IMPORTANT SKILLS

Here are some of the more important skills for the characters in the Star Wars game. They cover your characters knowledge of a field or ability to do the following:

Dexterity:
Blaster: Fire Blasters
Brawling Parry: Block someone else's unarmed (brawling) attack.
Dodge: Get out of the way when people shoot at you.
Melee Combat: Fight with weapons in hand-to-hand combat.
Melee Parry: Block hand weapon attacks (only if you are holding a weapon).

Knowledge:
Alien Species: Knowledge of strange aliens; anyone not of your species. For example, if you're playing an Ewok, your Alien Species skills covers your knowledge of Humans.
Languages: Speak and understand strange languages.
Planetary Systems: Knowledge of different planets and star systems.
Streetwise: Knowledge of criminal groups and people in the Fringe and how to deal with them.
Survival: Survive in harsh environments like arctic wastes and desert conditions.

Mechanical:
Astrogation: Plot hyperspace jumps
Repulsorlift Operation: Fly vehicles like snowspeeders, airspeeders, landspeeders, and cloud cars.
Space Transports: Fly freighters (like the Millennium Falcon) and any other ship that isn't a fighter and isn't a Capital-Scale (large) combat ship.
Starfighter Piloting: Fly space fighters like X-wings and Y-wings.
Starship Gunnery: Fire starship weapons

Perception:
Bargain: Make deals
Con: Fast-talk your way out of situations or talk people into doing things for you.
Gambling: Gamble
Search: Look for things
Sneak: Sneak around without being seen.

Strength:
Brawling: Fight with your bare hands.
Climbing/Jumping: Climb and Jump
Stamina: Push your physical limits and resist disease.

IMPORTANT SKILLS

Technical:
Computer Programming/Repair: Use, repair, and program computers.
Droid Programming: Program Droids
Droid Repair: Repair Droids
First Aid: Knowledge of First Aide techniques
Space Transports Repair: Repair freighters
Starfighter Repair: Repair starfighters

STAR WARS RULE OF THUMB

Whenever the game gets bogged down, fall back on the rule of thumb:
Pick a difficulty number. If the characters skill roll is equal to or higher, he succeeds.

THE WILD DIE

When the Wild die comes up as a 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 choose one of the following;
- Add up the dice as normal.
- Total up the skill dice, but a "complication" occurs.
- Subtract the 1 and also subtract the other highest die.

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

FALLING DAMAGE

Distance Fallen (m)	Damage
03 - 06	2D
07 - 12	3D
13 - 18	4D
19 - 30	5D
31 - 50	7D
51+	9D

SKILL LEVELS

Guideline for assigning skill levels

Die	Description
1D	Below human average for an attribute.
2D	Human average for an attribute and many skills.
3D	Average level of training for a human.
4D	Professional level of training for a human.
5D	Above average expertise.
6D	Considered about the best in a city or geographic area. About 1 in 100,000 people will have training to this skill level.
7D	Among the best on the continent. About 1 in 10,000,000 people will have training to this skill level.
8D	Among the best on the planet. About 1 in 100,000,000 people will have training to this skill level.
9D	Among the best for several systems in the immediate area. About 1 in 1,000,000,000 people will have training to this skill level.
10D	One of the best in a Sector.
11D	One of the best in a Region.
12D	One of the best in the Galaxy.

CHARACTER INJURY EFFECTS
See Star Wars, Revised and Expanded, pg. 97.

Stunned (per Stun): -1D for that round and the next round. Stun in effect for half an hour, if suffering from as many Stuns as Strength dice, unconscious for 2D minutes. Characters remove Stuns by resting for 1 minute.

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

Wounded Twice: Falls prone and unconscious, no actions for 10D *minutes*. -2D to all actions until healed. If *Wounded* again character is *Incapacitated*.

Incapacitated: Falls prone and unconscious for 10D *minutes*. If *Wounded* or *Incapacitated* again character is *Mortally Wounded.*

Mortally Wounded: Knocked unconscious. Roll 2D after each round. If the roll is <u>less</u> than the number of rounds <u>since</u> being *Mortally Wounded*, the character dies.

Weapons set for Stun: A "Wounded" or worse result means unconsciousness for 2D minutes.

