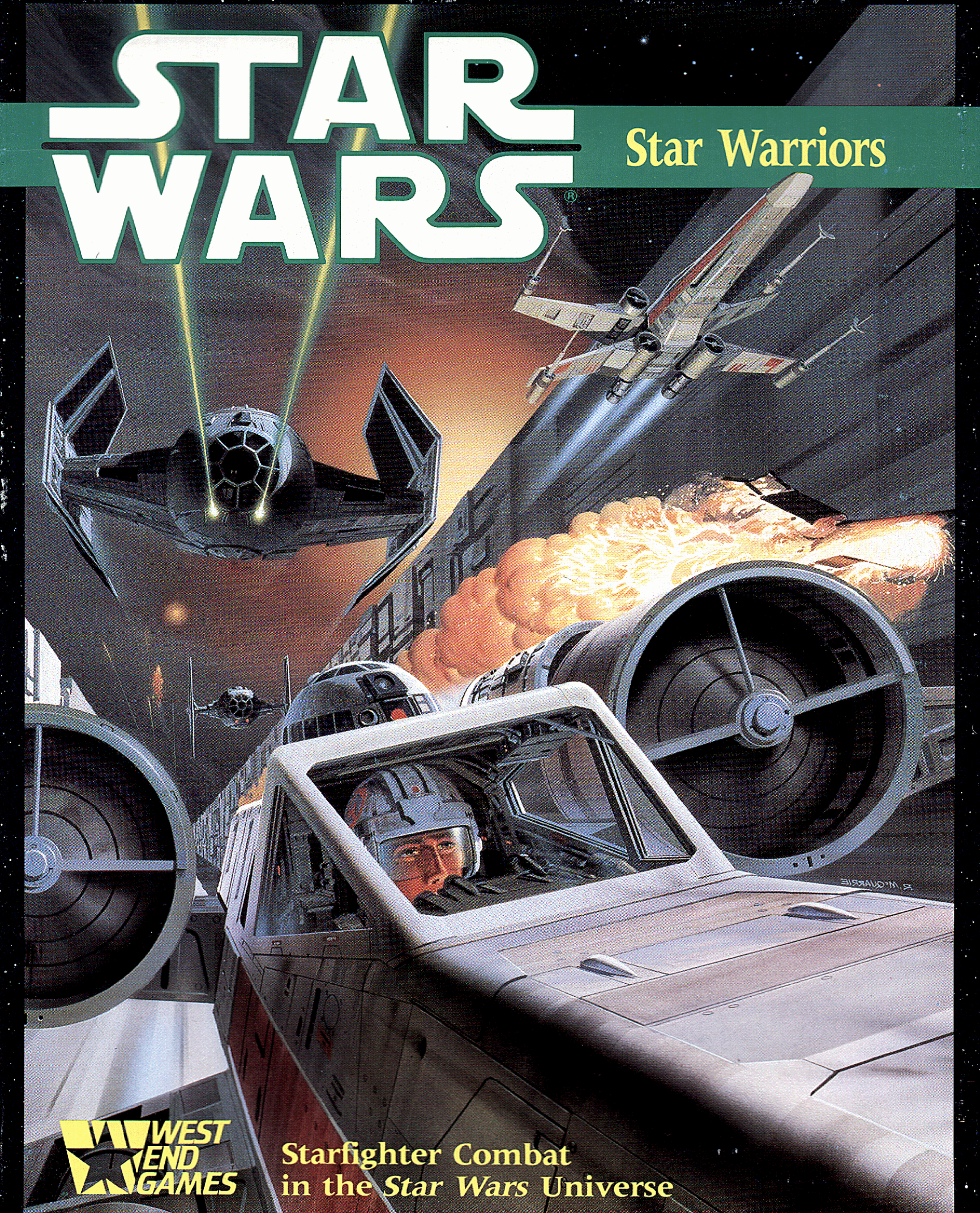
STAR WARS®

Star Warriors



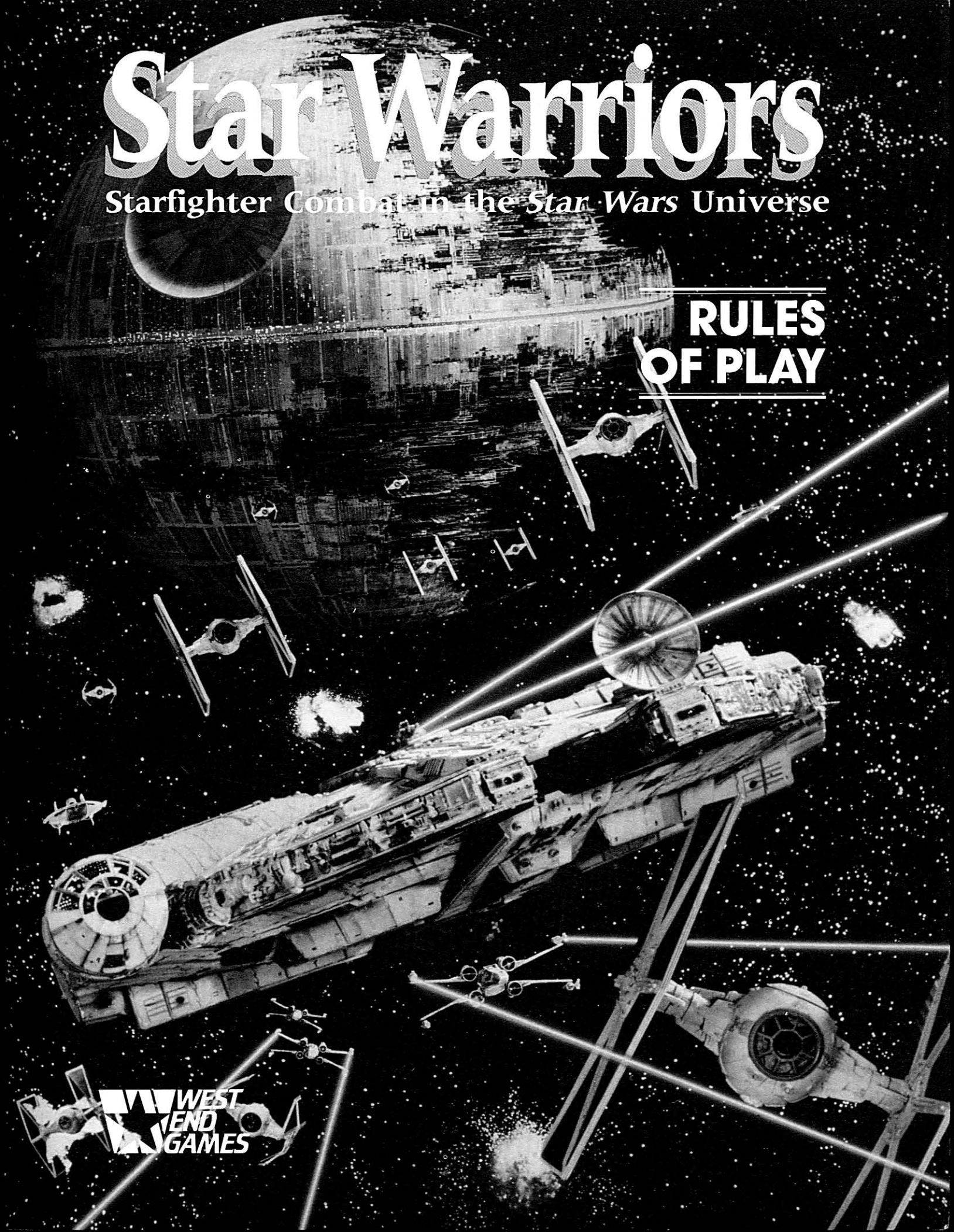
WEST END GAMES

Starfighter Combat in the *Star Wars* Universe

Star Warriors

Starfighter Combat in the *Star Wars* Universe

RULES OF PLAY



WEST END GAMES

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Standard Game

Advanced Game

Optional Rules

Scenarios

Star Warriors

Starfighter Combat in the *Star Wars* Universe

A STAR WARS® GAME FROM WEST END GAMES

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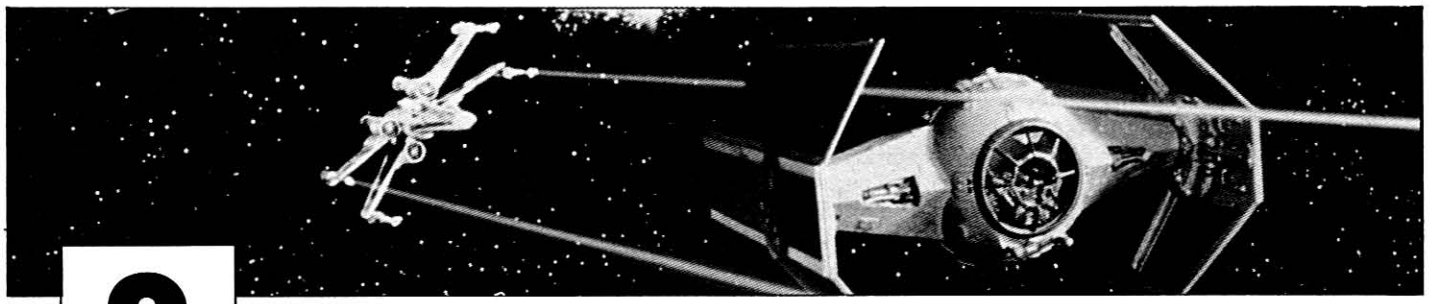


STANDARD GAME

1. Introduction

1.1 Prologue

A long time ago, in a galaxy far, far away . . .

. . . the fleets of the Rebel Alliance are locked in a desperate struggle for freedom with the forces of the evil galactic Empire. A massive armada of Imperial TIE fighters and interceptors draws ever nearer to the Rebellion's hidden stronghold.

Matched against them is a meager handful of superb Rebel fighters — the swift A-wing, the sturdy Y and B-wings, and that mainstay of the Rebel fleet, the T-65 X-wing fighter.

But more important than the ships are the men who fly them: Academy-trained Imperials and tough Rebel pilots trained only by the rigors of survival on the galactic frontier. In tiny, vulnerable craft these men brave the dangers of space, desperately pushing their ships to the utmost limits and beyond; for they know that upon their skill, their weapons, and their cunning rests the fate of the galaxy.

These are the pilots of starfighters, heroes all. These are *Star Warriors.*

1.2 *Star Warriors*

Star Warriors is a simulation of starfighter combat in the *Star Wars* universe. Every small starship depicted in the *Star Wars* movies is included in the game.

The game includes a number of different scenarios; they let players dogfight, conduct ground attack and convoy missions, and even attack the Death Star. Each scenario can be played with a wide variety of ship combinations, and a scenario design system permits further variations.

1.3 Overview of Play

After choosing what types of ships they wish to use, players must enter the pertinent information from the Ship Data Chart onto a Control Sheet, and place ship counters on the board.

During a turn of *Star Warriors,* players begin by rolling dice to determine who has the right to designate the first ship to move.

Next, players secretly plan what actions they wish their ships to take, by placing blue "Action" markers on each ship's Control Sheet.

Next, each player checks his pilots' piloting skills, to make sure he is capable of performing all planned actions.

Finally, ships are moved; the choice of which ship to move alternates between the players, with first choice going to the winner of the initial roll.

2. What's in this Box?

A complete copy of *Star Warriors* includes:

- one countersheet with 100 ½" and 80 ⅝" playing pieces
- one countersheet with 37 irregularly-shaped asteroids and 3 Star Destroyers
- one full-color 22" by 34" game-map
- one cardstock 11" by 17" stand-up reference card printed with charts and tables
- one pad of 24 control sheets
- one 48-page rules booklet
- six 6-sided dice
- one counter storage tray with lock-on lid

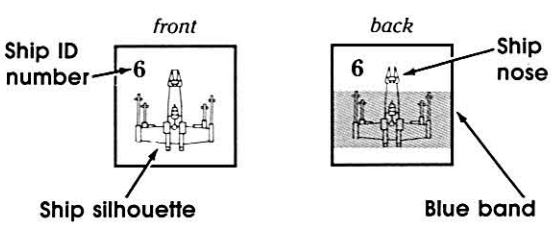
If any of these components are missing or damaged, write to us and we'll happily replace them. In addition, West End will happily answer questions about the game if phrased to be answered "yes" or "no," or with short statements.

2.1 Playing Pieces

The playing pieces used in *Star Warriors* are contained on two die-cut sheets. They may be stored in the plastic tray that comes with the game.

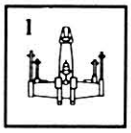
There are two types of pieces: *counters,* which are placed on the game-map during play; and *markers,* which are placed on the control sheets and on top of counters to record game information.

2.11 Ship Counters: Each ship counter represents one starship. Here's a sample counter:

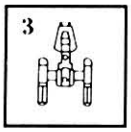


• The blue band across the back of each counter indicates that the ship has moved. When a ship finishes its move, the player flips the ship counter over.
• The *ID Number* is used to distinguish between different ships of the same type.

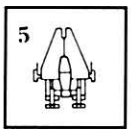
Here are the different ship types:



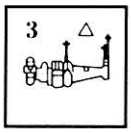
X-wing



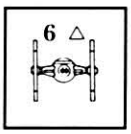
Y-wing



A-wing

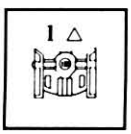


B-wing

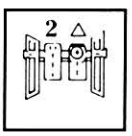


TIE Fighter

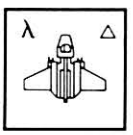
TIE Interceptor



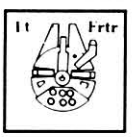
TIE Interceptor Prototype



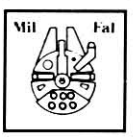
TIE Bomber



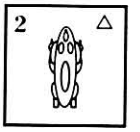
Lambda-Class Shuttle



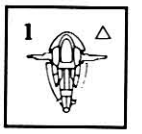
Stock Light Freighter



The *Millennium Falcon*

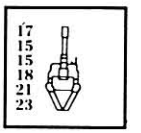


Pirate Pinnace

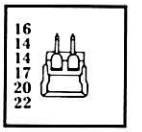


Slave I

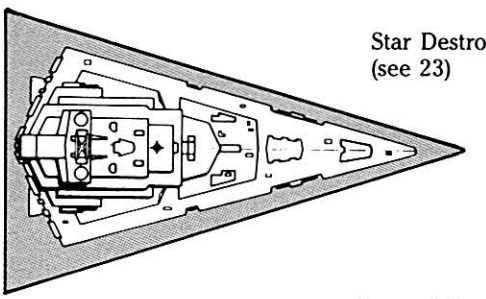
2.12 Advanced Game Counters: The other counters are used only in the Advanced Game. They are:

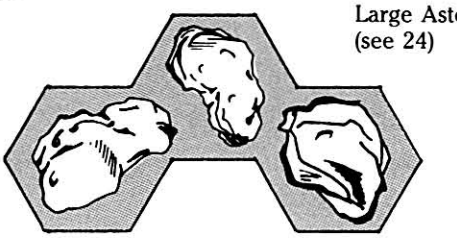


Single Turret Gun (see 20)



Double Turret Gun (see 20)

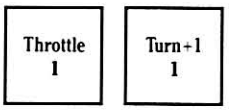

Star Destroyer (see 23)


Large Asteroid (see 24)

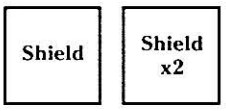

Small Asteroid (see 24)

2.13 Ship Control Markers: The ship control markers are placed on the control sheets (see 2.3) to record information about the ships in the game.

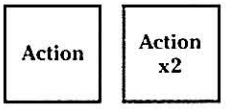
front *back*



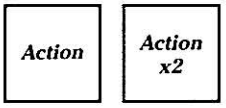
Throttle markers are placed on the Speed/Turning Track to indicate each ship's current speed (see 8.1). The ID number indicates the ship the marker represents. The "Turn+1" side of the marker is sometimes used when the ship suffers hazard or damage (see 7 and 12).



Shield markers are placed in the Deflector Shields section. They show whether a ship is angling its shields forward or toward the rear (see 12.21). The "x2" side of a shield marker can be used when a ship has more than one shield.



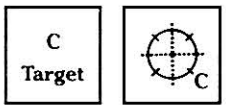
Action markers are placed in the Actions section. They are used to plan actions for ships (see 6). The "x2" side is used when a ship "doubles" an action.



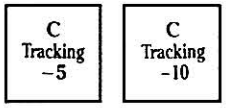
The *red action markers* can be placed in the Damage section or the Actions section. They are used when a ship suffers hazard or damage (see 7 and 12).

2.14 Tracking and Target Markers: These markers are used when a ship uses the "targeting" action (see 8.4).

front *back*



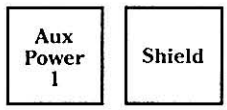
Target markers are placed on top of targetted ships.



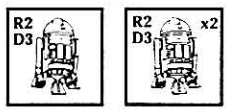
Tracking markers are placed on top of tracking ships. The ID letter indicates which target is being tracked. The "−10" side is used if the tracking ship has an especially good lock on the target (see 8.41).

2.15 Advanced Game Markers: These markers are used only in the Advanced Game.

front *back*



Auxiliary Power (see 16)



R2 Unit (see 16)

2.2 The Game-Map

The full-color 22" by 34" sheet is the *game-map.* The areas indicated by the arrow-hexes are *set-up areas* (see 3.2). The colors printed on the map have no effect on play, and are provided for aesthetic reasons only.

• During the game, ships are placed inside hexagons (or *hexes*) on the game-map. They are never placed on hex sides or hex points. Any number of ships may occupy the same hex without penalty.

• Each ship counter must face toward one side of the hex it occupies at all times.

2.3 Control Sheets

A pad of 24 control sheets is provided. If you run out, you have West End Games' permission to make as many copies as you wish for your own use.

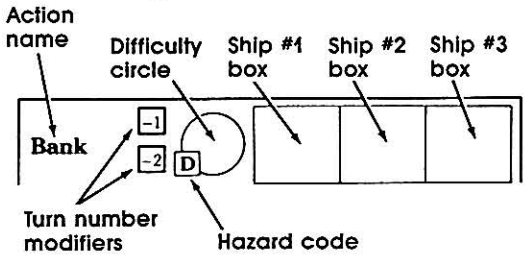
• The ship control sheets are the heart of the game. They are used to record information about the ships in play. Some of this information is taken from the Ship Data Chart (found in the center section of the rules) and describes basic ship characteristics. This information is entered in pen or pencil; some information changes during play, and is recorded with the use of markers (see 2.13).

• Each sheet can be used to record data for up to *three* ships of the *same* type (see 3.3).

• At the beginning of the game, you enter information on your sheets in pen or pencil (see 3). During the game, you place action markers in the Actions section to plan your move (see 6). You move Throttle markers on the Speed/Turning Track when a ship speeds up or slows down (see 8.1). You move Shield markers on the Deflector Shields section when a ship angles its deflectors (see 8.2). When a ship takes damage, you may be required to place action markers in the Damage section, to change numbers on the sheet with pen or pencil, or to place red action markers (see 12).

Action Boxes (2.3)

Here's a typical set of action boxes:



The **action name** determines the type of action the boxes represent. The difficulty of the action is entered at the beginning of play in the **difficulty circle** (see 3.63). The **ship #1 box** is used to plan actions for ship #1; the **ship #2 box** for ship #2; and so on. The **hazard code** is used when this action is planned for a ship, and the ship suffers a hazard (see 7.3). The **turn number modifiers** increase (or in this case, decrease) the ship's "turn number" when this action is planned for a ship; the number in the upper box (−1) is added when the action is performed once, and the number in the lower box (−2) is added when the action is doubled (see 10.13).

2.4 The Reference Card

The stand-up reference card is printed with charts, tables, and illustrations you need when playing the game. It is printed on both sides and used to hide control sheets during the "Planning Phase."

2.5 The Rules

The rules are divided into four sections: the Standard Game, the Advanced Game, the Optional Rules, and the Scenarios. We recommend you use only the Standard Game rules the first few times you play. The Advanced

Game rules add additional realism at the expense of greater complexity. Optional Rules provide for the Force, asteroids, Star Destroyers, and more; they can be used with either the Standard or Advanced Games.

• The central four pages of this booklet are printed with charts and tables. We recommend that you remove this four-page *chart folder* from the booklet for ease of reference. Pry up the staples (use a screwdriver or somesuch to avoid injury), remove the folder, and press the staples flat again.

3. Setting Up

3.1 Scenarios and Ship Mixes

The first thing you must do when setting up the game is to decide on a "scenario" and a "ship mix."

• The *scenarios* are printed at the end of the rules book (see the Scenario section). We recommend you use the Dogfight scenario (see 28) the first time you play.

• Each scenario lists several alternative *ship mixes* (the Dogfight scenario lists four). Choose whichever one you wish. The ship mix determines what ships each player has and the quality of his pilots. If you prefer, you can make up your own ship mix (see 35).

Example: The first Dogfight ship mix assigns the Rebel player 3 X-wings, with 1 veteran pilot and 2 average ones. The Empire player gets 2 TIE interceptors with veteran pilots, and 2 TIE fighters with poor pilots.

3.2 Maps and Counters

Unfold the game-map and place it on a table. Take counters for the ship mix you choose and place them on the game-map. The scenario instructions tell you exactly where and how counters may be placed.

3.3 Control Sheets

You need a *separate* control sheet for each ship *type* you control. For example, if you are using three X-wings and one Y-wing, you will need two sheets — one for X-wings, and another for Y-wings.

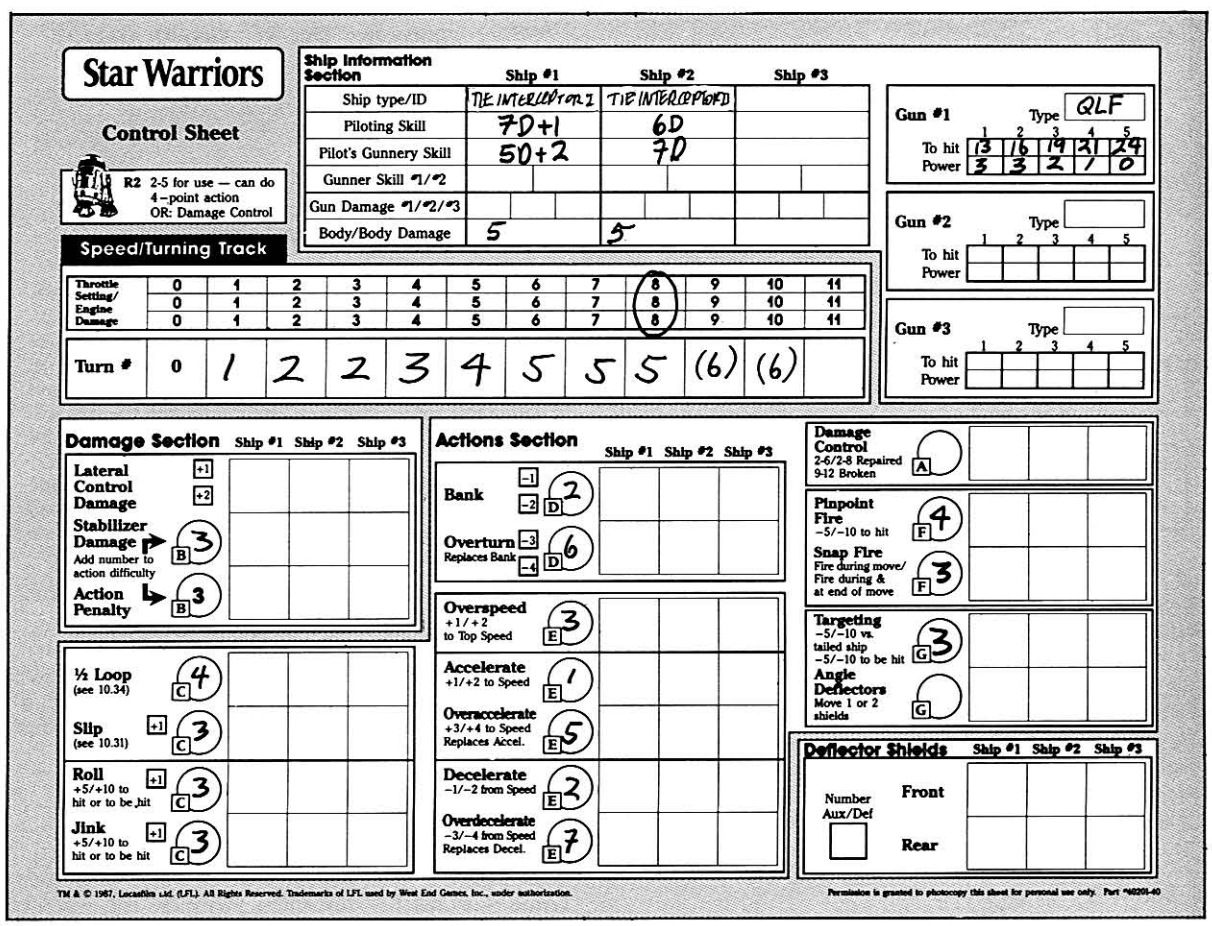
• You need one sheet for every *three* ships of a single type you control. For example, if you have six TIE fighters, you must use two sheets.

Example: The Rebel player has three X-wings; he only needs a single sheet. The Imperial player has two TIE fighters and two TIE interceptors; he needs two sheets.

• The examples below describe how you fill out a control sheet for two TIE interceptors piloted by veteran pilots. The completed control sheet is printed below; refer to it and the Ship Data Chart as you read.

3.4 Ship Information

Begin by filling out the Ship Information section of your sheet. This section is divided into three columns, one for each of three ships. Under "Ship Type/ID," write in the type of ship, and the ID number printed on its counter (see 2.11).



Example: You're filling out a sheet for two TIE interceptors. Under the "Ship #1" column, write "TIE interceptor/I," and under the "Ship #2" column, write "TIE interceptor/II."

3.41 **Piloting Skill:** Next, determine piloting skills using the Pilot Skill Table. The table is printed in the chart folder at the center of this rulebook.

• Each pilot's *quality* is determined by the ship mix.

Example: The TIE interceptors are piloted by "veteran" pilots.

• A pilot's quality determines how many dice you roll when you refer to the Pilot Skill Table, as explained along the bottom of that table.

Example: You roll two dice for poor pilots. You roll four dice for veterans.

• Roll the number of dice indicated. Find the total die-roll along the left-hand side of the Pilot Skill Table. Read across to the entry on the same line. Write the code you see there on the ship control sheet under "Piloting Skill."

Example: You roll four dice, and get a 17. You find "17" on the table; the skill code is "7D+1."

3.42 **Pilot's Gunnery Skill:** Repeat the procedure to determine each pilot's gunnery skill. Use the same pilot quality and the same table, but roll a second time.

Example: Your first roll was 17, so Ship #1's pilot has a piloting skill of 7D+1. You roll again, and get a 12; his gunnery skill is 5D+2.

3.43 **Body Ratings:** Next, enter each ship's *body rating* under "Body/Body Damage."

• Body ratings are listed on the Ship Data Chart (which is also printed in the chart folder at the center of this booklet). Find the ship type along the top of the chart. Read down to the line labelled "Body." You'll find two numbers, separated by a slash. Write the *first* number down on the ship control sheet. (The second number is used only in the Advanced Game.)

Example: Under "TIE interceptor" the chart says "**5**/3." Write "5" down on the control sheet.

3.44 **Gunner Skill/Gun Damage:** There are two other lines on the Ship Information section. The "Gunner Skill" line is used only in the Advanced Game. The "Gun Damage" line is used when ships are damaged during play. Leave them both blank for now.

3.5 Gun Information

The gun information boxes are printed along the right-hand side of the control sheet.

3.51 **Gun Type:** Refer to the Ship Data Chart. Find the ship type along the top of the chart and read down to the line labelled "Pilot's Guns." You'll find a three-letter code. Write this code on the control sheet under "type" in the "Gun #1" box.

Example: The gun type for TIE interceptors is "QLF."

• If two or three three-letter codes are listed, write the first code in the "Gun #1" box, the second code in the "Gun #2" box, and the third code (if any) in the "Gun #3" box.

(If you want to know what the three-letter code means, refer to the Gun Codes chart in the chart folder. "QLF" means "quad-light-fixed" — four light blasters mounted together in a fixed position.)

3.52 **To Hit Numbers:** Next, refer to the Gunnery Values Chart (in the chart folder). Find the *first and third* letters of the gun type along the left-hand side of the chart.

Example: Since the TIE interceptor's gun type is "QLF," you find "QF" along the left-hand side of the chart.

• Six numbers are printed on the same line. Write the *first five* numbers in the "Gun #1" box of the control sheet, next to "To hit."

Example: On the Gunnery Values Chart, the five numbers printed next to "QF" are 13, 16, 19, 21 and 24. In the first "To hit" box on the ship control sheet, you write "13." In the next box, write "16," and so on.

If the ship mounts more than one gun, repeat this procedure for "Gun #2" and "Gun #3".

3.53 **Power:** Finally, refer to the Gunnery Power Chart. Find the first *two* letters of the gun type along the left-hand side of the chart. On the same line, you'll find several numbers. Write the first five numbers in the "Gun #1" box, immediately underneath the "To hit" numbers.

Example: A TIE interceptor's gun code is "QLF." The first two letters are "QL." On the Gunnery Power Chart, the first five numbers printed next to "QL" are 3, 3, 2, 1 and 0. You write "3" in the first Power box on the ship control sheet, "3" in the second box, "2" in the third box, and so on.

3.54 **Ion Cannons:** Some ships (Y-wings and B-wings) carry ion cannons. An ion cannon's power numbers are determined differently.

• If a weapon is an ion cannon, the gun code contains an "I" in parentheses.

Example: A B-wing mounts three guns; its entry on the Ship Data Chart is "SHF/DLF/TMF(I)." Only the TMF gun is an ion cannon; the others are regular weapons.

• If a gun is an ion cannon, determine its "To hit" numbers normally, but subtract three from each number. When you determine its *power* numbers, find the first two letters of the gun type on the left-hand side of the Gunnery Power Chart, as you normally do. However, instead of copying the first five numbers on that line to the control sheet, read *all the way across the chart* to the *right-hand column* (labelled "Ion Guns" at the top). In this column, you'll find a number. Copy this number to *all five* of the power boxes on the control sheet.

Example: A B-wing's power rating is −4. If you have a B-wing, write "−4" in *all* of Gun #3's power boxes.

3.6 The Ship Data Chart

All the rest of the information you need to copy comes from the Ship Data Chart.

Note: Anything that's printed on the chart in light type is used only in the Advanced Game. You only need the information that's printed in **heavy** type.

3.61 **Maximum Speed:** One line of the chart is labelled "Speed Max." Find your ship's entry on this line.

Example: The "Speed Max" for a TIE interceptor is 8.

• Find the same number on the Speed/Turning Track on your control sheet. The number is printed on the track three times (this enables you to record engine damage separately for each ship). Circle all three numbers.

3.62 Turn Numbers: Underneath the numbers on the Speed/Turning Track is a series of blank boxes, labelled "Turn #" A section of the Ship Data Chart is labelled "Turn No.'s."

• Find your ship's type along the top of the Ship Data Chart, and read down to the "Turn No.'s" section. Copy numbers from this section to the boxes of the track — one number per box. Each line of the section is printed with two numbers separated by a slash. The number after the slash is used only in the Advanced Game; ignore it for now.

• If a number is printed on the chart with parentheses, also copy the parentheses. Some boxes of the Speed/Turning Track may be left blank when you're done.

Example: The "Turn No.'s" section for TIE interceptors looks like this:

1/1
2/1
2/1
3/2
4/2
5/3
5/3
5/4
(6)/(5)
(6)/(6)

Enter the following, in order, on the Speed/Turning Track: 1, 2, 2, 3, 4, 5, 5, 5, (6), and (6).

3.63 Difficulty Numbers: A series of blank circles are printed in the Damage and Action sections of the control sheet. You must enter difficulty numbers from the Ship Data Chart in each circle. (One circle, next to "Action Penalty," already contains a number.)

• Find your ship type along the top of the chart. Read down that column to the "Difficulty No.'s" section. Copy the numbers from this section to the blank circles, in the same way you copied numbers from the "Turn No.'s" section to the Speed/Turning Track.

Exception: Skip the "Damage Control" circle; the number for that circle is printed in light type. "Damage Control" is used only in the Advanced Game.

Exception: Some ships do not carry shields. These ships cannot "Angle Deflector Shields" because they don't have any to angle; no difficulty number for that action is listed. If a ship has no shields, leave the "Angle Deflectors" circle blank.

Example: The difficulty numbers section for TIE interceptors looks like this:

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

You copy 3 to the first ("Stabilizer Damage") circle; 4 to the next ("1/2 Loop") one; 3 to the next; and so on. Leave the "Damage Control" circle blank (it would otherwise contain a 6); you also leave the "Angle Deflectors" circle blank.

3.7 Control Sheet Markers

The last thing you must do is place throttle and shield markers on the control sheet.

3.71 Throttle Markers: Take one throttle marker for each ship the control sheet represents. Use throttle markers that are printed with the same ID Numbers as your ship counters.

Example: Your TIE interceptors have ID Numbers of "1" and "2;" take one throttle marker printed with the number "1," and one printed with a "2."

• Place all throttle markers on the "Throttle Setting /Engine Damage" section of the Speed/Turning Track. Place them all in the "6" box (the one printed with three sixes), unless the ship's maximum speed is less than 6. In this case, place them in the maximum speed box.

Example: A TIE interceptor's maximum speed is 8, so you place both throttle markers in the "6" box.

3.72 Shields: Find your ship type along the top of the Ship Data Chart, and read down to the "No. of Shields" line; you'll find a number. This is the number of shields carried by your ship. (If the entry is blank, it carries no shields.)

• Take one shield marker for each shield your ship carries. If it carries two or more, you can use the "x2" side of a shield marker to represent two shields; you can "make change" at any time, replacing one "x2" shield marker with two regular markers, or vice versa.

• Take the shield markers, and place whichever ones you like in the "Front" box of the Deflector Shields section, under "Ship #1." Place the remainder in the "Rear" box.

• If your control sheet represents two or three ships, take shield markers for each of the remaining ships, and place their markers under "Ship #2" or "Ship #3" in the Deflector Shields section.

Note: If you're not sure exactly how you should distribute your shield markers, we recommend that you put half in the "Front" box and half in the "Rear" box.

4. The Game Sequence

Star Warriors is played in *game-turns.* (They're called that so you don't confuse them with the turns that ships make when they move.)

Each game-turn is divided into *phases.* Once you complete one phase, go on to the next one. After the last phase in a game-turn is finished, go to the next game-turn.

4.1 Initiative Phase

Make a "piloting skill roll" for your best pilot (see 5.2). Your opponent does the same. The player with the higher roll "has the initiative" for the rest of the game-turn (see 9).

4.2 Planning Phase

Stand the reference card on the table so that you can't see your opponent's control sheets and he can't see yours. Then, plan actions for your ships by placing action markers on your control sheets (see 6). Once both of you have finished planning, move the reference card so you can see each other's sheets again.

4.3 Hazard Phase

Both players make "piloting skill rolls" for each of their ships (see 5.1). If any ship "fails" its roll, consult the Hazard Table to determine what ill effects it suffers (see 7).

4.4 Markers Phase

Both players adjust the throttle markers of ships for which acceleration, deceleration, or overspeed was planned (see 8.1).

