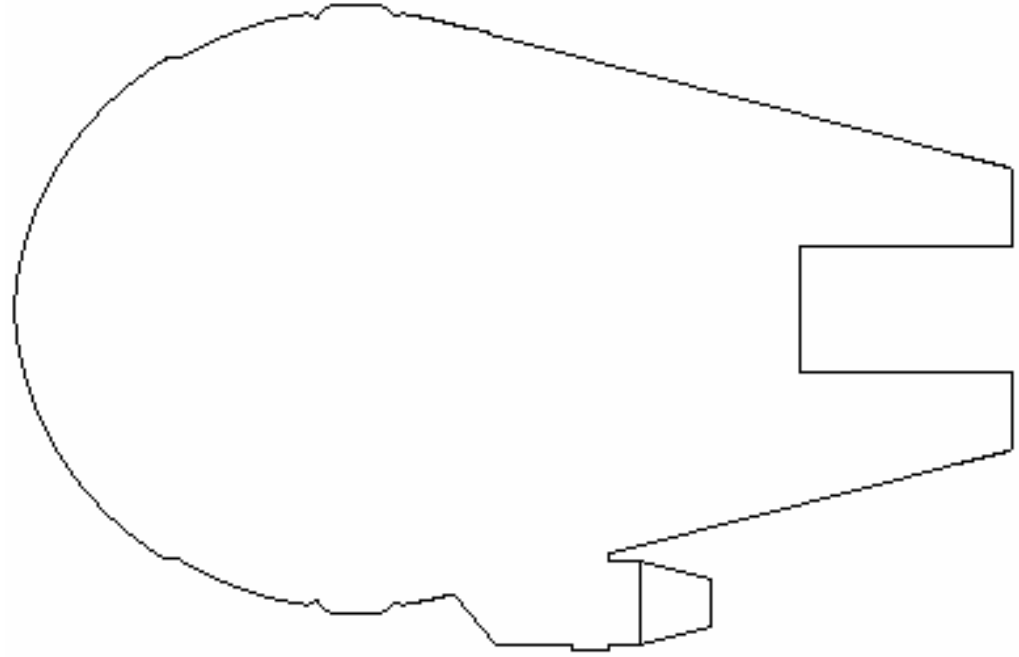
\*D10 against Fighters

### Millennium Falcon

Size 2

Thrust 8

Maneuver 4



### Damage Roll

4+	5+	6+	7+	8+	13+
----	----	----	----	----	-----

Shields

½ strength

destroyed

Weapons

-D4 to Attack Rolls

Jammer

Roll D6, 5 or 6  
Torpedo is Jammed

Maneuver

½ turns

no turns

Thrust

½ speed

dead in space

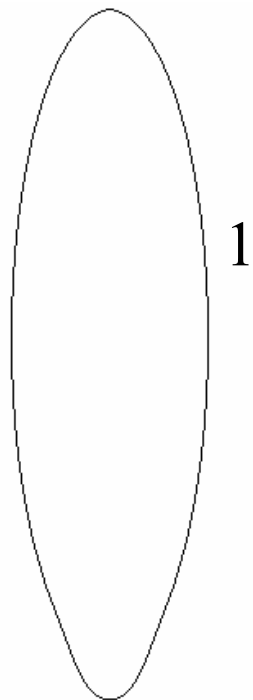
Boom

PTS - 120

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>
Densifier	D6	D8	D8
<u>Weapons</u>		<u>Attack</u>	<u>Damage</u> <u>Range</u>
1 FAST Gun		D10 M	D4/D10* 10

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>
Densifier	D6	D8	D8
<u>Weapons</u>		<u>Attack</u>	<u>Damage</u> <u>Range</u>
1 FAST Gun		D10 M	D4/D10* 10

\*D10 against Fighters



Rebel Transport

1

Size 2

Thrust 5

Maneuver 3

PTS - 50

Damage Roll

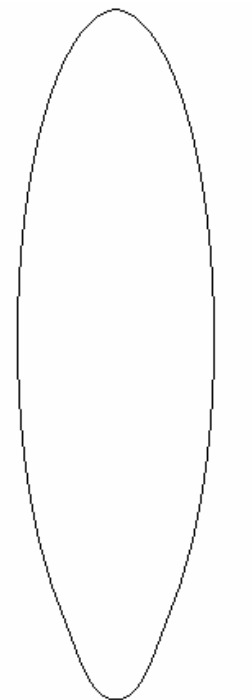
2+    3+    4+    5+                    6+    8+

SD    WD    JD    MD                    TD    Boom

½             ½ turns     ½ speed

none    -D4 to Attack Rolls     no turns     dead in space

\*D10 against Fighters



Rebel Transport

2

Size 2

Thrust 5

Maneuver 3

PTS - 50

Damage Roll

2+    3+    4+    5+                    6+    8+

SD    WD    JD    MD                    TD    Boom

½             ½ turns     ½ speed

none    -D4 to Attack Rolls     no turns     dead in space

<u>Shields</u>	<u>Energy</u>	<u>Mass</u>	<u>Explosion</u>	<u>Weapons</u>	<u>Attack</u>	<u>Damage</u>	<u>Range</u>
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Deflector	D4	D10	D6	1 Laser	D20	D4 E	D20
				1 FAST Gun	D10	D4/D10* M	10

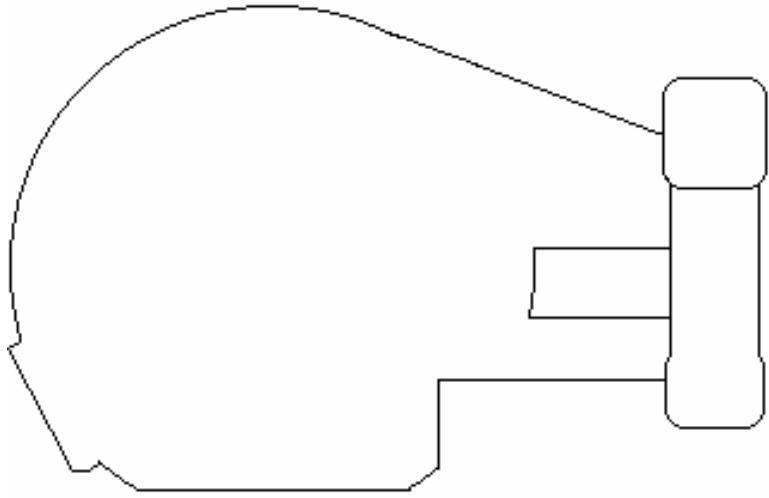
\*D10 against Fighters

Outrider

Size 2

Thrust 6

Maneuver 4



Damage Roll

3+	4+	5+	6+	8+	10+
----	----	----	----	----	-----

Shields

½ strength

destroyed

Weapons

-D4 to Attack Rolls

Jammer

Roll D6, 5 or 6  
Torpedo is Jammed

Maneuver

½ turns  
 no turns

Thrust

½ speed  
 dead in space

Boom