

STAR

# WARS of the *Freelancers*

WARS

## Space Combat Game



The



Space Combat Game

by

I. J. Thompson

based on 'Star Wars Miniatures Battles' by  
**West End Games**

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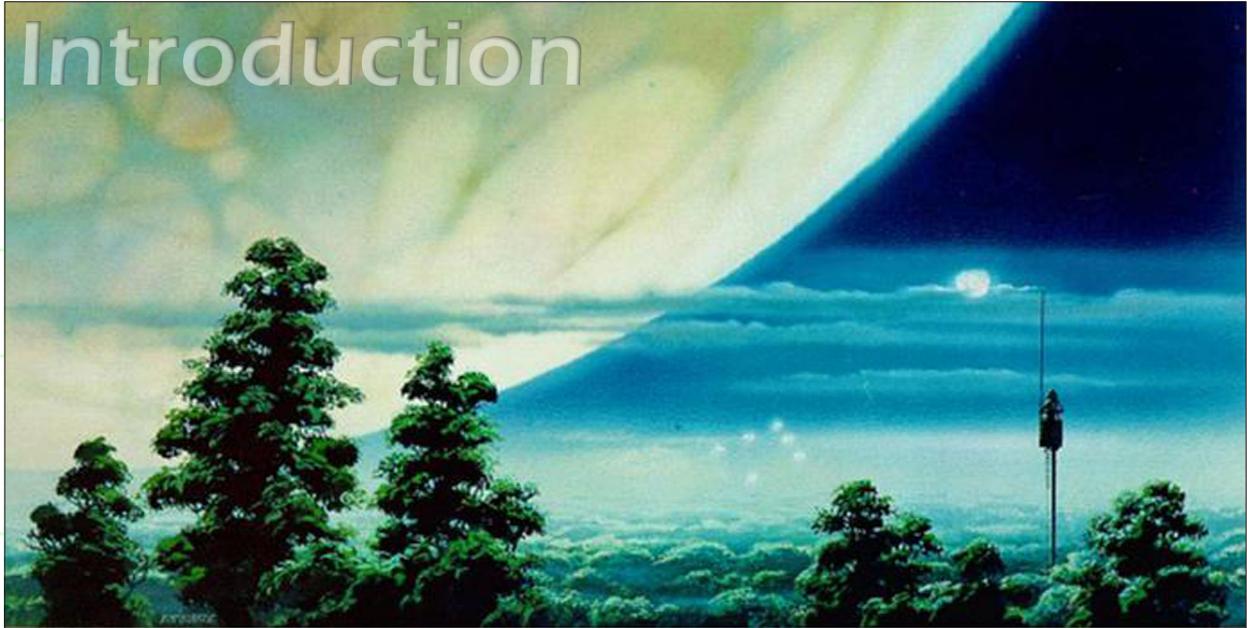
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# Introduction

Welcome, one and all, to the *Tales of the Freespirit Space Combat Game*, the product of much labour, toil, and, last but not least, fun! The need for this game arose from my RPG group's discontent with the regular D6 space combat rules, and the fact that our campaign has been leading us into progressively larger and larger space battles. The regular rules work fine for a couple of ships, but when a situation calls for multiple squadrons and capital ships, things have got to change! Hence, the volume you are now perusing. Now, don't let the title fool you - though I've named the game after my own campaign, I did so only out of a desire to maintain unity within the website. You need not know anything about Elrood Sector or the Tales of the *Freespirit* to enjoy this game... an appreciation of the Star Wars universe and tabletop gaming are all that's required! I present this game as a free utility to gamers everywhere, in the hopes that they'll have fun with it, and to keep the flames of WEG's D6 Star Wars game glowing brightly.

## Using This Game with the Star Wars Roleplaying Game

This game is fully compatible with WEG's roleplaying game, and is based on their Miniatures Battles tabletop game (the squad-based game, that is, not the vehicles expansion). Players of that game are going to find most of this system *very* familiar, and will be able to jump into this system with ease. Players unfamiliar with SW:MB or D6 in general need not worry - this game is, if anything, *easier* to learn than the game upon which it is based.

## What You Need to Play

Nearly everything you need to get underway can be found right here. These are:

## Miniature Ships

Ship counters can be found right here in this book, and are all included on the same page, for simplicity's sake. I recommend adhering them to thin card, so that they won't blow away when breathed upon! Assembly instructions are included right there on the counter sheet, on the back page of this volume. Another great (though not essential) addition to the game is some of Galoob's Star Wars Micro Machines. These plastic miniatures do a great job of representing Hero and Capital ships (coming in the Advanced game), though I wouldn't recommend using them for regular Squadrons - they take up too much space, and pity the clumsy player who bumps into the playing table, knocking over multiple Squadrons of fighters!

## Playing Area

A hex map is required to play, and can be found at most gaming stores. The hexes should be no greater than 1 inch in diameter, and long grain, if possible. I had my hex map laminated at a copy shop, and would recommend this to anyone. The map lays flat, can be written on with dry-erase markers, and is impervious to the occasional drink spill.

## Other Materials

A whole bunch of six-sided dice (in an assortment of colours and sizes), pencils, and printouts of the record sheets included here are all required to play.

## Game Scales

The scale used in this game is 1 hex = 1 space

unit. If the combat is taking place within a planet's atmosphere, the scale changes to 1 hex = 100 meters.

## How to Play

Right here, I'll give you a brief overview of how a round of the *Tales of the Freespirit Space Combat Game* is played. You won't be able to start a game with this information, but it will give you a nice 'bird's eye view' of what will be found in the chapters to come.

## Squadrons

A group of fighters is called a Squadron, and consists of two to twelve ships of the same type. The squadron will have a Leader, and possibly one or two Hot Shots, but apart from this all pilots in the squadron will have exactly the same skills. As the battle rages, squadrons who suffer heavy casualties may break and flee the battle, whether their controlling player would like them to, or not!

## Setting Up

Before the game begins, players need to decide what the circumstances of the battle are, and what conditions need to be met by either side to win the game. In the case of a basic dogfight, this could be as simple as "I need to destroy all of my opponent's fighters", but it could be more involved. Perhaps the Imperial player needs to protect a space station for so many rounds while an important official is evacuated to an escape craft, and then must escort that craft into hyperspace. Perhaps the Rebels are making a run on the Death Star itself! In addition to this, each player will need to create their own squadrons, capital ships, and Heroes. These are created through the expenditure of 'Squadron Generation Points', which are explained in detail in the chapter, Creating Squadrons. If you're using this game with the Star Wars Roleplaying Game, your mix of forces will already be determined by the roleplaying situation. In this instance, players need only transfer their ship's roleplaying stats to ones compatible with this game.

## Sequence of Play

This game is played in Turns, each of which consists of five Phases. In the interest of fairness, the sequence of these Phases must be followed *exactly*. For instance, if a player forgets to move a Squadron in the Movement Phase, he can't be allowed to do so in the Combat Phase - simply too many other factors are dependent upon the sequence of play to allow any free actions to players. This sequence is:

## The Initiative Phase

Each player rolls a die, and adds their side's highest *command* skill to the roll. The higher roll has the initiative for this turn. If there is a tie, players simply re-roll.