- Both players adjust the shield markers of ships for which they planned to angle deflectors (see 8.2).
- If any ships planned "targeting," place target and tracking markers (see 8.4).

4.5 First Ship Phase

The player who has the initiative chooses any one ship on the game-map. It can be one of his own, or one of the other player's. The player who controls the chosen ship follows this sequence:

- **Turn Number Segment:** He determines his ship's "turn number" (see 10.1).
- **Movement Segment:** He moves the ship. If he planned snap fire for the ship, it may pause as it moves to fire its guns (see 11.12).
- **Fire Segment:** If the ship did *not* snap fire (or it double snap fired), it may now fire its guns (see 11.1).
- **End Segment:** The player flips the ship counter to its blue-striped side to show that it may not move again this game turn.

4.6 Second Ship Phase

The player who does *not* have the initiative chooses any one ship on the game-map. He *cannot* choose a ship which has been flipped to its blue-striped side, but is free to choose any other (see 9).

- The owning player of the chosen ship follows the sequence outlined under "First Ship Phase."

4.7 Additional Ship Phases

The player with the initiative and his opponent alternate: first one chooses a ship, then the other does so. Once all ships have been moved, the Bookkeeping Phase begins.

4.8 Bookkeeping Phase

When all ships have moved, turn them all back to their unstriped sides.

- Remove all blue action markers from the control sheets (**except** for ones next to "Lateral Control Damage" and "Stabilizer Damage" — see 13) and replace all red action markers with blue ones.
- Remove tracking and target markers from the game-map.

5. Skill Codes and Initiative

"Keep your eyes open for those fighters!"

"There's too much interference. Red Five, can you see them?"

"No sign of any — wait! Coming in at point three five!"

Each pilot has a *piloting skill code* and a *gunnery skill code.* A skill code is a number, followed by the letter "D," sometimes followed by a plus and another number (for example, "3D" or "5D+1"). A pilot's skill codes are recorded on his ship's control sheet (see 3.4).

5.1 Skill Rolls

At various times in the game, you're asked to make a piloting or gunnery *skill roll.* When this happens, determine the skill code by referring to the pilot's control sheet. Then, roll as many dice as the number before the "D." Add up the numbers rolled. If there's a plus followed by another number, add that number to the total. The result is called the *die-roll.*

Example: The die code is 4D+2. When you make a skill roll, roll four dice and add two to the total.

Example: The die code is 3D+1. If you roll 5 on one die, 2 on another, and 4 on the third, your die-roll is 12 (5+2+4+1).

5.2 Initiative Rolls

During the Initiative Phase, look over your control sheets. Find the highest piloting skill you possess. Use that skill code to make a piloting skill roll. Your opponent will do the same, using the skill of his best-rated pilot. The player with the higher die-roll *has the initiative.* That means he gets to choose which ship moves during the First Ship Phase (see 9).

- If the die-rolls are tied, determine the current speeds (see 10.11) of the ships piloted by both players' best pilots. The player whose ship has the highest current speed has the initiative. If the ships' speeds are equal, re-roll.

6. Planning

Han realized he had only one choice. There was no time to plan or to check computer readouts.

"Sharp bank, Chewie," he ordered. "Let's turn this bucket around. Full power front shield!"

6.1 Placing Action Markers

During the Planning Phase, you indicate what your ships will do in the current game-turn by placing action markers on your control sheets.

- Look at a control sheet. Each sheet can handle up to three ships; there are three boxes next to each of the actions named on the sheet. The first box is used to plan actions for the first ship, the middle box for the second ship, and the right box for the third ship.
- To plan an action for a ship, place an action marker next to the name of the action you want the ship to perform.

Example: You want Ship #2 to bank. Place an action marker next to "Bank" in the middle box.

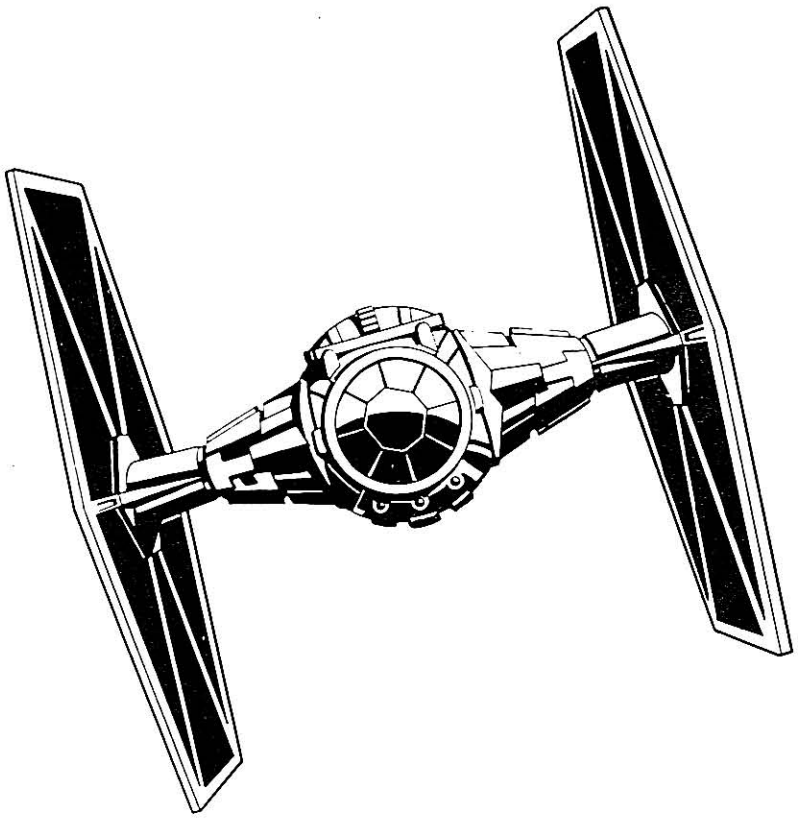
6.2 Double Actions

You can place an action marker on its "x2" side, indicating that the action will be performed at "double intensity." Exactly what this means varies from action to action — but, in general, *doubling* an action means its benefits are enhanced and its difficulty increased.

- You cannot perform an action at more than double intensity.

6.3 Secrecy

You may not look at the other player's plans until after both players have finished planning. The reference card is used as a screen to ensure secrecy.



6.4 How Many Actions Can A Ship Perform?

In theory, a ship can perform any number of actions. In practice, the more actions you plan for a ship, the greater the chance that something bad will happen (see 7).

6.5 Completing Planned Actions

If you plan an action for a ship, the ship *must* complete the action during its Ship Phase. You can't abort the action later, even if it turns out to have been unwise, so plan your moves carefully.

• You can freely place and remove action markers during the Planning Phase — but once you announce that you're finished and the reference card is removed, you're stuck with what you've planned.

6.6 What Do All Those Actions Mean, Anyway?

The rules that follow explain the actions in more detail. However, here's a brief summary.

1/2 Loop: A special maneuver that lets a ship reverse direction (see 10.3 and 11.23).

Slip: A maneuver that lets a ship move sideways without changing its facing, by using lateral thrusters (see 10.13 and 10.3).

Roll: Rolling the ship around its axis; mainly used to evade enemy fire (see 10.13 and 11.23).

Jink: Another evasive maneuver; the ship hops up, down, and sideways, using lateral thrusters, to throw off enemy aim (see 10.13 and 11.23). (**Note:** Modern jet fighters also perform a maneuver called "jinking," but the maneuver is very different.)

Bank: The ship banks in order to make a very tight turn (see 10.13).

Overturn: A more intensive bank, permitting even tighter turns (see 10.13).

Overspeed: This action lets the ship travel faster than its "maximum speed" — for one turn (see 8.1).

Accelerate and **Overaccelerate:** These increase the ship's current speed (see 8.1).

Decelerate and **Overdecelerate:** These *decrease* the ship's current speed (see 8.1).

Pinpoint Fire: This increases the ship's chance of hitting when it fires its guns (see 11.24).

Snap Fire: This lets the ship fire during its movement, instead of at the end of movement (see 11.1).

Targeting: A ship can target an opposing ship only when it is "tailing" its opponent. Targeting makes it easier to hit a target — but also makes the targeting ship more vulnerable to enemy fire (see 8.4, 11.25, and 11.26).

Angle Deflectors: This lets you move the ship's shield markers from the "Front" box to the "Rear" box, or vice versa (see 8.2).

7. Hazards

Luke realized he couldn't swerve in time. "Pull out, Luke! Pull out!" Biggs screamed.

Luke wrestled the controls, but his ship's drives roared with the strain. The fighter plunged.

During the Hazard Phase, you must check to see whether or not each of your ships can do everything you planned. If a ship cannot, it suffers a "hazard."

7.1 Calculating the Difficulty

To check for hazards, calculate the *total difficulty* of all the actions planned for the ship. You can check your ships for hazards in any order you like.

7.11 Look at the Actions section of the control sheet. The difficulty number for each action is written in the circle next to the action's name (see 3.63).

7.12 If you planned only one action for a ship, the total difficulty for the ship is just the difficulty number for that one action. If you planned more than one action, *add up* all the difficulty numbers.

Example: A TIE interceptor is 1/2 looping (difficulty 4), overturning (difficulty 6), and snap firing (difficulty 3). Its total difficulty is 13.

7.13 If an action is doubled (you placed a "x2" action marker in the box), the difficulty number for that action is also doubled.

Example: A TIE interceptor double slips, double rolls, and snap fires (undoubled). The difficulty number for slipping is 3, doubled to 6; for rolling, 3, doubled to 6; and for snap firing, 3. The total difficulty is 15.

7.14 A ship's total difficulty is increased if it has suffered stabilizer damage or an action penalty. Refer to the Damage section of the control sheet; if there's an action marker in the "Stabilizer Damage" box or the "Action Penalty" box, add the difficulty number on the sheet to

the total difficulty, just as you do for actions. If a "x2" action marker is in the box, double the listed difficulty number.

Example: If an "Action Penalty" box contains a "x2" marker, the total difficulty is increased by 6.

7.2 The Piloting Skill Roll

7.21 Once you've calculated the total difficulty for the ship, make a piloting skill roll for the ship's pilot (see 5.1).

7.22 If the pilot's die-roll is *equal to or greater than* the total difficulty, the ship succeeds in all its actions.

7.23 If the die-roll is less than the total difficulty, *subtract* the die-roll from the total difficulty.

Example: The total difficulty of a pilot's actions is 15. His skill die-roll is 8. Subtracting 8 from 15 leaves 7.

7.24 A ship suffers *one hazard* for every *five* points left over after you subtract the die-roll. If the number left over isn't equally divisible by five, it suffers one hazard for every five points, and one *minor hazard* for the extra points.

Example: The difficulty number is 26; the die-roll is 12. 26−12=14, so the ship suffers two hazards and one minor hazard.

Example: The difficulty number is 18; the die-roll is 14. 18−14=4, so the ship suffers one minor hazard.

7.3 The Hazard Table

You must roll on the Hazard Table once for every hazard or minor hazard the ship suffers. The Hazard Table is printed on the reference card.

Example: A ship suffers two hazards and one minor hazard; you roll on the Hazard Table three times.

7.31 Each line of the Hazard Table is printed with a letter code, from "A" to "G."

7.32 Each action circle on the control sheet is printed with a letter code, too. These are called *hazard codes.*

7.33 When a ship suffers a hazard, look at its action markers. If it has an action marker next to a circle with a hazard code of "A," you use the "A" line of the Hazard Table. If there's no marker next to an "A" circle, but there is one next to a "B" circle, use the "B" line of the table. In other words, you use the code that comes earliest in the alphabet for which the ship has an action marker.

Example: A ship is 1/2 looping (code C), over-accelerating (code E) and angling deflectors (code G). The ship's hazard code is C.

Note: The only action with a hazard code of "A" is "Damage Control" — an action which is used only in the Advanced Game (see 17). So you never use the "A" line of the Hazard Table in the Standard Game.

7.34 To use the Hazard Table, roll *two* dice, and find the die-roll along the top of the table. Find the hazard code along the left-hand side of the table, and read across to the column determined by the die-roll. You'll find two *damage codes.*

7.35 Damage codes are explained on the Damage Summary (see the chart folder). Effects can include action penalties, damage to the ship, forced rolls, etc.

7.36 When a ship suffers a *minor* hazard, you use only the *top* damage code of the two you find on the Hazard Table. When a ship suffers a regular hazard, both codes apply.

7.37 If a ship suffers more than one hazard, each time you refer to the Hazard Table, use the next hazard code, alphabetically, for which the ship has an action marker on its control sheet. You go to the next code even if a ship has more than one action planned with the same code.
• If you must refer to the Hazard Table more times than a ship has hazard codes, you "recycle," starting over at the beginning of the alphabet.

Example: A ship has two action markers next to "C" circles, and one each next to "E" and "G" circles. It suffers three hazards. The first time you refer to the Hazard Table, you use the "C" row of the table. The second time you use the "E" row; and the third time, the "G" row.

Example: A ship has action markers next to "C" and "F" circles. It suffers three hazards. The first time you roll on the table, you use the "C" row; the second time, the "F" row; and the third time, the "C" row again.

7.38 Any die-roll of 7 on the Hazard Table has no effect; if you roll a 7 for a hazard, the ship suffers no ill effects from that hazard.

Example:

Bart plans a double slip (hazard code "C") and a double roll (code "C" again) for his X-wing. The ship also has a damaged stabilizer (code "B"). The total difficulty is 17. The pilot's skill code is 3D. On three dice Bart manages to roll a total of 5! 17 minus 5 leaves 12, so Bart's X-wing suffers two hazards and one minor hazard.

Looking at his control sheet, Bart sees that his first hazard code is "B." He refers to the "B" row of the Hazard Table and rolls two dice, getting a 10. The damage codes are "T+1" and "L". Bart refers to the Damage Summary, and sees that "T+1" means his ship's turn number is increased by one; he flips its throttle marker to the "Turn +1" side. "L" means his ship suffers lateral control damage; he places an action marker on the control sheet in the ship's "Lateral Control Damage" box.

That took care of the first hazard, but Bart has two more to go. His second code is "C;" he rolls two dice and gets an 8. The damage codes are "A+3" and "LOSE." "A+3" means he suffers an action penalty; he places a red action marker in the ship's "Action Penalty" box. "LOSE" means he loses one of his actions; he must either reduce his double slip to a single slip, or his double roll to a single roll (he chooses to reduce the roll).

The ship has run out of hazard codes, so Bart starts again at the top with the "B" row. He rolls a 12. Since this was only a minor hazard, only the top damage code ("SPD?") is used. The ship suffers a random speed change; Bart rolls a three, and moves his throttle marker one box down its track.

8. The Markers Phase

"Biggs, Wedge, let's close it up. We're going in full throttle!"

"Luke, at that speed will you be able to pull out in time?"

During the Markers Phase, both players adjust their ships' throttle and shield markers. They also place tracking and target markers on the game-map.

8.1 Throttles

Throttle markers record speeds (see 2.13). They are placed on the Speed/Turning Track (see control sheet). A throttle marker always occupies one box on its track; the (triple) number printed in the box is the ship's speed.

Example: Ship #1's throttle marker occupies the "6/6/6" box of the Speed/Turning Track; the ship's speed is 6.

8.11 If a ship accelerates — that is, you placed an action marker in its "Accelerate" box during the Planning Phase, and the marker was not removed during the Hazard Phase — you increase its speed by one during the Markers Phase. Move the throttle marker one box to the right on its track.
• If the ship double-accelerates — you placed a "x2" marker in its "Accelerate" box — increase the speed by two.

8.12 Instead of accelerating, a ship can *overaccelerate*. When a ship does so, its speed increases by 3. If the action is doubled, its speed increases by 4.

8.13 Deceleration and overdeceleration work in the same way as acceleration and overacceleration — except that speeds are *reduced* instead of increased.

8.14 Acceleration, overacceleration, deceleration and overdeceleration are mutually exclusive actions; you may plan only one such action per ship.

8.15 Each ship has a maximum speed.
• If a ship uses the *overspeed* action, it may travel one hex faster than its maximum speed. Doubling the action lets the ship travel *two* hexes faster.
• A ship cannot go faster than its maximum speed *except* by using overspeed.

Example: A ship is travelling at its maximum speed. It accelerates, but does not overspeed. The acceleration has no effect; the ship is already travelling at its maximum speed.

• Overspeeding does not increase a ship's *actual* speed, it just temporarily increases the ship's maximum *permitted* speed. To take advantage of the increase in maximum speed, the ship must still accelerate.

Example: A ship is travelling at its maximum speed. Its player plans "Overspeed" — but neglects to plan "Accelerate." The ship's speed does not increase.

8.16 If you want a ship to keep on travelling faster than its maximum speed, you must overspeed every game-turn (but only need to accelerate the first time).
• If a ship overspeeds on one game-turn but not on the next, its speed automatically drops to the ship's maximum speed, even if no deceleration action is planned.
• Planned deceleration occurs *before* any automatic reduction.

Example: A ship with a maximum speed of 6 overspeeds and accelerates, and moves at speed 7. On the next turn, it does not overspeed. If no deceleration action is planned, the speed automatically drops to 6. If "Decelerate" is planned, the speed still drops to 6. A doubled "Decelerate" would drop the speed to 5.

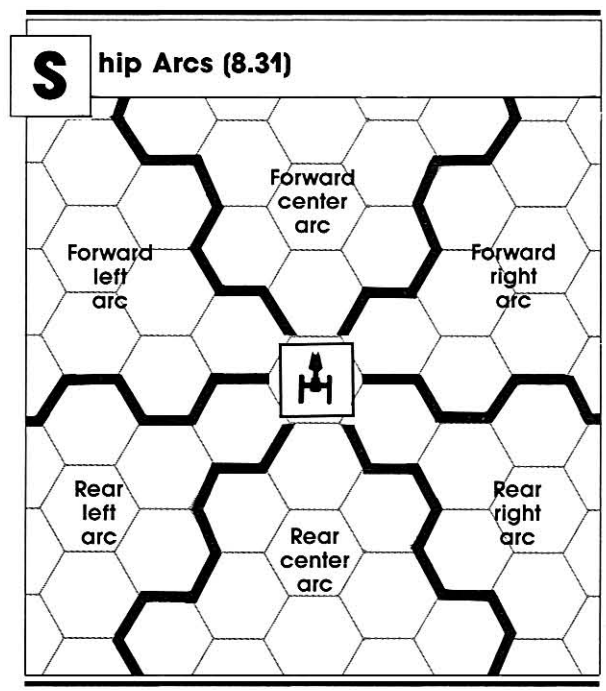
8.2 Shields

If a ship angles deflectors, you may move any one of its shield markers from the "Front" box of the Deflector Shields section to the "Rear" box, or vice versa.
• If you doubled the action, you can move *two* shield markers.

8.3 Targeting and Tailing

You can plan "Targeting" for a ship only if it is "tailing" an enemy ship. You cannot tail your own ships.

8.31 Each ship has six *arcs* — see the illustration below. Generally speaking, space around a ship is divided into 60 degree arcs; something immediately in front of a ship is in its forward center arc, something behind is in its rear center arc, and so on.



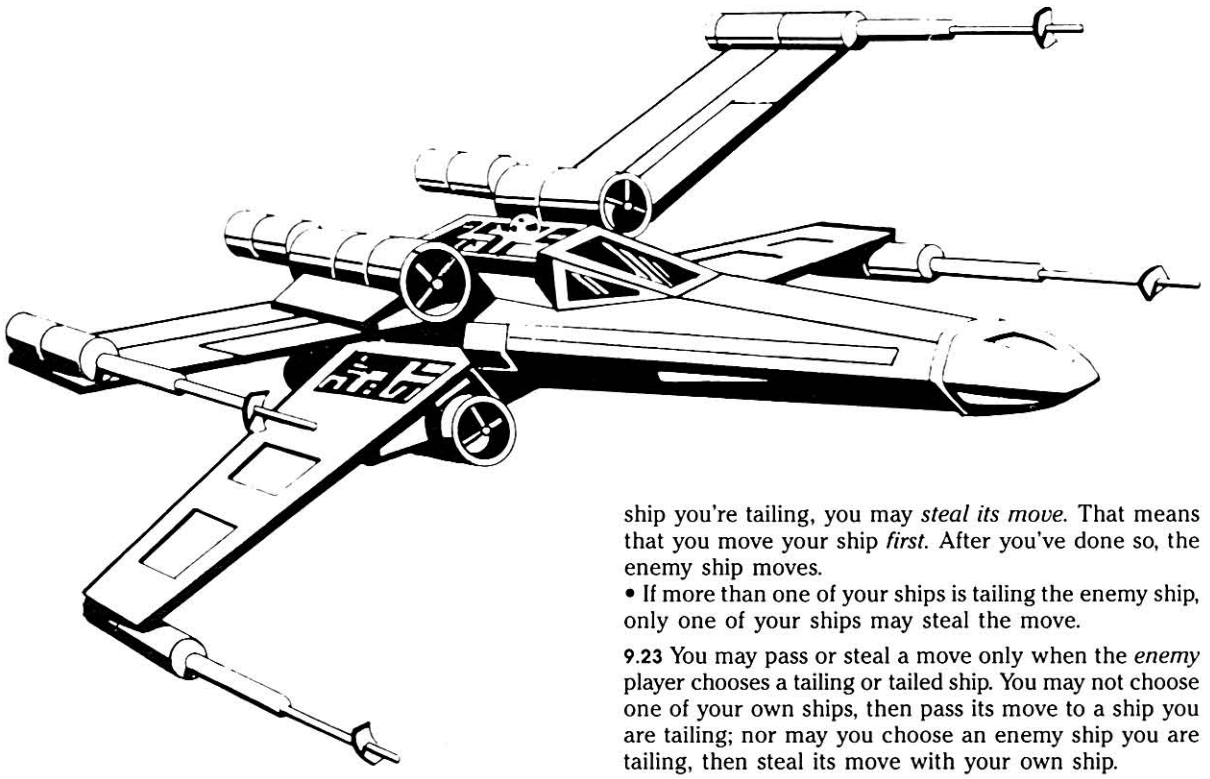
8.32 One of your ships is *tailing* an enemy ship when:
• Your ship is in the enemy ship's rear center arc.
• The enemy ship is in your ship's front center arc.
• The ships are within ten hexes of one another, counting the hex the enemy ship occupies but not your ship's hex.

8.4 Target and Tracking Markers

If one of your ships is tailing an enemy ship during the Planning Phase, you can plan "Targeting" for your ship.

8.41 If you do, place a tracking marker on top of your ship counter during the Markers Phase (see 2.14). If you doubled the action, flip the tracking marker to its "−10" side.

8.42 Also place a target marker on top of the ship you are tracking (see 2.14). All target and tracking markers are printed with identification letters; use the target marker that's printed with the same letter as the tracking marker you used.



9. Initiative/Choosing Ships

"I have you now."

An initial piloting skill roll (see 5.2) determines which player has the initiative. The player with the initiative decides which ship moves first. Then, his opponent designates a ship. Players alternate choosing ships until all ships have moved.

9.1 Choosing

When it is your turn to choose a ship, you may choose any ship that has not yet moved this game-turn. It does not have to be one of your own ships. The ship you choose immediately moves (i.e., takes its Ship Phase, moving and firing as planned).

9.2 Choosing Ships and Tailing

Some special rules apply when ships are tailing each other (see 8.3).

9.21 Passing A Move: If one of your ships is tailing an enemy ship, and your ship is chosen to move by the enemy player, you may *pass your move* to the enemy ship. That means that the enemy ship completes its Ship Phase. *Immediately* after it has done so, your ship completes its Ship Phase.

- Passing a move does not change the order of ship choice. Once both ships have moved, it is your turn to choose a ship, because the enemy player made the last choice.
- If your ship is tailing more than one enemy ship, you can pass your move to only *one* of those ships — then you must move.

9.22 Stealing A Move: If one of your ships is tailing an enemy ship, and the enemy player chooses to move the ship you're tailing, you may *steal its move.* That means that you move your ship *first.* After you've done so, the enemy ship moves.

- If more than one of your ships is tailing the enemy ship, only one of your ships may steal the move.

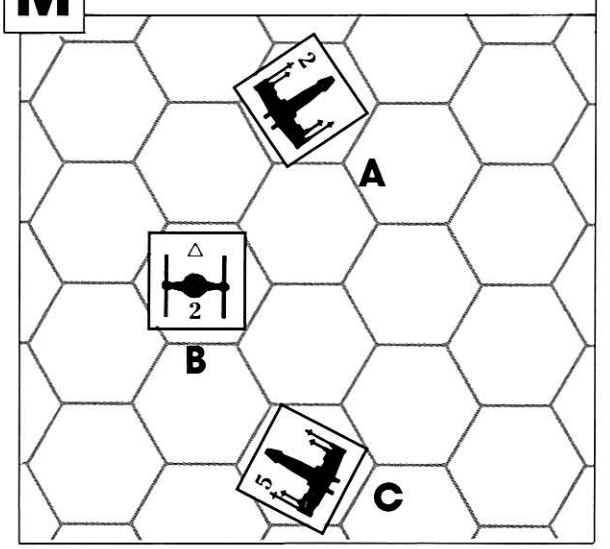
9.23 You may pass or steal a move only when the *enemy* player chooses a tailing or tailed ship. You may not choose one of your own ships, then pass its move to a ship you are tailing; nor may you choose an enemy ship you are tailing, then steal its move with your own ship.

9.24 When you're tailing an enemy ship, you are never *required* to pass a move to it or steal a move from it; you do so only if you wish.

9.25 Multiple Tailings: Some complex situations can occur in which Ship A is being tailed by Ship B, which in turn is tailed by Ship C, and so on. When there's a chain of tailed ships, a chain reaction can occur. This is perfectly legal under the rules.

Example: The owner of Ship A chooses to move his ship. The player of B steals A's move; C steals B's move. The final result is that C moves, then B, then A.

Multiple Tailing (9.25)



10. Movement

10.1 Speed and Turn Number

The first thing you must do when you begin to move a ship is to determine its current speed and its "turn number." A *turn number* is the number of hexes a ship must move forward before it can turn by one hex side (i.e., change its facing by 60 degrees — see 2.2).

10.11 Determining a ship's speed is easy: look at the number in the box occupied by the throttle marker (see 8.1).

10.12 A ship's *base turn number* depends on its speed.

• Look at the ship's throttle marker; the number written (in pen or pencil) in the box below the marker, on the "Turn #" line of the track, is the ship's base turn number.

Example: A TIE interceptor's speed is 6; its base turn number is 5.

10.13 A ship's turn number is modified by the actions it performs. Turn number modifications are printed on the control sheet, in small boxes next to the action/damage-effect names. When *two* boxes are printed next to a name, use the top box when the action is performed once and the bottom one when it is doubled. When only one box is printed, use that number whether or not the action is doubled.

Summary:

• If a ship is slipping, its turn number is increased by 1. The turn number goes up by only one even if the ship is double-slipping.

• If a ship is rolling, its turn number goes up by 1 — even if double-rolling.

• Jinking increases the turn number by 1 — even if double-jinking.

• Banking *decreases* the turn number by 1. Double-banking decreases it by 2. (The main purpose of the bank action is to decrease turn numbers.)

• Overturning decreases the turn number by 3. Double-overturning decreases it by 4. A ship may not bank and overturn in the same game-turn.

• Lateral control damage increases the ship's turn number by one until the damage is repaired. Two lateral control damage effects increase the turn number by two.

10.14 A ship's turn number is also modified if it has lateral control damage — the number is increased by 1, by 2 if the ship has suffered lateral control damage twice (a "×2" action marker is in the box).

• A "T+1" damage result increases the turn number by 1; see the Damage Summary (in the chart folder).

10.15 All modifications are cumulative.

Example: A slipping, double-rolling, overturning ship with lateral control damage and a base turn number of 4 has an actual turn number of 4: a base of 4, +1 for slipping, +1 for rolling, −3 for overturning, +1 for lateral control damage.

10.16 If a ship's base turn number is reduced below 1, the ship automatically has a turn number of 1/2 (see 10.23). Turn numbers can never be reduced below 1/2.

• However, if a ship has a speed of zero, its turn number is also automatically zero (meaning it can turn any number of hex sides without moving).

10.2 Moving and Turning

Once you've determined the ship's turn number, you may move its counter.

10.21 Each ship *must* move as many hexes as its current speed (see 10.11).

10.22 A ship moves forward by moving into the next hex in the direction it is facing.

10.23 A ship's turn number is the number of hexes it must move forward before turning one hex side. After a ship has moved that number of hexes, the player may, at his option, turn the ship counter so that it now faces one of the two hex sides adjacent to the hex side it previously faced. Turning does *not* cost "movement points;" a ship that turns must still, over the course of its movement, move as many hexes as its current speed.

• If a ship's turn number is larger than its current speed, it may not turn during its move.

• If a ship's turn number is sufficiently small, it may turn several times during the course of its move.

• If a ship's turn number is 1/2, it may turn *two* hex sides for every hex it moves forward. If a ship's turn number is 0 (see 10.16), it may not move, but may turn any number of hex sides.

10.24 For turning purposes, each game-turn is a fresh start. For example, a ship with a turn number of three may not move forward two hexes at the end of one game-turn, then move forward one hex in the next game-turn and change facing. It would have to move three hexes in the second game-turn before turning.

10.3 Slips and 1/2 Loops

10.31 A ship which *slips* can move sideways without turning (i.e. its facing remains the same).

• When a ship slips, it alternates moving "sideways" and straight forward. That is, it can move one hex diagonally ahead (right or left, without changing facing); then, one hex straight ahead; then, another hex diagonally, and so on (see illustration).

• When a ship *double*-slips, it moves diagonally ahead for as long as it double-slips (see illustration).

• A slip or double-slip can be to the right or to the left — but not both. You cannot alter the direction in which you slip in the middle of the slip.

10.32 A ship that slips or double-slips must slip or double-slip for at least part of its move — but it is not required to do so *throughout* its move.

• A slip or double-slip must continue for at least as many hexes as the ship's turn number.

Example: A ship is slipping and its turn number is three; each slip consists of two diagonal moves and one forward move.

• A ship can move directly forward before and/or after it slips, as long as the slip itself continues for as many hexes as the turn number.

• If a ship's turn number is sufficiently small, it can perform more than one slip or double-slip in a single game-turn. It could even slip right, then slip left — as long as each slip is in a single direction, and each continues for as many hexes as the turn number.

• If a slipping ship's turn number is greater than or equal to its speed, the ship must slip throughout its movement.

Example: Bart slips with a turn number of 3 and a speed of 7. He could: slip three hexes and move forward four; slip seven hexes; or slip three hexes right, three hexes left, and move forward one hex (in various combinations). He may *not* move forward five hexes and slip only two, since his turn number is 3.

10.33 A ship that slips or double-slips *is* "moving forward" for turning purposes.

Example: A ship with a turn number of 3 and a speed of 7 double-slips 3 hexes. It may now turn one hexside, and either begin another double-slip, or move forward.

10.34 The *1/2 loop* action lets a ship reverse facing — that is, turn three hex sides in a single hex, regardless of its current turn number. A ship with a planned 1/2 loop action *must* attempt to 1/2 loop at some point during its Movement Segment.

• Before a ship performs a 1/2 loop, it must move forward at least as many hexes as its turn number. (It may be slipping or double-slipping during this "forward" movement.)

• Then, it may (but is not required to) turn normally.

• Then, it reverses facing — turning three (additional) hexsides. In doing so, it *expends one hex of movement,* reducing the total number of hexes it must move for the current game-turn by one (but not reducing its current speed or throttle setting). This is the only time that "hexes of movement" are expended without actually moving on the game-map.

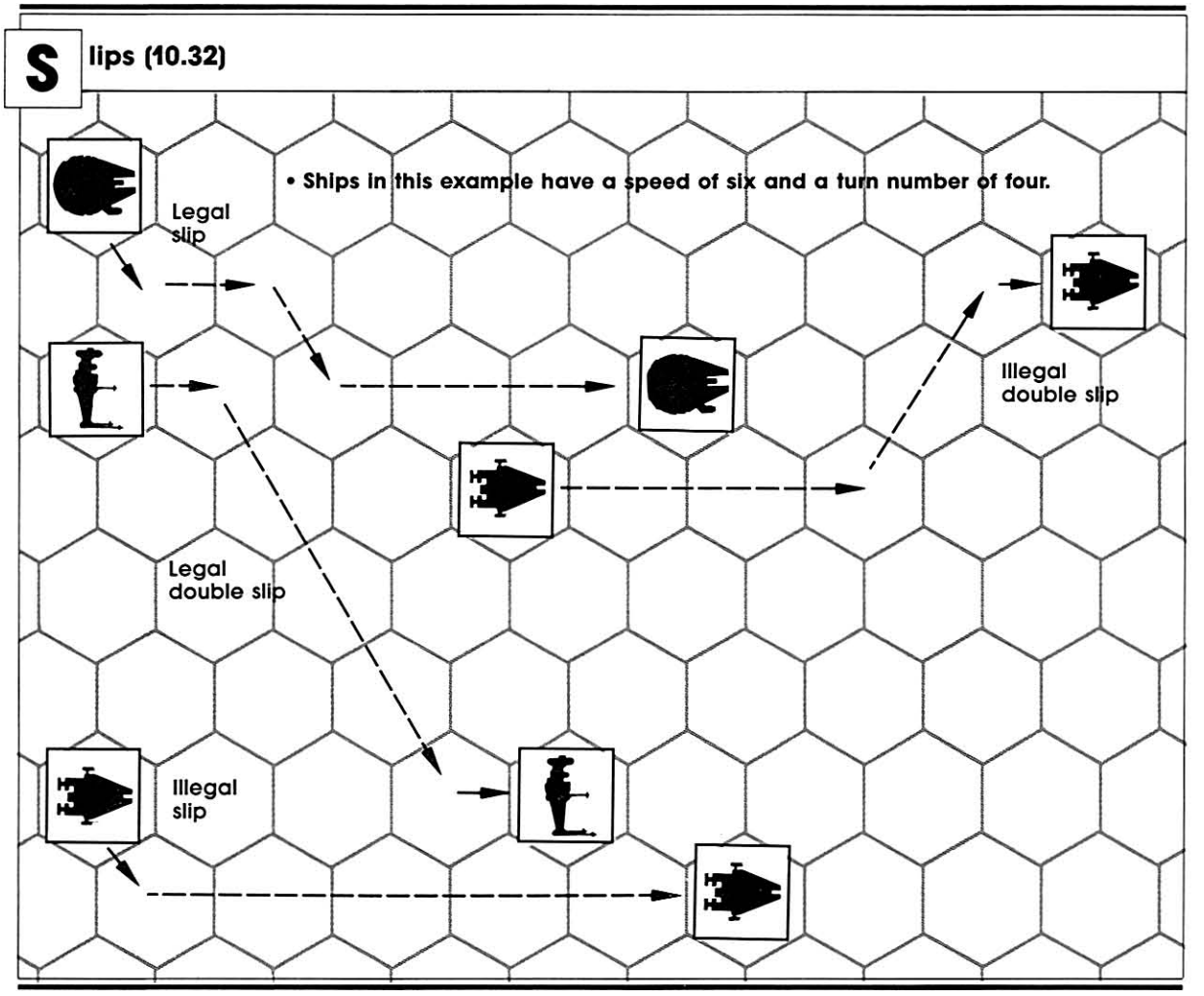
• A ship that double-1/2 loops must attempt to 1/2 loop *twice* during its move. Before each 1/2 loop, the ship must move forward as many hexes as the turn number.

