

STAR WARS PLAYER'S INFORMATION

STAR WARS RULE OF THUMB

Whenever the game gets bogged down, fall back on the "rule of thumb".

Pick a difficulty number. If the character's skill roll is equal to or higher, she succeeds.

DIFFICULTY NUMBERS

Difficulty	Difficulty Numbers	Weapon Ranges
Very Easy	1-5 / 1D	Point-blank
Easy	6-10 / 2D	Short
Moderate	11-15 / 3D-4D	Medium
Difficult	16-20 / 5D-6D	Long
Very Difficult	21-30 / 7D-8D	
Heroic	31+ / 9D+	

If the roll is *equal* to or *higher* than difficulty number, the character succeeds.

Opposed Rolls. One character rolls against another's skill. If the two rolls tie, the first roller succeeds.

THE WILD DIE

When the wild die comes up as 6, add it to the die total. Roll the die again and add the new number.

For *the first roll* only a 1 on the wild die means rolling another die.

Effect

- | | |
|-----|---|
| 1 | Total up skill dice, but a "complication occurs." |
| 2-5 | Subtract the one and also subtract the highest other die. |
| 6 | Add up the dice normally. |

Wild die counts for *all* die rolls, including weapon damage and rolling Perception for initiative.

CHARACTER ELEMENTS

Character Points. Can roll extra 1D per point spent. If roll is a "6", continue if it was a wild die.

Characters must spend Character Points before anyone else takes an action.

Character Point Limits.

- Two to improve a skill or attribute roll or to increase the damage of an attack.
- Five to improve a specialization roll.
- Five on any reaction skill or to increase a *Strength* roll to resist damage.

Force Points. Can spend one Force Point in a round; all skills, attributes and special ability die codes are doubled for the rest of that round.

Character may not spend Character Points in the same round that a Force Point is used.

ROUND SEQUENCE

1 round = five seconds.

1. Initiative. Character with highest *Perception* on each side rolls. High roller decides whether his side acts first or last.

2. Roll Actions. First side acts. Each character takes one action. You tell gamemaster *how many* actions you're making this round: gamemaster assigns *multiple* actions penalty.

Second side takes first action.

First side takes second action... and so on.

Multiple Action Penalties. Two actions = -1D, three actions = -2D, four actions = -3D, etc.

Reactions Skills. An attacked character can roll reaction skills at any time. Roll is new difficulty for attacks that round.

The most common reaction skills are *brawling parry*, *dodge*, *lightsaber*, *melee parry*, *repulsorlift operation* (or other vehicle skill), *capital ship piloting*, *space transports* or *starfighter piloting*.

Full Reaction. Full reaction can be *only* action character makes in entire round. *Add* reaction skill roll to difficulties that round.

HEALING TABLES

Stunned characters: An Easy *first aid* total can revive an unconscious character.

Incapacitated characters: A Moderate *first aid* total can revive an incapacitated character. The character is awake, but groggy; cannot use skills, and can only move at half his "cautious" rate.

Mortally wounded characters: A Moderate *first aid* total can "stabilize" a mortally wounded character. Character is still mortally wounded but will survive if a medpac is used within one hour (Moderate *first aid* total); otherwise, he dies.

Medpacs. A *first aid* roll is needed to use a medpac. Difficulty depends upon the severity of the patient's injury. If roll is successful, the patient heals one level.

Degree of Injury

Stunned, unconscious
Wounded, wounded twice
Incapacitated
Mortally wounded

Difficulty

Very Easy
Easy
Moderate
Difficult

If roll is unsuccessful, patient remains the same. If roll misses by more than 10 points, no more medpacs can be used on patient for a 24 hours.

Multiple medpacs can be used in a single day, but increase *first aid* difficulty one level for each additional use.

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DAMAGE CHARTS

DAMAGE ROLL ³ STRENGTH ROLL

	Characters	Armor
0-3	Stunned	-
4-8	Wounded	Lightly damaged
9-12	Incapacitated	Heavily damaged
13-15	Mortally Wounded	Severly damaged
16+	Killed	Destroyed

SCALES

The scale modifier reflects the difference between small, fragile targets and large, tough targets.

Scale	Modifier
Character	-
Speeder	2D
Walker	4D
Starfighter	6D
Space Transport	9D
Capital	12D
Death Star	24D

Use the *difference* between two scales to get the modifier.

Lower against higher. Lower scale attacker adds modifier to attack roll; if target *dodges*, just roll skill. Higher scale target adds modifier to roll to resist damage; lower scale weapon rolls damage normally.

Higher against lower. Higher scale attacker rolls normal attack; lower scale target adds modifier to *dodge* roll. Higher scale attacker adds modifier to damage roll; lower scale target resists damage normally.

MOVEMENT

Move once per turn. Pick one of four speeds.

Cautious Movement: Move at 1/2 Move. Is a "free action" in Very Easy, Easy and Moderate terrains.

In Difficult, Very Difficult and Heroic terrains Characters must roll for movement, but reduce difficulty one level.

Cruising Movement: Move at Move speed. Must roll for Difficult, Very Difficult and Heroic terrains.

High Speed: Move at twice Move speed. Must roll for Very Easy, Easy and Moderate terrains.

In Difficult, Very Difficult and Heroic terrains increase difficulty one level.

All-Out: Move at four times Move speed. May not do anything else in the round, including *dodge* or *parry*!

Increase difficulty one level for Very Easy, Easy and Moderate terrains.

Increase difficulty two levels for Difficult, Very Difficult and Heroic terrains.

CHARACTER INJURY EFFECTS

Stunned: (per stun) -1D for that round and next round. Stuns "in effect" for half hour; if suffering from as many stuns as *Strength* dice, unconscious for 2D minutes. Character remove stuns by resting one minute.

Wounded: Falls prone, no actions for rest of round. -1D to all actions until healed.

Wounded twice: A character wounded a second time is *wounded twice*. Falls prone, no actions for rest of round. -2D to all actions until healed. A wounded twice character who's wounded again is incapacitated.

Incapacitated: Falls prone, unconscious for 10D minutes. If character is wounded or incapacitated again, she's mortally wounded.

Mortally wounded: Knocked unconscious. Roll 2D after each round: if roll less than number of rounds since mortally wounded, character dies.

Weapons set for Stun. Stun bolts have the following effects on a character.

Stunned: No effect.

Wounded: (per stun) -1D for that round.

Incapacitated: (per stun) -2D for that round.

Mortally wounded: Falls prone, unconscious for 2D minutes.

If number of stuns exceeds *Dexterity*, character can't take *Dexterity* actions and is immobile. If number of stuns is *equal to or higher* than character's *stamina*, she's knocked unconscious for 2D minutes.

ARMOR DAMAGE EFFECTS

Damaged Armor. When someone wearing armor suffers damage through a protected area, the armor is also damaged.

Lightly damaged: -1 to effectiveness until repaired.

Heavily damaged: -1D to effectiveness until repaired.

Severly damaged: Useless, but may be repaired.

Destroyed: Useless and may not be repaired.

MODIFIERS

Preparing. Characters who spend twice as long to complete a task receive a +1D bonus. Can do nothing else.

Rushing. Can "rush" an action that takes two rounds or longer. Character is trying to do the task in half of the time; roll half of character's skill.

Drawing Weapons. Drawing a weapon is an action (-1D to all other actions).

Setting Weapons on Stun. Can switch weapon's setting between stun or normal damage; counts as an action (-1D to all other actions).