## The Movement Phase

The player with initiative decides if he would like to move first, or force his opponent to do so. The player moving first moves one of his squadrons, Heroes or capital ships (owner's choice) across the map and then the other player does the same. Ships can travel at one of two speeds, Attack Speed or Full Throttle, or any portion thereof. However, only capital ships and Heroes can choose to simply not move during this phase - squadrons must stay in motion at all times. This alternating movement continues until all craft have completed their moves.

## The Combat Phase

All ships fire at one another. The shots can be taken in any order, since all combat is considered to be simultaneous, and no damage is suffered until the combat has been resolved.

A squadron of fighters must all attack the same targets - for instance, in the Combat Phase, a group of TIE Interceptors may be ordered to engage a squadron of X-wings, or perhaps a squadron of B-wings might try to use their proton torpedoes to destroy the gravity well projectors on an Inderdictor Cruiser.

The pilots then make a Fire Code skill test, the difficulty of which is based on the range to the target, how fast their ship is moving, Morale of the Squadron, and whether or not the firing ship has been damaged.

If an attack is successful, the two players make an opposed roll - the weapon's Damage, vs. the Damage Resistance of the targeted ship. Depending upon the outcome of this roll, the target could become damaged, destroyed, or suffer no effect at all.

## The Morale Phase

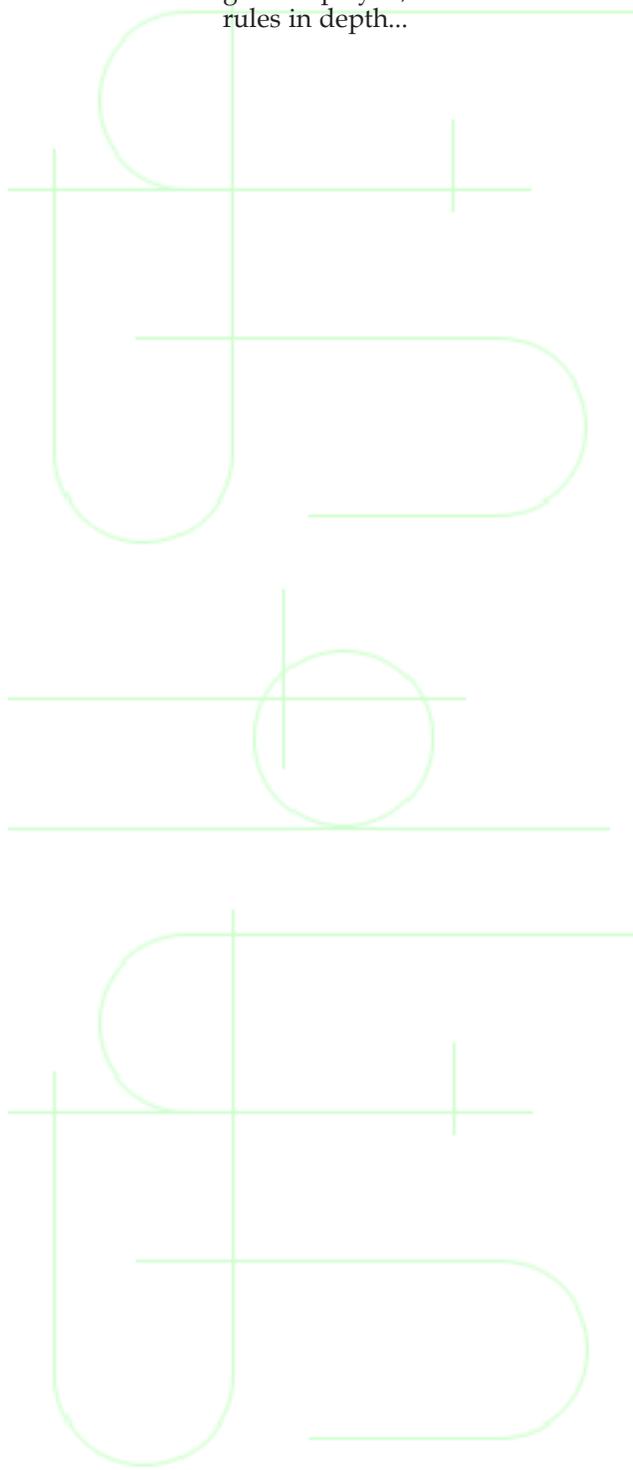
After the combat has been resolved, it's time to find out how the squadron is handling it! If a squadron is particularly battle worn (and is composed of largely rookie pilots), there is a chance that the entire squadron may break and flee from the battle. Hopefully, if the squadron has an effective Leader, he will be able to Rally them, keeping them in the fight a little longer.

It is possible, however, that a squadron's Morale may actually *improve* with a Morale check... it all depends upon the skill of the squadron's Leader.

## Special Actions Phase

This phase only comes into use in the Advanced Game (coming soon!), and is the phase in which all the crazy stuff not covered by the Basic rules takes place. Heroes can use The Force, reinforcements could arrive from hyperspace, a Death Star could even fire its Superlaser! After this phase is concluded, players start a new Turn, rolling Initiative once again.

Now that you have a vague idea of how the game is played, let's dive in and have a look at the rules in depth...





Fighters are organized into squadrons, which move and fire together. These squadrons are created through the use of Squadron Generation Points (or SGP's), and all of their details are recorded on a Squadron Record Sheet.

### Attributes, Skills and Training

Attributes and skills work almost exactly as they do in WEG's roleplaying game. The six attributes (DEX, KNO, MEC, PER, STR, TEC) govern a range of skills, which determine a pilot's performance. These skills can be improved through extra training or, in game terms, purchased with SGP's. The skills used in this game are:

#### DEXTERITY

- Blaster\*
- Missile weapons
- Vehicle blasters\*

#### KNOWLEDGE

- Survival\*

#### MECHANICAL

- Capital ship gunnery\*
- Capital ship piloting\*
- Capital ship shields\*
- Sensors

- Space transports\*
- Starfighter piloting
- Starship gunnery
- Starship shields\*

#### PERCEPTION

- Command

#### STRENGTH

- No Strength skills are used in the game

#### TECHNICAL

- No Technical skills are used in the game

(\* indicates skills used in the Advanced game only.)

The standard RPG die codes are simplified for this game, by simply removing the D, and any pips, from the skill level. For example, a pilot from the RPG with a *starfighter piloting* skill of 5D+1 now has the skill at a value of 5. Similarly, a craft in the RPG with 2D+2 shields will now have a shield value of 2 (in Star Wars Miniatures Battles, they round any +2s up, so that a skill of 2D+2 would become 3. You and your opponent can pick the method that's right for you!). The related dice rolling mechanics are described below.

### Squadrons

Squadrons are the basic units in the *Tales of the Freespirit Space Combat Game*. Apart from a few possible exceptions (i.e. Hot Shots), all pilots in a squadron have the same skills, their ships the same weaponry. Squadrons come in one of three possible 'qualities' - Average, Veteran or Elite. These titles describe a squadron's experience in combat and are an indicator of that squadron's ability to see a battle through to its conclusion. All of the fighters are commanded by one pilot in the squadron - the Leader.

