

Corellian Corvette (Ullet)

Damage Status: Lightly Damaged

- Shield Drained
- Front Seismic Bomb Launcher destroyed
- Engine Damaged -> -1 Move, Ship is limited to cruising speed

Heavy Frigate (Walerv)

Damage Status: Heavily Damaged

- Shield Drained
- Sensors badly Damaged -> -2D to Sensor and Astrogation Rolls

Admiral Class Corvette (Ranolfo)

Damage Status: Lightly Damaged

- Shield Drained
- Hyperdrive Damaged -> Double Time and +10 to Astrogation Difficulty

CC-5500 Frigate (Esaiav)

Damage Status: Destroyed

Light Rebel Carrier (Desert Jewel)

Damage Status: Lightly Damaged

- Hyperdrive Damage -> Double Time and +10 to Astrogation Difficulty
- Engine Damaged -> -1 Move, Ship is limited to cruising speed
- Shields Blown -> -1D Shields until they are repaired
- Weapons Damaged -> One on-board weapon emplacement is hit and destroyed; the gunners take damage (see "Passenger Damage"). -1 Light Turbolaser
- Controls Ionized -> -2D Maneuverability, Shields and Weapon Fire Control + Damage for the rest of that round and the next round. The Ships Controls are frozen for the next 2 rounds. The Ship must maintain the same speed and direction for the next 2 rounds. It may not turn, fire weapons, make shield attempts or take any other actions, making the ship an easy target for enemy gunners.

Corellian Gunship (Telsor)

Damage Status: Lightly Damaged

- Shields Drained
- Sensors Damaged -> -1D to all Fire Control
- -1D Maneuverability
- Weapons Damaged -> All Weapons of one Type in one fire Arc are rendered inoperative due to a major power surge or system failure and must be repaired before they can be used again. Fire Arc left -> -3 Double Turbolaser
- Controls Ionized -> -2D Maneuverability, Shields and Weapon Fire Control + Damage for the rest of that round and the next round.

Corellian Gunship (Mastala)

Damage Status: Lightly Damaged

- Hyperdrive Damaged -> Double Time and +10 to Astrogation Difficulty
- Engine Damaged -> -1 Move, Ship is limited to cruising speed
- Shields Blown -> -1D Shields until they are repaired
- Weapons Damaged -> One on-board weapon emplacement is hit and destroyed; the gunners take damage (see "Passenger Damage"). -1 Light Concussion Missile Launcher Front
- Controls Ionized -> -2D Maneuverability, Shields and Weapon Fire Control + Damage for the rest of that round and the next round.

Starfighter Loses:

Disabled:

- 3 X-Wing (2 Firaxan, 1 Raptors)
- 4 Y-Wing
- 2 B-Wing

Damaged:

- 1 A-Wing
- 3 Z-95 Headhunter
- 2 V-19 Torrent (Rebel's Dream)
- 1 B-Wing
- 3 Y-Wing
- 2 X-Wing (1 Raptors, 1 Firaxan)

Destroyed:

- 2 Z-95 Headhunter
- 2 V-19 Torrent (Promise – Flight Officer 1st Class Oz Mendu „Daydream“)
- 2 V-19 Torrent (Rebel's Dream)
- 2 A-Wing
- 1 X-Wing (Raptors – Captain Jeem „Laddie“ Uvan)
- 2 Y-Wing (Lieutenant Scha Bes „Quake“)
- 2 B-Wing
- 2 H-Wing (Patience)
- 2 H-Wing (Orion)
- 1 X-Wing (Firaxan – 2nd Lieutenant Kando Paka „Crackshot“)

75% der Starfighter/Transport Einsatzbereit (abzüglich Kampfunfähige und beschädigte Maschinen).

50% der Capital Ships sind zu 100% einsatzbereit.