

# STAR WARS STARSHIPS MINIS - Commands, Weapons, and Abilities

## Commands

<b>Attack Formation</b>	(Class 4) Each weapon system of each class 4 ship gets a +2 bonus to Attack against enemy fighters. (4) +2 Attack against fighters
<b>Damage Control</b>	(Class 1) Remove 1 damage counter from each class 1 ship that has taken damage. You can remove this damage at any time, but a ship that has already become reduced cannot be restored to full strength in this way. (1) Remove 1 damage counter
<b>Evasive</b>	(Class 4) Starfighters get a +2 bonus to Defense against Point-Defense attacks only. They do not gain any defensive benefit against the attacks of other fighters or ships with Antifighter Targeting. You must decide whether to use this option after an attack is declared but before the attack roll is made. (4) +2 Defense against Point-Defense attacks
<b>Fly Casual</b>	(Class 3) When a class 3 ship would be hit by an attack, that attack is instead treated as a miss. This Fleet Commander option affects only one potential hit against one ship. You can decide whether to use this option after seeing the result of an attack roll. (3) Cancel 1 attack against 1 ship
<b>Incoming Fighters</b>	(Class 3) Class 3 ships can attack class 4 ships (fighters) 2 squares away. (3) Can attack fighters 2 squares away
<b>Long-Range Bombardment</b>	(Class 4) This fighter can attack class 3 or larger ships (nonfighters) 2 squares away, dealing half damage. (4) Can attack nonfighters 2 squares away, dealing half damage
<b>Power To Engines</b>	(Class 2) Class 2 ships can move diagonally during this round's move phase. (2) Can move diagonally
<b>Power To Shields</b>	(Class 1) Class 1 ships get a +2 bonus to Defense on all faces. You must decide whether to use this option after an attack is declared but before the attack roll is made. (1) +2 Defense, all faces
<b>Power To Shields, Front</b>	(Class 2) Each class 2 ships gets a +2 bonus to Defense on its front face. You must decide whether to use this option after an attack is declared but before the attack roll is made. (2) +2 Front Defense
<b>Power To Weapons</b>	(Class 1) Each weapon system of each class 1 ship gets a +1 bonus to Damage during this attack phase. You must decide whether to use this option after an attack is declared but before the attack roll is made. (1) +1 Damage, all weapon systems
<b>Scramble Fighters</b>	(Class 2) Each class 2 ship with Fighter Launch can launch 1 additional fighter this round. These extra fighters launch at the end of the move phase, along with other fighters launched this round. (2) Launch 1 additional fighter
<b>Target Fighters</b>	(Class 3) Class 3 ships get a +3 bonus to Attack against fighters (class 4 ships) only this round. (3) +4 Attack against fighters

## Weapons

<b>Barrage</b>	This weapon system is a devastating attack found on the largest capital ships. Its fire arc is limited to broadside only. Broadside, each side
<b>Blaster Cannon</b>	--
<b>Concussion Missiles</b>	This weapon system gets a +2 bonus to Attack against nonfighters. +2 Attack against nonfighters
<b>Energy Torpedoes</b>	This fighter weapon system cannot target class 4 ships. Usable only against nonfighters
<b>Frontal Battery</b>	This weapon system's fire arc is limited to the front spine only. Front spine only
<b>Ion Cannon</b>	This weapon system gets a +1 bonus to Damage against full-strength enemy ships. +1 Damage against full-strength ships
<b>Laser Cannon</b>	--
<b>Proton Barrage</b>	This weapon system is a devastating missile attack. Its fire arc is limited to broadside only. Proton Barrage cannot target class 4 ships. Broadside, each side, usable only against nonfighters
<b>Proton Torpedoes</b>	This weapon system cannot target class 4 ships. Usable only against nonfighters
<b>Turbolasers</b>	--