### Squadron Coherence

All fighters in a squadron must stay within 'command distance' of another fighter within the squadron. This command distance is, simply, the pilot's *command* skill, in hexes. For a Leader to be actively in charge of his Squadron, he too must be within his own command distance of one of his fighters, who in turn must be within command distance of another fighter in the Squadron, etc.

**Example:** the small Squadron of TIE interceptors pictured here has a command skill of 2, and therefore must remain within 2 hexes of one another in order to maintain Squadron Coherence. The Leader, however, has a command skill of 3. He's not penalized for being three hexes away from his Squadron, who will still enjoy the benefit of his command. Blue Four, on the other hand, is not within command distance of his Squadron. He is now Separated.



## Separation

Does this mean that a fighter may never go off on its own? Of course not. Pilots are free to go where they wish, but if they choose to separate themselves from their Squadron, they will deprive themselves of the enhanced coordination that being part of an organized fighting unit can provide. In game terms, a modifier of +1 is added to the difficulty of all fire combat rolls. In addition, the Threat Level of all Morale checks is increased by +1 (see the chapter Morale).

## Skill Tests

Dice rolling is a little different in this game, and is performed with multiple ships and guns in mind. There are two kinds of die rolls used here:

**Straight roll:** When a pilot is trying to perform an action where his own skill is the only deciding factor (fire lasers, navigate an asteroid field, etc.), a straight skill test is performed. The player simply rolls one six-sided die, and adds his applicable Code value to the roll. If the result meets or exceeds the predetermined difficulty number, the player succeeds.

**Opposed roll:** When there are two sides to the outcome of an event (using one's lasers to damage another craft, trying to break one's ship out of a tractor beam), an opposed roll is called for. Both players roll a die, and add the applicable Code to their roll. The highest roll wins, and the attacker wins on a tie.

## Rollovers and Bomb-outs

In the interest of making sure anything is possible (and, alternatively, making sure that anyone can fail), there are some special die-rolling mechanics that will ensure you get a healthy element of unpredictability into your game:

**Rollovers:** If a six is rolled when making any kind of die roll, that player gets to roll again, adding the new number to the six he just got. If the lucky player keeps on rolling sixes, he simply gets to keep adding them to his total! Adding the applicable Code to this total will get the player his final total.

**Bomb-outs:** If a one is rolled, the player's total is an automatic zero, no matter what Code applies. The only exception to this is when the player is performing a 'rollover'. In this instance, the one rolled is simply added to his total.

If both players roll ones on an opposed roll, *neither* player is the victor.



In the Movement Phase, players alternate moving their Squadrons, Heroes, and Capital Ships. While no craft is required to move its full movement rate, only Capital Ships and Heroes may choose to come to a dead stop - and only then if they moved at Attack Speed in the prior round.

### Movement Rates

Each craft in the game has two Movement Rates - Attack Speed, and Full Throttle. These rates dictate how many hexes the craft may travel in a Movement Phase. It should be noted that, if a pilot is flying his craft at Full Throttle, he may not fire at any ships in the Combat Phase... he's simply moving too fast to target anyone. With this in mind, it should also be pointed out that all ships in a Squadron must move at the same rate. And no matter what distances were traveled, if one ship in a Squadron moves at Full Throttle, *all* ships in the Squadron are considered to have moved at Full Throttle. These movement rates are arrived at using the following equations:

**Attack Speed:** craft's Space/2 + *piloting* skill

**Full Throttle:** craft's Space + *piloting* skill

**Example:** A Rebel X-wing (Space: 8) flown by a pilot with 4D+1 (or 4, for the purposes of this game) in *starfighter piloting* has an Attack Speed of 8, and a Full Throttle of 12

### Attack Speed

This is the basic movement rate of the game, and is a craft and its pilot's optimum combat speed. This is why the *piloting* skill is figured into this number - higher skilled pilots are more comfortable moving their craft at higher speeds, and can still target other ships while doing so.

### Full Throttle

When a pilot flies Full Throttle, he's more concerned with reaching his target or evacuating a combat zone than in engaging enemies. Ships flying at Full Throttle may not fire in the Combat Phase.

### Maneuvers

There's much more to dogfighting than pure speed, of course. A fighter's maneuverability, coupled with the skill of its pilot, is what really rounds out a Squadron's 'personality'. A few more calculations will help us figure this out...

### # of Turns

This value is, quite simply, the number of hexsides a ship may turn during its move. This number is taken directly from the starship's 'Maneuverability' die code (rounding down the pips, of course) - a craft with a maneuverability of 3 has a # of Turns of 3.

### Turn Distance

This value determines how many hexes must be crossed, in a straight line, before a ship may make one of its hexside turns. The formula for finding a craft's turn distance is this:

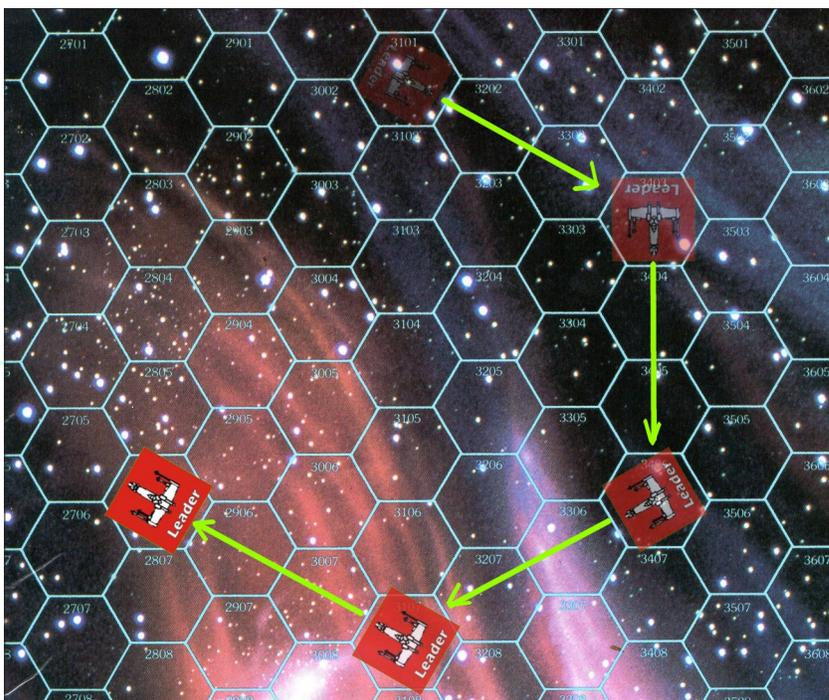
$$10 - (\textit{starfighter piloting} + \textit{maneuverability}) = \textit{Turn Distance}$$

**Example:** That X-wing from above, whose pilot had a *starfighter piloting* skill of 4, has a maneuverability of 3. Its # of Turns is 3, and its Turn Distance, then, is 3 (four plus three equals seven, subtracted from ten is three). The craft may turn three hexsides in its move, but it must move three

hexes before each of those turns. Red Leader, shown in the example here, is flying at Full Throttle (12 hexes). The final segment of his move covers enough hexes to get him another turn, but they've already been used in getting to this position. If a craft has turns left over at the end of its move, but cannot meet the Turn Distance requirement, they are lost and cannot be 'saved' for the next Movement Phase.

