

How the Game Works

The gamemaster assigns a **difficulty number** when a character tries to do something and there's a chance of failure, such as shooting a blaster at stormtroopers, flying a starship, or fixing a busted droid.

Roll the skill's die code; if you don't have the skill, roll the attribute's die code. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

Opposed Rolls

If your character is acting against another character, you are making an *opposed roll*: you roll your skill dice, while the other character rolls his skill dice. Whoever rolls higher succeeds.

The Wild Die

When rolling dice, one dice should be designated as the "Wild Die". Should that die roll a "6", then roll it again and add both results to the total roll. Should the Wild Die roll a "1", even if the roll is a success, something happens that makes life complicated for the character.

Actions in a Round

The game is broken down into **rounds**; each round is about five seconds of game time.

Your character can perform one action in a round. Roll the skill or attribute die code for that action. Characters can try to do more than one action in a round, but it's harder to more than one thing at once.

- If a character tries two things, lose one die (-1D) from every skill roll.
- If a character tries three things, lose two dice (-2D) from every skill roll.
- If a character tries four things, they lose three dice (-3D) from every skill roll, and so forth.

Special Statistics

Each character has some equipment, at least one Force Point (some characters start with two!) and five Character Points. You can spend these points in particularly difficult situations.

- **Character Points:** When you spend a Character Point, you get to roll one extra die when your character tries to do something. You can spend Character Points, after you've tried a skill roll but you must do so *before* the gamemaster says whether your character succeeded to the task. Character Points are also used to improve character skill between adventures, so don't spend all of them during an adventure.
- **Force Points:** When you spend a Force Point, that means your character is using all of his concentration to succeed -- and whether he knows it or not, he is drawing upon the Force!

When you spend a Force Point, you get to roll *double* the number of dice you would normally roll in a round. You can only spend one Force Point per round and you have to say so *before* you roll any dice. You can't spend any Character Points in the same round when you spend a Force Point.

Using a Force Point in anger or fear calls upon the *dark side* -- characters who use the Force for evil or for selfish goals risk going over to the dark side of the Force!

- **Dark Side Points:** Characters get Dark Side Points for doing evil. If a character gets enough Dark Side Points, he or she turns to the dark side of the Force and is now a gamemaster character; the player must create a new character.

Combat Sequence

1. Declare Actions and Full Reaction Skills.

Players declare all actions for this combat round. Actions are declared in order of *Perception* but are resolved in order of descending *Dexterity*. Players may hold their action until later in the turn order. Players roll skill dice for their actions, subtracting 1D per action from each action declared after the first. The gamemaster determines the to-hit and other difficulty numbers for this round.

- **Movement:** Cautious Speed=1/2 action, Cruising Speed=1 action, High Speed=2 actions, or All-Out Speed=4 actions, may perform no other action.
- **Attack:** 1 action free, each additional action -1D to each action resolution.
- **Skill or Attribute Use:** 1 action free, each additional action -1D to each action resolution.
- **Full Dodge:** add Dodge roll to difficulty, must be used with a Movement action, may not be used with any other action.
- **Full Parry:** add Parry roll to difficulty, reduces difficulty of following action by 5, may not be used with any other action.
- **Full Evasion:** add Piloting roll to difficulty, must be used with a Movement action, piloting roll is also added to difficulty of all other actions performed on the ship.
- **Haste:** Haste adds *1D Dexterity* to an action for order determination only.

2. Declare Reaction Skills.

Reaction skills allow a fighter to execute a quick defensive maneuver in response to an unexpected attack. Each Reaction counts as an additional action and subtracts and additional 1D from all subsequent actions. Reaction skills can be declared at any time during declaration or resolution.

- **Combat Dodge:** substitute Dodge roll for difficulty.
- **Combat Parry:** substitute Parry roll for difficulty, reduces difficulty of following action by 5.
- **Combat Evasion:** substitute Piloting roll for difficulty.
- **Shielding:** add Starship Shield roll to difficulty, if attacker rolls over difficulty but below Shield total, then add ship's Shield dice to the Hull dice.