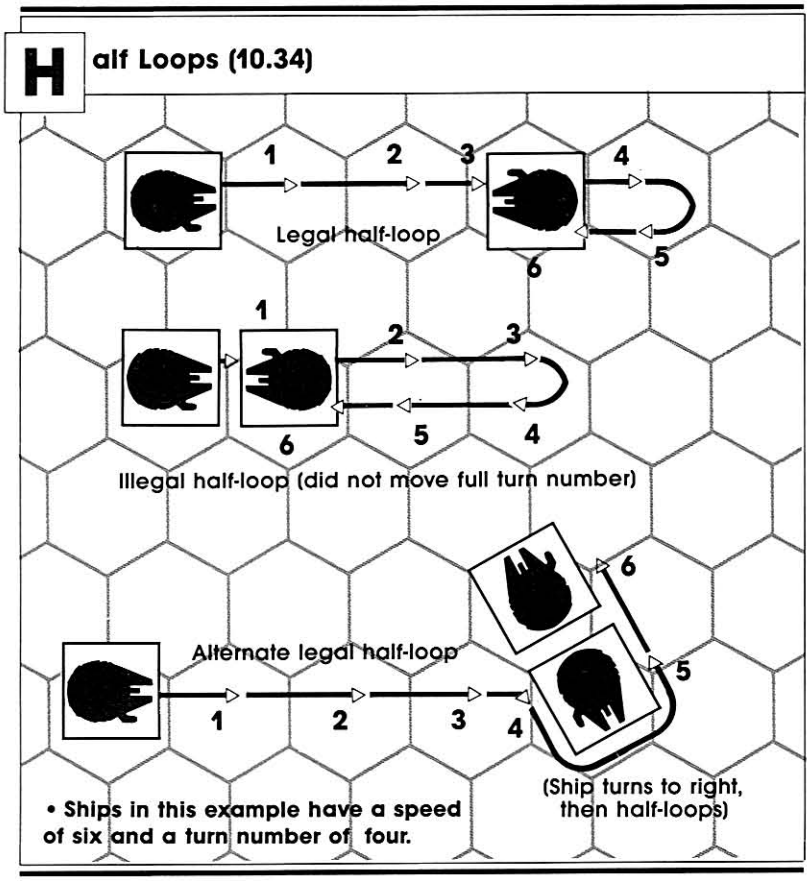
• If a ship's turn number is greater than its speed, it may not perform 1/2 loops, even if the action was planned for the ship. (It still suffers a fire penalty; see 11.23.)

10.4 Map Adjustment

The game-map represents an area of space; space doesn't have edges, but the game-map does. When a ship flies off the edge of the game-map, move all counters on the game-map five hexes in a straight line, away from the map-edge in question.

Example: X-wing #1 is moving. It has a speed of 7 and a turn number of 8. It must move straight ahead — off





the game-map. When the X-wing reaches hex 1001, the players shift their counters five hexes back. This puts the TIE fighter in hex 2101; the X-wing moves to 1500. Since the X-wing had only moved three spaces when the map was adjusted, it moves an additional four hexes, causing another adjustment. The X-wing ends the move in 1103; the TIE in 2106.

10.41 If the map can't be adjusted without forcing a ship off the edge, do not adjust the map. Instead, the moving ship *escapes;* it is removed from play, and no "victory points" (see 27) are scored for its removal.

10.42 Some scenarios specify that the map is *static* for that scenario. When the map is static, do not adjust it; whenever a ship moves off the edge, it has escaped.

11. Fire

Above them, Vader permitted himself a moment of pleasure as he readjusted his targeting computer. His finger touched the fire control . . .

A second Y-wing exploded in a ball of vaporized metal, scattering debris across the trench.

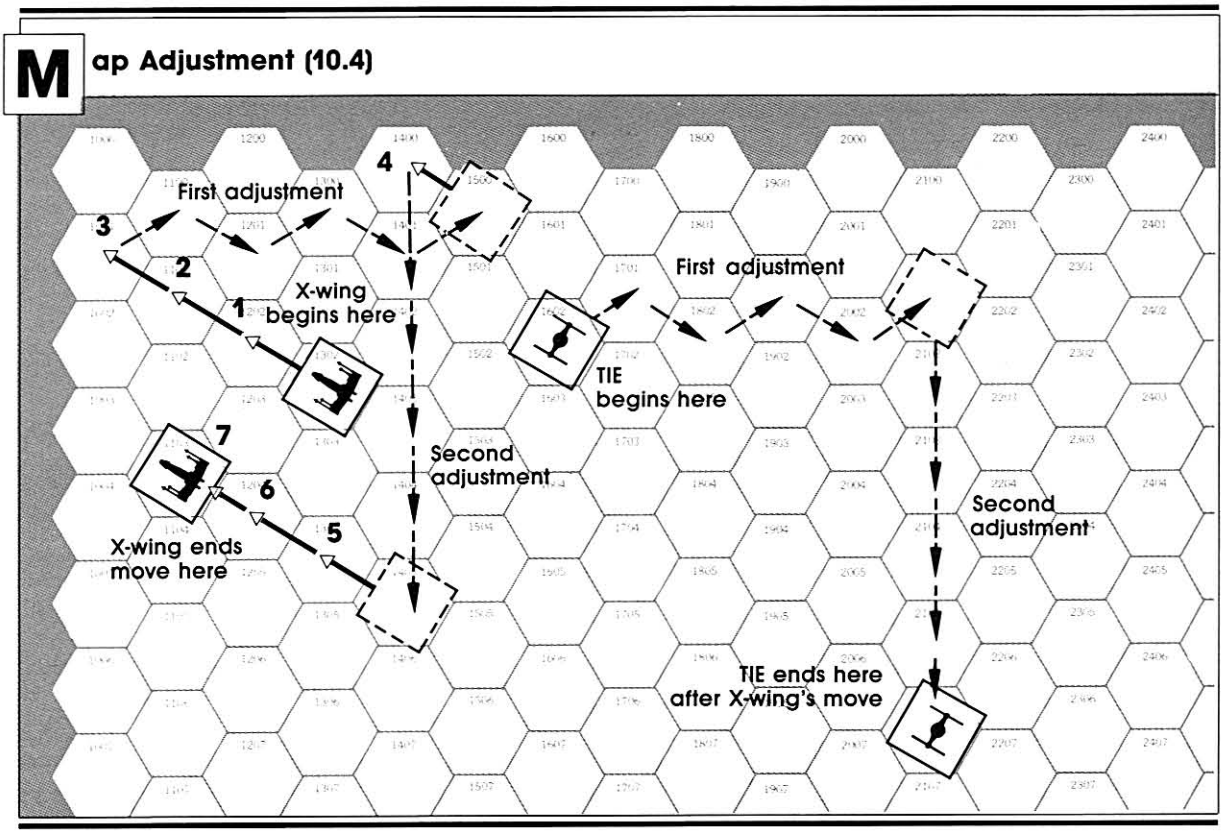
11.1 When Can a Ship Fire?

A ship may fire only during its own Ship Phase. A ship may not fire during another ship's move.

11.11 Normally, a ship may only fire during its own Fire Segment.

11.12 If a ship *snap fires,* it may fire during its *Movement Segment.* At any time in the course of its movement, the ship may pause, fire, then continue to move.

• A ship that snap fires may only fire *once* in the course of its movement. It may fire all its guns (if it has more than



one) at that time — but may not pause in one hex to fire, then pause in another hex to fire.

• A ship that snap fires may *not* take *snap* fire from the hex in which it begins or ends movement.

11.13 If a ship *double* snap-fires, it fires *twice* — once at any time during its movement, and once during its Fire Segment. Each time it fires, it may use all its guns.

• A ship using double snap-fire may not fire from the hex in which it begins movement, and may not take its *snap* fire from the hex in which it ends movement.

11.2 The Difficulty Number

When a ship fires, you must determine its "difficulty number." Then, you make a gunnery skill roll for the pilot. If the die-roll is greater than or equal to the difficulty number, the ship hits its target and you determine what damage the target suffers. If the die-roll is less than the difficulty number, the shot misses.

11.21 Targets: A ship may fire only at targets in its forward center arc that are within five hexes.

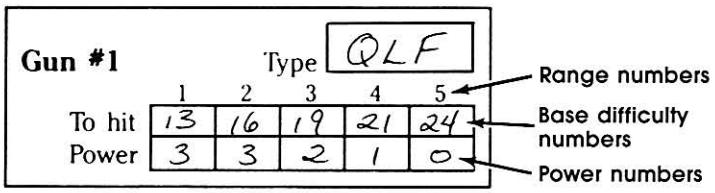
11.22 Range and Difficulty: When a ship fires, count the number of hexes from the firing ship to the target, including the target's hex but not the firer's. This is the *range*.

• Ships in the same hex may not fire at one another.

Example: If there are two intervening hexes between two ships, the range between them is *three*, since you count the target's hex but not the firer's.

• When a ship fires, its *base difficulty number* depends on the range. Refer to the firing ship's control sheet. Look at the "Gun #1" box if the first gun is firing, the "Gun #2" or "Gun #3" box if one of the others is firing. In the box are five columns, each numbered from 1 to 5. Find the column that's headed by the same number as the range. The number that's entered in pencil below the range is the base difficulty number.

Base Difficulty Numbers (11.22)



If the range is 3, this gun's base difficulty is 19

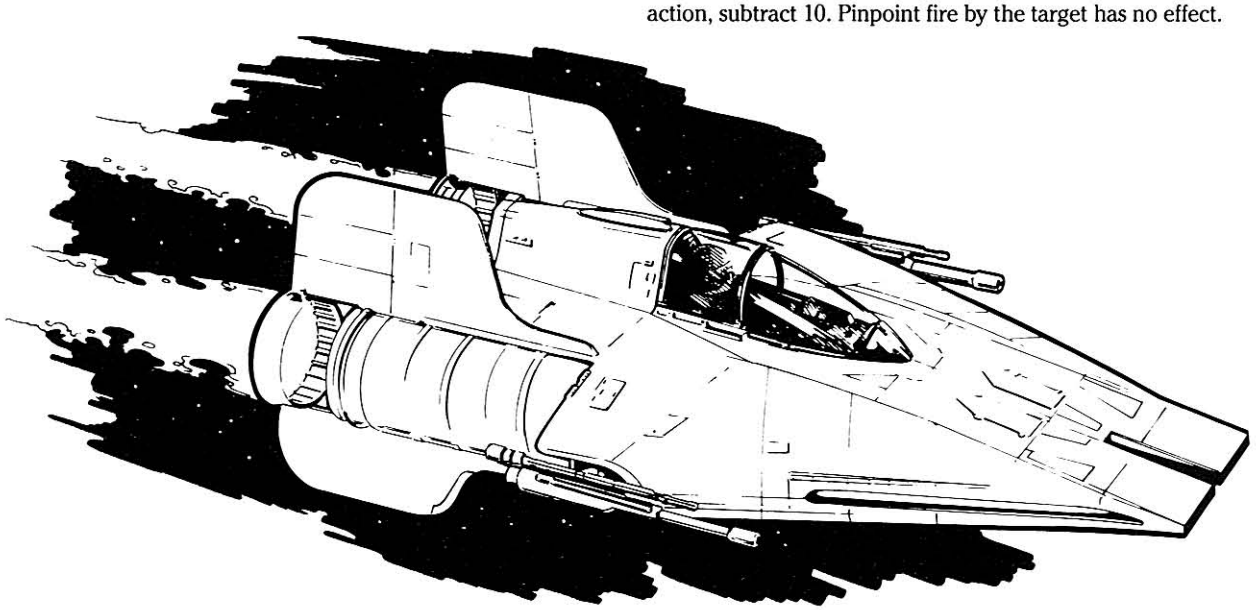
11.23 Modifying for Maneuvers: Refer to the Difficulty Modifiers chart (printed on the reference card). The difficulty number is modified if either ship (firer or target) is maneuvering.

1/2 Loops: If the *target* is 1/2 looping, the shot is easier; subtract 5 from the difficulty number. If the *firer* is 1/2 looping, *add* 5 to the difficulty. These modifications apply regardless of whether or not the action is doubled.

Jinking: If either ship is jinking, add 5 to the difficulty number. The increase is cumulative: if both are jinking, add 10 to the difficulty number. If either ship is double-jinking, add 10 to the difficulty (15 if the other is jinking); if both are double-jinking, add 20.

Rolling: Unlike jinks, rolls *cancel* each other, rather than adding. If only one ship rolls, add 5 to the difficulty number; if it double-rolls, add 10. If *both* ships roll, or both ships double-roll, the difficulty number remains unchanged — the ships are rolling together. If one rolls and the other double-rolls, that's a difference of one roll — so add 5 to the difficulty number.

11.24 Pinpoint Fire: If the firer is using pinpoint fire, subtract 5 from the difficulty number; if he's doubling the action, subtract 10. Pinpoint fire by the target has no effect.



11.25 Targeting: If there is a tracking marker on your ship and a target marker on the target ship, and both markers are printed with the same letter (see 8.42), then subtract 5 from the difficulty number, 10 if your ship is double-targeting.

• The difficulty number is reduced even if the firing ship is no longer tailing the target.

11.26 Being Fired Upon While Targeting: When a ship with a *tracking* marker is fired upon, subtract 5 from the difficulty number, 10 if it is double-targeting. This is because the targeting ship's pilot is concentrating so single-mindedly on his target that he is more vulnerable to enemy fire.

• When a targeted ship fires on the ship that's tracking it, the difficulty number is *not* modified. A ship with a tracking marker is vulnerable only when an enemy ship *other* than its target fires.

11.27 Modifying for Speed: The difficulty number is also modified for the relative speeds of the firer and target.

• If the ships are facing in **opposite** directions (i.e., toward each other), add both ships' speeds to the difficulty number.

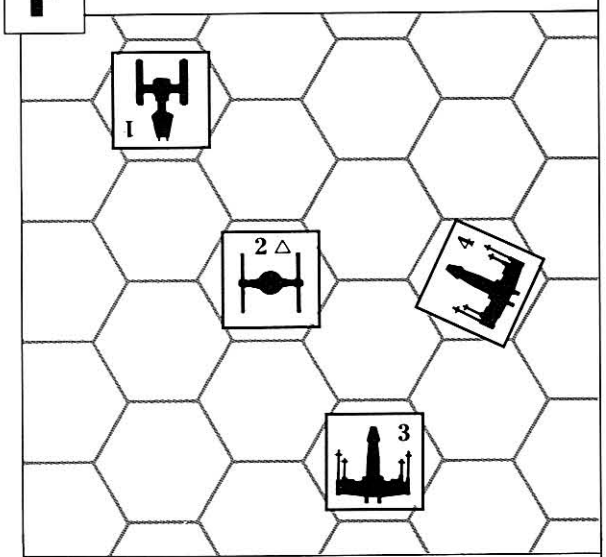
Example: The difficulty number so far is 15. The firer is moving at a speed of 6; the target at a speed of 5. The difficulty number is increased by 11 (5+6), to 26.

• If the ships are facing in the **same** direction, subtract the slower ship's speed from the faster, and add the *difference* to the difficulty number.

Example: The base difficulty is 15; one ship is moving at speed 6, and the other at 5. 6−5=1, so the difficulty is now 16.

• If the ships are **neither** facing in the same direction nor in opposite directions, just add the target's speed to the difficulty number.

Facing (11.27)



Ships 1 and 2 are facing in opposite directions. Ships 2 and 3 are facing in the same direction. Ships 2 and 4 are neither facing in the same nor opposite directions.

Example: The base difficulty is 15; the target is moving at speed 5; the difficulty is now 20.

Example: A TIE interceptor is three hexes away from its target. The base difficulty is 19 (see Ship Data Chart).

The TIE is rolling and double-pinpoint firing. The target is rolling, jinking, and targeting (it is tracking a third ship).

The two roll maneuvers cancel each other out (difficulty stays 19).

The TIE's double-pinpoint fire decreases the difficulty by 10 (to 9).

The target's jink increases the difficulty by 5 (to 14).

The target's "targeting" action decreases the difficulty by 5 (to 9).

The ships are facing in opposite directions (toward one another). The TIE is moving at a speed of 6, and its target at a speed of 8. Because the ships are facing in opposite directions, the speeds are added together (6+8=14) and the total is added to the difficulty (which is now 23).

The gunnery skill of the TIE interceptor's pilot is 5D+2. The firing player rolls, and gets 18; he misses the target.

11.3 Ships With More Than One Gun

If a ship carries more than one gun (see 3.51), it may fire any or all of its guns every game-turn.

11.31 All fire takes place at the same time — during the ship's Fire Segment, unless snap-fire was planned (see 11.1).

11.32 Each gun has a different box on the control sheet, and different base difficulty numbers; calculate each gun's difficulty number separately, and make a separate gunnery skill roll for each one.

11.33 If a ship fires two guns in the same Segment, reduce the pilot's gunnery skill by 1D before rolling. If a ship fires three guns, reduce the skill by 2D.

Example: The pilot's gunnery skill is 5D+2; the ship fires three guns. When you roll for the first fire, you only roll 3D+2; when you roll for the second fire, you roll 3D+2 again; and you roll 3D+2 for the third and final fire.

• The pilot's skill is not permanently reduced; the reduction by 1D or 2D applies only to the Segment in which more than one gun is fired.

12. Damage

Another enemy bolt struck the freighter forward and was barely shunted aside by its deflectors. The cockpit shuddered violently, and gauges whined in protest.

Another fighter loosed a barrage on the freighter, only this time the bolt pierced an overloaded screen and actually struck the side of the ship . . .

When a ship is hit by fire, you must determine what damage it suffers.

12.1 Power

The "power" of the firing weapon depends on the range between the firer and the target (see 11.22).

• Refer to the same gun box on the firing ship's control sheet that you used to determine the base difficulty.

• Find the column headed by the range between the two ships.

• Read down that column to the "Power" line. On that line, you'll find a number; this number is the *power* of the firing weapon.

Example: A TIE interceptor hits a target that's three hexes away; the power number is 2.

12.2 Shields

If the target ship has deflector shields, the power number may be reduced.

12.21 Refer to the *target* ship's control sheet. Examine the Deflector Shields section of the sheet. If the *firing* ship is in one of the *target's* three forward arcs (see 8.31), look at the "Front" box; if the firer is in one of the target's three rear arcs, look at the "Rear" box.

12.22 If there is a shield marker in this box, subtract 1 from the power number. If the shield marker is on its "x2" side, subtract 2. If there is more than one shield marker in the box, subtract 1 (or 2 if doubled) for *each* shield marker.

- The power number *can* be reduced below zero.

Example: The firer is directly in front of the target (in the target's forward center arc). The target has two shield markers in its "Front" box; the power is reduced by 2.

12.3 The Fire Table

Next, refer to the Fire Table.

12.31 Roll two dice. Add the modified power number to the die-roll. (Remember that adding a negative number is the same as subtraction.) Find the result along the top line of the Fire Table.

- If the modified die-roll is *2 or less*, the target ship suffers no damage (exception: see 12.4).
- If the modified die-roll is *14 or more,* the target ship is automatically destroyed; remove it from play.

12.32 If the firer is in one of the target's three forward arcs (see 8.31), refer to the "Front Quarter" line of the table. If the firer is in one of the three rear arcs, refer to the "Rear Quarter" line of the table. (The "Port/Starboard Quarter" line is used only in the Advanced Game.)

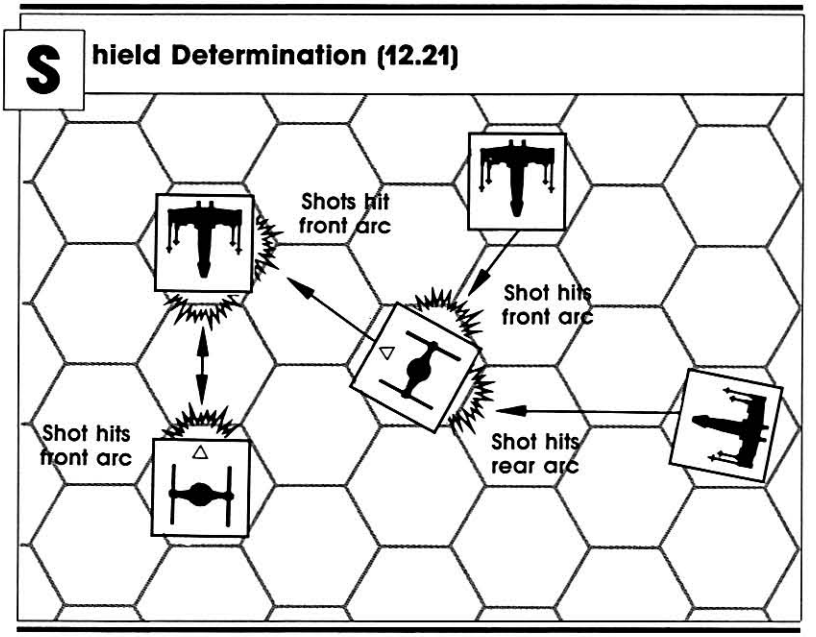
12.33 Read across the line of the table to the column determined by the die-roll. You'll find one, two, or three damage codes. The Damage Summary (see chart folder) explains what each damage code means.

- Apply all effects to the target ship immediately.

12.4 Ion Cannons

A number of special rules apply to ion cannons (see 3.54).

12.41 Ion cannons are *never affected by shields;* ignore deflector shields when an ion cannon fires.



12.42 When an ion cannon fires and you refer to the Fire Table, do *not* ignore modified die-rolls that are 2 or less. If the die-roll is 2 or less, find the modified die-roll on the Fire Table, and determine damage codes normally.

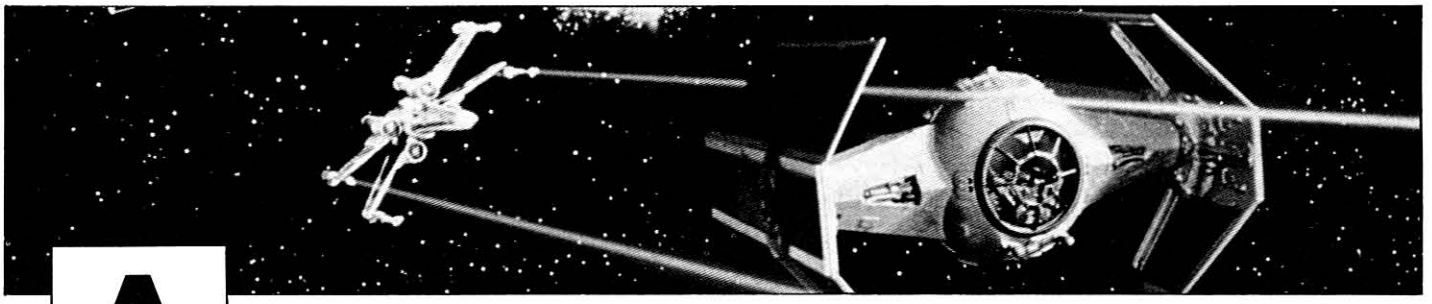
- When an ion cannon fires, a modified die-roll of less than −1 is treated as a die-roll of −1.

12.43 Ion cannons cannot inflict body damage. If one of the damage codes is "Body," "2 Bdy," "3 Bdy," etc., ignore that damage code. Any other damage codes still have effect.

13. Bookkeeping

During the Bookkeeping Phase:

- Remove all blue action markers from the Actions section of the control sheets. Also remove blue action markers from "Action Penalty" boxes. Leave any action markers in "Lateral Control Damage" and "Stabilizer Damage" boxes.
- Replace all red action markers with blue ones.
- Remove all tracking and target markers from the game-map.
- Flip all ship counters from their blue-striped sides to their front sides. Be careful not to alter facing while doing so.



ADVANCED GAME

Star Warriors can be played with the Standard Game rules alone — but you can add detail, complexity and sophistication with the Advanced Game rules.

Each Advanced Game rules section is designed to stand alone; you can use any one section of the Advanced Game rules even if you don't use any of the others. We recommend that you use at least sections 14 through 17 after you've mastered the Standard Game.

Certain scenarios can be used only with one Advanced Game rules section or another. For example, the Ground Attack scenario (see 29) requires the use of the turret gun rules (see 20). Each scenario indicates which Advanced Game rules it requires.

14. Gunners

Some ships carry a *gunner* in addition to a pilot, as the Ship Data Chart (see chart folder) indicates. The *Millennium Falcon* and the stock light freighter carry two gunners each.

14.1 Setting Up

14.11 Like pilots, gunners have gunnery skills. They do not have piloting skills, however. The ship mix will indicate each gunner's quality; you use his quality and the Pilot Skill Table to determine the gunner's skill code, just as you do for pilots (see 3.42). Note each gunner's skill code on the control sheet, under "Gunner Skill."

14.12 Each gunner controls one gun. Refer to the "Gunner's Weapons" line of the Ship Data Chart (see chart folder); under the gunner's ship type, you'll find the gun code for the weapon he controls. Determine "To hit" and "power" numbers for this weapon just as you do for pilot's guns and enter them on the control sheet (see 3.5).

14.2 Planning

14.21 Gunners may not fire pilots' guns. A pilot *can* fire a gunner's weapon (they can be controlled from the cockpit).

- However, a pilot cannot fire a gunner's weapon if a gunner is firing it in the same game-turn (also, see 14.42).

14.22 During the Planning Phase, you must plan actions for your gunners, just as you do for your pilots. You do so by placing action markers on the control sheet, but *turn the action markers sideways,* to distinguish them from actions planned for pilots.

- If a ship has two gunners, turn action markers so the text faces to the left for gunner #1, and to the right for gunner #2.
- Note that it is possible for the pilot and gunner of a ship to plan the same action — e.g., they could both plan pinpoint fire if both have working weapons.

14.23 A gunner may only plan "A," "F" and "G" actions; he may not perform "B," "C," "D," or "E" actions (see control sheet).

14.24 During the Hazard Phase, you must make skill rolls for gunners as well as for pilots. First, make a roll for the pilot of a ship, and resolve any hazards which occur as a result. Then, add up the difficulty of all of the gunner's actions; include the effects of stabilizer damage and action penalties (see 7.1).

- Make a *gunnery* skill roll for the gunner. If the roll is less than the total difficulty, the ship suffers hazards, following the same rules as for pilots' skill rolls (see 7).
- Actions planned for gunners do not affect the pilot's total difficulty; actions planned for pilots do not affect gunners.

14.25 When a gunner fails his skill roll and hazards occur, use the Hazard Table to determine what happens as a result, just as you do for pilots. However, ignore all damage codes except for *A+3, A+6, LOSE, P, and G.* Any other code has no effect.

14.26 Gunners may not use auxiliary power or R2 "free actions" (see 16.3).

14.3 Fire Restrictions

14.31 **Important:** If a ship executes a roll maneuver during a game-turn, none of its gunners may fire during that game-turn. Pilot-crewed guns may still fire. (Pilots' guns are mounted along the ship's axis; gunners' weapons are not. When a ship rolls, aiming gunners' weapons becomes impossible.)

14.32 A gunner may fire his weapon during his ship's Fire Segment. If he planned snap fire, he may fire at any time during the ship's movement; if he double-snapped fire, he may do both. Note that a ship's gunner and its pilot may fire at different times, if snap fire was planned for one or both.

14.33 If a gunner and pilot both fire in the same game-turn, skill codes are not reduced; more than one weapon is being used, but they are being fired by different crew members, so the rules of section 11.3 do not apply.

14.34 When a gunner fires, use his gunnery code (not the pilot's) to determine whether the target is hit.
• The difficulty number for fire by a gunner is calculated in the same way as for fire by pilots. Maneuvers and facing affect difficulty numbers for all crew members (see 11.2).

14.4 Pivot Guns

If the third letter of a gun's code is "P," it is a *pivot gun.* That means it is *not* restricted to firing at targets in the ship's forward center arc. Instead, it can fire at any target within five hexes, regardless of what arc it lies in.

14.41 In all other respects, pivot guns follow the same rules as other guns.

14.42 When a pivot gun is fired by a pilot, it acts like a fixed ("F") gun, instead.
• It may only fire at targets in the ship's forward center arc.
• Its "To hit" numbers are determined as if the third letter of the gun code were "F" instead of "P." This means the players must refer to the Gunnery Values Table (see chart folder) to determine the base difficulty number.

14.43 The "DLP" gun mounted on the Imperial Lambda-class shuttle is *rear-mounted.* This means it can fire only at targets within the shuttle's rear center, rear left, and rear right arcs — not at targets in a forward arc. In other respects, it acts as a normal pivot gun.

14.5 Targeting

14.51 A gunner operating a pivot gun can use "targeting" against any enemy ship, even if his ship is not tailing the enemy ship. *However,* both ships must be facing in the same direction (see 8.3 and 11.27).

14.52 This rule is superseded by the optional rules of section 26. Use this rule only when using the Standard Game targeting rules.
• All crew members gain fire benefits because the ship is targeting, not just the crew member who planned the action.
• When any crew member (gunner or pilot) plans targeting, the ship becomes more vulnerable to fire (see 11.26). If two or more crew members separately plan targeting in a single game-turn, fire against the ship is only affected by *one* targeting attempt.

Example: The pilot plans targeting; the gunner double-targets. When an enemy ship fires at the targeting ship, the difficulty number is reduced by 10 (for the double targeting), not by 15.

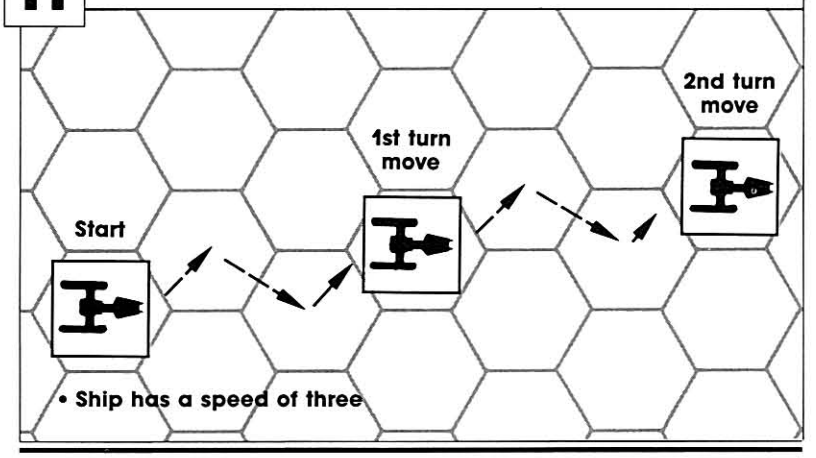
15. Hex-Point Facing

In the Standard Game, ships can only face toward hex sides. In the Advanced Game, they can face either toward a hex side or to a *hex point* (a vertex of the hexagon, where three hex sides come together). This means a ship can face in any of twelve possible directions.

15.1 Setting Up

Refer to the "Turn No.s" section of the Ship Data Chart (see chart folder). On each line of the chart, two numbers are printed, separated by a slash. In the Standard Game, you used the first number (the one in bold); in the Advanced Game, use the second one (printed in normal type).

Hex Point Forward Movement (15.31)



15.2 Turning

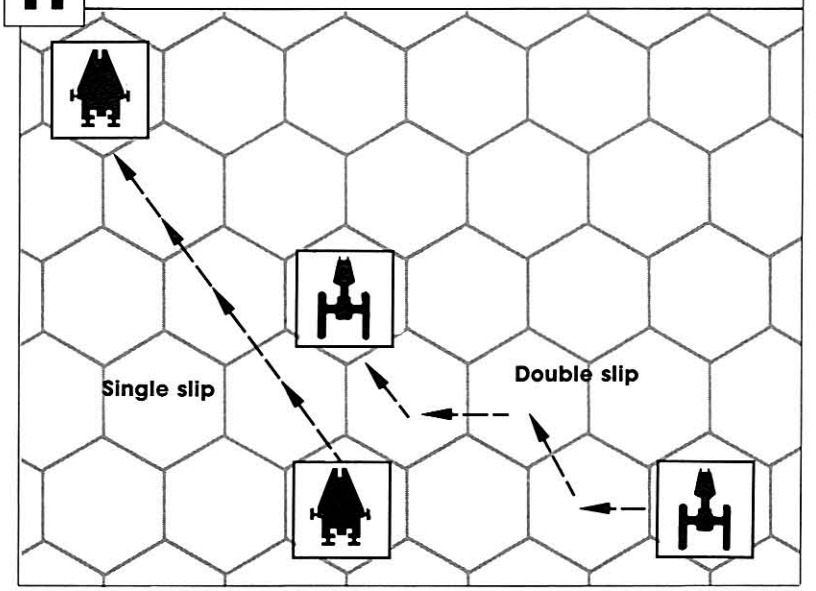
The turn number (see 10.1) is still the number of hexes a ship must move forward before it may make one turn, but *making a turn* means turning from a hex point to an adjacent hex side, or vice versa (i.e., turning 30 degrees instead of 60 degrees).

15.3 Forward Movement

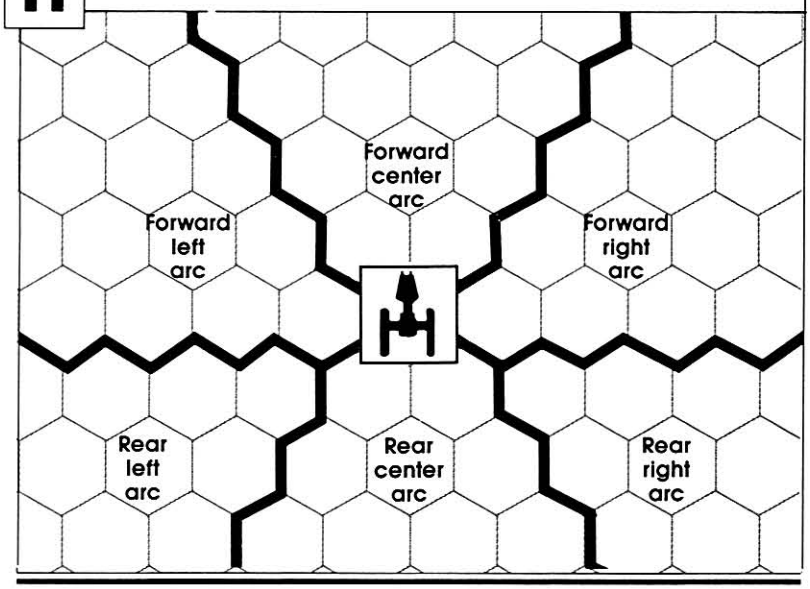
When a ship facing a hex side moves forward, it just moves into the next hex. However, a ship facing a hex point cannot do likewise, because moving directly forward would put it on top of a hex side.

15.31 A ship facing a hex point and moving forward moves as follows: first, it enters the hex immediately in front of it and off to the right (or left, mover's choice). Then it moves to the hex that is now in front of it and to the left (or right — whichever is the *opposite* of the way just

Hex Point Slips (15.32)



Hex Point Ship Arcs (15.41)



moved). Then it moves to the hex in front and to the left, then to the right, and so on.

• This "alternating movement" does *not* carry over from game-turn to game-turn. Thus, a ship which made its last forward move to the right could also begin the next game-turn moving to the hex off to the right.

15.32 When a ship facing toward a hex point plans a slip, it moves as if it were facing toward one of the adjacent hex sides, without changing facing — that is, it moves along the line of hexes to its forward left or forward right.