### Exemplary Pilots and Craft

Sometimes, a pilot may be so skilled, or his craft so maneuverable, that he can ignore the Turn Distance restrictions altogether. When calculating Turn Distance, if the number reached is 0, the craft may turn *two* hexsides at once. If the total is -1 or less, the craft is now able to make 180 degree bootlegger turns.





In the Combat phase, craft can now fire their weapons at one another. Since all Squadrons are considered to be firing simultaneously, every pilot will be able to get his shots out before suffering any damage.

### Combat Summary

The following six quick steps are used to perform Fire Combat, and are described in greater detail later in the chapter:

1. **Targeting:** Determine which fighters in a Squadron have craft from the target Squadron within the Fire Arc of the weapon being used.
2. **Range Determination:** Figure out the average distance, in hexes, between the attacking and target Squadrons.
3. **Final Difficulty of the Shot:** Any modifiers that may apply are added to the base difficulty.
4. **Make Gunnery Tests for the Firing Craft:** Successful skill checks indicate hit targets!
5. **Hit Determination:** Random selection determines which enemy craft are hit.
6. **Damage Determination:**

For each hit, an opposed roll is made between the attacker and defender. Players take note if any craft are damaged or destroyed, but the effect is not applied until the Combat phase ends.

### Fire Arcs

Fighters are limited to firing their weapons in the forward arc (illustrated in the accompanying diagram), for as long as the

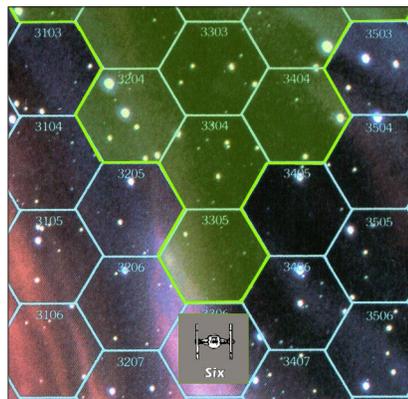
weapon's range will allow. Note that the hex a craft occupies is *not* considered to be within a pilot's fire arc. If two enemy craft occupy the same hex, they are not eligible targets to each other.

An exception to the facing restriction is any turret-mounted weapon, which can be fired in all directions (though only one direction per turn). Additionally, ships armed with turrets *may* fire at craft in their own hex, as they could be considered to be firing straight 'up' or 'down'. Needless to say, craft armed with turret weapons (and capable gunners) can have a devastating effect in a dogfight.

### Line of Sight/3 Dimensional Combat

There have been many different approaches to 3D tabletop space combat in the past, many of them so complicated as to be distinctly *un-fun*. To simulate the effect of a 3D environment, I have chosen to tie this element into the Line of Sight rules: If a target is within the attacker's Fire Arc, he is eligible to be shot at, *no matter what may be in the way*. If a Squadron of X-wings wants to fire on a Squadron of TIE bombers, and there's a Super Star Destroyer between them, they may fire at will, as though the Capital Ship weren't even there, and the TIEs may return fire in kind. The fighters are simply considered to be 'above' or 'below' the SSD. It's simplistic, but it's trouble free - and since both sides of the conflict gain this advantage, balance is maintained.

The same holds true for friendly fighters, and pilots may



fire through their comrades without any penalty whatsoever.

## Range

The range to a target determines the base difficulty for the shot, and falls into one of three ranges: short, medium, and long. Depending on the weapon being fired, these ranges will change. For instance, the average starfighter laser cannon has ranges of 1-3/12/25. This means that targets 1-3 hexes away are at short range, targets up to 12 hexes away are at medium range, and targets up to 25 hexes away are at long range. Weapons may not fire beyond long range. Since ranges change from weapon to weapon, deciding which weapon system a Squadron should employ in a given combat phase can be a major tactical decision - particularly since all fighters in the Squadron must use the same weapon in each combat phase.

## Measuring Range

An average range must be found from attackers to targets, so that all fighters in a squadron can roll against the same difficulty. If one of your fighters is perfectly placed behind an enemy at short range, that will gain your Squadron no advantage if mostly everyone else is at medium range from their targets. An average of the distance will give your attacking pilots an overall difficulty to roll against.

This needn't be a tedious mathematical exercise - since the targets will fall into either short, medium, or long range, just have a glance and take a guess. If your opponent differs, then you can get down to the nitty gritty of counting hexes and figuring averages. But remember, *all* visible craft in a target squad are eligible targets - you don't necessarily know *who* in the target Squadron your pilots will be shooting at!

## Determining Base Difficulty

Compare the range to the table below. This will give you the base difficulty. It's worth memorizing these numbers, since you'll be rolling against them every round.

Fire Combat Chart	
Range	Base Difficulty
Short	6
Medium	8
Long	10

## Determining Final Difficulty for the Shot

The base difficulty can be modified by other factors, all of which are listed below. All of these modifiers are cumulative.

## Combat Modifiers Chart

Firer Condition	Difficulty Modifier
Attack Speed	+1
Separated from Squadron	+1
Shaken	+1
Demoralized	+2

## Firer Conditions

Most firer conditions are applied to the whole Squadron. For instance, if one ship moved at Attack Speed, *all* craft in the Squadron are considered to have moved at Attack Speed. The only exception to this is separated craft - the penalty incurred from the craft being separated is not shared by the rest of the Squadron.

## Gunnery Tests

Now's the time when all the craft in a Squadron with eligible targets get to try and hit. A die is rolled for each ship, and the weapon's Fire Code is added to the roll.

**Example 1:** A Squadron of six A-wings are shooting at a Squadron of TIE fighters which is roughly 10 hexes away. Since they're firing their laser cannons, this is a medium range shot. The base difficulty of the shot is 8, but of course all the A-wings moved at Attack Speed this round, making the final difficulty 9. The Rebel player grabs 6 dice, one for each A-wing, and rolls them, resulting in a 1, 1, 2, 4, 4, and 5. This Squadron's laser cannon Fire Code is 6, so a six is added to each roll. The ones rolled are bomb-outs, and are ignored, but the other rolls result in an 8, 10, 10, and 11. Three hits!

**Example 2:** Now it's the TIE's turns. Since any damage the A-wings might have done is not determined until after all shots are taken, the TIEs are still at full strength. There are five TIEs, whose laser cannon Fire Code is 5. The Imperial player throws five dice, getting a 2, 2, 3, 6, and 6. The two sixes are re-rolled, getting a 2, and another 6! This 6 is rolled again, getting a 1. So the final totals for the rolls are 2, 2, 3, 8, and 13. Adding the Fire Code of 5 to these results yields a 7, 7, 8, 13, and 18 - two hits.