Difficulty Chart

Task	Combat	Repair	Medpack	Difficulty	Average Dice
Very Easy	Point-Blank			5	2D
Easy	Short	Lightly Damaged	Wounded	10	3D
Moderate	Medium		Incapacitated	15	4D
Difficult	Long	Heavily Damaged	Mortally Wounded	20	6D
Very Difficult		Severely Damaged		30	9D
Heroic				31+	10D+

3. Calculate Damage as Hits Occur.

Roll damage and strength/hull dice for all targets hit by an attack, and determine the effects according to the appropriate "Damage Summary" chart below.

Human Damage

Roll	Effect		Armor
Less	No Effect		-
0-3	Stunned	-1D that round	Light -1 prot.
4-8	Wounded / 2	-1D until healed	Heavy -1D prot.
9-12	Incapacitated	-2D until healed, no movement	Severe useless
13-15	Mortally Wounded	each turn roll 2D over number of elapsed turns since wounded to stay alive	Destr.
16+	Killed	Dead	

Human Recovery

Roll	Effect		Medpack	Bacta	Natural
Less	No Effect				
0-3	Stunned	-1D that round	V Easy (5)	-	-
4-8	Wounded / 2	-1D until healed	Easy (10)	1D hours	3 days 2-4 incapac 5-6 wound 7+ healed
9-12	Incapacitated	-2D until healed, no movement	Mod. (15)	2D hours	2 weeks 2-6 mr wnd 7-8 incapac 9+ wound
13-15	Mortally Wounded	each turn roll 2D over number of elapsed turns since wounded to stay alive	Diff. (20)	1D days	30 days 2-6 dies 7-8 mr wnd 9+ incap
16+	Killed	Dead	-	-	-

Starship Damage

Roll	Effect	Ion Can.	
0-3	Shields Blown -1D shields until repaired, else Controls Ionized -1D man, fire ctrl, weap dam, shlds (if ionized for man rounds, controls frozen 2 rounds)	1 control ionized	
4-8	Lightly Damaged 1-2; -1D maneuverability 3; one weapon destroyed 4; one weapon inoperative 5; -1D shields 6; -1 move	2 controls ionized	
9-12	Heavily Damaged 1-2; -2D maneuverability 3-4; one weapons system inoperative 5; -2D shields 6; -2 move	3 controls ionized	L H ↓
13-15	Severely Damaged 1; disabled engines 2; overloaded generator, shut down or expl 3r 3; disabled hyperdrives 4; disabled weapons 5; structural damage, 1D rounds to evacuate 6; destroyed	4 controls ionized	L H S ↓
16+	Destroyed	Controls dead	D

Vehicle Damage

Roll	Effect	
0-3	Shields Blown -1D shields until repaired, else Controls Ionized -1D man, fire ctrl, weap. dam., shields, round and next round (if ionized for MAN rounds, controls frozen 2 rounds)	
4-8	Lightly Damaged 1-3; -1D maneuverability 4; one weapon destroyed 5-6; -1 move 1D passenger damage	
9-12	Heavily Damaged 1-3; -2D maneuverability 4-6; -2 moves 3D passenger damage	L H ↓
13-15	Severely Damaged 1-2; powerplant destroyed, crashes with +3D damage 3; overloaded generator, shut down or explodes in 3D rounds 4; all weapons shut down 5; structural damage, breaks in 1D rounds 6; destroyed 6D passenger damage	L H S ↓
16+	Destroyed 11D passenger damage	D

Lightsaber Duels

In order to make Lightsaber duels more interesting and detailed, the following action descriptions are available when using Lightsabers.

1. Declare Actions and Full Reaction Skills.

Players declare all actions for this combat round. Actions are declared in order of *Perception* but are resolved in order of descending *Dexterity*. Players may hold their action until later in the turn order. Players roll skill dice for their actions, subtracting 1D per action from each action declared after the first. The gamemaster determines the to-hit and other difficulty numbers for this round.