• When a ship facing toward a hex point *double* slips, it alternates as follows: first it moves to the hex immediately to its right (or left); then it moves to the hex that's forward and to the right (or left); and so on.

15.4 Arcs and Speed Modifiers

15.41 When a ship faces toward a hex point, its arcs are defined differently, as shown.

15.42 When one ship fires on another, the difficulty number for the attack depends on whether the ships are facing in the same direction, opposite directions, or neither (see 11.27).

• When using hex-point facing, "the same direction" and "the opposite direction" are defined differently. *The same direction* means *within one thirty-degree turn* of the same direction — similarly for *the opposite direction.*

16. R2 Units and Auxiliary Power

Some ships have "auxiliary power" or carry R2 units.

16.1 Setting Up

16.11 When filling out a ship's control sheet, refer to that ship's column of the Ship Data Chart. Read down the chart to the line labelled "No. of Aux. Pow." The number printed on that line is the number of units of auxiliary power the ship possesses. (If the line is blank, the ship has no auxiliary power.)

• If the ship has auxiliary power, take an auxiliary power marker (see 2.15) that's printed with the same number as the ship's throttle marker. Place it on the Speed/Turning Track, to record the number of units of power the ship possesses.

Example: The ship has 4 units of auxiliary power; place the marker in the "4" box.

16.12 The bottom line of the Ship Data Chart is labelled "R2 Unit?". If a ship carries an R2 unit, the word "yes" is printed on this line under the ship type.

• If your ship carries an R2 unit, place an R2 unit marker (see 2.15) in the R2 box on the control sheet. If the control sheet is used to record data for more than one ship, use "R2 D1" for Ship #1, "R2 D2" for Ship #2, and "R2 D3" for Ship #3.

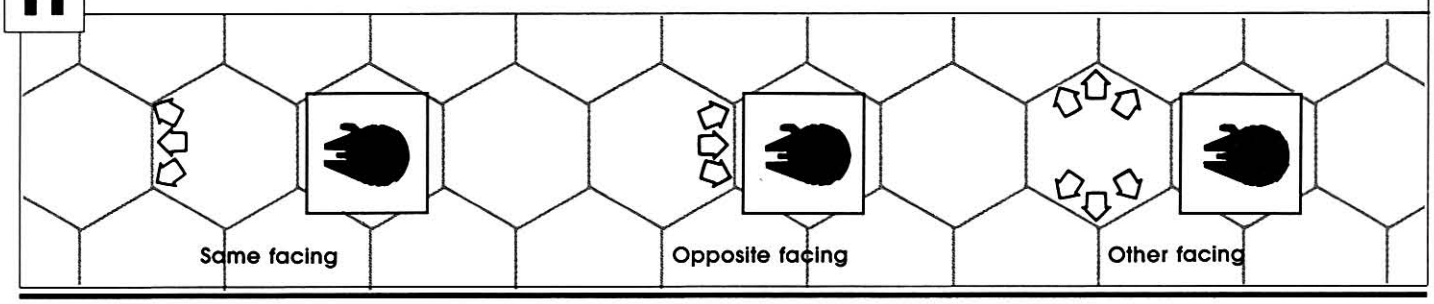
16.13 Refer to the "Body" line of the Ship Data Chart. Two body ratings, separated by slashes, are provided for each ship. In the Standard Game, the first rating (the one in bold print) is used. When the R2 and auxiliary power rules are in effect, use the *second* rating (the one in regular type) instead.

16.2 Power Damage

16.21 When a ship suffers a damage code of "P" in the Standard Game, the ship loses a shield (see Damage Summary, in the chart folder). When using the advanced rules, the owning player has a choice: he may either lose a shield, or lose one unit of auxiliary power. If he has no units of power remaining, he *must* lose a shield (or suffer a point of body damage).

• When a ship loses a unit of power, move the auxiliary

Hex Point Facing (15.42)



DAMAGE CODE SUMMARY (7.3 and 12.3)

A+3 or **A+6 = Action Penalty:** In the next Hazard Phase, the ship's total difficulty is increased by 3 or 6. Place a red action marker in the ship's "Action Penalty" box on the control sheet. Flip the marker to the "×2" side if the result is "A+6". If a ship suffers an "A+3" result, and later suffers another action penalty, also flip the red action marker to its "×2" side; action penalties after the second have no further effect.

Body: The ship suffers one body point of damage. Record the number of body points suffered under "Body/Body Damage" on the control sheet (in the Ship Information section). If a ship suffers as many body points of damage as its body rating (see 3.44), the ship is destroyed; remove it from play.

2 Bdy or **3 Bdy** or **4 Bdy** or **5 Bdy:** The ship suffers as many body points of damage as the number indicated; see "Body" above.

E = Engine Damage: The ship's maximum speed is reduced by one. Refer to the Speed/Turning Track (printed on the control sheet); look at the Throttle Setting/Engine Damage section and find the line that corresponds to the ship (the top line for Ship #1, the middle line for Ship #2, and the bottom for Ship #3). Find the number on that line which is circled. Cross off the circled number; circle the next lower number.

If the ship's throttle marker is currently at the ship's (old) maximum speed, or if the ship is overspeeding, immediately move the throttle marker one box down the track.

A ship's maximum speed cannot be reduced below zero (0).

G = Gun Damage: Refer to the ship's gun type, which is written under "Type" in the gun box of the control sheet.

If the first letter of the gun type is "Q" (quad), change it to "T" (triple). If it is "T", change it to "D" (double). If it is "D", change it to "S" (single). If it is "S", cross out the whole gun box (because the gun no longer functions at all).

Then, erase the numbers on the "To hit" and "Power" lines of the box. Using the new gun type, determine new "To hit" and "Power" numbers, just as you did when setting up (see 3.5).

If the ship mounts more than one gun, the owning player decides whether "Gun #1", "Gun #2" or "Gun #3" is affected.

L = Lateral Control Damage: The ship's turn number for the current and all future game-turns is increased by 1. Place an action marker in the ship's "Lateral Control Damage" box of the control sheet. If the ship has previously suffered lateral control damage, flip the action marker to its "×2" side, to indicate that all turn numbers are increased by 2. If the ship has already suffered lateral control damage twice, suffering it again has no further effect.

LOSE: You *lose* one of the actions planned for the ship — it does not perform the action. You choose which action to lose — but you must choose an action which has the same action code letter as the line of the Hazard Table which you are using (e.g., when using the "D" line of the table, a "D" action must be lost).

When an action is lost, remove the action marker from the control sheet. When a "×2" action is lost, flip the marker to its regular undoubled side. When a single overturn, overacceleration, or overdeceleration is lost, remove the marker from the action box and replace it with a "×2" marker in the bank, accelerate, or decelerate box (respectively).

P = Power Loss: The ship loses one shield marker. Refer to the Deflector Shields section of the control sheet. If the firer used the "Front Quarter" line of the Fire Table, remove one shield marker from the "Front" box; if he used the "Rear Quarter" line, remove a shield marker from the "Rear" box. If the box contains a "Shield ×2" marker, flip it over to its undoubled side instead.

If the appropriate box contains no shield markers, the ship suffers one body point of damage instead (see "Body" above).

Advanced Game Only: Instead of losing a shield, the ship may, at the owning player's option, lose an R2 unit or one point of auxiliary power instead (if it has any such points remaining). In addition, if rule 18.2 applies to the ship, and the "Port/Starboard Quarter" line of the table is being used, only shields oriented toward the right or left (as appropriate) may be lost.

Roll = Forced Roll: The ship *must* perform a roll on the next game-turn in addition to any other actions planned for it. If this effect is suffered twice, a *double* roll must be performed. Put a red action marker ("×2" side for a double roll) in the roll box of the control sheet. Further "Roll" results have no effect.

SPD? = Random Speed Change: Roll a die. On a die-roll of 1 through 3, the ship's speed decreases by one — move the throttle marker one space left on the Speed/Turning Track. On a roll of 4 through 6, increase the speed by moving the throttle marker one space right. The speed *may* increase above the maximum speed if necessary, but may not exceed the maximum speed by more than two. If maximum speed is exceeded, put an action marker in that ship's overspeed box.

SPD2?: As above, but the ship's speed decreases or increases by two.

SK–1 = Skill Codes Reduced by 1D: The piloting and gunnery skill codes of the ship's pilot are both reduced by 1D (e.g., if the piloting skill is 3D+2 and the gunnery skill is 5D, they drop to 2D+2 and 4D respectively). Enter the new skill codes in the Ship Information section of the control sheet. This reduction is permanent. If any skill code is reduced below 1D, the ship is destroyed and removed from play.

Advanced Game Only: If the ship carries a gunner, the owning player may reduce the gunner's skill code instead, at his option. If the gunner's skill code is reduced below 1D, the gunner is dead; the ship is only destroyed when the *pilot's* skill code drops below 1D.

Stb = Stabilizer Damage: Place an action marker in the ship's "Stabilizer Damage" box on the control sheet. If the ship has previously suffered this result, flip the action marker to its "×2" side. Subsequent stabilizer damage results have no further effect.

Every game-turn after a ship suffers stabilizer damage, the number written in the circle on the "Stabilizer Damage" line of the damage section is added to the total difficulty (see 7.14); twice the number is added if the action marker is on its "×2" side.

T+1 or **T+2** or **T+3 = Turn Number Increase:** The ship's turn number is increased by the indicated amount for the current game-turn (only). One way to represent the increase is to remove or flip "Bank" or "Overturn" action markers. (**Example:** The damage code is "T+2" and the ship is overturning (turn number reduction of 3); remove the action marker from the "Overturn" box and place it in the "Bank" box (turn number reduction of 1).)

If removing and flipping "Bank" and "Overturn" cannot completely satisfy the turn number increase (e.g., the code is "T+2", and the ship is not performing any banks or overturns), the turn number increases by 1 point further; flip the ship's throttle marker over to its "+1" side.

SHIP DATA CHART (3.6)

SHIP TYPE	TIE Intercep.	TIE Int. Proto.	TIE Fighter	TIE Bomber	Imp. Shutle	X-wing	1-Seat Y-wing	2-Seat Y-wing	A-wing	B-wing	Stock Freigh.	Mill. Falcon	Slave I	Pinnace
Pilot's Guns	QLF	DMF	DMF	DLF	QLS/QMF	QMF	DMF/DLF(I)	DMF	DMS	SHF/DLF/TMF(I)			DMS	DHF
Gunner's Wpns					DLP(R)			DLP(I)			DLPx2	QMPx2		
Other Weapons				1x 60CB		2x 6PT	2x 8PT	2x 8PT		2x 6PT		2x 4CM		
Body	5/3	8/4	3/2	8/7	12/10	5/4	6/5	6/5	4/3	9/7	15/12	20/15	13/10	12/10
Speed Max	8	8	7	5	4	6	6	6	9	5	3	6	5	7
Turn No.'s 1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
2	2/1	2/1	2/1	2/2	2/2	2/1	2/2	2/2	2/1	2/2	2/2	2/2	2/2	2/1
3	2/1	3/2	3/2	3/3	4/3	3/2	3/2	3/2	2/1	3/2	4/3	3/2	3/2	3/2
4	3/2	3/2	3/2	4/4	5/4	4/3	4/3	4/3	3/2	4/3	(6)/(5)	4/3	4/3	4/3
5	4/2	4/2	4/3	5/5	(6)/(5)	4/4	5/4	5/4	3/2	5/4	(6)/(6)	5/3	5/4	5/3
6	5/3	5/3	5/4	(6)/(5)	(7)/(6)	5/4	6/5	6/5	4/3	(6)/(5)		6/4	(6)/(5)	6/4
7	5/3	5/3	6/5	(7)/(6)		(6)/(5)	(7)/(5)	(7)/(5)	5/3	(7)/(6)		(6)/(5)	(7)/(6)	6/4
8	5/4	6/4	(6)/(5)			(7)/(6)	(7)/(6)	(7)/(6)	5/4			(7)/(6)		(7)/(5)
9	(6)/(5)	(6)/(5)	(7)/(6)						6/4					(7)/(6)
10	(6)/(6)	(7)/(6)							(6)/(5)					
11									(7)/(6)					
Difficulty No.'s														
Stabilizer No.	3	4	4	5	5	3	4	5	2	4	6	3	4	5
½-loop	4	4	5	6	7	5	6	7	4	7	8	5	7	6
Slip	3	4	4	3	5	3	4	4	2	5	5	3	5	4
Roll	3	3	3	5	7	4	5	6	3	6	8	4	5	5
Jink	3	3	3	4	7	3	4	4	2	5	8	5	4	5
Bank	2	2	3	4	4	2	3	3	1	4	5	4	5	3
Overturn	6	7	8	12	12	7	10	10	4	12	18	12	15	10
Overspeed	3	4	4	5	6	4	5	5	3	6	7	5	6	5
Accelerate	1	2	2	3	3	3	1	2	1	3	4	2	3	3
Over Accel.	5	6	7	9	9	7	5	6	5	9	12	7	10	9
Decelerate	2	3	3	3	2	2	3	3	1	4	4	2	3	3
Overdecel.	7	9	10	11	8	7	9	9	5	11	12	6	11	9
Damage Ctrl.	6	6	7	6	6	9	9	8	6	12	7	5	7	6
Pinpoint Fire	4	2	5	6	4	4	5	5	3	5	6	4	4	5
Snap Fire	3	4	4	2	4	4	5	5	3	6	6	4	5	5
Targeting	3	4	5	6	7	4	5	5	3	6	8	5	5	6
Angle Shields					4	3	3	3	4	2	4	3	3	3
No. of shields					6	2	2	2	1	4	4	8	6	4
No. of Aux. Pow.	3	4	2	1	2				1	4	3	5	3	2
R2 Unit?	No	No	No	No	No	Yes	Yes	Yes	No	No	No	No	No	No

PILOT SKILL TABLE (3.4)

die-roll	skill
1	2D
2	2D+1
3	2D+2
4	3D
5	3D+1
6	3D+2
7	4D
8	4D+1
9	4D+2
10	5D
11	5D+1
12	5D+2
13	6D
14	6D+1
15	6D+2
16	7D
17	7D+1
18	7D+2
19	8D
20	8D+1
21	8D+2
22	9D
23	9D+1
24	9D+2
25	10D
26	10D+1
27	10D+2
28	11D
29	11D+1
30	11D+2

Explanation: The pilot or gunner's quality determines how many dice you roll when you refer to this table:

Trainee: 1 die
Poor: 2 dice
Average: 3 dice
Veteran: 4 dice
Hot-Shot: 5 dice

Roll the indicated number of dice, and find the total die-roll along the left-hand side of the table. The entry on the same line is the pilot or gunner's skill code.

GUNNERY VALUES CHART (3.52)

first & third letters of code	RANGE 1	2	3	4	5	6-10
SP	17	15	15	18	21	23
SS	**16**	**18**	**20**	**22**	**24**	27
SF	**16**	**19**	**22**	**24**	**27**	30
DP	16	14	14	17	20	22
DS	**14**	**16**	**18**	**20**	**22**	24
DF	**15**	**18**	**21**	**23**	**26**	29
TP	15	13	13	16	19	21
TS	**12**	**14**	**16**	**18**	**20**	21
TF	**14**	**17**	**20**	**22**	**25**	28
QP	14	12	12	15	18	20
QS	**10**	**12**	**14**	**16**	**18**	17
QF	**13**	**16**	**19**	**21**	**24**	27
PT	21	23	25	28	32	38
CM	22	24	26	28	30	35
CB	30					

All entries used in the Standard Game are in bold face. Entries in regular type are only used in the Advanced Game.

Ion Cannon: If the gun is an ion cannon, reduce each number by 3. **Example:** A DMF(I) would have "to-hit" numbers of 12-15-18-20-23 — three less than the numbers for regular DF guns.

GUNNERY POWER CHART (3.53)

first two letters of code	RANGE 1	2	3	4	5	6-10	Ion Guns at all ranges
SL	**1**	**0**	**0**	**−1**	**−1**	**−2**	**0**
DL	**2**	**1**	**0**	**0**	**0**	**−1**	**−1**
TL	**2**	**2**	**1**	**0**	**0**	**−1**	**−2**
QL	**3**	**3**	**2**	**1**	**0**	0	**−3**
SM	**2**	**2**	**1**	**1**	**0**	**0**	**−2**
DM	**3**	**3**	**2**	**1**	**1**	**0**	**−3**
TM	**3**	**3**	**3**	**2**	**2**	**1**	**−4**
QM	**4**	**4**	**3**	**3**	**2**	**2**	**−5**
SH	**3**	**3**	**2**	**2**	**2**	**1**	**−3**
DH	**5**	**5**	**4**	**3**	**3**	**2**	**−4**
TH	**7**	**7**	**6**	**5**	**5**	**4**	**−5**
QH	**9**	**9**	**8**	**7**	**7**	**6**	**−6**

Special Weapons (at all ranges): PT — 2D, CM — 3D, CB — 4D

All entries used in the Standard Game are in bold face. Entries in regular type are only used in the Advanced Game.

GUN CODES (3.51)

First Letters
S = Single
D = Double
T = Triple
Q = Quad

Second Letters
L = Light
M = Medium
H = Heavy

Third Letters
F = Fixed
S = Swivel
P = Pivot

Parenthesized Letters
(I) = Ion Cannon
(R) = Rear-mounted

Special
CM = Concussion Missiles
CB = Concussion Bombs
PT = Proton Torpedoes

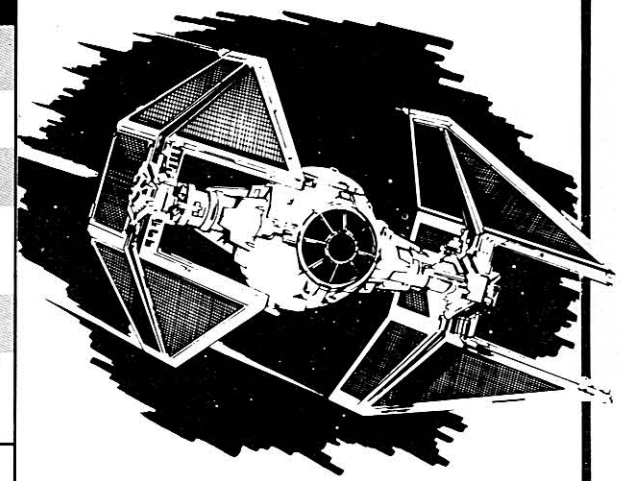
Star Warriors

WEST END GAMES

(25.3) FORCE ACTION SUMMARY

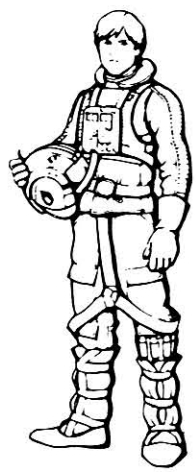
Negate Wound	Immediately heals "Sk-1" wound; not opposed. **10**
Anticipate	Negates single jink (has no effect on double jink). **3/hex distance**
Complete Anticipation	Negates single/double rolls and jinks. **9/hex distance**
Quick Reaction	Roll before initiative. +10 to initiative roll if successful. **2/hex distance to best enemy pilot**
Impedence	Adds difference to enemy's action difficulty. **3/hex distance**
Evasion	Adds difference to enemy's shot difficulty. **5**
Let Go	Subtracts the difference from user's shot difficulty. **5**

Number in bold face is the action difficulty.



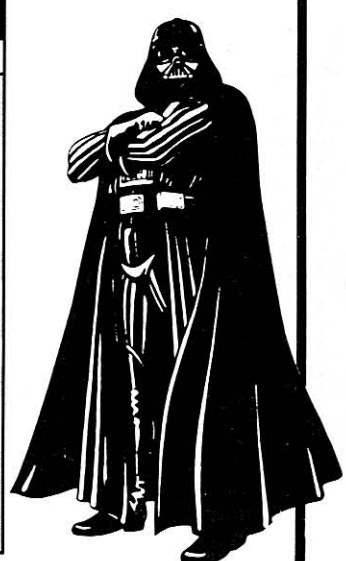
STAR DESTROYER ATTACK TABLE (23.2)

Die Roll	Type of Fire	Range 1	2	3	4	5	6-10		1	2	3	4	5	6-10
2	No fire (or tracking) at this fighter													
3	(No blaster fire)							1×TH(I)	12 −5	10 −5	10 −5	13 −5	16 −5	18 −5
4	1×DH	16 5	14 5	14 4	17 3	20 3	22 2	1×SL(I)	14 0	12 0	12 0	15 0	18 0	20 0
5	1×TH	15 7	13 7	13 6	16 5	19 5	21 4	1×DM(I)	13 −3	11 −3	11 −3	14 −3	17 −3	19 −3
6	1×QH	15 9	13 9	13 8	16 7	19 7	21 6	1×TH(I)	12 −5	10 −5	10 −5	13 −5	16 −5	18 −5
7	2×SH	17 3	15 3	15 2	18 2	21 1	23 1	1×DM(I)	13 −3	11 −3	11 −3	14 −3	17 −3	19 −3
8	2×TH	15 7	13 7	13 6	16 5	19 5	21 4	1×QM(I)	11 −4	9 −4	9 −4	12 −4	15 −4	17 −4
9	2×DH	16 5	14 5	14 4	17 3	20 3	22 2	1×QM(I)	11 −4	9 −4	9 −4	12 −4	15 −4	17 −4
10	2×QH	15 9	13 9	13 8	16 7	19 7	21 6	1×QH(I)	11 −6	9 −6	9 −6	12 −6	15 −6	17 −6
11	2×QM	14 5	12 4	12 4	15 3	18 3	20 2	3×DH(I)	13 −4	11 −4	11 −4	14 −4	17 −4	19 −4
12	2×DH	16 5	14 5	14 4	17 3	20 3	22 2	4×QL(I)	11 −3	9 −3	9 −3	12 −3	15 −3	17 −3



VITAL SYSTEMS HIT TABLE (23.4)

Die Roll	Result
2	**Internal chain reaction;** roll again: 2-11 All hits taken; 12 Explodes (destroyed) — all fighters within 3 hexes roll on FQ−1.
3	**Fire control damaged:** May only fire at enemy Star Destroyer or fighters, not both. Place "Aux Level" chit as a reminder.
4	**Explosions:** 1 additional hit.
5	**Steering:** No turns allowed. Use "Turn +1" chit as a reminder.
6	**No Effect**
7	**No Effect**
8	**Explosions:** 1 additional hit.
9	**Power loss:** −1 speed. Use "Throttle" chit as a reminder.
10	**No Effect**
11	**Guns damaged:** All fire at fighters is at an additional −1 on the Star Destroyer Attack table. Use a red "Action" chit as a reminder.
12	**Bridge destroyed:** The ship moves out of control for 6 turns. Each turn move forward 3, roll 2 dice to determine turn, then complete move. 2-6 Turn left, 7 No turn, 8-12 Turn right. Use a die as a reminder, lower # showing on die by 1 each turn.



power marker one box to the left on its track. When the marker reaches the "0" box, remove it; the ship has spent all its auxiliary power, and has no more left to lose.

16.22 When a ship with an R2 unit suffers a damage code of "P," it loses a shield (see the Damage Summary). If the ship has no shield markers in the appropriate shield box (Front or Rear), the ship loses its R2 unit instead; remove the R2 marker from play. If the ship has neither shields nor an R2 unit, it suffers a point of body damage.

16.3 Free Actions

During the Planning Phase, you can use auxiliary power and R2s to plan "free actions."

16.31 To use auxiliary power to plan a free action, place the action marker so the text printed on it is *upside down* (to distinguish it from the other actions you are planning).
- You may use auxiliary power to change a single action into a double action (just put two action markers in the box, one right side up and one upside down).
- The overturn, overaccelerate and overdecelerate actions are, in a sense, double actions. Thus it takes *two* auxiliary power units to perform any of these maneuvers (four for the double action).
- Each time you spend a unit of auxiliary power to plan an action, move the ship's auxiliary power marker one box to the left on its track. Once the marker has reached the "0" (zero) box, no further units can be spent.
- You can spend any number of units of power in a single game-turn — up to the total number possessed by the ship.

16.32 R2 units can also be used to plan free actions.
- If you wish to use an R2 unit in a Planning Phase, you must roll two dice. If your die-roll is 5 or less, you may use the R2 unit to plan a free action this game-turn. If your die-roll is 6 or more, you may not (see the R2 box on the control sheet). Make a separate roll for each ship's R2 unit.
- If you can use the R2 unit, use its marker like an action marker — i.e., place it in an action box to show which action you're using it for.
- R2 units may plan *only* those actions with difficulty numbers of 4 or less. If the number written in an action's circle is 5 or more, the R2 cannot be used for that action.
- You can use an R2 unit to turn a normal action into a doubled action (provided the normal action difficulty is 4 or less). Place the R2 marker on top of an action marker.
- You can use an R2 unit to perform a double action, provided the normal difficulty of that action is 2 or less.

16.33 When calculating the total difficulty of all actions you planned for your pilot (see 7.1), ignore free actions. When auxiliary power or R2 units are used to turn a regular action into a doubled action, the (undoubled) difficulty of the action *is* added to the pilot's difficulty total.

17. Damage Control

One action — *damage control* — is used only in the Advanced Game.

17.1 Setting Up

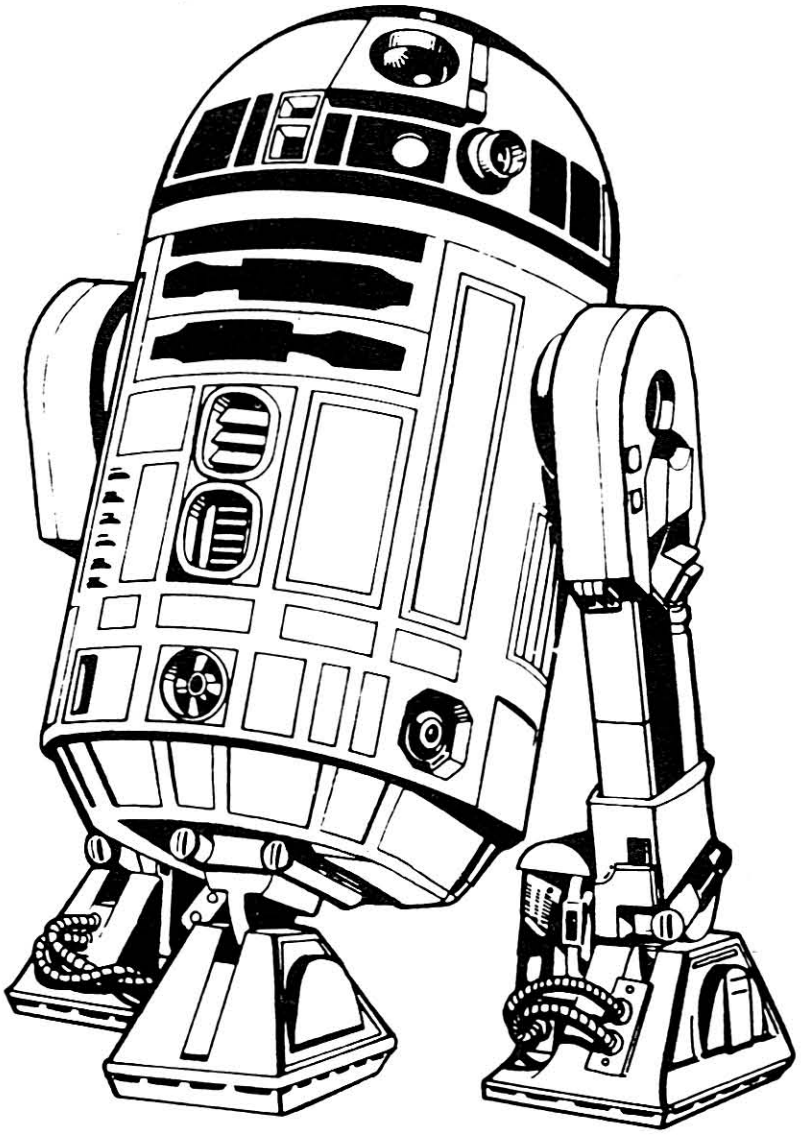
When writing difficulty numbers on the control sheet (see 3.63), do *not* skip "Damage Control." Enter the number printed on the Ship Data Chart in the "Damage Control" circle.

17.2 Damage Control

17.21 Planning: You plan the damage control action in the same way as other actions.

17.22 Resolving Damage Control: If you plan damage control, resolve the action during the End Segment of the ship's phase.
- During the End Segment, decide what type of damage you wish to repair. You can repair guns, body damage, engine damage, lateral control damage, or stabilizer damage (but see 17.28).
- Roll two dice. You receive one "level of repair" if your die-roll is 6 or less. If you doubled the action, you receive one "level" if your die-roll is 8 or less.
- If your die-roll is 9 or more (regardless of whether you doubled the action), whatever you were repairing is damaged beyond repair. No further attempts may be made to repair that system.

17.23 Repairing Guns: When guns are repaired, increase the "number" of guns by one — from none to single ("S"); from single to double ("D"); from double to triple ("T");



from triple to quad ("Q"). Revise "To hit" numbers accordingly (see "Gun Damage" on the Damage Summary).

17.24 Repairing Stabilizer and Lateral Control Damage: When stabilizer damage or lateral control damage is repaired, remove the appropriate action marker from the Damage section of the control sheet (or flip a x2 marker over to its undoubled side).

17.25 Repairing Body Damage: When body damage is repaired, reduce the number of body points suffered by the ship by one. Reduce the total entered under "Body Damage" on the control sheet.

17.26 Repairing Engine Damage: When engine damage is repaired, increase the ship's maximum speed by one. Erase the circle around the number on its section of the Speed/Turning Track (see control sheet); circle the number immediately to the right.

17.27 Permanent Damage: When a system is damaged permanently, it can never be repaired again, even if it later suffers further damage. Write "no repairs" on the control sheet, in the gun box (for gun damage), next to the action name (for lateral control and stabilizer damage), in the "Body/Body Damage" box (for body damage), or on the Speed/Turning Track (for engine damage).

17.28 Damage Repair Limits: Obviously, ships cannot be improved above their starting values by damage control — e.g., if a ship's starting maximum speed is 6, damage control cannot be used to increase it to 7.

17.29 A ship may only make one damage control attempt per game-turn, even if it carries more than one crewmember and/or R2 unit.

17.3 R2s

The primary function of R2 astromech droids is damage control. When you use an R2 unit to plan damage control, you do not need to make a die-roll to determine whether you are allowed to use the R2 that game-turn (see 16.32). R2s can *always* plan damage control, and may do so even if the difficulty of the action is 5 or more.

18. Advanced Arcs

18.1 Firing Arcs

18.11 In the Standard Game, all fixed and swivel guns can fire at targets within their ship's forward center arc. When using these rules, the forward center arc is still used for tailing, for targeting, and so on. However, firing arcs are defined more restrictively.

18.12 Fixed and swivel guns (those whose third gun code letter is "F" or "S") can only fire at targets within their ship's *firing arc.* Firing arcs are defined as shown.

18.2 Port and Starboard Quarters

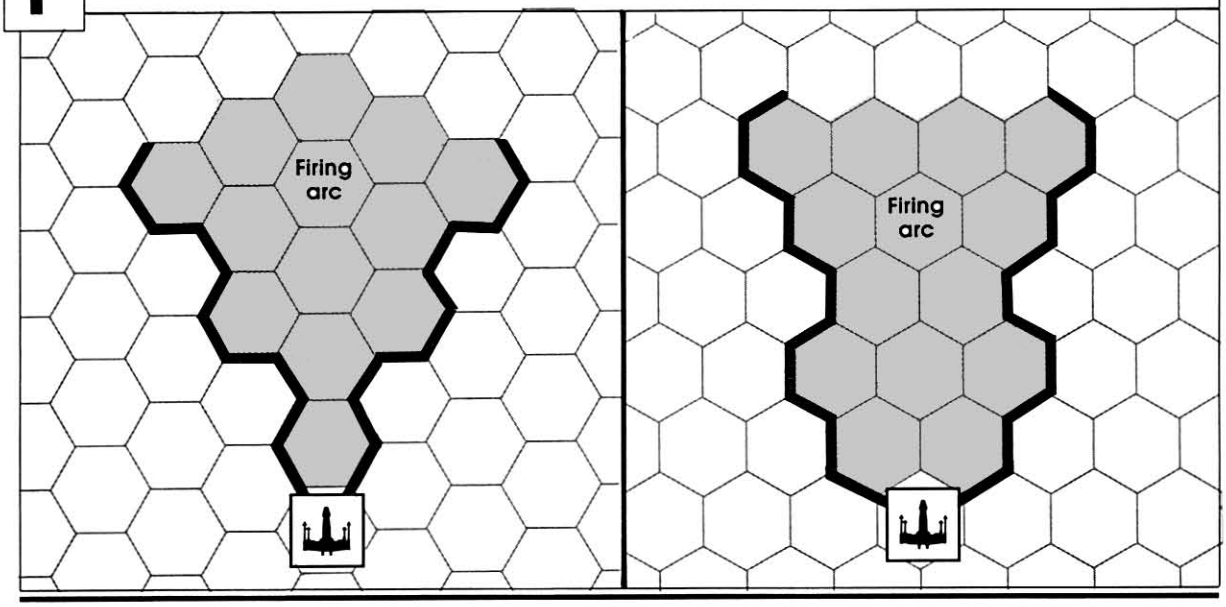
18.21 When a ship with a body rating of 10 or more is fired upon, the "Front Quarter" line of the Fire Table is used only if the firing ship is within the target's front center arc (see the Fire Table, on the reference card). The "Rear Quarter" line is used only if the firing ship is within the target's rear center arc. If the firer lies in any other arc, the "Port/Starboard Quarter" line of the table is used.