**Example 3:** A little later in the game, the players are familiar with the rules for combat, and have found a convenient shortcut to rolling gunnery tests. The Rebel player, with four A-wings remaining, sizes up the situation:

"Okay, your TIEs are at long range, difficulty 10, and I moved at Attack Speed, making it difficulty 11. My guys' laser cannons have a Fire Code of 6, so I need fives all around... (*grabs four dice and rolls them*) Let's see, I got a 1, 2, 5, and 6. The six is enough, I don't need to re-roll it. Two hits, not bad!"

## Hot Shots and Damaged Fighters

Any Hot Shots in the Squadron have higher *starship gunnery* skills (and, consequently, Fire Codes) than the others, so their shots must be rolled separately. Along these same lines, damaged, ionized, jammed or separated fighters will suffer penalties to their Fire Codes, and so will have to be rolled apart from the others, as well.

A great way to handle this is to have lots of different coloured and sized dice around. This way, different dice can represent different members of the Squadron, like this:

“Okay, my eight X-wings are opening up on your bombers. Sixteen hexes away, that’s long range for our laser cannons. As usual, add the penalty for moving at Attack Speed, and the final difficulty is eleven. We have a Fire Code of 7, so only fours are gonna cut it. Two of my craft are damaged, so they only have Fire Code 6, but my Hot Shot has a *starship gunnery* skill that’s two better than the others, so his Fire Code is 9. So while the regular guys need fours, my Hot Shot needs a two, and the two damaged ships need fives. I’ll use these two green dice for the damaged ships, and this big purple one will represent my Hot Shot...”

(*Grabs the eight dice and rolls them all at once*) “Oh, great... my five regular X-wings got a 1, 1, 2, 2, and a 4... one whole hit. The damaged ships got a 3 and a 4, so that’s a bust. But look - my Hot Shot got a 2, and that’s all he needed. Three hits! Now, let’s see which of those bombers I managed to hit...”

### Assigning Hits

Hits are determined randomly (rolling d8s, d10s, or d12s, makes this step very easy). Remember - it is possible for only one of the target craft to get hit by *every single shot*. Even if only one of the attacking craft had him in his fire arc... the craft is simply assumed to be hit multiple times by the same fighter.

### Damage Determination

At this point, an opposed roll is made between the weapons the attacking fighters were using, and the target crafts’ Damage Resistance. For each hit, the attacking player rolls a die, adding his weapon’s

Damage. The defending player also rolls a die, adding his craft’s Damage Resistance. In the case of warding off lasers, missiles, and torpedoes, the *shielded* Damage Resistance number is used. In the case of ion weapons, use the *unshielded* number. Then compare the results to the Damage Table, printed below:

#### Damage Table

Roll	Effect
D < DR	No Effect
D >/= DR	Damaged
D >/= DR+4	Destroyed

D = Weapon's Damage Roll

DR = Starship's Damage Resistance Roll

**Examples:** One of the TIE fighters from the example above, whose laser cannons have a damage of 5, hits one of the A-wings, whose Damage Resistance is 3.

1. The Imperial craft rolls a one, bombing out. The A-wing gets a 2, for a final total of 5. Since the A-wing rolled higher, the TIE’s shot has no effect.

2. The A-wing rolls a 3, and the TIE gets a 3 also. The final totals are 6 and 8, in the Imperial’s favour. The A-wing is Damaged.

3. The Rebel craft rolls a 5, for a total of 8. The TIE fighter rolls a 6, and then a one on the roll-over, for a final total of 12. The damage is equal to the A-wing’s Damage Resistance roll +4 - the Rebel craft is destroyed.

### Effects of Damage

There are three possible damage types (when it comes to lasers and missiles and the like). These are *no effect*, *damaged*, and *destroyed*. When a ship is damaged, grab a damage marker and drop it into the appropriate box in the Squadron Status area of the Squadron record sheet (pictured below). If a fighter is destroyed, simply draw an ‘X’ through its box. Although damage is recorded immediately, none of the effects take place until the Combat phase is over.

**Damaged:** A damaged fighter suffers a penalty of -1 from its # of Turns (never dropping below 1), Dodge (advanced game only), and all weapon Fire

Squadron Status					
<b>1</b> Leader	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>

Codes, as well as a penalty of +1 to its Turn Distance. In addition to this, damaged fighters may no longer move at Full Throttle.

**Destroyed:** When a fighter is destroyed, it is removed from the battle at the conclusion of the Combat phase.

### Multiple Shots Against One Target

When more than one shot hits the same craft, the defending player makes *one* Damage Resistance roll, while the attacking player makes a separate Damage roll for every hit.

**Example:** One of the TIE fighters (Damage Resistance: 2) is hit by two separate A-wings, and rolls a 5, for a final Damage Resistance of 7. The Rebel player rolls two dice and adds his laser's damage of 5 to each of them, for a final total of 0 (thanks to a bomb out), and 13 (thanks to a rollover). Only one shot deals any damage, but it is sufficient to destroy the TIE.

### Specialized Weapons

Although laser and blaster cannons are *generally* the most useful starship weapons, there are other options available which can make all the difference in a battle, depending on a Squadron's mission profile. In the Basic Game, there are three such weapons (a fourth, the tractor beam, will be detailed in the Advanced Game, although its counters are included in this edition for simplicity's sake):

#### Ion Cannons

Although ion cannons do no physical damage, their ability to disrupt a spacecraft's systems can be very useful in certain situations. Also, spacecraft shields *do not* protect a craft from ionization damage. When a fighter is hit by an ion weapon, it adds its *unshielded* Damage Resistance value to its die roll.

When an ion cannon wins a Damage roll, drop an 'ionized' counter onto the target ship's square on the Squadron record sheet. If the ion cannon beats the defender's roll by 4 or more, drop two. For every ionized counter a ship has on it, that ship suffers a penalty of -1 from its # of Turns, Dodge (Advanced Game only), Damage Resistance (the *shielded* number - never dropping below the value of the *unshielded* number), and all weapon Fire Codes. Also, a penalty of +1 is added to the craft's Turn Distance.

If a fighter has as many (or more) ionized counters on it as it has # of Turns, its controls are frozen and it can take no actions whatsoever, except continue to move in a straight line, at the same speed it moved in the last round.

Ionization damage is not permanent, however. In the Special Actions phase of the round *following* the round in which an ionization counter is given, that counter is removed. So in effect, a fighter will

suffer ionization damage for one complete round.

### Missiles, Bombs, and Proton Torpedoes

These weapons can deliver an awesome punch, but with a price. A craft's particle shields must be dropped to allow these physical weapons to pass through, which can leave the firing ship vulnerable at a crucial moment. To reflect this, a ship's Damage Resistance (*both* numbers, shielded and unshielded) are reduced by 2 in the round in which these weapons are fired.

In addition to this, these weapons are much harder to target. When firing a missile or torpedo, add the number by which the target Squadron moved (either Attack Speed or Full Throttle) to the difficulty to hit. As you can see, these weapons are of limited effectiveness against starfighters...