HEALING TABLE

NATURAL HEALING
Characters can heal naturally by resting and making Healing Rolls. Rolls use the full Strength rating.

Wounded Characters must rest for 3 days.

Strength Roll	Result
2-4	Character worsens to Wounded Twice
5-6	Character remains Wounded
7+	Character is fully healed

Wounded Twice Characters must rest for 3 days

Strength Roll	Result
2-4	Character worsens to Incapacitated
5-6	Character remains Wounded Twice
7+	Character improves to Wounded

Incapacitated Characters must rest for 2 weeks

Strength Roll	Result
2-6	Character worsens to Mortally Wounded
7-8	Character remains Incapacitated
9+	Character improves to Wounded Twice

Mortally Wounded Characters must rest for 1 month (35 standard days).

Strength Roll	Result
2-6	Character worsens to Incapacitated
7-8	Character remains Mortally Wounded
9+	Character improves to Incapacitated

MEDPACS
A successful First Aid roll heals the patient 1 Level.

Degree of Injury	Difficulty
Stunned, Unconscious	Very Easy
Wounded, Wounded Twice	Easy
Incapacitated	Moderate
Mortally Wounded	Difficult

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

Multiple medpacs can be used in a single day, but this increases the First Aid difficulty by 1 Level for each additional use.

BACTA TANK
Very Easy (A) Medicine or Heroic First Aid roll to use. If the roll fails, the patients injury worsens 2 Levels. If the roll succeeds, the patient fully heals in time.

Character Status	Treatment Time
Wounded	1D hours
Incapacitated	4D hours
Mortally Wounded	1D days

DIFFICULTY NUMBERS

Difficulty	Numbers	Range
Very Easy	01 – 05	Point Blank
Easy	06 – 10	Short
Moderate	11 – 15	Medium
Difficult	16 – 20	Long
Very Difficult	21 – 30	
Heroic	31+	

If the roll is equal to or higher than the Difficulty Number, the Character succeeds.

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

Modifiers
+01-05 Character has a *slight* advantage
+06-10 Character has a *good* advantage
+11-15 Character has a *decisive* advantage
+16+   Character has an *overpowering* advantage

MOVE CHART

Move	km/hr (All Out)	Ships in Atmosphere	Move	Ships in Atmosphere	Move	km/hr (All Out)
3	10				150	430
5	15				160	460
7	20				175	500
8	25				185	530
10	30				195	560
14	40		Move	Move	km/hr	
18	50		1	210	600	
21	60		2	225	650	
25	70		3	260	750	
26	75		4	280	800	
28	80		5	290	850	
30	90		6	330	950	
35	100		7	350	1000	
45	130		8	365	1050	
55	160		9	400	1150	
70	200		10	415	1200	
80	230		11	435	1250	
90	260		12	450	1300	
105	300				470	1350
115	330				485	1400
125	360				505	1450
140	400				520	1500

Speeds listed are for all-out movement.

High Speed:	1/2 km per hour speed
Cruising:	1/4 km per hour speed
Cautious:	1/8 km per hour speed

GRENADES

Grenade Deviation: If the Grenade Roll misses the target, roll 1D to determine the direction:
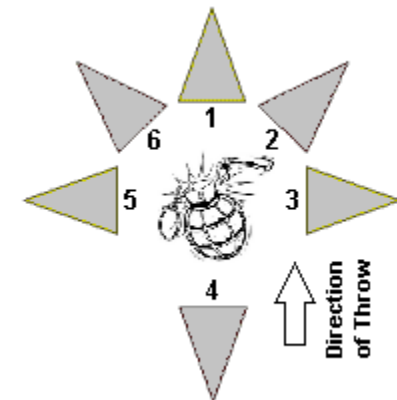
Range of Deviation:
Point Blank:	1D meters
Short:	1D meters
Medium:	2D meters
Long:	3D meters

SCALE

Scale	Modifier
Character	N/A
Speeder	2D
Walker	4D
Starfighter	6D
Capital	12D
Death Star	24D

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

Lower Against Higher
The lower scale attacked adds the modifier to the attack roll. If the target dodges, just roll the skill.
The higher scale target adds the modifier to the roll to resist any damage. The lower scale weapon rolls damage as normal.

