

If the target is hit, the Attacker rolls 3D6 (2D6 if Damaged). The Target rolls 2D6 (1D6 if Damaged), then compare the opposed rolls.

If the attacker scores less than or equal to the defender, no damage is caused as the hull armour absorbs the hit.

If the Attacker scores + 1 or + 2, the Target becomes Damaged; if it is already Damaged then it's Destroyed. Damaged ships immediately halve their MPs rounded down. Mark the ship to show it is damaged.

If the Attacker scores + 3 or more, the Target is Destroyed.

Darth ship and Luke adds +1 to defence roll when attacked.

If the Target is not Destroyed from the attackers fire it can immediately fire back to the Attacker IF it is line of sight, but subtracts a -1 to hit.

5. Torpedoes

Some models in Star Wars can launch its Torpedoes once during the game. The range of Torpedoes is 8 hexes. The model must launch into torpedoes before it moves. It cannot fire its cannon on the same turn it launches its Torpedoes. The firing arc for torpedo's is the forward firing arc on the diagram below:



The result of the Torpedo is calculated immediately after the firing ship completes movement. Torpedoes automatically hit the target and attack with 2 D6. The defender rolls 2D6 (1D6 if damaged). Calculate damage as above.

6. Bombing

Models with bombs can make make bombing runs on starships or at land targets. Bombing range is 1 hex directly forward of the attacker's hex. Targets should be given a number of points at the beginning of the the game. Once all the points are gone the target is destroyed.

Throw 2D6:

Roll:	2	3	4	5	6	7	8	9	10	11	12
B Wing	S	S	D				X	X	X	XX	XX
TIE Bomber	S	S	D	D				X	X	X	XX

S Attacker shot down

D Attacking spaceship damaged, if already damaged it is destroyed

X Target takes 1 hit per X.

7. Space Terrain

Asteroids may be placed on the table, each occupying one hex. At the end of each turn, shift the Asteroids one hex, in a pre-planned direction. Asteroids can't be destroyed, do block movement and line of sight, and destroy a Spaceship if they collide with it. Planets may also be placed on the board as immovable objects that block line of sight.

8. Ship Types

Descriptions taken from [Wookieepedia: The Star Wars Wiki](#)

Rebels

A Wing

Simply put, the A-wing was a cockpit attached to twin engines. It required pilots of exceptional skill to take full advantage of the vessel's speed, agility, and special features—and the Alliance lacked the Galactic Republic's Jedi pilots. *Armament: 2 laser cannons*

B Wing

The B-wing starfighter was one of the largest and most heavily armed starfighters/bombers in the Rebel Alliance's fleet. The name B-wing came from the craft's remote similarity in appearance to the lowercase letter "b", although its swordlike shape in attack mode has earned it the nickname "blade-wing". *Armament: 3 ion cannons, 2 proton torpedo launchers, 1 laser cannon, and 2 laser cannons*

X Wing

The Incom T-65 X-wing starfighter was the primary all-purpose starfighter of the Rebel Alliance and its successor governments. Known for its versatility and exceptional combat performance, it was a favourite with Rebel and New Republic pilots. Possessing deflector shields, a hyperdrive, an R2 astromech for repairs and navigation, and a complement of proton torpedoes, the X-wing allowed the Rebellion to launch raids in Imperial space with improved odds of a successful mission. *Armament: 4 Laser Cannons, Proton Torpedo Launchers*

Y Wing

Affectionately known as a "wishbone" to Rebel Alliance and New Republic pilots, the Y-wing starfighter was deployed as a fighter-bomber, designed to fight its way to its objective, deliver its payload of high explosives, and fight its way out again. An astromech droid, such as an R2 unit, could be plugged into a socket behind the cockpit to act as a co-pilot and manage the ship's various systems. *Armament: 2 laser cannons, 2 ion cannons, and 2 proton torpedo launchers*

Imperial

Tie Fighter

The TIE/ln starfighter or TIE/line, simply known as the TIE Fighter, was the standard Imperial starfighter seen in massive numbers throughout most of the Galactic Civil War and onward. *Armament: 2 laser cannons*

Tie Bombers

A larger, less manoeuvrable TIE starfighter used for destroying large starships and pinpoint-precision bombing. *Armament: Capable of carrying one of the following payloads: 16 concussion missiles, 12 proton torpedoes, 8 proton rockets, 6 space mines, 4 proton bombs or 64 thermal detonators. Its fixed armament was 2 wing-mounted laser cannons.*

Tie Interceptors

Like most TIEs, the TIE Interceptor shared nearly identical cockpits, drive pods, and wing brace design with the TIE Fighter. The solar collector panels were lengthened and angled, and the forward centre section was removed. This new solar array design gave the Interceptor its unmistakable dagger-like appearance, while providing the pilot with increased visibility and shrinking its profile making targeting more frustrating for enemy gunners. *Armament: 4 laser cannons*

V Wing

A sturdy, wedge-shaped starfighter employed by the Jedi Order. V-wing fighters were often unleashed from warship hangars in large swarms, and were one of the most numerous starfighters in the Republic Navy late in the Clone Wars. Following the end of the Clone Wars, V-wing squadrons flew under the banner of the Galactic Empire. Aspects of the V-wing were later incorporated into the Imperial TIE Fighter and its variants, as well as the Rebel RZ-1 A-wing interceptor. *Armament: Twin laser cannons*