### Targeting Jammers

A weapon used by Alliance A-wings, the targeting jammer muddles the accuracy of starship targeting computers. Jammers are different in that their 'damage' is suffered *before* anyone else gets to fire. The Rebel player must announce the use of jammers at the beginning of the Combat phase, before any shots are taken. If the target is 'damaged' by the jamming, drop a Jammed counter into its box. If a 'destroyed' result is achieved, drop two. For each Jammed counter suffered, the target craft suffers a penalty of -1 to its weapons' Fire Control, which will affect their Fire Codes. If an affected ship weapon has a Fire Control of 1, just subtract 1 from its Fire Code. If the weapon has no Fire Control, the Fire Code is unaffected.

Jammed markers are removed in the Special Actions phase, and so in effect are suffered for only *one* Combat phase.



A squadron’s morale can make all the difference in a battle. During the Morale phase, the leaders of squadrons who have suffered damage or losses will make morale rolls to try and hold their squadron together. Leaders can attempt to rally their pilots in this phase, possibly improving morale. Also in this phase, broken squads who aren’t able to rally are moved.

### Morale Levels

At the time a squadron is created, it is rated as Average, Veteran, or Elite. Elite squadrons begin the game with a morale level of 7, while veteran and average squadrons begin play with morale levels of 6 and 5, respectively.

The other factor involved in a squadron’s ability to maintain order in battle is its leader’s *command* skill. An average squadron commanded by a very capable leader may fare better than a veteran, or even elite squadron with a rookie commander on their hands.

As a squadron takes damage or losses, its leader must use his *command* skill to keep the squadron together - the more damage inflicted on the squadron, the harder the difficulty. If the leader can’t keep his pilots cool, it is possible the squadron may flee the battle. Squadrons begin the game with steady morale, but events may lead them to become Shaken or Demoralized, which has a negative effect on their combat abilities, or cause them to become Broken, in which case they will attempt escape.

If a squadron did not fire its weapons in the Combat phase, its Leader may attempt to Rally the pilots, improving their morale level.

### Keeping Track of a Squadron’s Morale

Use the Morale Level track on the Squadron Record Sheet (and pictured here) to keep track of morale. Before the game, blacken in the boxes to the left of the squadron’s starting morale level. As the game progresses, if morale declines, simply cross off the boxes as the level drops. If morale improves through Rallying, erase those crosses as morale works its way back up.



### Morale Statuses

A squadron begins the game with steady morale, after which it may become shaken, demoralized, or broken.

#### Steady: Morale Level 4 or Higher

This the starting, and optimum morale status. There are no penalties suffered by a squadron with steady morale.

#### Shaken: Morale Level 2-3

When a squadron is shaken, the difficulty of all its combat rolls is increased by 1, and the threat level of future morale rolls is increased by 1.

### Demoralized: Morale Level 1

At this stage, the difficulty of all combat rolls is increased by 2, as is the threat level of future morale rolls.

### Broken: Morale Level 0

When a squadron becomes broken, it will attempt to flee the combat area. The squadron *immediately* makes a Full Throttle move toward the nearest map edge.

In subsequent Morale phases, the squadron's leader makes a rally test (explained below). If he succeeds, the squadron stops fleeing, and can once again move normally in future Movement phases (Note: broken squadrons are moved in the Morale phase, not the Movement phase). While a squadron is fleeing, all of its skills, with the exception of the leader's *command* skill, are reduced to 0. The squadron may not perform any actions in the Combat phase.

When the first craft in a fleeing squadron reaches the edge of the map, it halts, and the rest of the craft complete their moves, halting if they reach the map edge. Next Morale phase, the squadron has one final chance to rally. If it fails, the squadron is removed from play.

### Morale Tests

When a squadron receives casualties, its leader needs to make a morale test. In the Morale phase, the leader in question rolls a die, adding his *command* skill to the roll. The opposing player also rolls a die, adding the Threat Level of 4, plus any of the applicable modifiers below:

#### Morale Test Threat Level Modifiers

Shaken	+1
Demoralized	+2
Each casualty taken this turn (excluding the Leader)	+1
Leader damaged or destroyed this turn	+2

#### Morale Test Results

Compare the opposed rolls to the table below, bearing in mind that a squadron's morale level may never decrease below 0, and may never increase above its starting value.

#### Morale Test Results

Roll	Result
TR+4 <= CR	Morale +1
TR <= CR	No Effect
TR > CR	Morale -1
TR >= CR+4	Morale -2

TR = Threat Roll; CR = Command Roll

### Rallying

In the Morale phase, leaders can attempt to rally their squadrons. This can only be attempted if the squadron did not fire their weapons in the Combat phase. An opposed roll is again required, the leader's (or acting leader's) *command* skill, versus a Threat Level of 4, modified by the following factors:

#### Rally Test Threat Level Modifiers

Squadron is Shaken	+1
Squadron is Demoralized or Broken	+2
Squadron has taken 50% or more casualties	+2
Each casualty taken this turn	+1
Leader damaged or destroyed this turn	+2

Now compare the results to the table below:

#### Rally Test Results

RR => CR	No Effect
RR < CR	Morale +1
RR+4 =< CR	Morale +2

RR = Rally Threat Level Roll  
CR = Command Roll

You may not want to bother with the Morale rules in your first few games, but I think you'll find that, once you add them, you'll enjoy the extra sense of drama they can add to the combat scenario.



Before the game can begin, you'll need to select your forces. If you're using this game in conjunction with *The Star Wars Roleplaying Game*, your forces will be dictated by the roleplaying scenario. If you're playing a stand-alone game, however, it's now time to purchase your craft with Squadron Generation Points, or SGPs.

### Squadron Generation Points

To be able to compare the basic value of different craft, and their pilots and weapons, these factors have been given value in Squadron Generation Points. SGPs measure the skills of the pilots and gunners, and the agility and power of their craft. Through their use, the approximate value of different combinations of opposing forces can be ascertained.

Players can decide upon a total 'point budget' for each side of the conflict, or these numbers could be dictated by the gamemaster. For a straight squadron vs. squadron battle, we've found that about 800 SGPs is a good number to start off with. Once you've decided how many points each player gets, it's time to 'buy' your ships.

### Squadron Generation

First, get a copy of the Squadron Record Sheet, found at the end of this book. Then, think about what type of craft you'd like to have make up your squadron. If you're going to be using this game in a *Star Wars Roleplaying Game* scenario, please bear in mind that these Basic rules are for the standard, rank-and-file type of pilot. Player Characters from the RPG should not be subjected to these rules, and

will be covered fully in the chapter 'Heroes', in the Advanced game (coming soon!).

### Craft Lists

On the following page you'll find a listing of the Alliance and Imperial craft included with this game, and their point costs. If you'd like to use starfighters of your own design, don't worry - rules for their adaptation to this game are included later in the chapter.