Abilities	
<b>(droid)</b>	Any class 4 ship with the word "Droid" in its name is treated as a droid starfighter. Certain abilities affect only droid starfighters.
<b>Advanced Communications Array</b>	If any ship in a fleet has an Advanced Communications Array, the player of the fleet may reroll his or her initiative check (he or she must accept the result of the reroll). May reroll initiative
<b>Antifighter Targeting +X</b>	This ship has extra short-range weapons to deal with starfighters. It gets the stated bonus when attacking class 4 ships. +X Attack against fighters
<b>Assault</b>	This fighter cannot stop the movement of any enemy fighter. Does not stop enemy fighters
<b>Bounty Hunter</b>	This ship gets a +2 bonus to Attack against Unique ships. +2 Attack against Unique ships
<b>Buzz Droids</b>	Any target hit by this ship's Concussion Missiles takes a -1 penalty to Defense for the remainder of the round. Targets hit by this ship's Concussion Missiles get -1 Defense for the remainder of the round
<b>Cloak</b>	This ship does not have to stop when it enters a square adjacent to an enemy ship with Tractor Beams. Not stopped by enemy Tractor Beams
<b>DR X</b>	The most massive ships have advanced shield generators and multiple redundant systems that significantly decrease the damage from enemy attacks. Whenever this ship would take damage from an attack, reduce the damage dealt by the stated amount. Reduce damage dealt to this ship by X
<b>Droid Control</b>	Allied droid fighters get the stated bonus to Attack. Allied droid fighters get +X Attack
<b>Emperor's Will</b>	This ship can shift the damage taken from a nonadjacent enemy's attack to any adjacent allied fighter. Damage taken from a nonadjacent enemy's attack may be applied to an adjacent allied fighter.
<b>Evasion</b>	Whenever this ship would take damage from an attack by a nonadjacent enemy, reduce the damage dealt by 1. Reduce by 1 the damage dealt to this ship by a nonadjacent enemy
<b>Fighter Launch X</b>	A ship that is capable of launching fighters has a Fighter Launch rating, which is the maximum number of class 4 starships it can launch in the move phase of a round. A ship without a Fighter Launch rating cannot launch fighters.
<b>Force Sense</b>	Enemy ships take a -1 penalty to Defense on all faces while they are adjacent to this ship. Adjacent enemy ships get -1 Defense
<b>Infinite</b>	This fighter returns to the fighter pool instead of being removed from the game when it is destroyed. This represents hordes of cheap, easily replaceable ships. When this ship is destroyed, it returns to the fighter pool instead of being removed from play
<b>Interceptor</b>	This fighter can move freely past enemy fighters that do not have Interceptor. Other fighters with Interceptor stop its movement as normal. Not stopped by fighters without Interceptor
<b>Interdict</b>	Enemy fleets automatically lose initiative in the first round of the battle. (Initiative rerolls are not allowed.) In addition, all ships (enemies and allies alike) can launch fighters at only half their normal rate (rounded up) while this ship is in play. This represents blocking the arrival of hyperspace-capable fighters. All ships launch fighters at half rate; enemy fleets lost their first initiative roll
<b>Jammer +X</b>	This ship gets the stated bonus to Attack against droid fighters. +2 Attack against droid fighters
<b>Jedi Command +X</b>	Adjacent allied fighters get the stated bonus to Attack. Adjacent allied fighters get +X Attack
<b>Jedi Evasion X</b>	Whenever this ship would take damage from an attack, reduce the damage dealt by the stated amount. Reduce damage dealt to this ship by X
<b>Long-Range Bomber</b>	This fighter can use the stated weapon system to attack class 3 or larger ships (nonfighters) 2 squares away, halving the weapon's Damage. Can attack with Proton Torpedoes against nonfighters up to 2 squares away, dealing half damage
<b>Seismic Mines</b>	This ship deploys seismic mines to damage adjacent starfighters. It gets a Point-Defense rating of +4. Gets PD +4
<b>Sensor Array +X</b>	This ship provides sensor and targeting data to its fighter escort. All adjacent allied fighters get the stated bonus to Attack. Adjacent allied fighters get +X Attack
<b>Sith Command +X</b>	Adjacent allied fighters get the stated bonus to Attack. Adjacent allied fighters get +X Attack
<b>Tractor Beams</b>	This ship blocks the movement of nonfighters, much as fighters block enemy fighters. Nonfighter enemy ships of the same class or smaller must stop when they move into squares adjacent to this ship. For example, a class 2 ship with Tractor Beams impedes the movement of enemy class 2 or class 3 ships. Enemy nonfighters of equal or smaller class must stop when they move adjacent to this ship