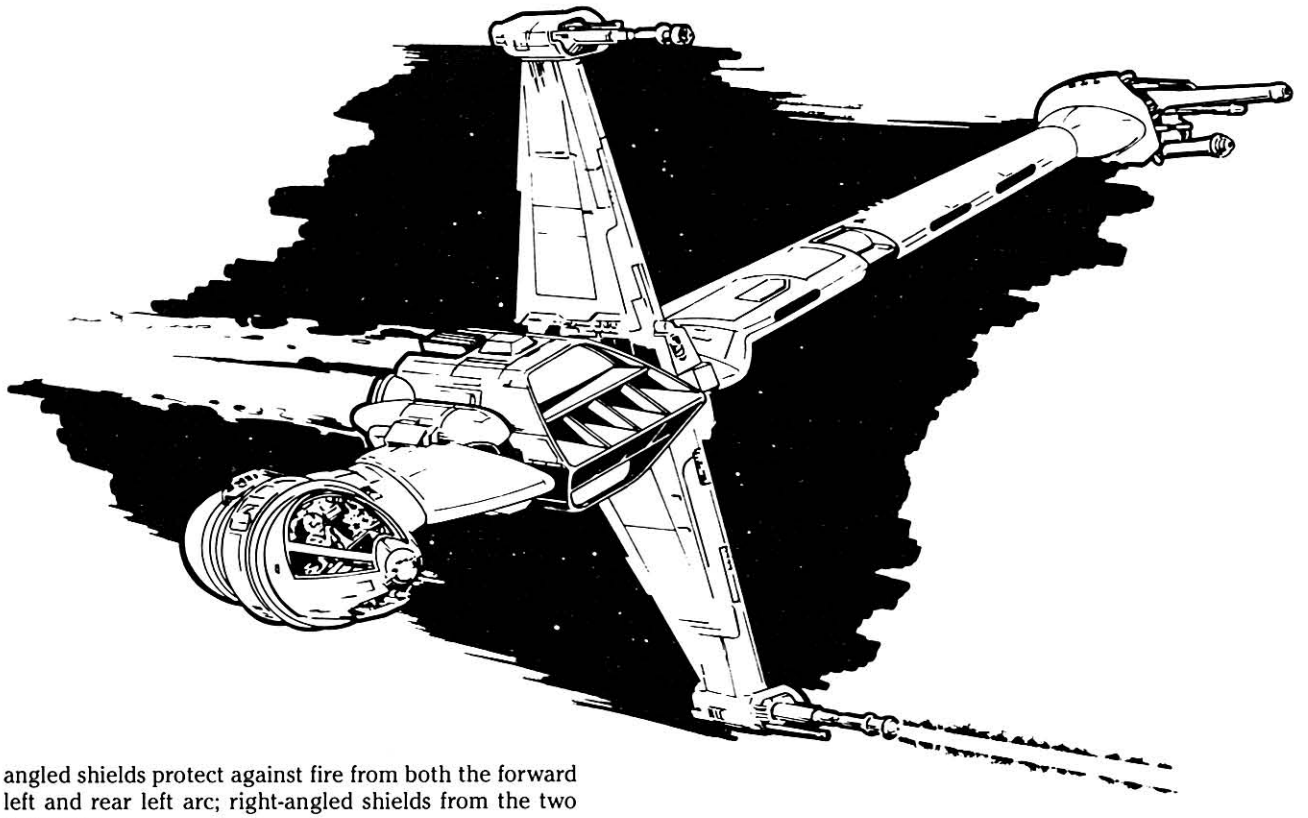
18.22 Ships with body ratings of 10 or more can angle their deflector shields forward, to the rear, to the right, or to the left.

• To indicate that a shield is oriented to the right or left, place the shield marker in either box of the Deflector Shields section ("Front" or "Rear"), but face the marker so the text reads to the right or to the left. Shields oriented to the front or rear are placed so the text reads normally.

• Front-angled shields protect ships with body ratings of 10 or more from fire only from the forward center arc. Rear-angled shields protect only the rear center arc. Left-

Firing Arcs (18.12)





angled shields protect against fire from both the forward left and rear left arc; right-angled shields from the two right arcs.

18.23 Ships with body ratings of 9 or less are never affected by these rules. They never use the "Port/Starboard" line of the Fire Table, and they never angle shields left or right.

19. Advanced Initiative

In the Standard Game, you rolled only for your best pilot during the Initiative Phase. The order of movement was determined by alternation (see 9). When using the advanced initiative rules, you make a separate piloting skill roll for each pilot in the game during the Initiative Phase. This can get complicated, and is often a disadvantage for the Imperials, as they tend to have only a few good pilots. On the other hand, it allows good pilots to go when they choose.

19.1 Initiative Determination

19.11 During the Initiative Phase, make a piloting skill roll for each ship in play. Write the die-rolls down on a piece of scrap paper.

19.12 Then, determine the order of movement. The owner of the ship with the highest piloting skill roll announces when his ship will move — "first," "last," "second," "fourth", or anything else. Then, the owner of the ship with the next highest roll announces when that ship will move. This continues, until each ship is assigned a movement slot.

19.13 No ship may take a movement slot already chosen for another ship. The number of slots available is obviously limited to the number of ships in play.

19.14 A ship that's tailing a target need not be assigned a slot. Instead, the owning player may announce that his ship will *move with* the ship it is tailing (see below).

19.15 You can keep track of slot assignments in two ways: by writing the order of movement on scrap paper; or by placing dice on the control sheets. (Face the "one" side of a die upward for the ship with the first slot, the "two" side upward for the ship with the second slot, etc.)

Example: Bart has an X-wing and a Y-wing; Jim has a TIE fighter and interceptor. Bart's initiative rolls are 17 and 23. Jim's are 19 and 20. Bart elects to move his Y-wing "fourth." Jim chooses to move the interceptor "first" and the fighter "third." The final order of movement is TIE interceptor, X-wing, TIE fighter, and Y-wing.

19.2 Ship Phases and Tailing

19.21 The ship assigned the first slot takes the First Ship Phase. Then the ship assigned the second slot takes the Second Ship Phase, and so on.

19.22 When a ship which is being tailed is scheduled to move, and the tailing ship is "moving with" the tailed ship, the owner of the tailing ship may, if he wishes, move either before or after the tailed ship.

- If he chooses to move before, he takes the next Ship Phase. Then, the tailed ship performs a Ship Phase. Then, the normal order of movement is resumed.
- If he moves afterward, the tailed ship takes the next Ship Phase. Then, the tailing ship takes one. Then, the normal order resumes.
- Multiple tailing can still occur (see 9.25).

Example: If, in the example of 19.1, the X-wing was tailing the interceptor, Bart could have elected to "move with" the interceptor. Then, the X-wing could move either before or after the interceptor.

20. Turret Guns

Some scenarios dictate the use of turret guns. These are fixed gun emplacements, and are represented by gun emplacement counters (see 2.12). Gun emplacement counters are placed on the game-map at the beginning of play, and do not move; you must imagine that the map is the surface of the Death Star or a planet.

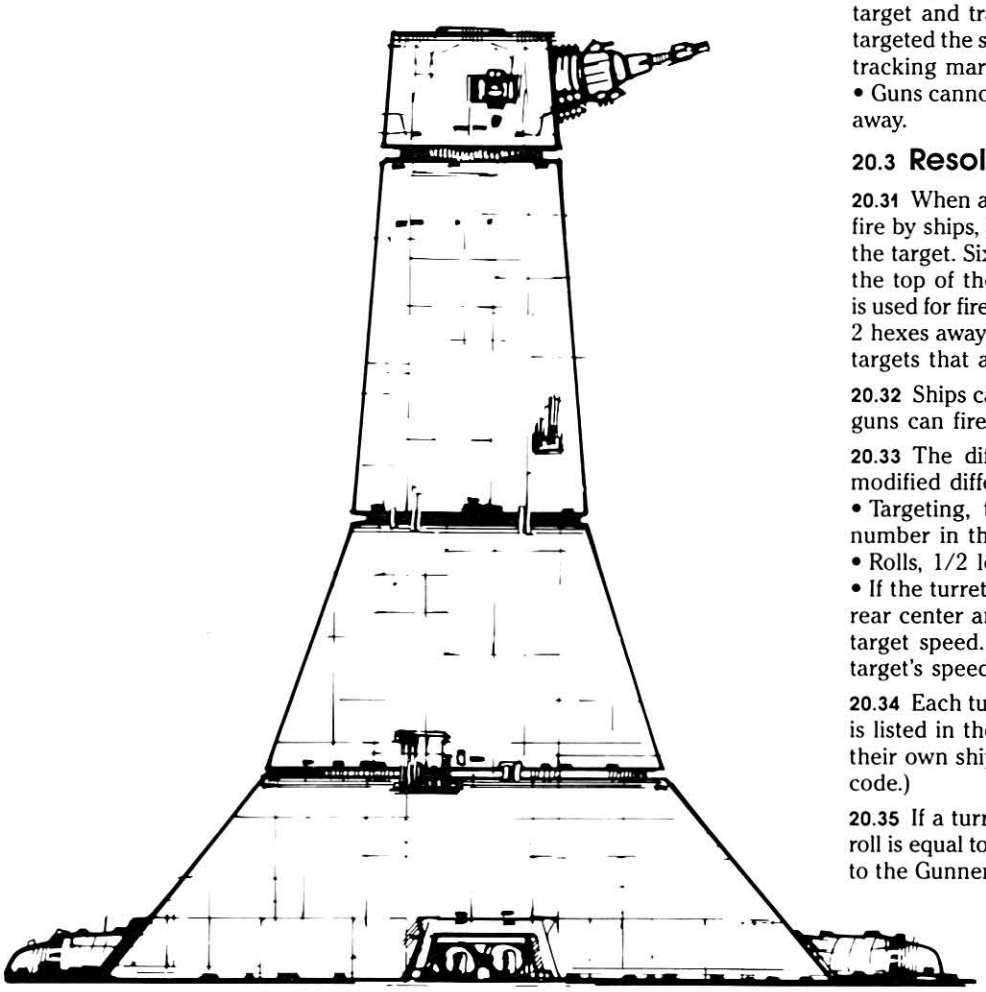
• The single-gun counters represent single heavy turrets; the two-gun counters represent double heavy turrets.

20.1 When Turret Guns Fire

No actions are planned for turret guns. Turret guns do not take "Ship Phases." Instead, the owner of a turret gun can interrupt the movement of any enemy ship to fire at that ship. He can fire at an enemy ship at any time, in any hex of the ship's movement.

20.11 Each turret may fire only once per game-turn. Place an action marker on a turret after it fires; remove these markers during the Bookkeeping Phase.

20.12 A turret may not fire if a friendly ship is in its fire arc (see 20.23) and is closer than the intended target.



20.13 If a ship wishes to turn in a hex, and you want to fire a turret gun at it in that hex, the turn occurs before your fire is resolved. However, if the ship itself is firing from that hex, your turret gun fires before the ship does (and if the ship is destroyed its fire does not take place).

20.14 When a turret gun fires, place a target marker in the hex at which it fires. Let the ship complete its move — so that the ship's player doesn't forget what he'd planned to do. Then, resolve the turret gun's fire, as if the ship were still in the hex with the target marker.

20.2 Turning Turrets and Tracking

During the Bookkeeping Phase, you may rotate each of your turret guns.

20.21 If you aren't using hex-point facing, each gun may turn one hex side — from its current hex side to an adjacent one.

20.22 If you are using hex-point facing (see 15), each double turret gun may rotate thirty degrees — from a hex side to an adjacent hex point, or vice versa. Each single turret gun may rotate *sixty* degrees.

20.23 Turret guns, like ships, have firing arcs. A turret gun may only fire at targets within its forward center arc (or firing arc, if using rule 18).

20.24 Turret guns can use "targeting." During the Bookkeeping Phase, each of your turret guns may target one ship in its firing arc. No skill roll is required. Place target and tracking markers appropriately. If the turret targeted the same ship on the previous game-turn, flip the tracking marker from its "−5" side to its "−10" side.

• Guns cannot target ships that are farther than 10 hexes away.

20.3 Resolving Turret Gun Fire

20.31 When a turret gun fires, look at its counter. As with fire by ships, the base difficulty depends on the range to the target. Six numbers are printed on the counter, from the top of the counter to the bottom. The first number is used for fire at targets 1 hex away; the second for targets 2 hexes away, and so on. The bottom number is used for targets that are 6 to 10 hexes away.

20.32 Ships can fire only at targets within 5 hexes; turret guns can fire at targets within 10 hexes.

20.33 The difficulty number for fire by turret guns is modified differently from that of ships.

• Targeting, tracking, and jinking affect the difficulty number in the same way they normally do (see 11.2).

• Rolls, 1/2 loops, and pinpoint fire have no effect.

• If the turret gun lies in the target ship's front center or rear center arc, do not modify the difficulty number for target speed. If the gun lies in any other arc, add the target's speed to the difficulty number.

20.34 Each turret gun has a gunnery skill. The skill code is listed in the scenario description. (Players making up their own ship mixes should assume that 5D is a typical code.)

20.35 If a turret gun hits its target (i.e., the gunnery skill roll is equal to or greater than the difficulty number), refer to the Gunnery Power Table (see chart folder). If a single

turret is firing, refer to the "SH" line of the table; if a double turret is firing, refer to the "DH" line. Find the range to the target along the top of the table, and read down to the indicated line. The number printed at that location is the power of the firing weapon. Damage is determined normally (see 12).

20.4 Attacking Turrets

Ships may attack turrets as though they were other ships.

20.41 A ship can plan "targeting" against a turret, even if the ship is not in the turret's rear center arc. The turret must still be in the *ship's forward* center arc, unless a gunner is manning a pivot gun (see 14.5).

20.42 When a ship fires on a turret gun, the usual modifiers to the difficulty number apply (see 11.2). Obviously, a turret gun can never perform maneuvers, so only the ship's maneuvers will affect the number.

- The ship's speed is always added to the difficulty number, regardless of facing.

20.43 When a turret gun is hit, use the "Front Quarter" line of the Fire Table if the firing ship is in any one of the gun's three front arcs; and the "Rear Quarter" line if the ship is in any of the three rear arcs.

- A "G" damage code destroys a single turret gun, and reduces a double turret gun to a single (replace the counter).
- If a gun takes 5 points of body damage from a single shot, it is destroyed. Do *not* record body damage for guns; the 5 points of damage must all be suffered at once, or there is no effect. (Since gun turrets have no shields or auxiliary power, "P" results are automatically treated as body damage.)
- All other damage codes have no effect on turret guns.

20.44 When a turret gun suffers five points of body damage, it blows up. (This does *not* happen when guns are destroyed by "G" damage results.) When a turret gun blows up, all ships within 2 hexes of the gun may be damaged.

- Roll on the "Front Quarter" line of the Fire Table to determine what damage each ship suffers. Make a separate die-roll for each ship. *Subtract 2* from each die-roll (modified die-rolls of 2 or less have no effect). Shields have no effect on the roll.

20.5 Static Map

When using the turret gun rules, the map is always static (see 10.4).

21. Wings

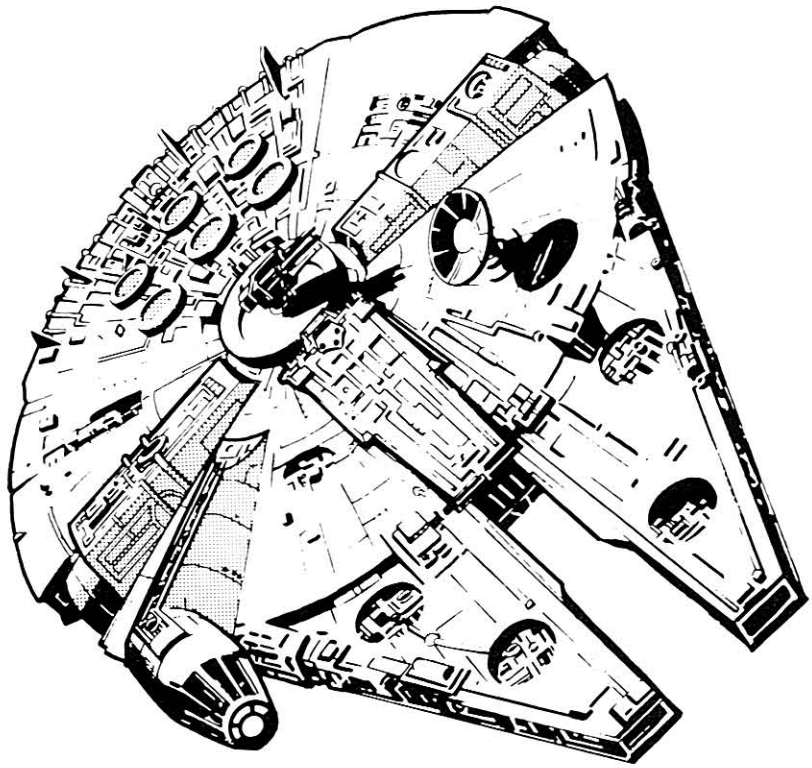
When large battles are fought, it is impractical to plan actions for every ship independently. For this reason, ships are grouped into "wings."

Note: The wing rules are somewhat unrealistic and cumbersome — use them for large battles only!

21.1 When to Use Wings

Whenever one player begins with more than two ships, he may, if he wishes, group them into *wings* at the beginning of play.

21.11 A wing may contain any number of ships; the Rebel Alliance usually groups ships into wings of three; the Empire, into fours. However, all ships in a particular wing must be of the same ship type.



21.12 If a player decides to use wings, he must try to keep each wing the same size. That is, if he elects to use three-ship wings, all wings must consist of three ships — except that any "spare" ships of a particular type may be grouped into a separate wing, or there may be one "overstrength" wing to absorb the extras.

21.2 Wing Control Sheets

21.21 Each control sheet is used to record data for three *wings*. Determine piloting and gunnery skills for each pilot in the wing, but only write the skills of the pilot with the best piloting skill on the control sheet. Keep track of the other skill values on scrap paper. The chosen pilot is called the *wing leader*.

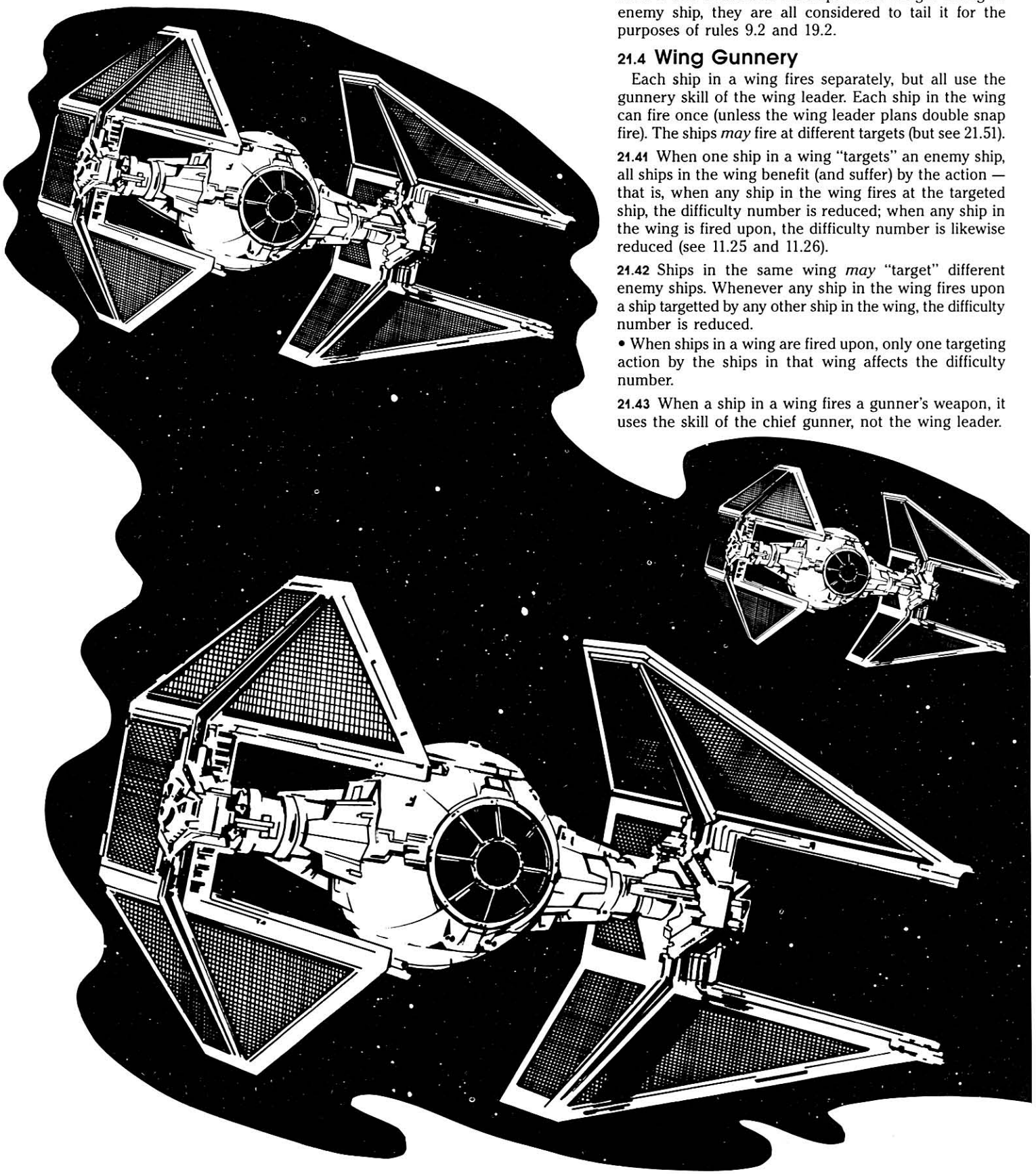
21.22 If you are using the gunner rules (see 14), write down the gunnery skill of the best gunner under "Gunner Skill." He's called the *chief gunner*. The wing leader and chief gunner do not have to be in the same ship.

21.23 Every ship in a wing moves at the same speed, performs the same actions, and suffers the same hazard results. You plan actions for the wing as if it were a single ship. During the Hazard Phase, make skill rolls for the wing leader and chief gunner only; these rolls determine whether hazards are suffered.

21.3 Moving Wings

21.31 When any ship in a wing is chosen as the next to move, all ships in the wing move.

21.32 When you move ships in a wing, you must move the wing leader first. The other ships must end movement within three hexes of the wing leader (or of another ship in the wing, which is in turn within three hexes of the wing leader) or suffer the penalties of rule 21.5 below.



21.33 If one or more of the ships in the wing is tailing an enemy ship, they are all considered to tail it for the purposes of rules 9.2 and 19.2.

21.4 Wing Gunnery

Each ship in a wing fires separately, but all use the gunnery skill of the wing leader. Each ship in the wing can fire once (unless the wing leader plans double snap fire). The ships *may* fire at different targets (but see 21.51).

21.41 When one ship in a wing "targets" an enemy ship, all ships in the wing benefit (and suffer) by the action — that is, when any ship in the wing fires at the targeted ship, the difficulty number is reduced; when any ship in the wing is fired upon, the difficulty number is likewise reduced (see 11.25 and 11.26).

21.42 Ships in the same wing *may* "target" different enemy ships. Whenever any ship in the wing fires upon a ship targetted by any other ship in the wing, the difficulty number is reduced.

• When ships in a wing are fired upon, only one targeting action by the ships in that wing affects the difficulty number.

21.43 When a ship in a wing fires a gunner's weapon, it uses the skill of the chief gunner, not the wing leader.

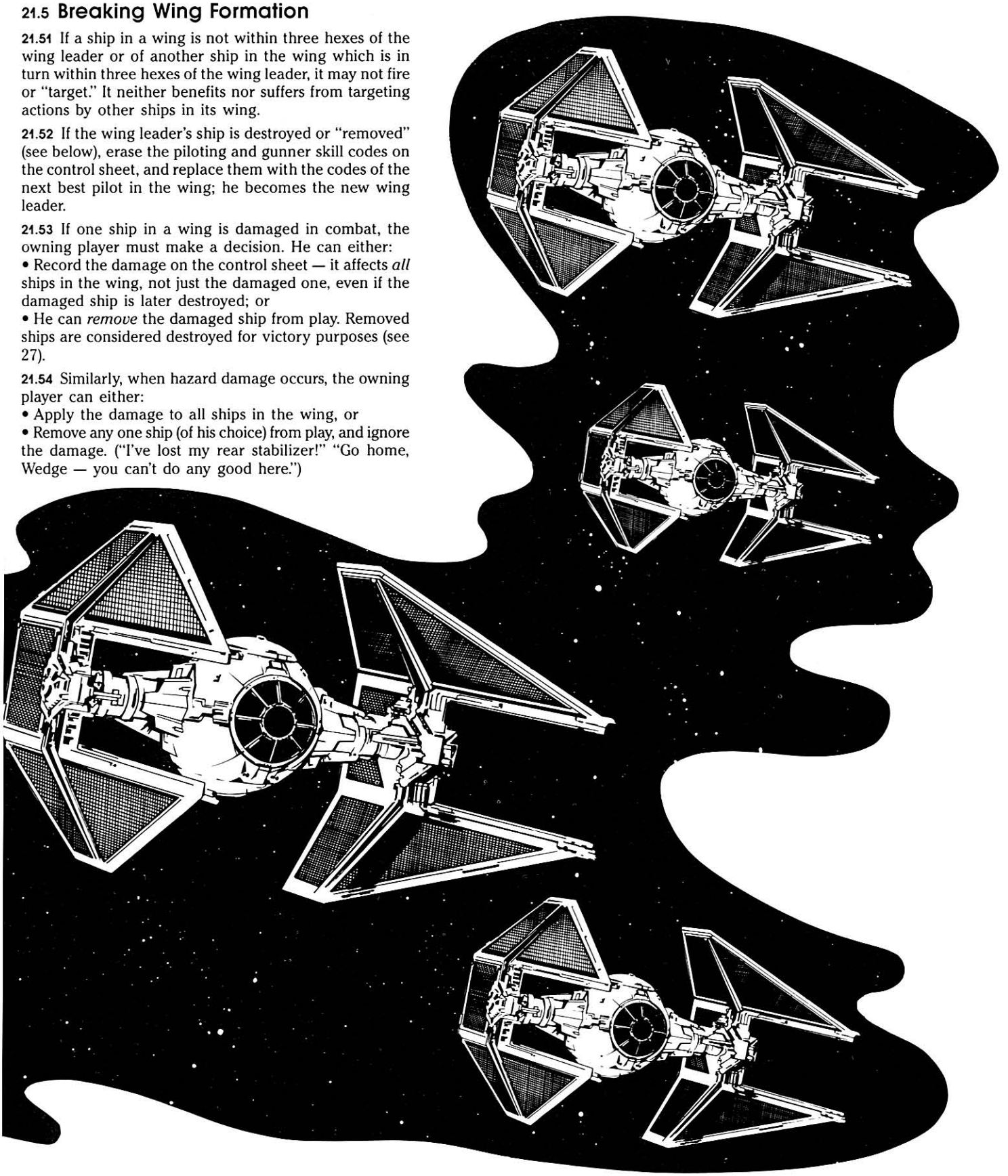
21.5 Breaking Wing Formation

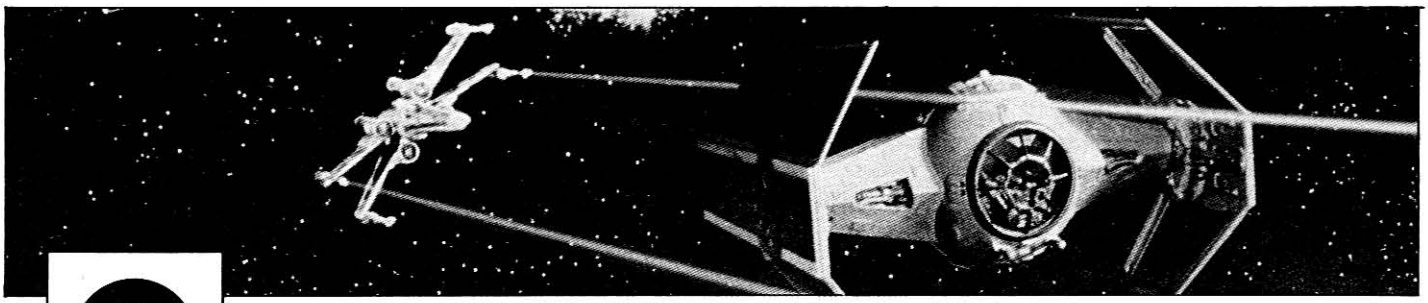
21.51 If a ship in a wing is not within three hexes of the wing leader or of another ship in the wing which is in turn within three hexes of the wing leader, it may not fire or "target." It neither benefits nor suffers from targeting actions by other ships in its wing.

21.52 If the wing leader's ship is destroyed or "removed" (see below), erase the piloting and gunner skill codes on the control sheet, and replace them with the codes of the next best pilot in the wing; he becomes the new wing leader.

21.53 If one ship in a wing is damaged in combat, the owning player must make a decision. He can either:
- Record the damage on the control sheet — it affects *all* ships in the wing, not just the damaged one, even if the damaged ship is later destroyed; or
- He can *remove* the damaged ship from play. Removed ships are considered destroyed for victory purposes (see 27).

21.54 Similarly, when hazard damage occurs, the owning player can either:
- Apply the damage to all ships in the wing, or
- Remove any one ship (of his choice) from play, and ignore the damage. ("I've lost my rear stabilizer!" "Go home, Wedge — you can't do any good here.")





OPTIONAL RULES

As explained at the beginning of the Advanced Game, all Advanced Game rules are optional. The Optional Rules are even *more* optional. Some (like sections 22 and 26) add rules which increase realism and complexity — but rarely affect play. Others (like sections 23 and 24) add whole new features to the game. Like the Advanced Game rules, each Optional Rules section can be used with the other Optional or Advanced rules sections, or alone. Some scenarios require the use of one or another Optional Rules section, as the scenario description indicates.

22. Missiles, Torpedoes, and Bombs

22.1 Setting Up

When filling out a ship's control sheet, refer to the ship's column of the Ship Data Chart (see chart folder). Read down that column to the line labelled "Other Weapons." If "CM" is printed on that line, the ship carries concussion missiles; "PT" means it carries proton torpedoes; "CB" means it carries concussion bombs.

22.11 Use the Gunnery Values Chart to determine the weapon's "To hit" numbers, as you do for guns (see 3.52). Find the two-letter code along the left-hand side of the table (CM, PT, or CB), instead of the "first and third" letters.

22.12 Use the "Special Weapons" section of the Gunnery Power Chart to determine the weapon's damage code — 2D, 3D or 4D. Unlike guns, special weapon power is not affected by range. Just write the code in the gun box.

22.13 The code found on the Ship Data Chart under "Other Weapons" determines the number of special weapon *tubes* the ship carries, and the number of *projectiles*.

Example: The code for an X-wing is "2x6PT." It has two tubes for proton torpedoes, and carries six projectiles.

• Write this code in the gun box.

22.2 When Projectiles Are Fired

During its phase, a ship's special weapon may be fired, in addition to or instead of its regular weapon(s).

22.21 If a pilot fires a special weapon in addition to another weapon (or weapons), his skill code is reduced (see 11.33).

• If a special weapon consists of more than one tube, firing all tubes is "firing one weapon" for the purposes of rule 11.33. However, separate gunnery skill rolls are made for each tube to determine whether it hits its target.

22.22 Special weapons fire at the same time as other weapons — during the Fire Segment unless a ship snap fires, etc (exception: see 22.43).

22.23 A ship may not fire its special weapon from a hex if it turns in that hex — e.g., a ship may not fire special weapons in the Fire Segment if it turns in its last hex of movement.

22.3 Resolving Projectile Fire

22.31 When a player fires a special weapon, he must indicate how many tubes he is firing. All tubes must be fired at the same target, but separate gunnery skill rolls are made for each tube.

• Firing a tube once consumes one projectile. Players must record projectile expenditure in the special weapon's gun box. Once all projectiles carried by a ship have been fired, the ship may not use its special weapon any longer.

22.32 A ship may only fire its special weapon at targets within *ten* hexes and in its firing arc.

22.33 The base difficulty for special weapons fire is determined in the same way as for other weapons, and is modified in the same fashion, with two exceptions:

• Pinpoint fire has no effect.

• Subtract the target's body rating from the difficulty number (i.e., larger targets are easier to hit). When firing at a turret gun, subtract 5 (its "body rating"); when firing at Star Destroyers, subtract 40. When firing at an asteroid, subtract 5 times the asteroid's "size" (see 24.11).

22.34 After you've determined the difficulty number, make a gunnery skill roll. If the die-roll is greater than or equal to the difficulty number, the target is hit; otherwise, the target is missed.

• A *near miss* can occur when firing at a turret gun, asteroid, or Star Destroyer: if the die-roll is *within 3* of the difficulty number, it's a near miss. Ships other than Star Destroyers never suffer near misses.

Example: The difficulty number is 10; a die-roll of 7, 8, or 9 is a near miss.

22.35 When a projectile hits a target, do *not* use the Fire Table. Instead, refer to the weapon's damage code on the Gunnery Power Chart (2D for proton torpedoes, 3D for concussion missiles, 4D for concussion bombs). Roll the number of dice indicated. Subtract the target's shield rating from the die-roll, just as you would when rolling on the Fire Table.

- The modified die-roll is the *number of body points of damage* the target suffers.
- When a near miss occurs, roll *one die less* than the weapon's damage code (1D for proton torpedoes, 2D for concussion missiles, 3D for concussion bombs).

22.4 Concussion Bombs

22.41 Concussion bombs can only be used to hit immobile targets (ships moving at speed zero and turret guns) and Star Destroyers.

22.42 A ship can fire bombs only at targets in its own hex, never at targets farther away. (That's why there's only one "To hit" number for concussion bombs.)

22.43 If a player plans double snap fire for a ship that carries concussion bombs, the concussion bombs may be set on *automatic release.* That means that, during the ship's Movement Segment, it releases one bomb in every *other* hex it passes through.

- When a ship fires concussion bombs on automatic release, increase the To hit difficulty number by 5.

23. Star Destroyers

Although *Star Warriors* is mainly a game of fighter combat, it includes three Star Destroyers. There are no super Star Destroyers, as these would be about a foot long. As for the Death Star... it would be the size of your entire living room!

23.1 Placement and Movement

Each Star Destroyer occupies eight hexes on the gamemap. Below are illustrations showing how Star Destroyers should be placed for hex side and hex point facing.

23.11 Star Destroyers move after the Markers Phase, but before the First Ship Phase.

- If both players have Star Destroyers, the player with the initiative moves one of his first; then the other player moves one. They alternate moving Star Destroyers until all have been moved; then, the First Ship Phase begins. (When using the Advanced Initiative rules, the player with the highest piloting skill roll of any pilot moves a Star Destroyer first.)

23.12 Actions are never planned for Star Destroyers. Instead, each Star Destroyer moves every game-turn at a speed of 5, with a turn number of 3. They may never slip or perform other maneuvers.

23.13 When moving a Star Destroyer, move it as if the nose of the Star Destroyer were a regular ship. The rest of the Star Destroyer "follows along."

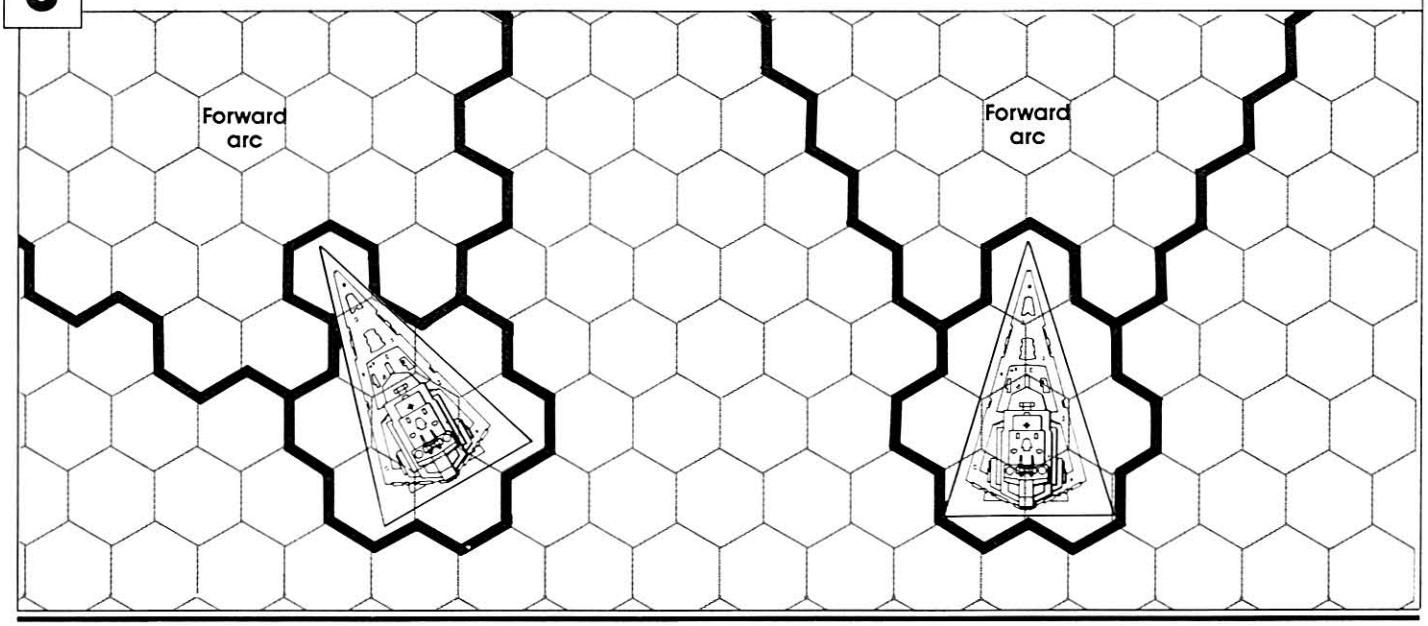
23.14 To turn a Star Destroyer, place the nose in an adjacent hex (see illustration on the following page).