### Creating Your Forces

Once you've picked your craft, grab the Squadron Record Sheet and fill in the name of the squadron, and craft type. Now, it's time to choose a pilot quality for your squadron, Average, Veteran or Elite, as described in the chapter Morale. The point costs for each quality are as follows:

Average	0
Veteran	10
Elite	20

### Attributes and Skills

Next, we'll have a look at your pilots in more detail, in terms of attributes and skills. Attributes come first. Give your pilots' attributes (Dexterity, Knowledge, Mechanical, Perception) each a value between 1 and 4, making sure that the combined total of all attributes equals 8. For example, pilots in a squadron could have a Dexterity of 1, Knowledge of 1, Mechanical of 2, and a Perception of 4. Write these numbers on the appropriate lines

### Alliance Craft

#### X-wing Starfighter

Maneuverability: 3  
Space: 8  
Hull: 4  
Shields: 1

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3  
Range: 1-3/12/25  
Damage: 6

##### Proton Torpedoes

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1/3/7  
Damage: 9

Base Craft Cost: 44

#### Y-wing Starfighter

Maneuverability: 2  
Space: 7  
Hull: 4  
Shields: 1

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1-3/12/25  
Damage: 5

##### Proton Torpedoes

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1/3/7  
Damage: 9

##### Light Ion Cannons

Fire Arc: Turret\*  
Skill: Starship gunnery  
Fire Control: 3 (1\*)  
Range: 1-3/7/36  
Damage: 4

*\* Cannon may be fixed to one Fire Arc (owner's choice), to be fired by pilot at a Fire Control of 1.*

Base Craft Cost: 58 (53\*)

#### A-wing Starfighter

Maneuverability: 4  
Space: 12  
Hull: 2  
Shields: 1

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3  
Range: 1-3/12/25  
Damage: 5

##### Enemy Targeting

##### Jammer

Fire Arc: All  
Skill: Sensors  
Fire Control: 3  
Range: 1-3/7/15  
Damage: 2

Base Craft Cost: 45

#### B-wing Starfighter

Maneuverability: 1  
Space: 6  
Hull: 3  
Shields: 2

#### Weapons:

##### Laser Cannon

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 1  
Range: 1-3/12/25  
Damage: 7

##### Proton Torpedoes

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3  
Range: 1/3/7  
Damage: 9

##### Medium Ion Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 4  
Range: 1-3/7/36  
Damage: 4

##### Auto Blaster

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1-8/25/40  
Damage: 3

Base Craft Cost: 70

### Imperial Craft

#### TIE Fighter

Maneuverability: 2  
Space: 10  
Hull: 2  
Shields: 0

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3  
Range: 1-3/12/25  
Damage: 5

Base Craft Cost: 28

#### TIE Interceptor

Maneuverability: 3  
Space: 11  
Hull: 3  
Shields: 0

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3  
Range: 1-3/12/25  
Damage: 6

Base Craft Cost: 32

#### TIE Advanced x1

Maneuverability: 1  
Space: 10  
Hull: 3  
Shields: 1

#### Weapons:

##### Blaster Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1-3/12/25  
Damage: 6

Base Craft Cost: 29

#### TIE Bomber

Maneuverability: 0  
Space: 6  
Hull: 4  
Shields: 0

#### Weapons:

##### Laser Cannons

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2  
Range: 1-3/12/25  
Damage: 3

##### Concussion Missiles

Fire Arc: Front  
Skill: Missile Weapons  
Fire Control: 3  
Range: 1/3/7  
Damage: 9

Base Craft Cost: 35

<b>NAME: Pike Squadron</b>	
<b>CRAFT TYPE: Y-wings</b>	
<b>PILOT QUALITY: Vet.</b>	10
<b>PILOT SKILLS</b>	
DEXTERITY	2
Blaster	
Missile weapons	
KNOWLEDGE	1
Survival	
MECHANICAL	3
Powersuit operation	
Space transports	
Starfighter piloting	4   1
Starship gunnery (x2)	4   5
Starship shields	
PERCEPTION	2
Command	3   1
<b>BASE CREW COST:</b>	22
<b>CRAFT SPECS</b>	

on the record sheet - these are the base values for all the skills governed by each attribute.

The next step is to fill in the skills. Decide what skill levels you'd like to give your pilots, to a maximum of the governing attribute +2 (players may decide to waive this rule and play with no skill limit, if they wish). Write these numbers in the left-most box, the one that actually contains the name of the skill. Since you're already paying SGPs for the

governing attribute, take the skill in question, and *subtract* the value of the applicable attribute, writing this number in the box to the right of the skill. This is the point cost for the skill level you've chosen. For example, if the player's squadron has a Mechanical attribute of 4, and he'd like his pilots to have a *starfighter piloting* skill of 6, it will cost that player 2 SGPs (per pilot, but just enter a 2). In the case of fighters with gunners (like the Y-wing two-seater version), remember that you'll not only have to charge yourself *double* the skill cost in the *starship gunnery* box, but you'll have to pay for your gunner's Mechanical attribute, as well (see example).

If you decide to play with no skill limit, skill level is limited only by how many SGPs you're

willing to pay. As you can see, pilots of exceptional ability are possible, but depending on your point budget, the number of fighters in that squadron may suffer as a result. Feel free to experiment with different strength/number combinations, and decide what's going to work best in your situation. But for your first few games, it's better to limit skills to the rule of 'attribute +2'.

Once all the skills and their costs are entered, total down the column, adding Pilot Quality, Attributes, and Skills. This number is your Base Crew Cost. Enter it in the appropriate box.

### Craft Specifications

At this point, we enter the statistics for the craft you've chosen (or invented), with the exception of its weapons. This is fairly straight ahead - enter the fighter's maneuverability, space, hull, and shields in the boxes to the right of these systems. Their SGP cost is exactly the same as their value. Total them up, and you've got your Base Craft Cost - enter it in the appropriate box at the bottom. Now add your Base Crew Cost to the Base Craft Cost, entering the total into the box labeled 'Craft & Pilot Cost', at the top of the next column.

<b>BASE CREW COST:</b>	22
<b>CRAFT SPECS</b>	
Maneuverability	2
Space	7
Hull	4
Shields	1
<b>BASE CRAFT COST:</b>	17

Now it's time to add on the weapons. Write the name of each weapon system in its box, but don't worry about the Fire Code at the moment (we'll be filling this value in later, and it doesn't figure into the SGP cost, anyway). Now enter the other weapon values - damage, fire arc, fire control, and ranges. For every point of damage and fire control, the cost is one SGP and for each fire arc the weapon covers, the cost also is one SGP. In addition to this, have a look at the weapon's long range. For every five

<b>CRAFT &amp; PILOT COST (total from first column):</b>							39
Weapon systems/Fire Code	Damage	Fire Arc	Fire Control	Short	Medium	Long	
1. Laser cannons (6)	5	front	2	1-3	12	25	13
2. Proton torpedoes (6)	9	front	2	1	3	7	13
3. Ion cannons (7)	4	turret	3	1-3	7	36	18
4.							
Point cost per fighter:							83
Number in Squadron:							x10
<b>BASE SQUADRON COST:</b>							830
ID: LEADER: command:							5   2

**Morale Level**

hexes a weapon's long range can reach, charge yourself another SGP. For example, the common TIE fighter laser cannon, with a fire arc of front, fire control of 3, a damage of 5, and a long range of 25, would cost 14 SGPs.

