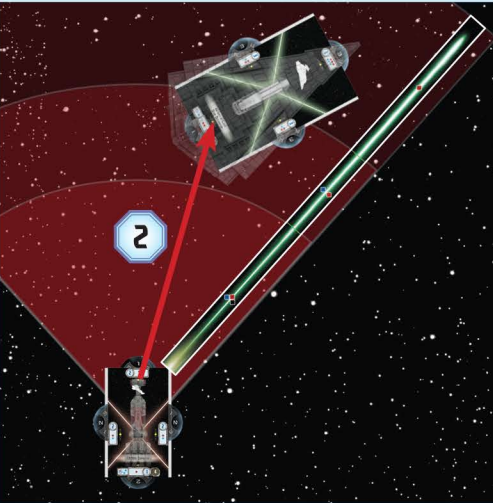


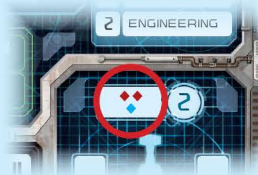
ATTACK EXAMPLE



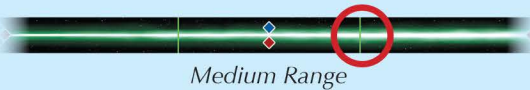
1. The Rebel player activates his CR90a Corvette, reveals a command, and then decides to attack the *Victory II*-class.



2. The Rebel player declares that the CR90a will attack from its front hull zone and will target the *Victory II*-class' rear hull zone. The Rebel player measures firing arc and range, confirming that the rear hull zone of the *Victory II*-class is within his front hull zone's arc and that the attack is at medium range.



CR90a Corvette Ship Card



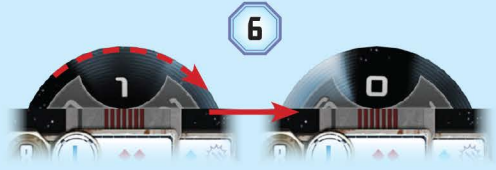
3. The CR90a has 2 red dice and 1 blue die in its front hull zone. The attack is at medium range, so the Rebel player gathers all 3 dice.



4. The Rebel player rolls the dice, resulting in 4 and 1 . He spends the command to roll an additional blue die, resulting in 1 .



5. The Rebel player decides to spend his icon to prevent the *Victory II*-class from spending its redirect token. The Imperial player decides to spend only his brace defense token. The total damage of 5 ($4 \text{ stars} + 1 \text{ star}$) is reduced to 3 (half of 5, rounded up).



6. The *Victory II*-class suffers the first point of damage, reducing its rear hull zone's shields to 0.



7. The *Victory II*-class suffers the remaining 2 points of damage on the ship's hull. The Imperial player draws a faceup damage card for the first point of damage because the Rebel player rolled at least 1 icon; he immediately resolves the effect on that card. Then he draws a facedown damage card for the second point of damage. He places both cards next to the *Victory II*-class' ship card.