23.15 A *fighter* (any ship other than a Star Destroyer) may occupy or move through any hex of a Star Destroyer without penalty. Similarly, Star Destroyers may move through each other.

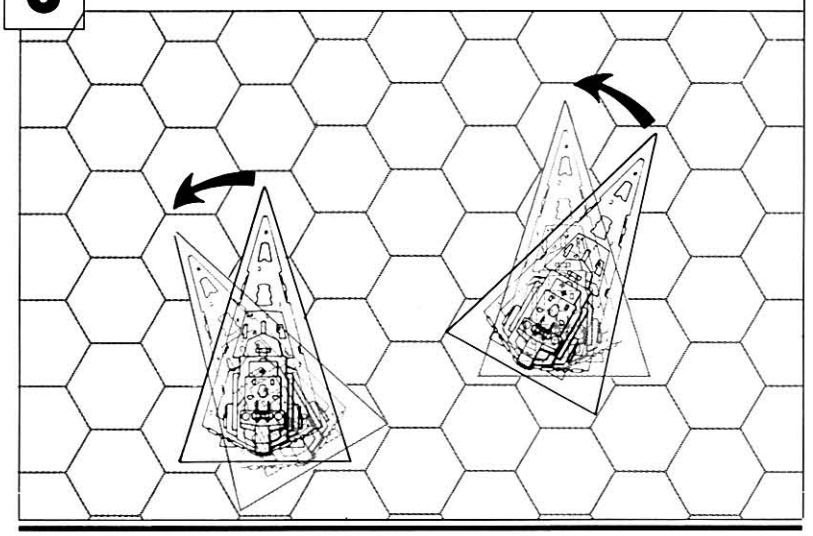
23.2 Attacking Fighters

Star Destroyers mount so many weapons that they may fire a virtually unlimited number of times each game-turn. However, Star Destroyer guns are intended primarily for use against other capital ships; hitting small, fast-moving fighters is difficult.

Star Destroyer Placement (23.1)



Star Destroyer Turning Examples (23.14)



23.21 A Star Destroyer may fire once each Ship Phase, at the moving ship.
• If you control a Star Destroyer, you can interrupt any enemy ship's movement to fire at the enemy ship — in the same way that turret guns interrupt enemy movement to fire (see 20.1).
• Rules 20.13 and 20.14 apply to Star Destroyer fire.
• Unlike turret guns, Star Destroyers can fire any number of times per game-turn — once per enemy ship.

23.22 A Star Destroyer can fire at any ship within ten hexes.
• When your Star Destroyer fires, you choose which of its eight hexes the firing originates from. The range to the target is counted from that hex, and that hex is used to determine whether the "Front" or "Rear Quarter" of the target is hit.

23.23 When a Star Destroyer fires, refer to the Star Destroyer Attack Table (see chart folder).
• Roll two dice.
• Subtract one from the die-roll if the Star Destroyer is firing at a target in its front arc.
• Subtract one (additional), if the Star Destroyer has previously fired on one or more other fighters in this game-turn.
• Treat a modified die-roll of less than 2 as a 2.

23.24 Find the modified die-roll along the left-hand side of the table. The entries on the same line of the table indicate what weapons fire on the fighter.
• Each line contains up to two "Type" boxes. Type boxes contain a number and multiplication symbol, and a gun code. (All Star Destroyer weapons are pivot guns, so the final "P" is omitted in the codes.)
• The number is the number of guns of the indicated type which fire on the fighter. Resolve one fire per gun.

Example: The modified die-roll is 8; the type boxes contain the codes "2×TH" and "1×QM(I)." Resolve two "TH" attacks and one "QM(I)" attack. (Remember that "(I)" signifies an ion cannon.)

23.25 The "To hit" and power numbers for each gun are listed on the table, so you need not refer to the Gunnery Values and Gunnery Power charts to look them up.

23.26 Each Star Destroyer has a gunnery skill, used to resolve all attacks from the Destroyer. The gunnery skill is listed in the scenario description; when making up your own scenarios, an average skill is 5D.
• Resolve each attack as you would a fighter's — that is, determine a base difficulty, modify it, make a skill roll, and, if the target is hit, refer to the Fire Table to determine what damage it suffers.
• When modifying the difficulty number, ignore rolls by the target. All other maneuvers do affect the difficulty.

23.27 If a fighter on which a Star Destroyer fires ends movement within 10 hexes of the Star Destroyer, place a target marker on the fighter. (There is no need to place a tracking marker on the Destroyer.)
• If a fighter begins its move with such a target marker, and the Star Destroyer fires on that fighter during its movement, the difficulty number for fire is reduced by 5 (just as if the Star Destroyer were targeting the fighter). Star Destroyers can never "double-target."
• Remove a Star Destroyer's target marker from a ship if: a) the ship ends a move more than 10 hexes away fom the Star Destroyer, or b) in any game-turn, the Star Destroyer does not fire on the ship (because a "2" is rolled on the Star Destroyer Attack Table, or for any other reason).

23.3 Attacking Other Star Destroyers

Combat between Star Destroyers is handled abstractly since it is not the main focus of *Star Warriors.*

23.31 After it finishes moving and before any other ship moves, a Star Destroyer may fire once at one other Star Destroyer on the game-map.

23.32 An undamaged Star Destroyer has 8 *structure points.*
• When a Star Destroyer fires at another Star Destroyer, roll one die for every structure point it possesses. Do *not* total the die-rolls. The target loses one structure point for every "six" rolled by the attacker. Range, facing, etc., are irrelevant.
• Each time a Star Destroyer loses a structure point, place an action marker on top of the Star Destroyer to indicate the loss.
• The number of dice you roll for a Star Destroyer when it attacks is reduced by the number of structure points lost.

23.33 A Star Destroyer that has lost 8 structure points can no longer fire, either at fighters or at other Star Destroyers.
• Until a Star Destroyer loses its eighth structure point, fire against fighters is not affected.
• A Star Destroyer that has lost *9* structure points is *dead in space.* It may neither move nor fire.

23.4 Fire by Fighters

When a fighter attacks a Star Destroyer, it can, if lucky, inflict one structure point of damage. If especially lucky, it can damage a critical system.

23.41 When a fighter attacks a Star Destroyer, the firing player decides what hex of the Star Destroyer is the target. Range is counted to this hex. A fighter may attack one hex of a Star Destroyer even while occupying another hex of the Destroyer.

23.42 Calculate the difficulty number for the attack using the normal rules (see 11.2).
• If the skill roll is successful, refer to the "Rear Quarter" line of the Fire Table (regardless of the Star Destroyer's facing).
• If the Star Destroyer has taken fewer than 6 structure points of damage, it has shields. Its shield rating is 6, minus however many points of damage it has suffered.

Example: The Destroyer has taken 2 points of damage; its shield rating is 4, so 4 is subtracted from the Fire Table die-roll.
• Refer to the table to determine the damage codes.

23.43 Star Destroyers do not have body ratings. Instead, a Star Destroyer loses one structure point when a fighter inflicts two or more body points of damage on the Destroyer. Inflicting more than two points has no further effect; the most a fighter can do to a Destroyer in one attack is make it lose one structure point.
• Only body and "P" damage codes have any effect; all other damage codes are ignored. (A "P" code automatically means one body point is suffered; shields are lost only when structure points are lost.)

23.44 If the *unmodified* Fire Table die-roll is a **12,** the fighter may have hit one of the Star Destroyer's vital systems — an extremely lucky hit. When a 12 is rolled, refer to the Vital Systems Hit Table (see chart folder). Roll two dice, find the total die-roll along the left-hand side of the table, and read the corresponding entry. The effect of each entry is described on the table.

23.45 Fighters may track Star Destroyers. A fighter can track a Star Destroyer if any one hex of the Destroyer is in the fighter's forward center arc and within 5 hexes; the fighter need not be in the Destroyer's "rear center arc."
• When a Star Destroyer fires on a ship that is tracking the Destroyer, the Destroyer's difficulty number *is* reduced by 5. Note that the targeting reduction does not normally apply when targeted ships attack their trackers, but does in this case.

23.46 Fighter-mounted ion guns have no effect on Star Destroyers.

23.47 If a Star Destroyer has lost 8 structure points, fighters cannot inflict a ninth. Only other Star Destroyers (and asteroid/kamikaze impact) can render a Star Destroyer dead in space.

23.48 Special weapons can damage Star Destroyers.
• A Star Destroyer's immense size reduces the difficulty number by 40 when firing special weapons at them (see 22.33).
• A special weapon has no effect on a Star Destroyer unless it inflicts 8 or more body points of damage in a single shot. If it does so, the Star Destroyer loses one structure point.

23.5 Kamikaze Attacks

One of the most effective ways to damage a Star Destroyer with a fighter is to crash the fighter into the Destroyer. On the other hand, only a doomed soul would have the courage to perform such a feat.

23.51 Whenever a Rebel ship is destroyed by a Star Destroyer, it may complete its move as though it had not been destroyed. If the ship counter can end the move in any hex of the Star Destroyer, the ship's pilot may make a *kamikaze attempt.* Imperial fighters may never make kamikaze attempts.

23.52 Determine the distance between the hex in which the fighter was destroyed, and the nearest hex of the Star Destroyer.
• Multiply the distance by 5, and add 20 to the result; this is the difficulty number of the kamikaze attempt.

Example: The distance is 3 hexes; 3 times 5 is 15, plus 20 is a total of 35.
• Make a piloting skill roll for the fighter's pilot.

23.53 If the piloting skill roll is equal to or greater than the difficulty number, the pilot hits the Star Destroyer; refer to the Vital Systems Hit Table.
• If the piloting skill roll is less than *but within 3* of the difficulty number, the pilot still hits the Star Destroyer — but does not damage a vital system. Instead, the Star Destroyer loses one structure point (this *can* be its ninth).
• If the piloting skill roll is less than the difficulty number minus 3, the kamikaze attempt has no effect.

24. Asteroids

Asteroid fields are major hazards to astrogation. They endanger ships in both hyperspace and normal space. Pirates often frequent asteroid fields, hoping to prey on those damaged by the field. Space battles in asteroid fields are rare but not unheard of; the desperate will sometimes enter them to evade pursuit.

24.1 Setting Up

25 square asteroid counters and 37 irregular ones are provided with the game. If asteroids are used, all must be placed on the game-map before the game begins (unless the scenario or ship mix instructions specify otherwise).

24.11 Size: The square asteroid counters are *one-hex* asteroids; their *size* is one. The other counters are cut in irregular shapes designed to fit neatly into the hexagonal grid; the size of an irregular asteroid is the number of hexes it occupies. (Note that asteroids of the same size can be of different shapes.)

24.12 Before ships are placed on the game-map, roll one die to determine which player places asteroids first. On a die-roll of 1 through 3, one player does so; on a roll of 4 through 6, the other does so.
• The player who places first places the largest (size seven) asteroid on the game-map.
• Then, the other player places all asteroids of size five.
• Then, the first player places all asteroids of size four.
• The players alternate placing asteroids of the next lowest size until all asteroids are placed, or no more can be placed.

24.13 No asteroid may be placed within two hexes of the map edge, or of any hex occupied by any part of another asteroid.
• Asteroids which cannot legally be placed are left off the game-map.
• A player *must* place all asteroids, if possible. He may not deliberately withhold any.

24.2 Asteroid Movement

Asteroids are moved after the Markers Phase, but before the First Ship Phase (and before Star Destroyer movement).

24.21 The player who does *not* have initiative moves asteroids first.

- He chooses an asteroid size — from one to five, or seven. He moves all asteroids of that size.
- A player moves asteroids by choosing a direction, then rolling one die. The asteroids are moved as many hexes as the die-roll, in the direction chosen by the player. Asteroids can only be moved in the six directions naturally permitted by the hexagonal grid; they cannot use "hex point" movement.
- All asteroids of the same size are moved the same number of hexes in the same direction.
- Asteroids are moved one at a time, in the order chosen by the moving player.

24.22 After the player has finished moving his asteroids, the other player chooses an asteroid size, and moves all asteroids of that size. He chooses a new direction (which can be the same direction chosen for the previous asteroids, or another one), and makes a separate die-roll. No other sizes of asteroid are moved in that game-turn (**exception:** see 24.3).

24.23 An asteroid cannot move off the edge of the game-map; it stops in the edge hex.

24.24 Note that asteroids never turn or rotate.

24.3 Asteroid Impact

24.31 When any hex of a moving asteroid enters any hex of another asteroid, they have *collided*. When asteroids collide, the moving asteroid retraces its path. It moves backwards as many hexes as the size of the asteroid it struck.

Example: A moving two-hex asteroid hits a four-hex asteroid; it moves back four hexes.

- The other (stationary) asteroid moves in the direction that the moving asteroid was travelling before impact. It moves as many hexes as the number which the moving player rolled to determine how far his asteroids move (unless that number is a six — see below).

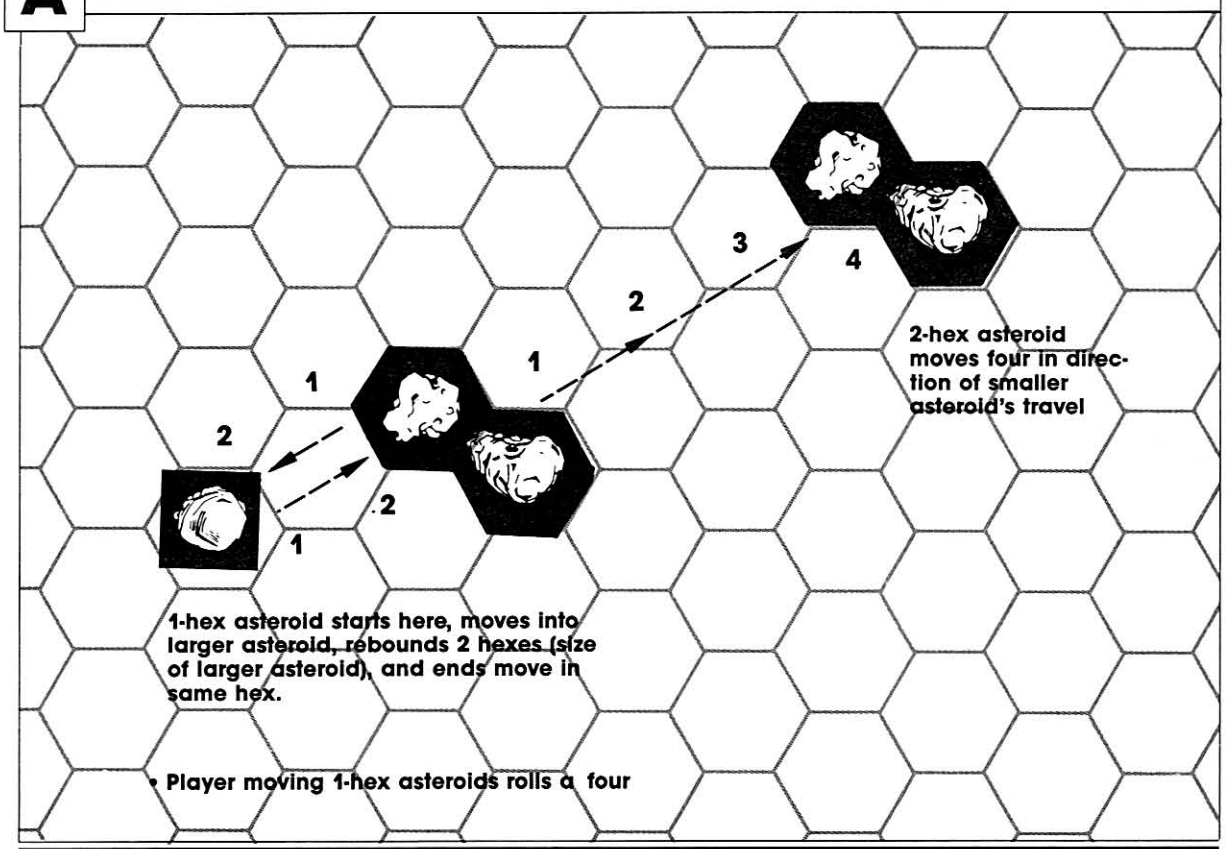
24.32 If an asteroid that moves as a result of a collision collides with another asteroid, these two asteroids are moved again, according to the rules for collision. The movement of a single asteroid can cause any number of collisions and rebounds.

24.33 If the movement die-roll for the moving asteroids is six, a special rule comes into effect.

- When two asteroids collide, the smaller one is removed from play. The larger one continues its movement unchanged. If both are of the same size, both are removed.

24.34 When any part of an asteroid enters a hex containing one of your ships, or when one of your ships enters a hex containing an asteroid, you must make a piloting skill roll for the ship.

Asteroid Impact (24.31)



• Multiply the asteroid's size by 3. Add this number to the total difficulty of the actions your ship is performing this game-turn. The result is the difficulty number for this skill roll.

Example: Part of a size four asteroid enters a hex containing a double-jinking X-wing. The difficulty number is 18: 12 for the asteroid (size of 4 times 3), plus 6 for the double jink.

24.35 If the piloting skill roll is equal to or greater than the difficulty number, the ship suffers no ill effect.
• Otherwise, subtract the die-roll from the difficulty number. The result is the number of body points of damage suffered by the ship.
• The number of body points suffered can be reduced by shields. If the asteroid entered from a forward arc, and the ship has shield markers in its "Front" box, the ship suffers one fewer body point per shield marker. Similarly, shields in the "Rear" box protect against asteroids from rear arcs.

Example: The difficulty number is 18; the pilot's roll is 14. Normally, the ship would suffer 4 points of damage (possibly destroying the ship). However, the asteroid entered from a forward arc hex, and two shields are oriented forward. The ship only suffers 2 points of damage.

• Whether or not a ship is damaged, the asteroid or ship continues its move normally.

24.36 When an asteroid and Star Destroyer collide, make a piloting skill roll for the Star Destroyer. For this purpose, all Destroyers have piloting skills of 5D.
• Multiply the asteroid's size by 5. If the skill roll is equal to or greater than this number, the Star Destroyer is not affected.
• If the skill roll is lower, the Star Destroyer loses one structure point. (This can be its ninth hit.)
• If the skill roll is *more than 5 points lower,* refer to the Vital Systems Hit Table.

Example: The asteroid's size is 3. If the roll is 15 or more, the Destroyer suffers no damage. If the roll is 9 or less, the Destroyer loses one structure point *and* the players must refer to the Vital Systems Hit Table. If the roll is 10 through 14, the Destroyer loses one structure point but no roll is made on the Vital Systems Hit Table.

24.4 Firing at Asteroids

Ships, turret guns, and Star Destroyers can fire at asteroids.

24.41 Ships and Turret Guns: Determine the difficulty number for the attack, just as you normally would. **Add 10** to the total.
• The range is counted from the ship to the nearest hex of the asteroid. A ship in one hex of an asteroid can fire at another hex of the asteroid.
• Add the ship's speed to the difficulty number; ignore the speed of the asteroid.
• If any part of an asteroid is in a ship's or turret's forward center arc and within 5 hexes, it can target the asteroid. (It does not have to be in the asteroid's "rear center arc," since asteroids don't have such things.)
• If the gunnery skill die-roll is equal to or greater than the difficulty number, roll two dice. Add the power of the attack (see 12.1) to the die-roll. If the modified die-roll is *14 or more,* the asteroid is *reduced.* The firer removes the asteroid counter from the game-map, and replaces it with any unused asteroid of the next smaller size (size one asteroids are removed from play). If no asteroids of the next smaller size are available, use the largest unused asteroid which is smaller than the removed one. The replaced asteroid counter must occupy as many hexes previously occupied by the removed counter as possible.

24.42 Star Destroyers: At any time during asteroid movement, a Star Destroyer may reduce any one asteroid that's within ten hexes. The Star Destroyer's player may interrupt an asteroid's movement to announce the reduction of that or any other asteroid.
• Any asteroid, of any size, can be reduced.
• A Star Destroyer can reduce only one asteroid per game-turn.

24.43 Special Weapons: Special weapons can also damage asteroids.
• The larger an asteroid, the easier a special weapon can hit it. The difficulty number for the attack is reduced by 5 times the asteroid's size (e.g., by 5 for size one asteroids, 10 for size two, etc.).
• A special weapon has no effect unless it inflicts 8 or more body points on the asteroid. If it does so, the asteroid's size is reduced (see above).

25. The Force

Some pilots can use the Force to affect their performance in combat, as Skywalker did on several occasions. These pilots have a *Force skill* in addition to their piloting and gunnery skills; Force skill codes are provided for Skywalker and Vader in the scenario descriptions (see 33.4). When designing your own scenarios, you may assign pilots Force skills, if you like. No one other than Luke or Darth Vader may have a Force skill of 6D or more.

25.1 Force Points

Some pilots (including many who do not have Force skills) possess one or more *Force points.* Force points are used only to improve the chance of using a Force skill successfully — or to resist the use of the Force by enemy pilots (see below).
• Record Force point expenditures in the "Piloting Skill" box of the control sheet. Once a pilot has spent all his Force points, he can spend no more.

25.2 Using the Force

A pilot with the Force skill may use it once per game-turn.

25.21 A pilot with Force skill may use any one of the seven *Force actions* described below. Force actions are not planned; instead, the owning player simply announces that one of his pilots is using a Force action at the moment he wishes to do so.

25.22 When a pilot uses a Force action, you must calculate a difficulty number. The procedure you use differs with each action; see below.
• Most actions are used against an enemy pilot. The enemy pilot can *resist* these actions. When an enemy pilot resists, roll two dice, and add the total to the Force action's difficulty number.

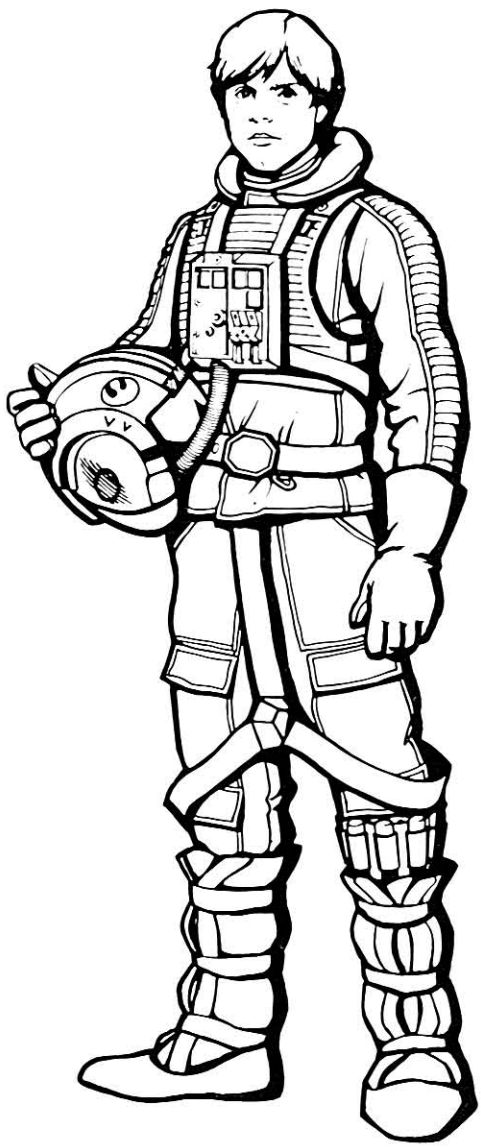
• If the enemy pilot has any Force points, he can spend one to resist more effectively. If he does so, roll *four* dice and add the total die-roll to the difficulty number.

25.23 After you've determined the difficulty number, make a Force skill roll for the pilot using the Force skill. If the die-roll is greater than or equal to the Force action's difficulty number, the action is used successfully, and the result described below occurs. Otherwise, the Force skill has no effect.

• The pilot using the Force may spend a Force point. If he does so, double his Force skill code before rolling.

Example: The pilot's skill code is 3D+2, and he spends a Force point; roll six dice, and add four to the total die-roll.

25.24 If a pilot suffers a hazard (or minor hazard), he may not perform a Force action until the beginning of the next Hazard Phase (i.e., for the rest of the current game-turn and the first part of the next one).



25.3 Force Actions

Negate Wound: May be used at any time. Using this skill "repairs" a "SK−1" damage result, increasing the pilot's skill code. *Difficulty:* 10.

Anticipate: May be used just before the pilot fires. If the target ship is jinking, the difficulty number for the gun attack is not increased because of the jink (it is still modified for other reasons). Anticipation has no effect on rolls or *double* jinks. *Difficulty:* Multiply the range to the target by 3. The action can be resisted by the pilot of the target ship.

Complete Anticipation: May be used just before fire. The target receives no benefit for jinking, double-jinking, rolling, or double-rolling. *Difficulty:* Multiply the range to the target by 9. Can be resisted.

Quick Reaction: May be used during the Initiative Phase, before making a piloting skill roll. The pilot adds 10 to his piloting skill roll for initiative purposes (or to the skill roll of the best pilot controlled by the same player, if using the Standard Game initiative rules). *Difficulty:* Determine the distance between the pilot and the enemy player's pilot with the highest piloting skill; multiply this distance by 2. Can be resisted by the enemy player's best pilot.

Reminder: Since this roll comes before the Hazard Phase (see 25.24), the ability to perform this action is dependent on *last* turn's hazard roll.

Impedence: May be used in the Hazard Phase. First, make the normal piloting skill roll for the pilot using this action. Then, determine the Force action difficulty number and make the pilot's Force skill roll. If the skill die-roll is higher than the difficulty number, the difference is added to the total action difficulty of any one enemy pilot. *Difficulty:* Multiply the distance between the user and the pilot to be impeded by 3. Can be resisted by that pilot.

Example: The distance to the enemy pilot is 4 hexes. The enemy pilot resists, and rolls an 8. 3 times 4 is 12, plus 8 yields a Force action difficulty number of 20. The Force skill roll is 28; the target pilot's hazard difficulty number is increased by 8.

Let Go: May be used whenever the pilot fires weapons. As with "Impedence," subtract the difficulty number from the Force die-roll. If the result is positive, it is subtracted from the difficulty number for weapons fire. *Difficulty:* 5. May be resisted by the target.

Example: The gunnery difficulty number is 14. The pilot uses the Force to direct his fire; the target resists this use of the Force. The target's resistance die-roll is 6; the Force difficulty number is 11 (5 plus 6). The pilot makes a Force skill roll; the die-roll is 15. 15 minus 11 is 4, so his gunnery difficulty is reduced by 4, to 10.

Evasion: This is basically the reverse of "Let Go." The Force difficulty number is subtracted from the Force die-roll, and if the result is positive, it is added to the enemy's fire difficulty number. *Difficulty:* 5. May be resisted by attacker.

26. Targeting Computers and Jamming

When using this optional rule, the "targeting" action is *not* used to "track" other ships, as it is in the Standard Game. Instead, any ship that ends its phase tailing an enemy ship automatically obtains a "track" on that ship and the "targeting" action has two new purposes:
• It allows a ship that's tailing another to react to the enemy ship's actions (see 26.2).
• It allows a ship to track an enemy ship that it is *not* tailing (see 26.3).

26.1 Automatic Tracking

26.11 If, during a ship's End Segment (see 4.5), it is tailing an enemy ship (see 8.32), it obtains a *track* on the enemy ship.
• Place a tracking marker (with its "−5" side face-up) on the tracking ship. Place a target marker that is printed with the same ID letter on the enemy ship.
• If the ship is tailing more than one enemy ship, the owning player decides which one he wants to track.

26.12 If a ship begins its phase with a tracking marker, and ends the phase tailing the enemy ship bearing the corresponding target marker, flip the tracking marker to its "−10" side.
• If, during its End Phase, the ship is no longer tailing its target, remove the target and tracking markers. If the ship is tailing a different enemy ship, it may track that ship (but the tracking marker is placed on its "−5" side).

26.13 Tracking and targeting markers have the same effect as in the Standard Game: the tracking ship's difficulty number is decreased when it fires at its target, and all other enemy ships can hit the tracking ship more easily (see 11.26).

26.2 Reacting

Being behind an enemy is advantageous, because you can react better to his maneuvers. In the Standard Game, this benefit was handled abstractly. When using these rules, a tailing ship may react to its opponent's actions.

26.21 If one of your ships tails an enemy ship at the *beginning* of the game-turn, and you plan "targeting" for your ship, follow this procedure:
• Plan actions for all of your other ships.
• Plan "targeting" and whatever other actions you wish for your targeting ship.
• Ask your opponent what actions the ship you are tailing is performing. After checking for hazard, he must tell you.
• You may now *add* actions to those planned for your tailing ship. You may *only* add actions which the enemy ship planned (but they may be single or double, at your option).
• Accelerate/double accelerate, decelerate/double decelerate, and bank/overturn are each considered one type of action for purposes of this rule.

Example: You did not plan any bank or overturn actions for your ship. The enemy ship is overturning. You may add a bank, double bank, overturn, or double overturn action for your ship, if you wish.
• You roll for hazards normally; all actions planned for your ship, including those you added, contribute to the total difficulty number.

26.22 If you plan *double* "targeting" for your tailing ship, you follow the same procedure, except that:
• You don't plan *any* actions for your ship (except double targeting) until you hear what the enemy ship is doing.
• After your opponent tells you what his ship is doing, you can plan any actions you like for your ship — you are *not* restricted to actions performed by the enemy ship.

26.3 Targeting Predictors

According to rule 26.1, a ship can automatically track an enemy ship if it ends its move tailing that enemy. If you plan *targeting* for one of your ships, it can track *any* enemy ship within ten hexes — even if it isn't tailing that ship.

26.31 If you plan "targeting" for a ship, you can use the action *both* to track an enemy ship, *and* to react to a ship you are tailing (see 26.2).

26.32 During its End Segment (see 4.5), the ship may attempt to *obtain a track* on any enemy ship within ten hexes.

26.33 When a ship attempts to obtain a track, determine a difficulty number for the attempt:
• The base difficulty is the difficulty of the "targeting" action.
• Modify the base difficulty in precisely the same way you would if the "targeting" ship were firing upon the ship it is trying to track (see 11.2), except that range and pinpoint fire do not affect attempts to obtain a track.
• Also, see 26.4.

26.34 Then, make a gunnery skill roll for the "targeting" ship.
• If the die-roll is equal to or greater than the modified difficulty number, your ship has obtained a track on the enemy ship. Place a tracking marker on your ship (on its "−10" side if the targeting action was doubled), and a target marker on the enemy ship.
• Otherwise, no markers are placed.

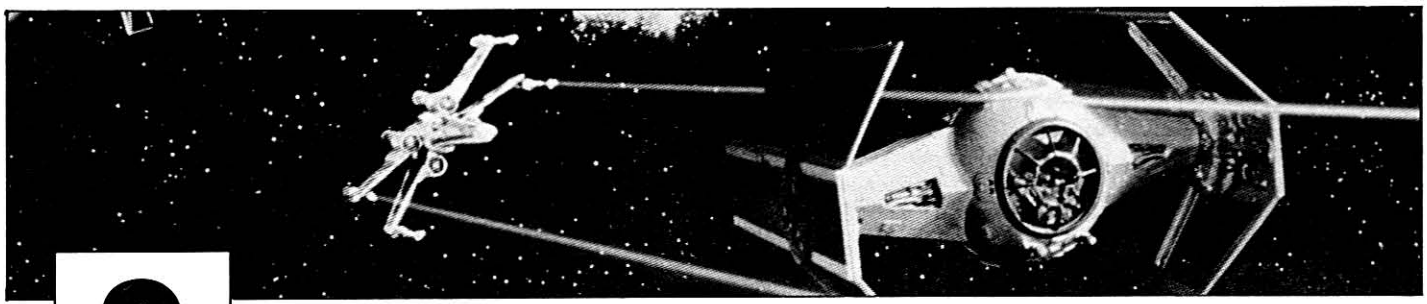
26.35 A ship can only track one enemy ship at any given time (exception: see 14.5). A ship may forgo an "automatic" track (see 26.1) in order to attempt to obtain a track on another ship if the owning player wishes.

26.4 Jamming

A ship can use the targeting action to *jam* tracking attempts by other ships.

When a ship attempts to track an enemy ship for which "targeting" is planned, the enemy player may, if he wishes, "expend" the targeting action, removing the action marker from his control sheet. If he does so, the difficulty number of the enemy ship's targeting action is added to the difficulty number for the friendly ship's tracking attempt.

Example: A TIE interceptor and an X-wing both plan targeting. The TIE attempts to track the X-wing. The Rebel player "expends" his targeting action, removing the action marker from his control sheet; the TIE's difficulty number is increased by 4 (the number printed in the X-wing's targeting circle).



SCENARIOS

Before beginning play, you must decide which scenario you wish to use. Each scenario offers several different ship mixes; you must also decide which ship mix to use.

Alternatively, you can use the ship purchase rules (section 35) to design your own ship mix.

27. Winning the Game

At the end of the game, each player must determine how many *victory points* he has earned. The player with the larger total is the winner; if both have an equal number of points, the game is a draw.

27.1 You earn victory points for destroying enemy ships:

Points:	for:
5	A-wing
5	B-wing
5	X-wing
4	Y-wing single-seat
5	Y-wing double-seat
4	Stock Light Freighter
15	*Millennium Falcon*
3	TIE fighter
4	TIE interceptor
2	TIE bomber
5	TIE interceptor prototype
10	*Lambda*-class shuttle
100	Imperial Star Destroyer
8	*Slave I*
5	Pirate Pinnace

27.2 You also earn victory points for each pilot or gunner on board a destroyed enemy ship:

Points:	for:
1	Trainee pilot
2	Poor pilot
4	Average pilot
8	Veteran pilot
16	Hot-Shot pilot
1	Trainee or Poor gunner
2	Average gunner
4	Veteran gunner
8	Hot-Shot gunner

27.3 You also earn **1 victory point** for each engine, body, or "Sk–1" hit inflicted on an enemy ship which is *not* destroyed.

27.4 In some scenarios, you earn extra victory points for special reasons:

Ground Attack	
2	for destroying a single-gun turret
3	for destroying a double-gun turret
10	for destroying the ground target (see 29.33)

Convoy	
10	for owning a convoy ship which escapes

Star Destroyer	
50	per Star Destroyer which loses 8 structure points (but is not destroyed)
75	per Star Destroyer which is dead in space at the end of the game (Obviously, the player who causes the damage earns the points.)

28. The Dogfight

28.1 Required Rules

Only the Standard Game rules are required for this scenario; any or all of the Advanced or Optional rules may be used as the players wish.