Once you've totaled all the weapons in this fashion, add up the Craft and Pilot Cost and each of its weapons, putting this total in the Point Cost Per Fighter box. Write the number of craft in the next box, and multiply them together - this is your Base Squadron Cost. You're almost finished!

### Leaders and Hot Shots

Depending on how many points you have left over, you might like to make further improvements to a couple of your ships. Firstly, having a really good Leader is never a bad idea. Decide which of your tokens will represent the leader (a token labeled 'Leader' is provided with the game for your convenience), and make a note of this on the line labeled 'ID'. Then, choose a *command* skill for this craft, no higher than the squadron's *command* skill +2, and enter it on the line.

For every point of *command* higher than the squadron's *command* skill, the cost is one SGP.

Similarly, your squadron may have up to two Hot Shots, whose *starship gunnery* skills are higher than that of their fellows. Make a note of which ships they are, entering these numbers in the Hot Shots' ID spaces. Then, choose a *starship gunnery* skill for these pilots (no higher than the squadron's *starship gunnery* skill +2), and once again charge yourself one SGP for each point by which it exceeds the skill of the squadron. Bear in mind that you may want your Hot Shots to be proficient with a different starship weapon, using a different skill, such as *missile weapons* or something else. If this is so, just cross out *starship gunnery* from the slot, and write in your preferred skill.

As with skills, players may decide to ignore the 'no higher than the skill +2' rule. However, it's better to stick with it for your first few games.

Add these last few numbers to the Base Squadron Cost. You've now determined your final Squadron Cost!

Number in Squadron: x10	
<b>BASE SQUADRON COST:</b>	830
ID: <u>1</u> LEADER, <i>command</i> : <u>5</u>	2
ID: <u>2</u> HOT SHOT, <i>starship gunnery</i> : <u>6</u>	2
ID: <u>8</u> HOT SHOT, <i>starship gunnery</i> : <u>5</u>	1
<b>SQUADRON COST:</b>	835

## Squadron Record Sheet

<b>NAME:</b> Pike Squadron	Attack Speed <b>8</b>	Full Throttle <b>11</b>	# of Turns <b>2</b>	Turn Distance <b>4</b>																																			
<b>CRAFT TYPE:</b> Y-wings	Command <b>3</b>	# in Squadron <b>10</b>	Dodge <b>6</b>	Damage Resistance Shielded <b>5</b> Unshielded <b>4</b>																																			
<b>PILOT QUALITY:</b> Vet. <b>10</b>	<b>CRAFT &amp; PILOT COST (total from first column):</b> 39																																						
<b>PILOT SKILLS</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Weapon systems/Fire Code</th> <th>Damage</th> <th>Fire Arc</th> <th>Fire Control</th> <th>Short</th> <th>Medium</th> <th>Long</th> </tr> </thead> <tbody> <tr> <td>1. Laser cannons <b>6</b></td> <td>5</td> <td>front</td> <td>2</td> <td>1-3</td> <td>12</td> <td>25 13</td> </tr> <tr> <td>2. Proton torpedoes <b>6</b></td> <td>9</td> <td>front</td> <td>2</td> <td>1</td> <td>3</td> <td>7 13</td> </tr> <tr> <td>3. Ion cannons <b>7</b></td> <td>4</td> <td>turret</td> <td>3</td> <td>1-3</td> <td>7</td> <td>36 18</td> </tr> <tr> <td>4. <b>0</b></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Weapon systems/Fire Code	Damage	Fire Arc	Fire Control	Short	Medium	Long	1. Laser cannons <b>6</b>	5	front	2	1-3	12	25 13	2. Proton torpedoes <b>6</b>	9	front	2	1	3	7 13	3. Ion cannons <b>7</b>	4	turret	3	1-3	7	36 18	4. <b>0</b>						
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DEXTERITY <b>2</b>	Point cost per fighter: <b>83</b>																																						
Blaster	Number in Squadron: x <b>10</b>																																						
Missile weapons	<b>BASE SQUADRON COST:</b> 830																																						
KNOWLEDGE <b>1</b>	ID: <u>1</u> LEADER, <i>command</i> : <u>5</u> <b>2</b>																																						
Survival	ID: <u>2</u> HOT SHOT, <i>starship gunnery</i> : <u>6</u> <b>2</b>																																						
MECHANICAL <b>3</b>	ID: <u>8</u> HOT SHOT, <i>starship gunnery</i> : <u>5</u> <b>1</b>																																						
Powersuit operation	<b>SQUADRON COST:</b> 835																																						
Space transports																																							
Starfighter piloting <b>4</b> <b>1</b>																																							
Starship gunnery (x2) <b>4</b> <b>5</b>																																							
Starship shields																																							
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Command <b>3</b> <b>1</b>																																							
<b>BASE CREW COST:</b> 22																																							
<b>CRAFT SPECS</b>																																							
Maneuverability <b>2</b>																																							
Space <b>7</b>																																							
Hull <b>4</b>																																							
Shields <b>1</b>																																							
<b>BASE CRAFT COST:</b> 17																																							

**Morale Level**

9	8	7	6	5	4	3	2	1	0
Steady			E V A			Shaken		Dem. Broken	

**Squadron Status**

<b>1</b> Leader	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>

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## Filling In the Circles

Now that the whole issue of points is out of the way, we can at last determine the actual numbers you'll be referring to while you play the game! All of these formula are described in their respective chapters, but are repeated here for convenience's sake. After you've filled in all the circles, you're ready to play!

**Attack Speed:**  $(\text{Space}/2) + \text{starfighter piloting}$

**Full Throttle:**  $\text{Space} + \text{starfighter piloting}$

**# of Turns:** Maneuverability

**Turn Distance:**  $10 - (\text{Maneuverability} + \text{starfighter piloting})$

**Command:** Squadron's *command* skill, not the Leader's

**# in Squadron:** Number of craft in squadron, including Leader and any Hot Shots

**Dodge** (Advanced game only):  $\text{Maneuverability} + \text{starfighter piloting}$

**Damage Resistance (shielded):** Hull + shields

**Damage Resistance (unshielded):** Hull

**Fire Codes:**  $\text{Fire control} + \text{starship gunnery}$





# STAR TALES of the Freespirit WARS

## Space Combat Game - Counter Sheet

Assembly Instructions - 1: Print this sheet onto an 81/2x11 sheet of label stock (if you don't have a good colour printer, most any copy shop can do this for you). 2: Adhere counter sheet to a sheet of cardstock (again, any copy shop will have cardstock around - 1/16" is a good thickness) firmly apply all areas of the sheet to the card! 3: using a ruler, line up the black cut lines on either side of the counters, then cut along these lines with an X-acto knife. 4. Using regular scissors, now cut each ship type out of each strip. Voila! You're done!

									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Leader	Leader											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Two	Two											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Three	Three											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Four	Four											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Five	Five											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Six	Six											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Seven	Seven											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Eight	Eight											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Nine	Nine											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Ten	Ten											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Eleven	Eleven											
									DAMAGED	IONIZED	TRACTOR BEAM	JAMMED
Twelve	Twelve											