Higher Against Lower
The higher scale attacker rolls a normal attack, however the lower scale target adds the modifier to their dodge roll.
The higher scale attacker adds the modifier to the damage roll, while the lower target resists the damage with their normal roll.

DAMAGE CHARTS

Damage Roll	Characters
00 – 03	Stunned
04 – 08	Wounded
09 – 12	Incapacitated
13 – 15	Mortally Wounded
16+	Killed

Damage Roll	Vehicles & Starships
00 – 03	Shields Blown / Controls Ionized
04 – 08	Lightly Damaged
09 – 12	Heavily Damaged
13 – 15	Severely Damaged
16+	Destroyed

Damage Roll	Ion Cannon Effect
00 – 03	Controls Ionized
04 – 08	2 Controls Ionized
09 – 12	3 Controls Ionized
13 – 15	4 Controls Ionized
16+	Controls Dead

COMBAT MODIFIERS

Drawing Weapons: Action (-1D to all other actions)

Stun Setting: Action (-1D to all other actions).

Called Shots: Small Targets
-1D Difficulty for a target 10 - 50 cm long (04 - 20 in)
-4D Difficulty for a target 01 - 10 cm long (01 - 04 in)
-8D Difficulty for a target less than 1 cm long (under 1 in)

COVER

Cover	Add to Difficulty
Smoke - Light	+1D
Smoke - Thick	+2D
Smoke - Very Thick	+4D
Light - Poor	+1D
Light - Moonlit Night	+2D
Light - Complete Darkness	+4D

Characters can hide behind object for Cover and Protection.

Cover Modifier: Based on how much of a target character is covered. Add modifier to Difficulty to hit.

Target Is	Add to Difficulty
1/4 Covered	+1D
1/2 Covered	+2D
3/4 Covered	+4D
Fully Covered	If Cover provides Protection, the attacker cannot hit the target directly. The attacker must eliminate the cover first.

PROTECTION

Protection: Sturdy objects provide Protection. If the attack roll is high enough to beat the Base Difficulty, but not well enough to beat the added Cover modifier, the shot hits whatever target is hiding behind.

Roll the attacks damage against the Protections Body Strength.

Sample Protection	Body Strength
Door - Wooden, Flimsy	1D
Door - Wooden, Standard	2D
Door - Metal, Standard	3D
Door - Reinforced	4D
Door - Blast	6D

If the Damage roll is lower than the Body Strength roll, the Protection not damaged and the target Character takes no damage. If the Damage roll is equal to or greater than the Protections Body Strength roll, the Protection may be damaged and the Character may take damage. Subtract dice from the Attacks Damage based on how badly the Protection is damaged and then roll Damage against the Character.

Damage Roll beats Body Strength Roll by:	Protection Is:	Reduce Weapon Damage by:
00 - 03	Damaged - Meh	Completely Protected
04 - 08	Damaged - Light	-4D
09 -12	Damaged - Heavy	-2D
13 - 15	Damaged - Severe	-1D
16+	Damaged - Destroyed	Target takes full damage

ROUND SEQUENCE

1 round = 5 seconds

Initiative:
- The Character with the highest Perception on each side rolls.
- The higher roller decides whether their side acts first or last.

Roll Actions:

Round 1:	The first side acts. Each Character takes one action. The Player tells you how many actions he's making this round. Multiple Actions incur the Multiple Actions penalty.
Round 2:	Second side takes first action.
Round 3:	First side takes their second action, etc.

Multiple Action Penalties

Actions	Penalty
2 Actions	-1D
3 Actions	-2D
4 Actions	-3D

Reaction Skills: An attacked Character can roll Reaction Skills at any time. The roll is a new Difficulty Number for Attacks that round. The most common Reaction Skills are; Dodge, Melee Parry, Brawling Parry, Lightsaber, Repulsorlift Operation (or other vehicle skills), Capital Ship Piloting, Space Transports, or Starfighter Piloting.

Full Reaction: Full Reaction can be the ONLY action a Character makes in an entire round. Add reaction skill roll to difficulties for that round.

VEHICLE DAMAGE

Shields Blown: -1D from Shields. If no dice in Shields, Controls Ionized.