28.2 Set-Up

Place the reference card between the two set-up areas. Each player must place his ships in the area on his side of the card; location and facing are up to the player. Once all ships have been placed, remove the card.

28.3 Ship Mixes

28.31 Mix One:

Rebels: 3 X-wings (1 veteran pilot, 2 average). The Rebels begin with 1 bonus victory point.

Empire: 2 TIE interceptors (veterans), 2 TIE fighters (poor).

28.32 Mix Two:

Rebels: 3 A-wings (1 veteran, 2 average).

Empire: 3 TIE interceptors (1 veteran, 2 average). The Empire begins with 1 bonus victory point.

28.33 Mix Three:

Rebels: 2 X-wings (veterans) and 1 one-seat Y-wing (veteran). The Rebels begin with 4 bonus victory points.

Empire: 6 TIE fighters (1 veteran, 5 average).

Advanced Game: Use the gunner rules (see 14). Make the Y-wing a two-seater; the gunner is average. The Rebels begin with only 2 bonus victory points, not 4.

28.34 Mix Four:

Rebels: 1 X-wing (hotshot). The Rebels begin with 1 bonus victory point.

Empire: 3 TIE fighters (average).

Advanced Game: Use the Force rules (see 25). The X-wing pilot has a Force skill of 4D+2 and 3 Force points. The Imperial pilots are veterans, with 2 Force points each. The Rebels do not begin with any bonus victory points.

28.4 Game End

The game is over when all ships on one side have been destroyed or have escaped (see 10.4).

29. The Ground Attack

29.1 Required Rules

This scenario requires the use of the turret gun rules (see 20). The missile, torpedo, and bomb rules (see 22) may be useful, but are not required.

29.2 Set-Up

29.21 One player is the *defending* player, and the other the *attacking* player. (The players should agree on their roles before setting up.) The defending player sets up first.

29.22 The defending player must take a target marker, and place it anywhere he likes on the game-map, as long as it is at least ten hexes from the nearest map edge. The marker is the *ground target;* the attacking player earns 10 victory points if he destroys the ground target during the game (see 29.33 below).

29.23 Most of the ship mixes state that the defending player receives a "standard base." This means that he receives three double-turret guns and six single-turret ones. He must deploy them in the pattern shown at right, anywhere on the game-map at least ten hexes from the closest map edge and at least two hexes from the ground target. The gunnery skill code of all turret guns is 5D.

29.24 If the defending player receives more or fewer turret guns, he may deploy them as he likes, as long as none is within ten hexes of a map edge or within two hexes of the ground target, and each is within three hexes of at least one other turret gun.

29.25 After placing his ground target and turret guns, the defending player must deploy his ships. He may place his ships anywhere on the game-map.

29.26 Finally, the attacking player deploys his ships. He may place them anywhere along one map-edge.

29.3 Special Rules

29.31 This scenario is used with a static game-map (see 10.4).

29.32 When using the ship purchase rules (see 35), only the defending player may purchase turret guns.

29.33 Destroying Ground Targets: Ships may attack the ground target in the same way they attack turret guns (see 20.4). When ships' guns attack, increase the difficulty by 10; make no modification when special weapons attack. Keep track of the number of body points inflicted on the target; when the total reaches 10, it is destroyed. ("P" damage codes are ignored, as are all other non-Body damage codes.)

29.4 Ship Mixes

29.41 Mix One:

Rebels (Attackers): 3 X-wings (1 veteran and 2 average) and 2 one-seater Y-wings (1 veteran and 1 average).

Empire (Defenders): A standard base (see 29.23), 1 TIE interceptor (veteran) and 2 TIE fighters (1 veteran, 1 average). The Imperials begin with one bonus victory point.

Advanced Game: If using the special weapon rules (see 22), the Imperials receive an additional interceptor with an average pilot.

29.42 Mix Two:

Rebels (Defenders): A standard base (see 29.23) and 3 X-wings (1 veteran and 2 average). The Rebels begin with two bonus victory points.

Empire (Attackers): 3 TIE interceptors (veterans) and 3 TIE fighters (average).

Advanced Game: If using the special weapon rules (see 22), the Imperials begin with 3 TIE bombers instead of TIE fighters.

29.43 Mix Three:

Rebels (Attackers): 1 A-wing (hotshot) and 2 B-wings (veterans).

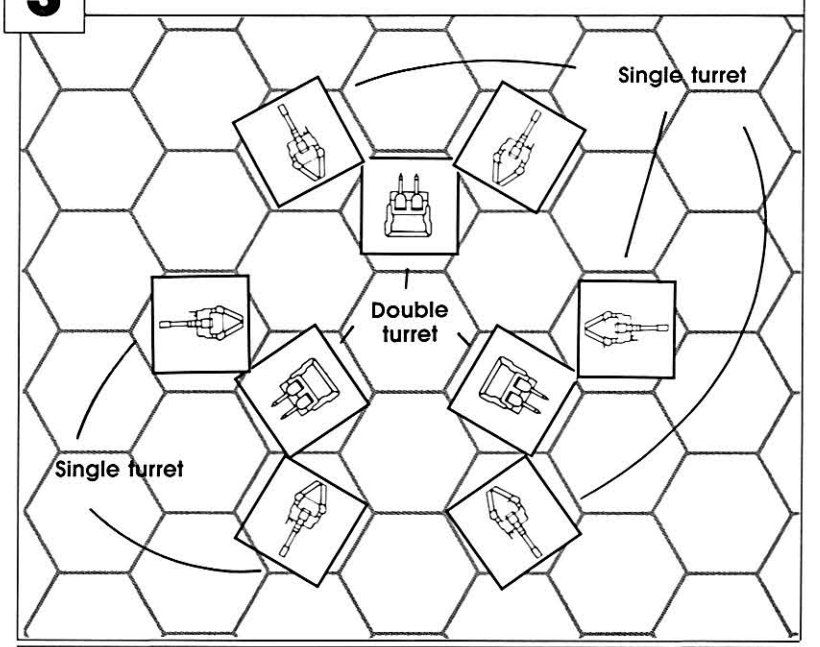
Empire (Defenders): 8 double turrets and 7 single turrets (gunnery skills of 6D).

Note: This mix can readily be played solitaire. Set up the turret guns within 10 hexes of the ground target. A turret gun fires at any target that is about to leave its firing arc or move six hexes away. If the shot is impossible, the turret gun holds its fire and waits for a better target.

29.5 Game End

The game is over when all attacking ships have been destroyed, or the ground target has been destroyed and

Standard Base (29.23)



the remaining attacking ships have moved off the game-map.

30. The Convoy

30.1 Required Rules

This scenario requires the use of the gunner rules (see 14).

30.2 Set-Up

One player (the convoy player) controls a convoy of weakly-armed ships and a protecting fighter group. The other (the attacker) controls a group of attacking fighters. The convoy player receives 10 victory points for each of his convoy ships which escapes (see 10.4).

Set up according to the rules of 28.2.

30.3 Special Rules

This scenario is normally played with a static map (see 10.4). It can also be played with an adjustable map; this makes for a longer game. When using an adjustable map, the convoy player is given extra forces to balance the game.

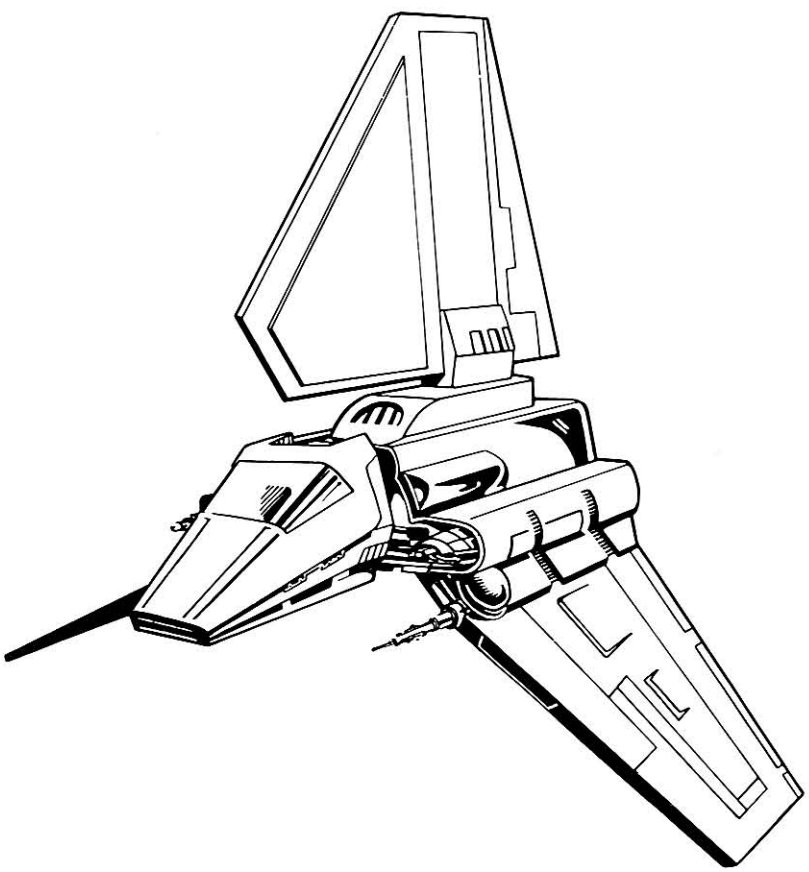
30.4 Ship Mixes

30.41 Mix One:

Rebels (Attacker): 3 A-wings (veterans).

Empire (Convoy): 3 TIE fighters (1 veteran, 2 average), plus one convoy ship (a light freighter with a poor pilot and a poor gunner). The Empire begins with one bonus victory point.

Adjustable Map: Make all TIE pilots veterans.



30.42 Mix Two:

Rebels (Convoy): 2 X-wings (veterans), plus 2 convoy ships (light freighters with average pilots and poor gunners). In the event of a tie in victory points, the Rebels win the game.

Empire (Attacker): 3 TIE fighters (average) and 3 TIE interceptors (1 veteran, 2 average).

Adjustable Map: The Rebels receive an additional X-wing with a veteran pilot.

Advanced Game: The Force rules may be used (see 25). One pilot on each side (secretly designated before the game by the owner) has a Force skill of 3D and 4 Force points. All other pilots have 2 Force points.

30.43 Mix Three:

Rebels (Attacker): 3 single-seat Y-wings (average) and 3 B-wings (veterans). If victory point totals are tied, the Rebels win.

Empire (Convoy): 3 TIE interceptors (3 veterans) and 1 convoy ship (a Shuttle with an average pilot and average gunner).

Adjustable Map: The Empire also receives the TIE interceptor prototype with a veteran pilot (or, if using the Force rules, an average pilot with a 2D Force skill and 3 Force points).

30.5 Game End

The game is over when all convoy ships have escaped (see 10.4) or all attacking ships are destroyed.

31. Star Destroyers

31.1 Required Rules

This scenario requires the use of the Star Destroyer rules (see 23). The special weapon rules (22) may also be useful.

31.2 Set-Up

Use the rules of 28.2.

31.3 Special Rules

Players receive victory points for damaging and destroying Star Destroyers (see 27.4).

31.4 Ship Mixes

31.41 Mix One:

Rebels: 6 X-wings (1 hotshot, 5 veterans).

Empire: 1 Star Destroyer (gunnery skill of 5D).

31.42 Mixes Two through Five:

Use any of the ship mixes from the dogfight scenario (see 28.3), but add one Star Destroyer to *each* side. All Destroyers have gunnery skills of 5D.

31.43 Mix Six:

Rebels: 9 A-wings (veterans) and 6 B-wings (veterans). The Rebels begin with 2 bonus victory points.

Empire: 1 Star Destroyer (gunnery skill of 6D) and 3 TIE interceptors (veterans).

Required Rules: The wing rules (see 21) *must* be used with this scenario (because too many ships are used for the markers provided with the game).

31.5 Game End

The game is over when all fighters on one side have been destroyed, and any Star Destroyers on that side have lost 8 or more structure points (see 23), or when one force has escaped.

32. Asteroids

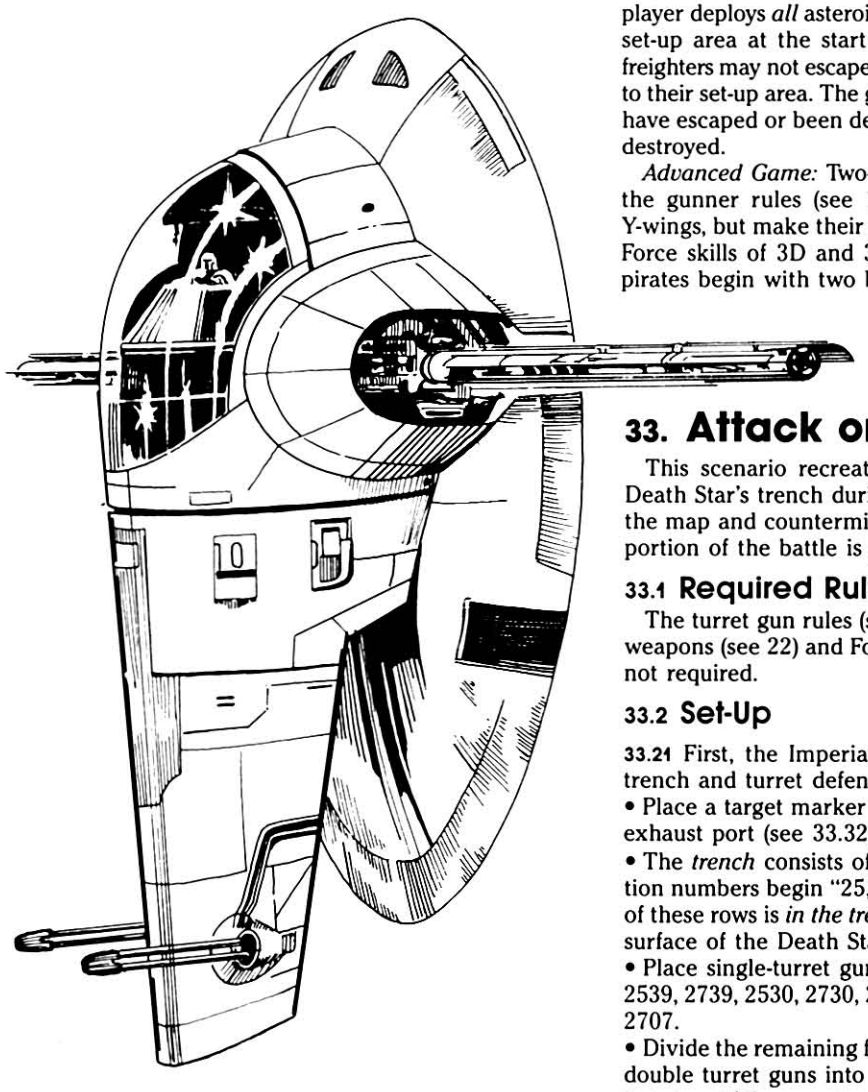
Any of the scenarios and ship mixes above can be played with the asteroid rules (see 24). Here are some additional suggestions:

Mix One:

Rebels: 1 X-wing (hotshot).

Empire: 1 TIE fighter (hotshot).

Special Rules: Both ships begin in the *same* set-up area. No asteroids may be placed in that area at the beginning of the game; within this restriction, asteroids are placed by the rules of 24.1. This is a race scenario; the winner is the first ship to fly to the far map edge, pass through one hex there, and return to the starting area. If both ships are destroyed before either can do so, the game is a draw. A static map is used (see 10.4). Since this is a race scenario, no combat is allowed. (Or, if players prefer, they may permit combat, but only after the first three game-turns.)



Use all the asteroids. There is no asteroid movement on the first game-turn.

Mix Two:

Rebels: 1 *Millennium Falcon* (hotshot pilot, no gunners).

Empire: 5 TIE fighters (veterans).

Special Rules: Place the *Falcon* in any hex along one of the short map edges. Asteroids are placed by the rules of 24.1. On the first game-turn, only the *Falcon* and the asteroids move. During the Bookkeeping Phase, the Imperial player may place his ships in any hexes on the same map-edge where the *Falcon* was placed. The Rebels win if all the TIEs are destroyed, or if the *Falcon* escapes from the opposite map-edge (see 10.4). The Empire wins if the *Falcon* is destroyed. The map is static.

Mix Three:

Rebels: 2 light freighters (veteran pilots, no gunners) and 2 two-seat Y-wings (veteran pilots, average gunners).

Pirates: 2 Pinnaces (veterans) and *Slave 1* (veteran).

Special Rules: Use the set-up rules of 28.2. The pirate player deploys *all* asteroids; none may be placed in either set-up area at the start of play. The map is static; the freighters may not escape from the three map edges closest to their set-up area. The game is over when all Rebel ships have escaped or been destroyed, or all pirates have been destroyed.

Advanced Game: Two-seat Y-wings require the use of the gunner rules (see 14). If you prefer, use one-seat Y-wings, but make their pilots hotshots (or veterans with Force skills of 3D and 3 Force points); in addition, the pirates begin with two bonus victory points.

33. Attack on the Death Star

This scenario recreates the Rebel attacks down the Death Star's trench during the Battle of Yavin. Because the map and countermix are limited, only the climactic portion of the battle is presented.

33.1 Required Rules

The turret gun rules (see 20) are required. The special weapons (see 22) and Force rules (see 25) are useful, but not required.

33.2 Set-Up

33.21 First, the Imperial player sets up the Death Star trench and turret defenses.

- Place a target marker in hex 2642; this represents the exhaust port (see 33.32).
- The *trench* consists of the hex rows whose identification numbers begin "25," "26," and "27." Any hex in one of these rows is *in the trench.* Any other hex is above the surface of the Death Star.
- Place single-turret guns in the following hexes: 2643, 2539, 2739, 2530, 2730, 2523, 2723, 2515, 2715, 2507, and 2707.
- Divide the remaining four single turret guns and all the double turret guns into pairs; each pair must consist of two guns of the same type. The Imperial player may place the turret guns anywhere he likes on the game-map, except that none may be placed in the trench, and each pair

must be placed symmetrically across the "26" row of hexes. For example, if a double turret gun is placed in hex 1927, one must also be placed in hex 3327 (same column, seven hexes away from the "26" row). The guns in the trench always point toward the top of the board (the map edge whose hex identification numbers end with the numbers "00"). They may not alter facing during the game. The guns on the surface may point in any direction, and may change facing according to the normal rules.

33.22 At the beginning of the game, the Rebel player places his Y-wings in any hexes that end with the numbers "00."

- At the beginning of any subsequent game-turn (before the Initiative Phase), he may announce that he wishes to bring the X-wings into play. When he makes this announcement, he rolls one die.
- The first game-turn he tries to bring the X-wings into play, they enter only if he rolls a "6" on one die. The second time, they enter on a "5" or "6"; the third time, on a "4" through "6," etc.
- Even if the Rebel player has previously attempted (and failed) to enter the X-wings, he is never *required* to attempt to enter them on any subsequent game-turn.
- When the X-wings enter, the Rebel player may place them anywhere along the same map edge on which the Y-wings began.

33.23 At the beginning of any game-turn (except the first), the Imperial player may enter his ships. They begin in any hexes along any edge of the game-map the Imperial player chooses; the only restriction is that all must enter on the same game-turn, and all must begin within three hexes of each other.

33.3 Special Rules

33.31 The Trench:

- Any ship in a trench hex is considered to be down in the trench. Only ships and turret guns in the trench can fire at ships in the trench; ships and guns outside the trench cannot. The reverse is true also; ships in the trench cannot fire at ones outside, etc.
- Because of the limited maneuver space inside the trench, fire against ships which double-jink is only increased in difficulty by 5, as if they had single-jinked.
- In addition, ships in the trench cannot voluntarily plan to roll. Ships which involuntarily roll (because a damage code forces them to) are destroyed, unless the first hex to which they move during the game-turn in which they roll is outside the trench.
- If two (or more) ships belonging to the same player are in a trench hex, and the enemy player wishes to fire at a ship in the hex, the owner of the two ships decides which is the target of fire. Normally, the firer decides what ship is his target; in this case, the owner of the target decides.

33.32 The Exhaust Port: If using Standard Game rules, any Rebel ship which ends movement in hex 2642 may attempt to drop a torpedo into the exhaust port. On a game-turn in which a ship "fires a torpedo:"

- It must move straight ahead (i.e., make no turns).
- It may not fire any other weapon.
- It may not suffer a hazard.

If it meets these criteria, make a gunnery skill roll for the pilot. The difficulty number is 25; only the firer's jinks and 1/2 loops modify the difficulty.

If using the special weapons rules (see 22), calculate the difficulty number normally. The difficulty number is increased by 5 because the target is so small (see 22.33).

33.4 Ship Mix

Rebels: 3 X-wings and 3 single-seat Y-wings. They receive 1 hotshot, 3 veteran, and 2 average pilots; these may be assigned to ships as the Rebel player sees fit.

Empire: 1 TIE interceptor prototype (hotshot) and 2 TIE fighters (veterans). In addition, the Imperial player receives all the turret guns in the countermix.

Advanced Game: If you wish to use the Force rules (see 25), each pilot has 2 Force points, except for the hotshot on each side. The Imperial hotshot (Darth Vader) gets 2 points, and a Force skill of 9D. The Rebel hotshot (Luke) gets 5 points, and a Force skill of 6D. When using the Force rules, also add the *Millennium Falcon* (hotshot) with one gunner (veteran) and 4 Force points to the Rebel ships. The *Falcon* can enter play in *any hex on the board* at the beginning of any game-turn (this doesn't have to be a map edge hex). The *Falcon* never enters the trench — even if its ship counter is in a trench hex, the *Falcon* is considered above it. However, if the *Falcon's* counter is in a trench hex the *Falcon* may fire at ships in the trench.

33.5 Game End

If a Rebel ship drops a torpedo in the exhaust port, the Death Star is destroyed and the Rebel player wins. Otherwise, the game ends when all Rebel ships have escaped, been destroyed, or have exhausted their torpedoes, in which case the Empire wins.

34. Using Multiple Players

Star Warriors is designed as a two-player game — but it is easy to divide up the ships on a side, and assign some to one player and some to another.

When using the Standard Game initiative rules, make only one initiative piloting skill roll per *side*, not per player.

All players on a side jointly win or lose together.

35. Purchasing Ships

Instead of using one of the ship mixes provided in a scenario, you can design your own.

35.1 Ship Points

Before purchasing ships, the players must agree how many *ship points* each will have to spend. Players do not have to begin with the same number of ship points; give the player with the fewer points one bonus victory point for every two extra ship points the other player has.

35.2 Spending Ship Points

With his ship points, a player must purchase his ships, pilots, gunners, and turret guns. Each costs as many ship points as its victory point value (see 27).

Example: An A-wing (cost of 5) with a veteran pilot (8) has a total cost of 13.

35.3 Setting Up

Once both players have purchased their equipment, select a scenario and follow its set-up rules.

36. Using *Star Warriors* with *Star Wars: The Roleplaying Game*

When ship-to-ship combat occurs in *Star Wars: The Roleplaying Game,* you may use *Star Warriors* instead of the rules printed in the roleplaying game to resolve the battle.

Whenever the rules of *Star Wars: The Roleplaying Game* and *Star Warriors* conflict, the rules of *Star Warriors* take precedence.

36.1 During the game, each player plans actions for his character. Actions by any Rebel non-player characters are planned by mutual agreement of the players (except that the gamemaster may overrule the players' instructions if he feels they are asking an NPC to act "out of character"). Actions for all other NPCs are planned by the gamemaster.
• The gamemaster decides where and how ships are deployed at the beginning of the game, and determines the ship mix.

36.2 If a ship carries more than one crew member, the gunner rules should be used (see 14).

36.3 Some ships (*Millennium Falcon,* stock light freighters, Imperial shuttles, Slave I, and pirate pinnaces) have room for a co-pilot.
• A co-pilot may plan A, F, or G actions. That is, he acts "like a gunner," except that he fires the pilot's guns, instead of gunners' weapons. He can also fire special weapons, if the ship carries any (see 22). If a co-pilot plans an action, the pilot may not also plan the same action.
• Pilots and co-pilots can reverse roles at any time. That is, a pilot can let a co-pilot plan B, C, D, or E actions in a game-turn — but if he does so, the pilot himself can only plan A, F, and G actions.

36.4 Any character on a ship, whether or not he is a pilot, co-pilot, or gunner, can plan damage control. However, only one damage control action may be planned for a ship per game-turn.
• When a pilot, co-pilot or gunner plans damage control, the action increases the piloting (or gunnery) difficulty number for hazard purposes, as normal. When any other character does so, that character does *not* make a hazard skill roll (but see below).

36.5 When damage control is used, do *not* roll two dice to determine whether one "level" of damage is repaired. Instead, use these rules:
• The character planning damage control makes a starship repair skill roll. The difficulty number for the roll is 5 times the number of "levels" of damage the system has suffered (see 17.22).

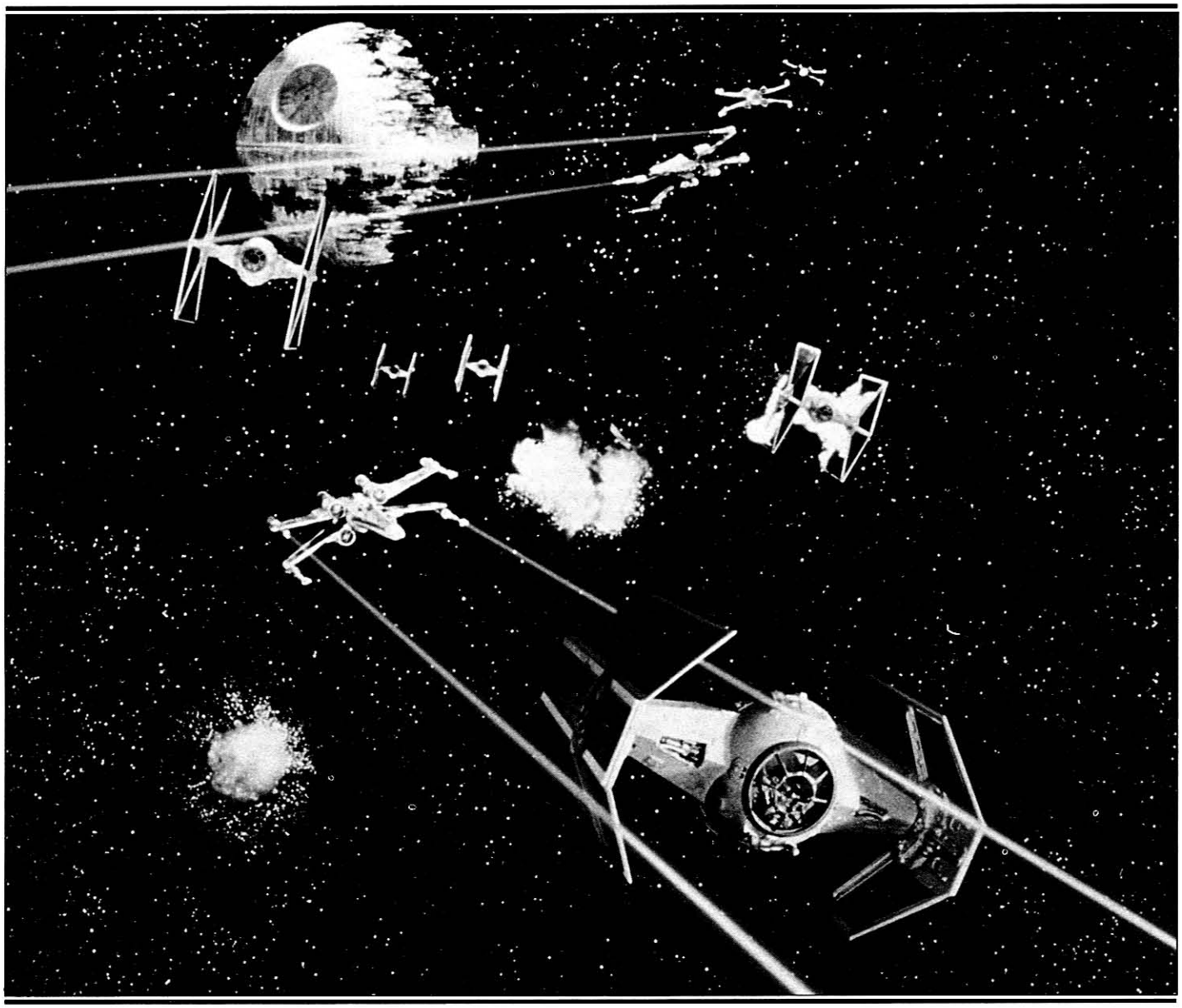
Example: If a "QLF" gun has been reduced to "TLF" (i.e., one "G" result has been suffered), the difficulty number is 5. If the gun has been reduced to "DLF," the difficulty number is 10. If the gun has been reduced to "SLF," the difficulty number is 15; and so on.
• Reduce the character's starship repair skill by 2D *unless* doubled damage repair was planned.
• If the repair skill roll is successful, one "level" of damage is repaired (see 17.2).
• If the skill roll fails, the system is permanently damaged (see 17.27).
• Systems repaired in the course of combat are considered repaired only for the duration of that combat (the repair is jury-rigged). The ship must still be repaired using the normal rules (from the roleplaying game) after the battle is over. At that time, the difficulty number for repair is 10 if no system has suffered more than 1 level of damage in the course of the battle; 20 if any system suffered 2 or more levels of damage; and 30 if any system is "permanently" damaged. (Note that "permanent" damage can be repaired; it is "permanent" only in the sense that it cannot be repaired during a battle.)

36.6 When a character plans to angle deflectors, his total difficulty number for hazard purposes is increased, per the normal rules.
• During the Markers Phase, he must make a starship shields skill roll. The difficulty number for the roll depends on the number of shields he wishes to angle (to move from one box to another). The difficulty number is 10 times the number of shields he wishes to move.
• The character's starship shields skill is reduced by 2D before he rolls, unless the action was doubled. **Note:** Doubling the action does *not* let the character angle two shields; instead, it lets him use his full starship shields skill.
• If the starship shields roll is successful, the character may move as many shield markers as he had planned. Otherwise, none may be moved.

36.7 Any character who suffers one or more "SK–1" damage codes is wounded. A character whose skill is reduced to zero is incapacitated.

36.8 If a ship is destroyed, any characters aboard it may attempt to eject or use one of the escape pods. Each character must make a survival skill roll. The gamemaster determines the difficulty number for this roll; we recommend a typical difficulty of 15. A successful roll means the character has ejected and is floating in space, or occupies an escape pod. Whether or not he is rescued depends on circumstances. A failed roll means the character dies with his ship.

36.9 For the purposes of the *Star Warriors* rules a character's "Force skill code" is the highest of his three (roleplaying) Force skill codes. The number of Force points possessed by a character is the same in both games.