- **Size-Up Your Opponent:** *Perception+Lightsaber* vs. opponent's *Perception+Lightsaber* to determine the opponent's skill level by observation alone.
- **Movement:** Cautious Speed=1/2 action, Cruising Speed=1action, High Speed=2 actions, or All-Out Speed=4 actions, may perform no other action.
- **Quick Strike:** *Lightsaber* vs. Difficulty 15, -2D Damage.
- **Strike:** *Lightsaber* vs. Difficulty 20, +0D Damage.
- **Fierce Strike:** *Lightsaber* vs. Difficulty 25, +1D Damage.
- **Strong Strike:** *Lightsaber* vs. Difficulty 30, +3D Damage.
- **Beserk Strike:** *Lightsaber* vs. Difficulty 25, +4D Damage, 1 Character Point or 1 Dark Side Point.
- **Full Dodge:** add *Dodge* roll to difficulty, must be used with any Movement action except All-Out, may not be used with any other action.
- **Full Parry:** add *Lightsaber* roll to difficulty, reduces difficulty of following action by 5, may not be used with any other action.
- **Bare-Handed Parry:** for the truly foolhardy, a bare-handed parry against a Lightsaber! The character must have activated *Absorb/Dissipate Energy* before being attacked, and must roll *Control* vs. 12+lightsaber's damage to absorb the attack. Failure means the character takes damage normally.
- **Feint:** roll *Perception+Lightsaber* vs. opponent's *Perception+Lightsaber*, if successful, reduce difficulty of the following action by 10.
- **Lock:** *Lightsaber* vs. Difficulty 20, roll *Strength+Lightsaber* vs. opponent's *Strength+Lightsaber*, if successful the both lightsabers are locked and the round is ended, all further actions are forfeited. The attacker may choose to maintain the lock so long as they successfully roll *Strength+Lightsaber* vs. opponent's *Strength+Lightsaber* at the end of each round, until they choose to break it, or one combatant chooses to drop their Lightsaber. While locked, all other actions (such as *Brawling*) are at -1D.
- **Disarm:** *Lightsaber* vs. Difficulty 30, increases difficulty of the following action by 10, roll *Strength+Lightsaber* vs. opponent's *Strength+Lightsaber*. Consult the following chart:

Roll	Effect	
Less	No Effect	
0-3	Distracted	Opponent suffers -5 to next action.
4-8	Distracted	Opponent suffers -10 to next action.
9-12	Disarmed	Lightsaber 1D meters away.
13-15	Disarmed	Lightsaber 2D meters away.
16+	Disarmed	Lightsaber 3D meters away.

2. Declare Reaction Skills.

Reaction skills allow a fighter to execute a quick defensive maneuver in response to an unexpected attack. Each Reaction counts as an additional action and subtracts and additional 1D from all subsequent actions. Reaction skills can be declared at any time during declaration or resolution.

- **Combat Dodge:** substitute Dodge roll for difficulty.
- **Combat Parry:** substitute Parry roll for difficulty, reduces difficulty of following action by 5.

3. Calculate Damage as Hits Occur.

Roll damage and strength/hull dice for all targets hit by an attack, and determine the effects according to the appropriate "Damage Summary" chart.

Martial Arts

Excerpted from "Rules of Engagement: The Rebel SpecForces Handbook" by West End Games

Characters using Martial Arts in combat may select their actions using the following list of advanced hand-to-hand combat actions.

- **Blindfighting:** *Martial Arts* vs. Difficulty 25; May negate penalties from fighting blind or in the dark; may be used as a reaction skill.
- **Disarm:** *Martial Arts* vs. Difficulty 15; if successful, the opponent is disarmed.
- **Elbow Smash:** *Martial Arts* vs. Difficulty 5; *Strength*+2D damage.
- **Flip:** *Martial Arts* vs. Difficulty 15; opponent suffers 3D damage and is knocked down; may be used as a reaction skill.
- **Flying Kick:** *Martial Arts* vs. Difficulty 20; *Strength*+4D damage, failure gives opponent +1 action at no penalty.
- **Foot Sweep:** *Martial Arts* vs. Difficulty 15; opponent is knocked down for remainder of the round.
- **Headbutt:** *Martial Arts* vs. Difficulty 5; success does STR+1D damage to opponent, even if bound or held; may be used as a reaction skill.
- **Hold/Grapple:** *Martial Arts* vs. Difficulty 15; Success indicates the opponent is held immobile; the attacker may choose to maintain the hold so long as they successfully roll *Strength* vs. opponent's *Strength* at the end of each round, until they choose to break it.
- **Instant Knockdown:** *Martial Arts* vs. Difficulty 15; opponent is knocked down for the remainder of the round.
- **Instant Stand:** *Martial Arts* vs. 15; character may return to standing without using an action.
- **Instant Stun:** *Martial Arts* vs. 15; opponent is *stunned* for one round.
- **Instant Wound:** *Martial Arts* vs. 20; opponent suffers a *wound*.
- **Kick:** *Brawling* or *Martial Arts* vs. 5; *Strength*+2D damage.
- **Multiple Strikes:** *Martial Arts* vs. 15; the character may make a second attack at no multiple action penalties.
- **Nerve Punch:** *Martial Arts* vs. 25; renders an opponent's limb unusable for 3D rounds.
- **Nerve Punch 2:** *Martial Arts* vs. 35; renders an opponent unconscious.
- **Power Block:** *Martial Arts* vs. 15; a successful parry inflicts STR+1D to the opponent; may be used as a reaction skill.
- **Punch:** *Brawling* or *Martial Arts* vs. Difficulty 5; *Strength*+1D damage.
- **Reversal:** *Strength* or *Martial Arts* vs. opponent's *Strength* or *Martial Arts* (whichever is higher); used to reverse a Hold/Grapple; may be used as a reaction skill.
- **Silent Strike:** *Martial Arts* vs. 20; provided the character has approached an opponent undetected, success renders the opponent dead or unconscious (at character's discretion).
- **Spinning Kick:** *Martial Arts* vs. 15; success adds +1D to damage; failure gives opponent +1 action at no penalty.
- **Shoulder Throw:** *Martial Arts* vs. 15; opponent suffers 3D damage and is knocked down.
- **Weapon Block:** *Martial Arts* vs. opponent's Melee Combat; success indicates the Melee Attack is blocked