Controls Ionized: -1D from Maneuverability, Shields, Weapon Fire Control, and Damage for rest of the round and next round. If suffering from as many Controls Ionized results as the vehicle has Maneuverability dice, Controls Dead for the next two rounds. Vehicle maintains same speed and direction, cannot turn, fire weapons, use shields, or take other actions.

Lightly Damaged: Vehicles can be lightly damaged any number of times. Roll 1D:

Roll	Result
1-3:	-1D from Maneuverability (If 0D, -1 Move)
4:	One on-board weapon hit and destroyed
5-6:	-1 Move

Heavily Damaged: A Heavily Damaged vehicle that is Lightly or Heavily Damaged becomes Severely Damaged. Roll 1D:

Roll	Result
1-3:	-2D from Maneuverability until repaired. If 0D, -2 Move.
4-6:	-2 Move

Severely Damaged: A Severely Damaged vehicle that is Lightly, Heavily, or Severely Damaged again is Destroyed. Roll 1D:

Roll	Result
1-2:	Destroyed powerplant. A ground vehicle moving at high speed or all-out crashes, at cruising or cautious speed it rolls to a stop. For flying vehicles, the pilot must make the minimum of a Moderate roll to prevent crashing.
3:	Overloaded generator. Explodes in 1D rounds.
4:	Disabled weapons. All weapons shut down.
5:	Structural damage. Pilot has 1D rounds to eject or crash-land vehicle before explosion.
6:	Destroyed

Destroyed: Vehicle Destroyed

STARSHIP DAMAGE

Shields Blown: -1D from Shields. If no dice in Shields, Controls Ionized.

Controls Ionized: -1D from Maneuverability, Shields, Weapon Fire Control, and Damage for rest of the round and next round. If suffering from as many Controls Ionized results as the vehicle has Maneuverability dice, Controls Dead for the next two rounds. Starship maintains same speed and direction, cannot turn, fire weapons, use shields, or take other actions.

Lightly Damaged: Starships can be lightly damaged any number of times. Roll 1D:

Roll	Result
1:	-1D from Maneuverability (If 0D, -1 Move)
2:	One on-board weapon hit and destroyed
3:	One on-board weapon rendered inoperative. It is Lightly Damaged.
4:	Hyperdrive damaged. Double time to calculate Astrogation courses. If the pilot wants to Jump in one round, add an extra +10 to the Astrogation difficulty.
5:	-1D from Shields. If no dice in Shields, Controls Ionized.
6:	-1 Move

Heavily Damaged: A Heavily Damaged Starship that is Lightly or Heavily Damaged becomes Severely Damaged. Roll 1D:

Roll	Result
1:	-2D from Maneuverability until repaired. If 0D, -2 Move.
2:	Lose a weapon system in one fire arc.
3:	All weapons of one type in the same fire arc destroyed.
4:	Hyperdrive damaged. Increase all Astrogation difficulties by +10.
5:	-2D from Shields. If no dice in Shields, Controls Ionized.
6:	-2 Move

Severely Damaged: A Severely Damaged starship that is Lightly, Heavily, or Severely Damaged again is Destroyed. Roll 1D:

Roll	Result
1:	Dead in space. All drives and maneuvering systems are destroyed.
2:	Overloaded generator. Explodes in 1D rounds destroying the starship.
3:	Disabled hyperdrives
4:	Disabled weapons. All weapons lose power. Roll 1D: 1-4: Weapons are Severely Damaged 5-6: Weapons Destroyed
5:	Structural damage. Ship disintegrates in 1D rounds.
6:	Destroyed

Destroyed: Starship Destroyed

LOST MOVES

Lost Moves add together (Stack):
- -1Move: Ship limited to High Speed
- -2Move: Ship limited to Cruising Speed
- -3Move: Ship limited to Cautious Speed
- -4Move: Ship Dead in Space
- -5Move: Ship Destroyed

TRACTOR BEAMS

Damage Roll beats Hull Roll by:	Space Units Reeled In:	Target Ships Damage:
00 - 03	No Change	No Change
04 - 08	1	-1 Move
09 -12	2	-2 Move
13 - 15	3	-3 Move
16+	4	-4 Move

SHIELDS

Fire Arcs Covered	Shield Difficulty
1	Easy
2	Moderate
3	Difficult
4	Very Difficult