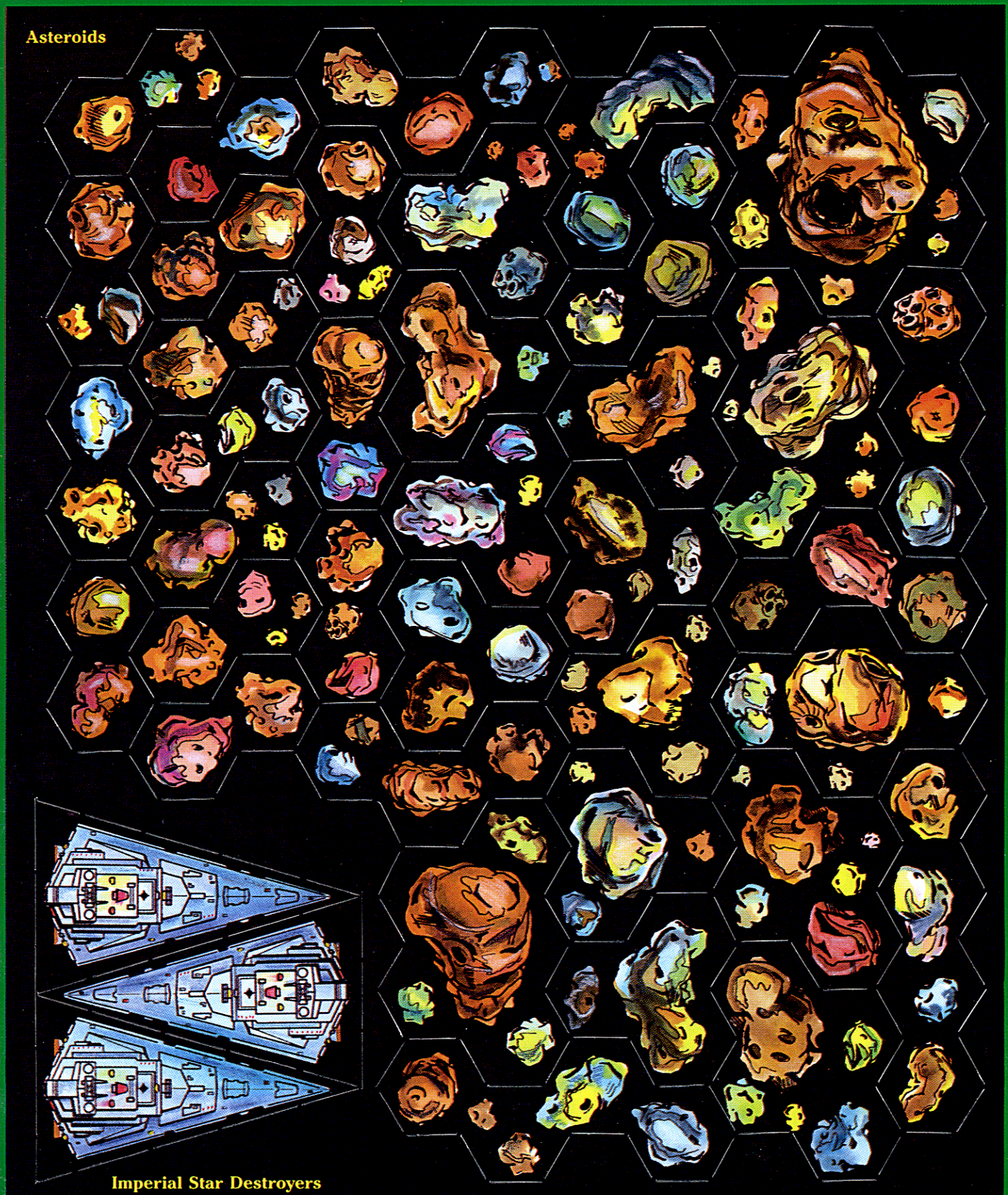


WEST END GAMES

Star Warriors

ASTEROID CARD

WEST END GAMES



Part #40201-51

Star Warriors

Control Sheet

R2 2-5 for use — can do 4-point action OR: Damage Control

Ship Information Section

	Ship #1	Ship #2	Ship #3
Ship type/ID			
Piloting Skill			
Pilot's Gunnery Skill			
Gunner Skill #1/#2			
Gun Damage #1/#2/#3			
Body/Body Damage			

Gun #1 Type

	1	2	3	4	5
To hit					
Power					

Gun #2 Type

	1	2	3	4	5
To hit					
Power					

Gun #3 Type

	1	2	3	4	5
To hit					
Power					

Speed/Turning Track

Throttle Setting/ Engine Damage	0	1	2	3	4	5	6	7	8	9	10	11
	0	1	2	3	4	5	6	7	8	9	10	11
	0	1	2	3	4	5	6	7	8	9	10	11
Turn #	0											

Damage Section

	Ship #1	Ship #2	Ship #3
Lateral Control Damage +1 +2			
Stabilizer Damage Add number to action difficulty (B)			
Action Penalty (B) 3			

Actions Section

	Ship #1	Ship #2	Ship #3
Bank -1 -2 (D)			
Overturn Replaces Bank -3 -4 (D)			
Overspeed +1/+2 to Top Speed (E)			
Accelerate +1/+2 to Speed (E)			
Overaccelerate +3/+4 to Speed Replaces Accel. (E)			
Decelerate -1/-2 from Speed (E)			
Overdecelerate -3/-4 from Speed Replaces Decel. (E)			
½ Loop (see 10.34) (C)			
Slip (see 10.31) +1 (C)			
Roll +5/+10 to hit or to be hit +1 (C)			
Jink +5/+10 to hit or to be hit +1 (C)			

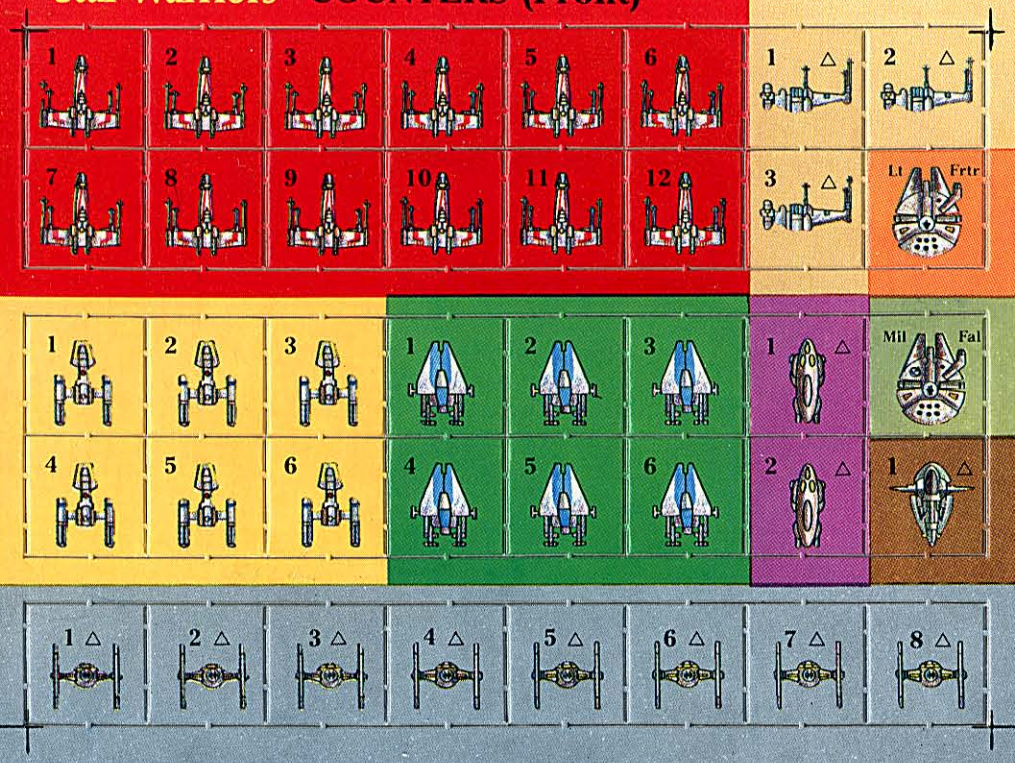
	Ship #1	Ship #2	Ship #3
Damage Control 2-6/2-8 Repaired 9-12 Broken (A)			
Pinpoint Fire -5/-10 to hit (F)			
Snap Fire Fire during move/ Fire during & at end of move (F)			
Targeting -5/-10 vs. tailed ship -5/-10 to be hit (G)			
Angle Deflectors Move 1 or 2 shields (G)			

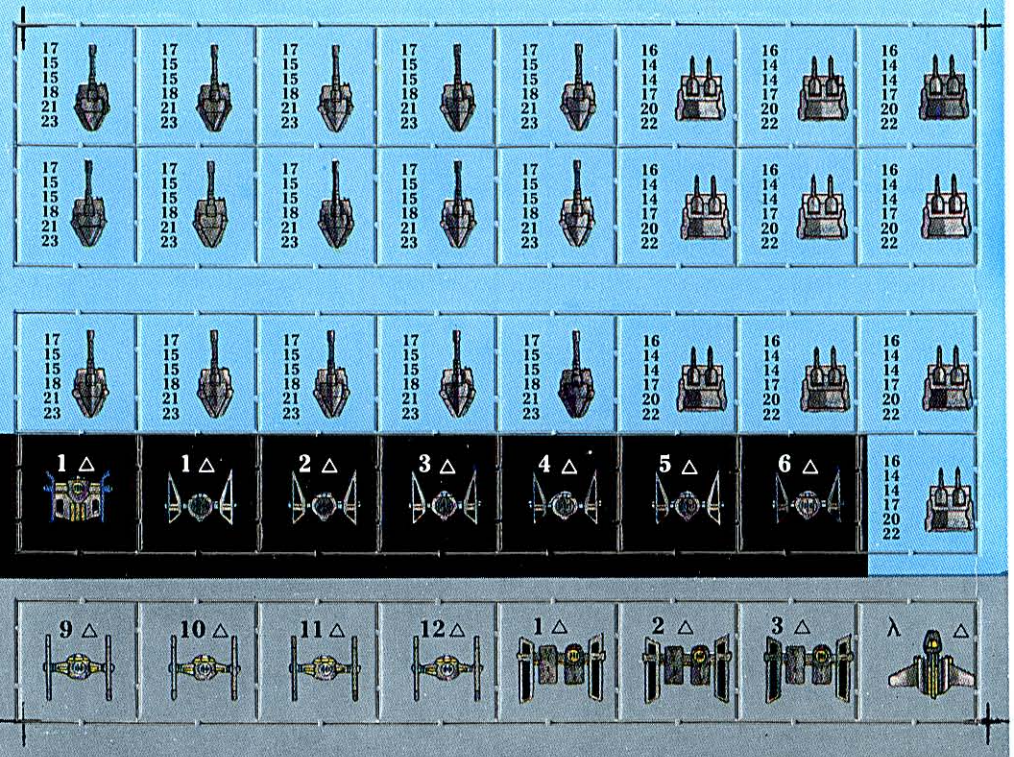
Deflector Shields

Number Aux/Def

	Ship #1	Ship #2	Ship #3
Front			
Rear			

Star Warriors COUNTERS (Front)





Action	Action	Action	Action	Action	Action	Throttle 1	Throttle 2	Throttle 3	Throttle 1

Throttle 2	Throttle 3	Throttle 4	Throttle 5	Throttle 6	Throttle 1	Throttle 2	Throttle 3	Shield	Shield

Action	Action	Action	Action	Action	Action	Action	Action	Action	Action
Action	Action	Action	Action	Action	Action	Action	Action	Action	Action

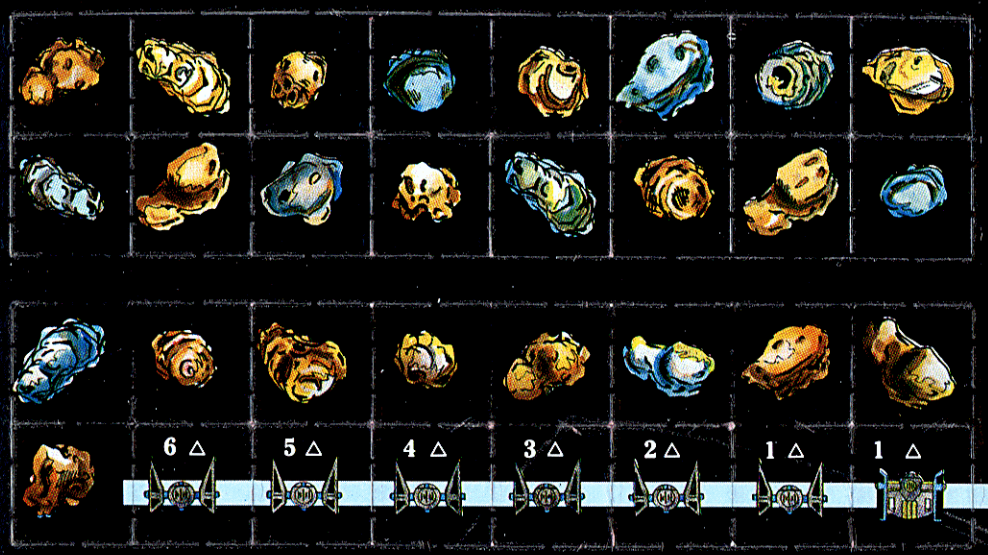
Action	Action	Aux Power 3	Aux Power 1	Aux Power 2	Shield	Shield	Shield	Shield	Shield
Action	Action	Aux Power 4	Aux Power 5	Aux Power 6	Shield	Shield	Shield	Shield	Shield

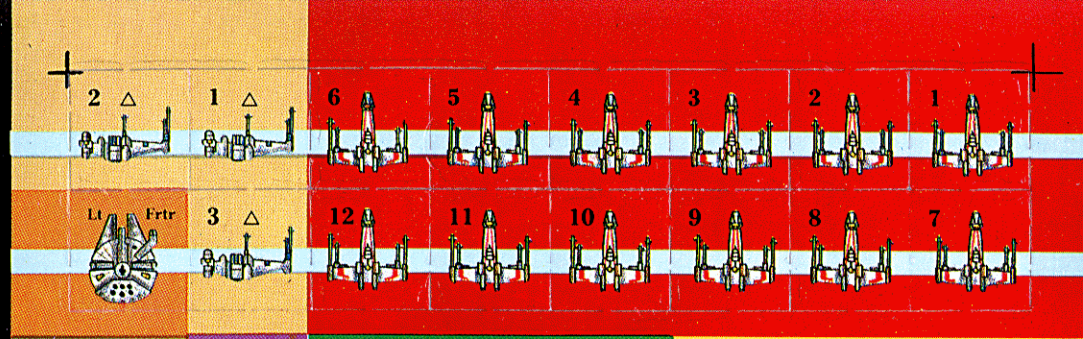
Action	Action	Action	Action	Action	Action	Action	*Action*	*Action*	*Action*
Action	Action	Action	Action	Action	Action	Action	*Action*	*Action*	*Action*

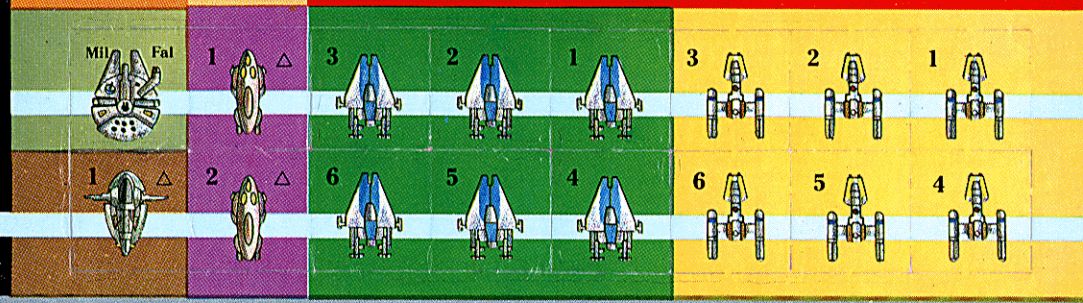
Action	R2 D3	R2 D1	R2 D2	A Tracking −5	B Tracking −5	C Tracking −5	A Target	B Target	C Target
Action	R2 D1	R2 D2	R2 D3	D Tracking −5	E Tracking −5	F Tracking −5	D Target	E Target	F Target

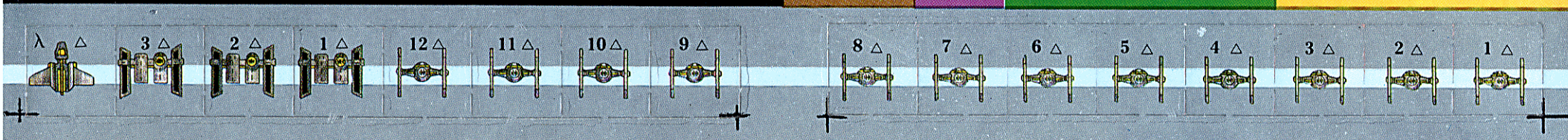
Part #40201-20

Star Warriors COUNTERS (Back)









Shield x2	Shield x2	Turn+1 3	Turn+1 2	Turn+1 1	Turn+1 6	Turn+1 5	Turn+1 4	Turn+1 3	Turn+1 2	Turn+1 1	Turn+1 3	Turn+1 2	Turn+1 1	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2
Shield x2	Shield x2	Shield x2	Shield x2	Shield x2	Shield	Shield	Shield	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2
Shield x2	Shield x2	Shield x2	Shield x2	Shield x2	Shield	Shield	Shield	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2

C	B	A	C Tracking −10	B Tracking −10	A Tracking −10	R2 D2 x2	R2 D1 x2	R2 D3 x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2
F	E	D	F Tracking −10	E Tracking −10	D Tracking −10	R2 D3 x2	R2 D2 x2	R2 D1 x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2	Action x2

HAZARD TABLE (7.3)

	2	3	4	5	6	8	9	10	11	12
A*	A + 3 A + 3	A + 3 LOSE	SPD? LOSE	LOSE SPD2?	LOSE LOSE	LOSE LOSE	LOSE Stb	LOSE Stb	A + 3 SPD2?	SPD? A + 6
B	A + 6 Stb	A + 3 A + 3	SPD? T + 2	A + 3 T + 2	T + 1 T + 1	Roll Roll	Roll A + 3	T + 1 L	A + 3 Stb	SPD? A + 6
C	Roll E	T + 1 Stb	SPD? L	LOSE T + 2	A + 3 LOSE	A + 3 LOSE	Roll LOSE	LOSE LOSE	SPD? L	— Stb
D	A + 3 Stb	LOSE Roll	Roll Stb	— L	LOSE LOSE	LOSE LOSE	A + 3 LOSE	LOSE SPD2?	LOSE L	LOSE Stb
E	SPD? L	LOSE Stb	T + 1 —	LOSE Stb	— LOSE	SPD? LOSE	SPD? E	A + 3 E	LOSE L	LOSE Roll
F	LOSE G	— T + 1	T + 1 A + 3	SPD? A + 3	— Roll	LOSE A + 3	A + 3 —	LOSE LOSE	LOSE Roll	— —
G	— —	LOSE A + 3	— Roll	T + 1 Roll	— —	A + 3 —	SPD? A + 3	— T + 1	Roll —	— SPD2?

• A roll of "7" is always "No Effect" * Advanced Game only.

SUMMARY OF DAMAGE CODES

A+ = Action Penalty
Body = Lose listed no. of body points
E = Engine
G = Gun
L = Lateral control damage
LOSE = Lose 1 action
P = Power loss
Roll = Forced roll
SPD? = Random speed change
Sk–1 = Decrease pilot/gunner skill
Stb = Stabilizer damage
T+ = Increase turn number

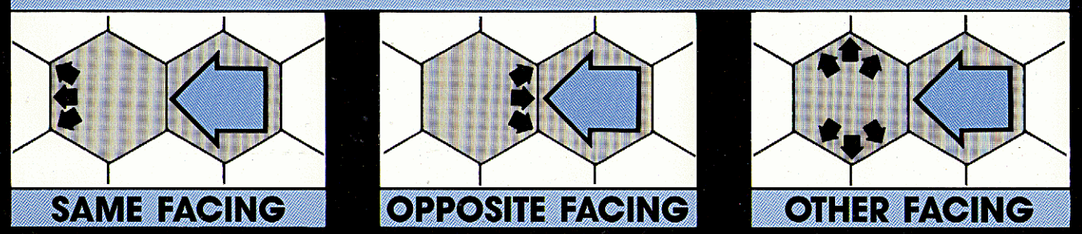
This key applies to both the Hazard Table and Fire Table

FIRE TABLE (12.3)

	–1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Front Quarter	L Sk – 1 P	Roll P T + 2	A + 6 G P	G P T + 1	A + 3 G	Roll Stb	L	E	P	Roll Sk – 1 Body	Stb G Body	A + 3 P Body	A + 3 P 2 Bdy	A + 3 P 3 Bdy	A + 6 2P 4 Bdy
Rear Quarter	A + 3 E Stb	G P T + 2	A + 3 P Roll	L P T + 1	E	Sk – 1 G	L	E Body	P Body	Stb P Body	E Roll 2 Bdy	L P 2 Bdy	A + 3 P 3 Bdy	E 2P 4 Bdy	A + 3 2P 5 Bdy
Port/Starboard Quarter Advanced Game Only	A + 3 Sk – 1 P	L Stb T + 3	A + 3 L Stb	L Stb P	Roll	—	E	Sk – 1	G P	Roll Stb Body	L P Body	P 2 Bdy	L P 2 Bdy	A + 3 P 3 Bdy	A + 3 2P 4 Bdy

• A modified roll of 2 or less is "no effect" unless the firing weapon is an Ion gun • Ion guns cannot do body hits • A roll of 14+ is always a kill

FACING EXAMPLES FOR 11.2



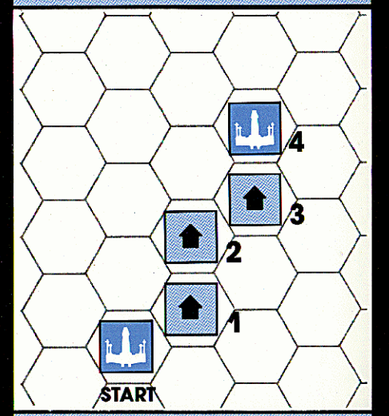
DIFFICULTY MODIFIERS (11.2)

MANEUVER	FIRER		TARGET	
	SNGL	DBL	SNGL	DBL
½ Loop	+5	+5	–5	–5
Roll*	+5	+10	+5	+10
Jink	+5	+10	+5	+10
Pinpoint Fire	–5	–10		
TRACKING**	–5	–10	–5	–10

SPEED Same Facing: + difference in speeds
Opposite Facing: + both speeds
Other: + target speed

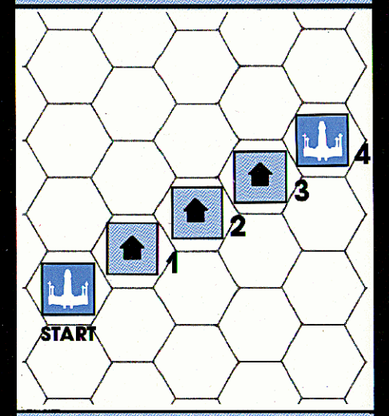
* Synchronous Rolls Cancel Out (11.23)
** Firer is –5/–10 to BE HIT while tracking (11.26) but not by his target

STANDARD GAME



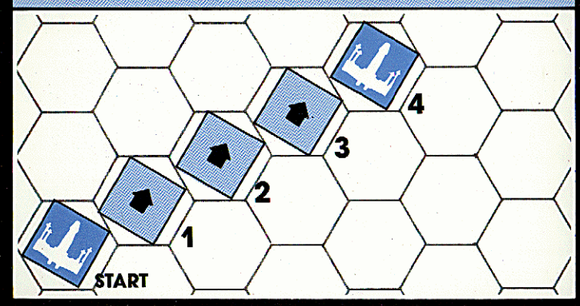
SINGLE SLIP

STANDARD GAME

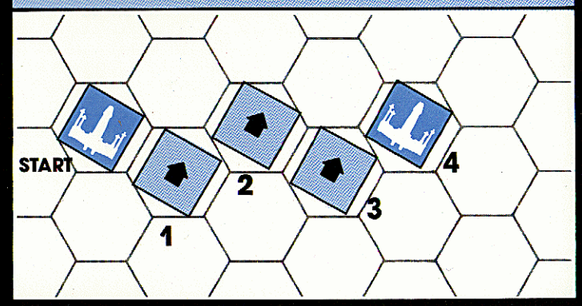


DOUBLE SLIP

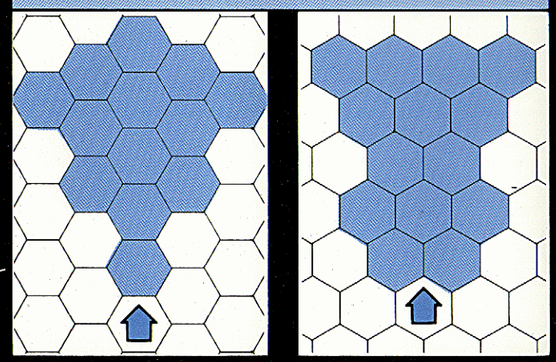
ADVANCED GAME SINGLE SLIP



ADVANCED GAME DOUBLE SLIP

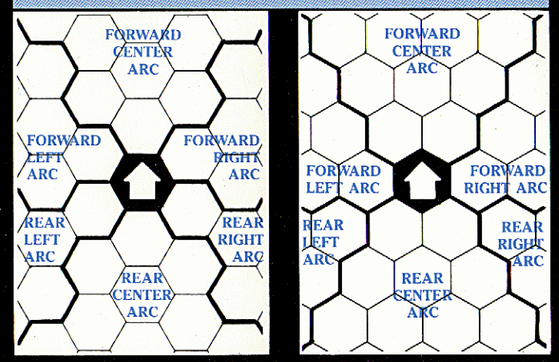


ADVANCED GAME FIRING ARCS



HEX SIDE FACING HEX POINT FACING

SHIP ARCS



HEX SIDE FACING HEX POINT FACING

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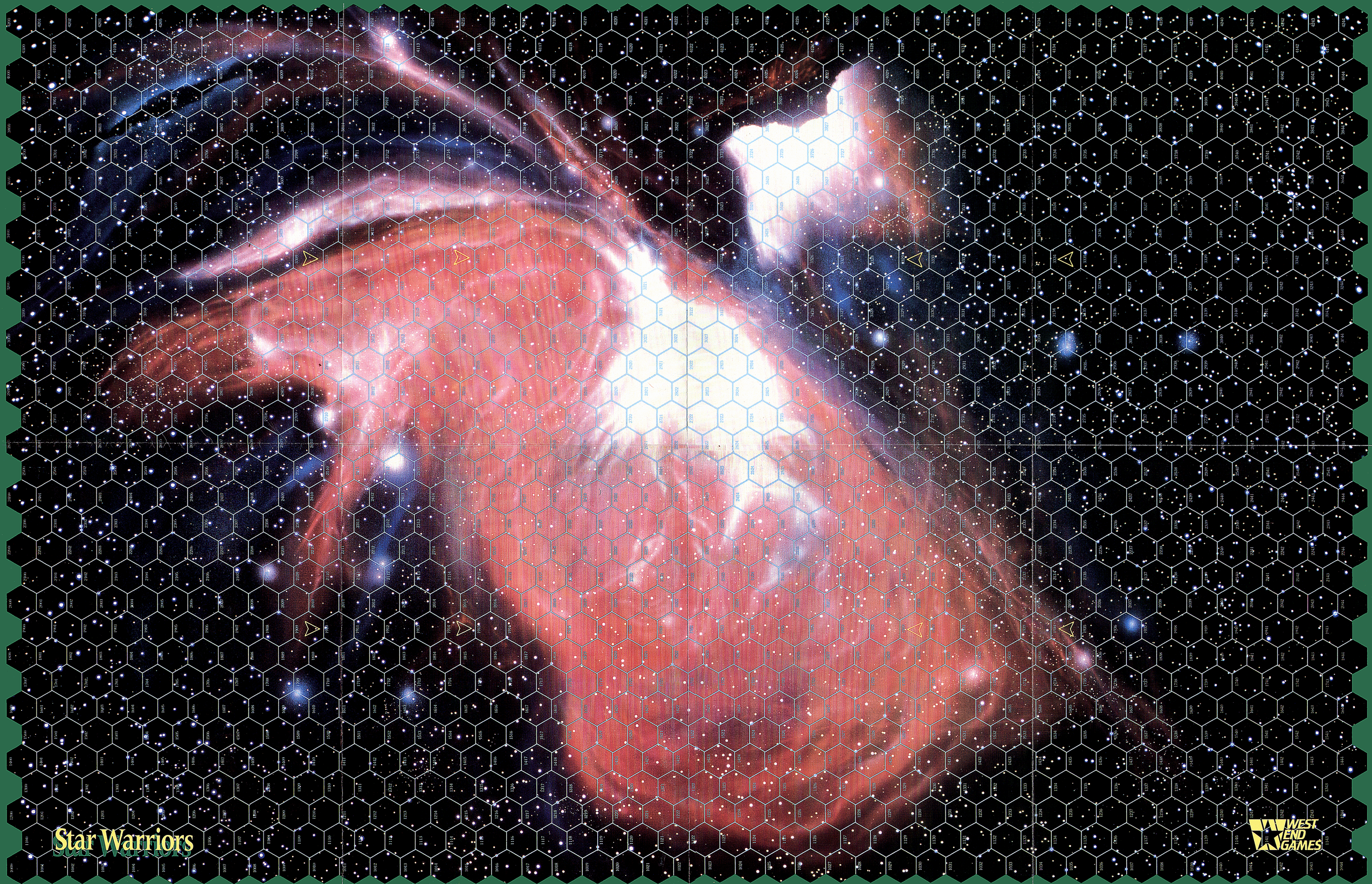

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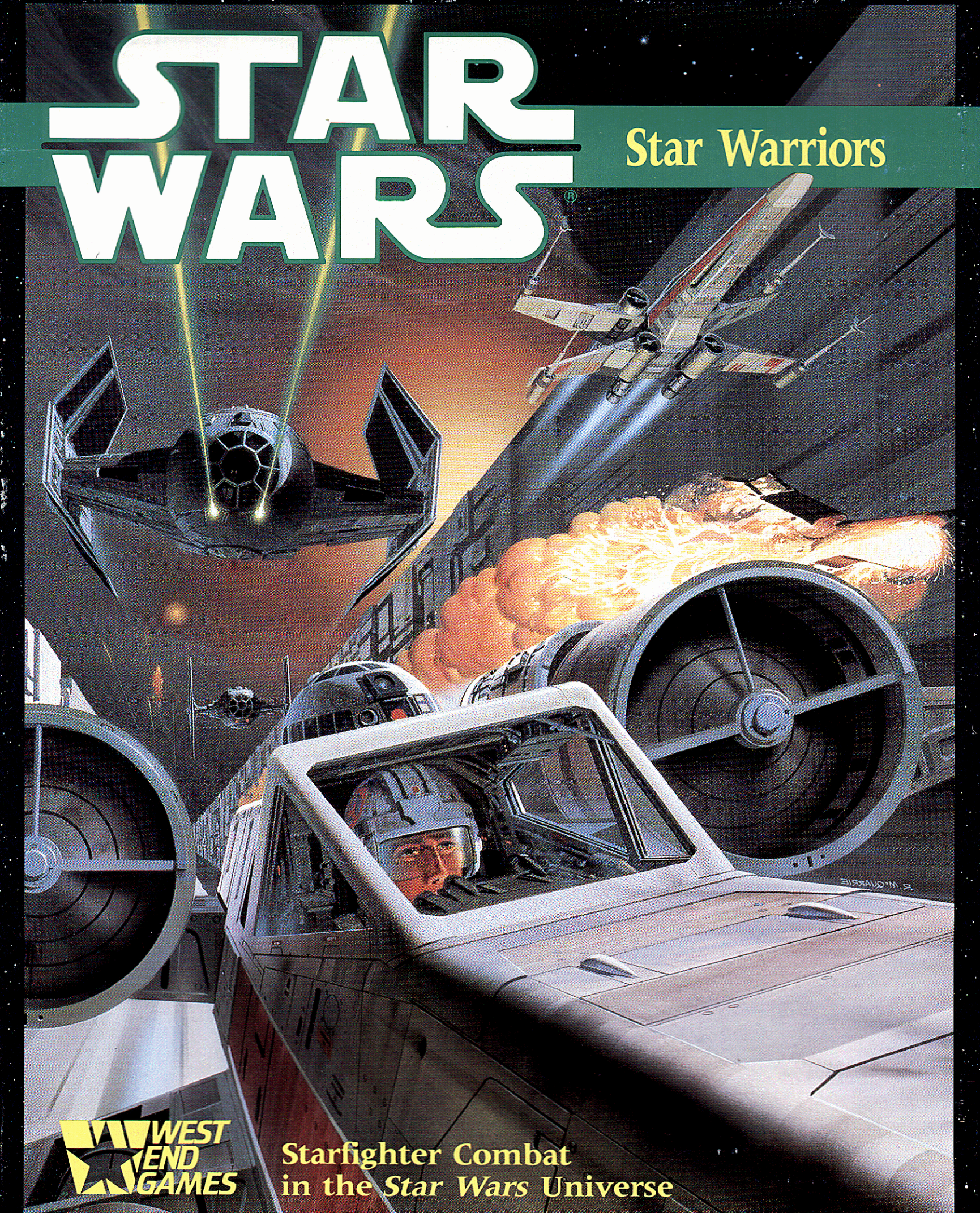

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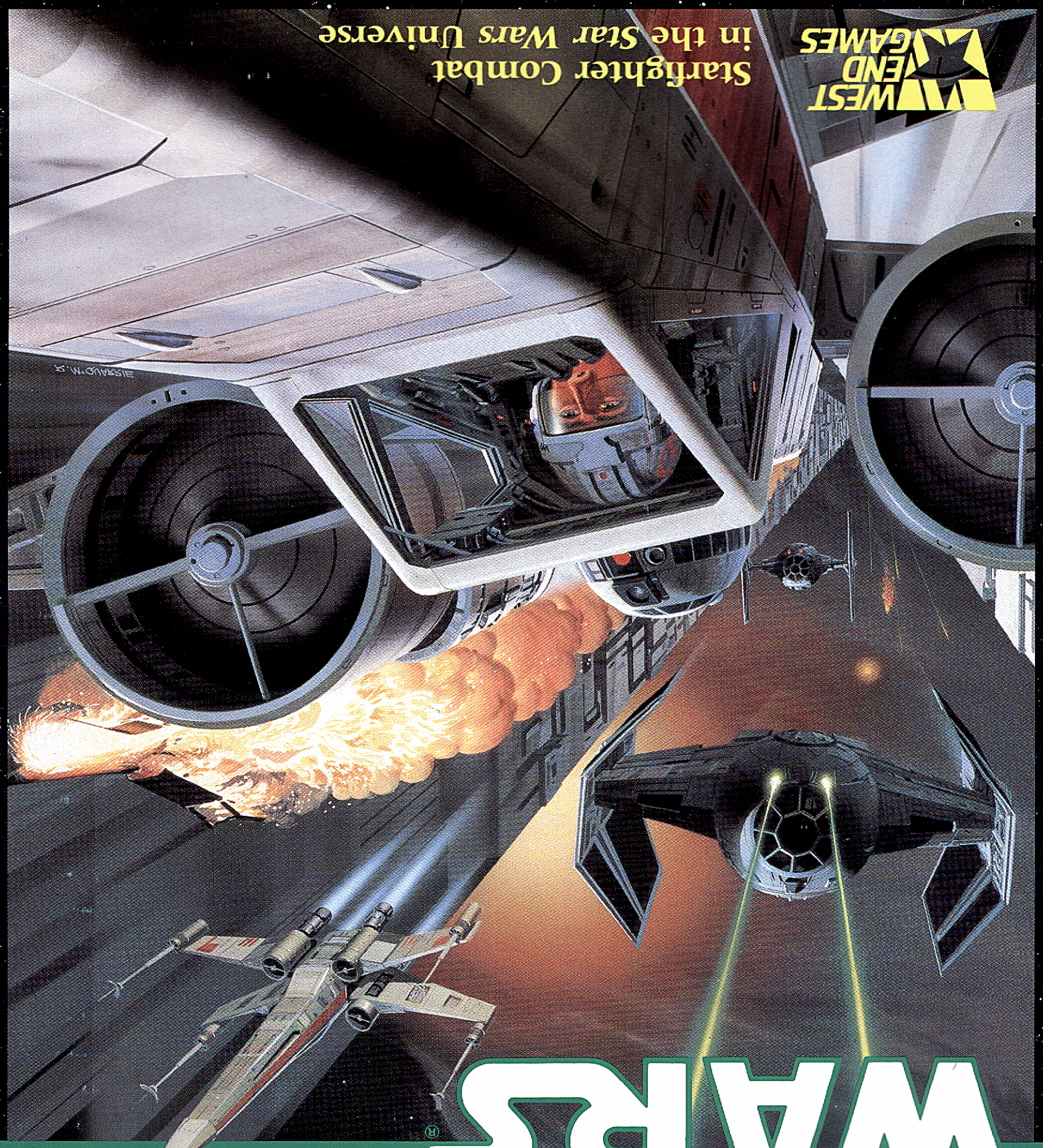

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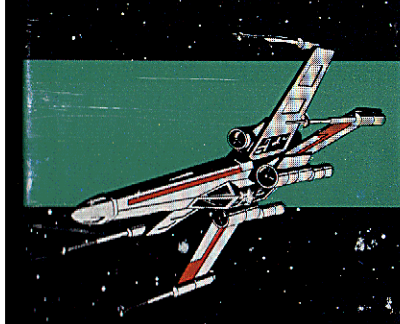

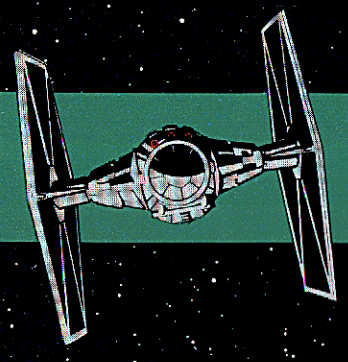

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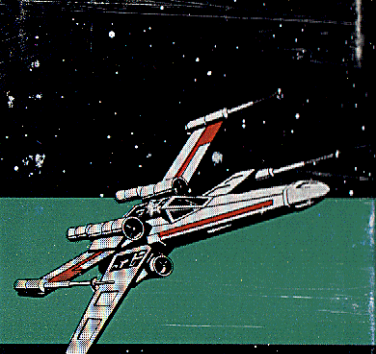

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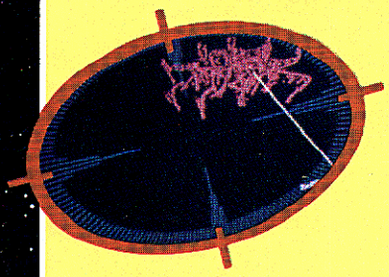
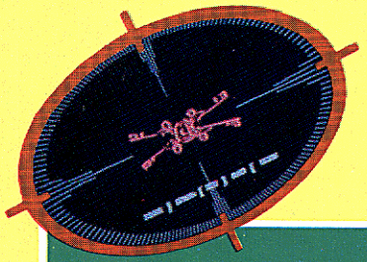
by Douglas Kaufman



"Hughes!" you shout. "You've picked one up. . .watch it!"

"He's on me tight —" Hughes's X-wing slams into a desperate dive as the TIE's blasters slash through his failing deflectors. "I can't shake him! I can't shake him!"



"Hang on, buddy," you call. "I'm coming in!" You lean your A-wing through a gut-wrenching loop and come up behind the enemy ship. You trigger your laser as the TIE swoops in for the kill. . .

THE FIRST TEN YEARS
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