Scale

The scales, from "lowest" to "highest," are character (creature), speeder, mecha, starfighter, capital and Extreme. The scale modifiers reflect the differences between small, fragile targets (like characters) and large, tough targets (like Star Destroyers).

* When targets of the same scale are shooting at each other, ignore the modifiers; roll hits, dodges, and damage die codes normally.

* When using the scale rolls, apply the difference between the two scales: this is now called the "adjusted modifier" just to show that you're not using the raw numbers).

Scale	Modifier
Character	--
Speeder	2D
Mecha	4D
Starfighter	6D
Capital	12D
Extreme	24D

Lower Against Higher.

When a "lower" scale character or vehicle is shooting at a "higher" scale character or vehicle:

* The lower scale gets to add the modifier to the attack roll; if the higher scale target makes a vehicle dodge, just roll its normal maneuverability.

* The higher scale target gets to add the modifier to the roll to resist damage; the lower scale weapon rolls damage normally.

Higher Against Lower.

When a "higher" scale character or vehicle is shooting at a "lower" scale character or vehicle:

* The higher scale attacker rolls its normal attack roll; the lower scale target adds the "adjusted modifier" to its vehicle dodge roll to avoid the attack.

* The higher scale attacker adds the "adjusted modifier" to its damage roll.

Weapons

Personal Scale	Damage	Short (10)	Medium (15)	Long (20)
Slugthrower	3D	3-15	16-45	46-125
Rifle	3D+1	3-30	31-100	101-300
Submachinegun	4D	30-10	11-50	51-100
Blaster Pistol	4D	3-10	11-30	31-120
Heavy Blaster Pistol	5D	3-7	8-25	26-50
Blaster Rifle	5D	3-30	31-100	101-300
Heavy Repeating Blaster	8D	3-75	76-200	201-500
Speeder Scale		Short (10)	Medium (15)	Long (20)
Light	1D-2D+	50-300	301-500	501-1,000
Medium	3D-4D+	50-300	301-800	801-1,500
Heavy	5D+	50-400	401-900	901-2,000
Mecha Scale		Short (10)	Medium (15)	Long (20)
Light	1D-2D+	10-500	501-2,000	2,001-10,000
Medium	3D-4D+	20-600	601-3,000	3,001-16,000
Heavy	5D+	50-600	601-5,000	5,001-25,000
Starfighter		Short (10)	Medium (15)	Long (20)
Blaster		0.2-10km	20km	35km
Missiles		0.25-4km	17km	30km
Laser Cannon		0.2-5km	25km	50km
Ion Cannon		0.05-5km	15km	75km
Proton Torpedoes		0.5-15km	-	-
Capital Ship		Short (10)	Medium (15)	Long (20)
Missiles		3-25km	60.5km	125km
Turbolaser		5-30km	70km	150km
Ion Cannon		2-20km	50km	100km
Proton Torpedoes		1-10km	30km	60km