# The STAR WARS®

## Rules Companion

WEST END GAMES

# The STAR WARS® Rules Companion

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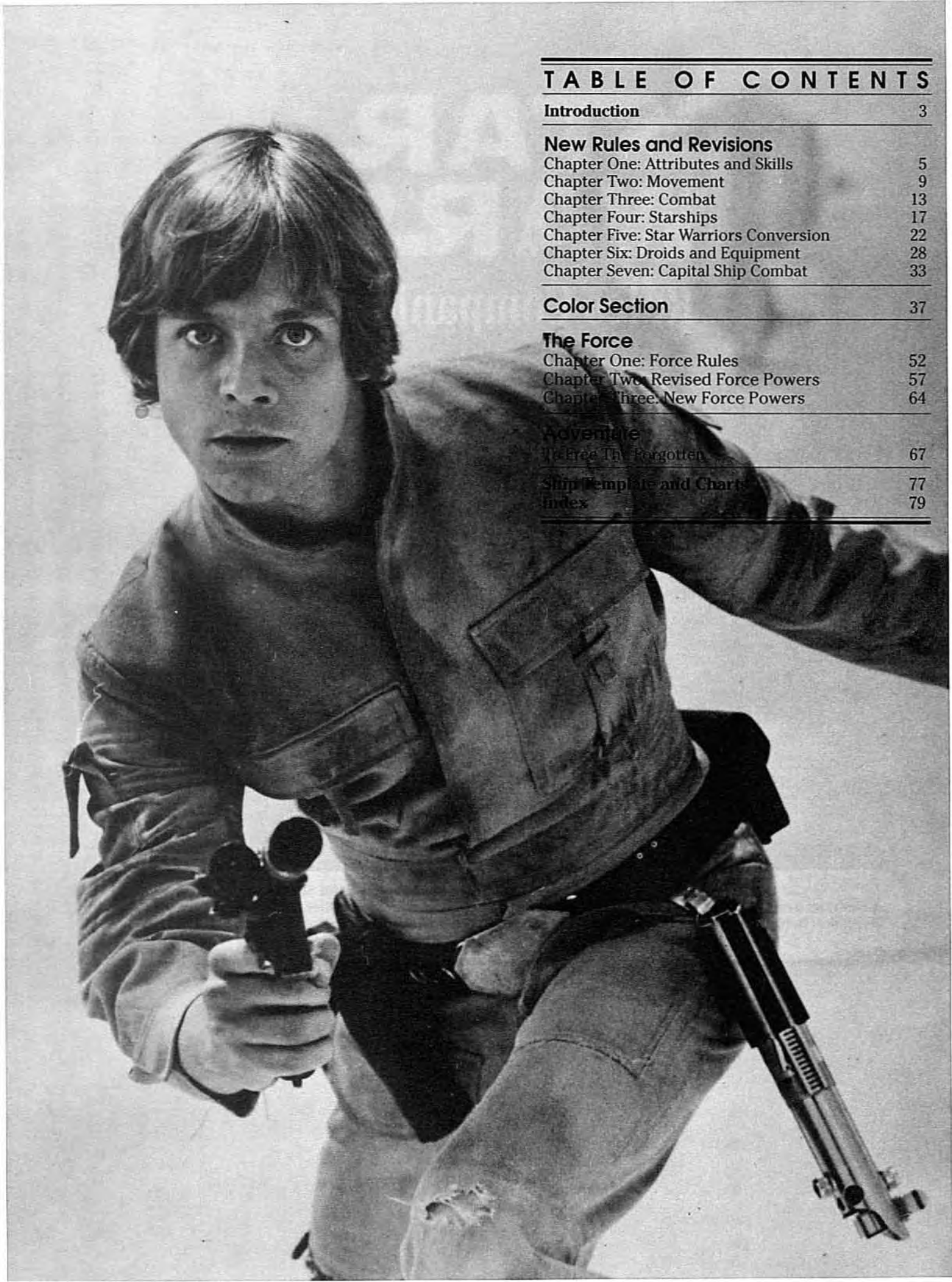

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# Introduction

In that long ago and far away galaxy of 1987, West End Games introduced *Star Wars: The Roleplaying Game*. It had the grand sweep, the excitement, the feel of the wonderful movies it was based upon. Your character could swing across chasms with a princess in his arms, try to con a horde of Imperial guards on the other side of a blast door, dive through a deadly asteroid field with TIE fighters on your tail, run into blazing firefights with umpteen Stormtroopers, and generally have a good time fighting for freedom and the values of the Old Republic against the evil Empire.

But there were those of you who, while enjoying the fast-paced action and excitement of the game, yearned for more. More detail, more flexibility, more information — more *rules*. Rather than ignore the thousands of letters you sent us, we have come up with a compromise. Something which we feel keeps the quick tempo and spirit of the game intact, while at the same time providing that little *extra* that so many seem to desire. And so, with this in mind, we are proud to present *The Star Wars Rules Companion.*

Within these pages you will find an interesting mixture of brand new rules along with revisions and clarifications of those already in existence. Many of the rules specifically created for our published adventures, as well as the entire *Rules Upgrade,* are included as well. A wealth of new information for the gamemaster who wants more, all kept within the fast-paced, breathtaking parameters of the classic films upon which the game was based.

## Using The Rules Companion

The rules presented in this book are meant to work along with the existing rules for *Star Wars: The Roleplaying Game*, although in many cases they may replace or extensively revise whole sections of the original system. This was necessary in order to address the many additional aspects we wished to deal with in *The Rules Companion.*

It is also necessary that you understand that the rules provided here work as an intertwining system of their own, relying on, supporting and playing-off of one another. You cannot pick and choose, cafeteria style, the specific rules you prefer from among those presented here. This simply won't work. The combat rules are made to work together, as are the rules for movement and attributes and skills, and each works best when all the rules are combined into a comprehensive system.

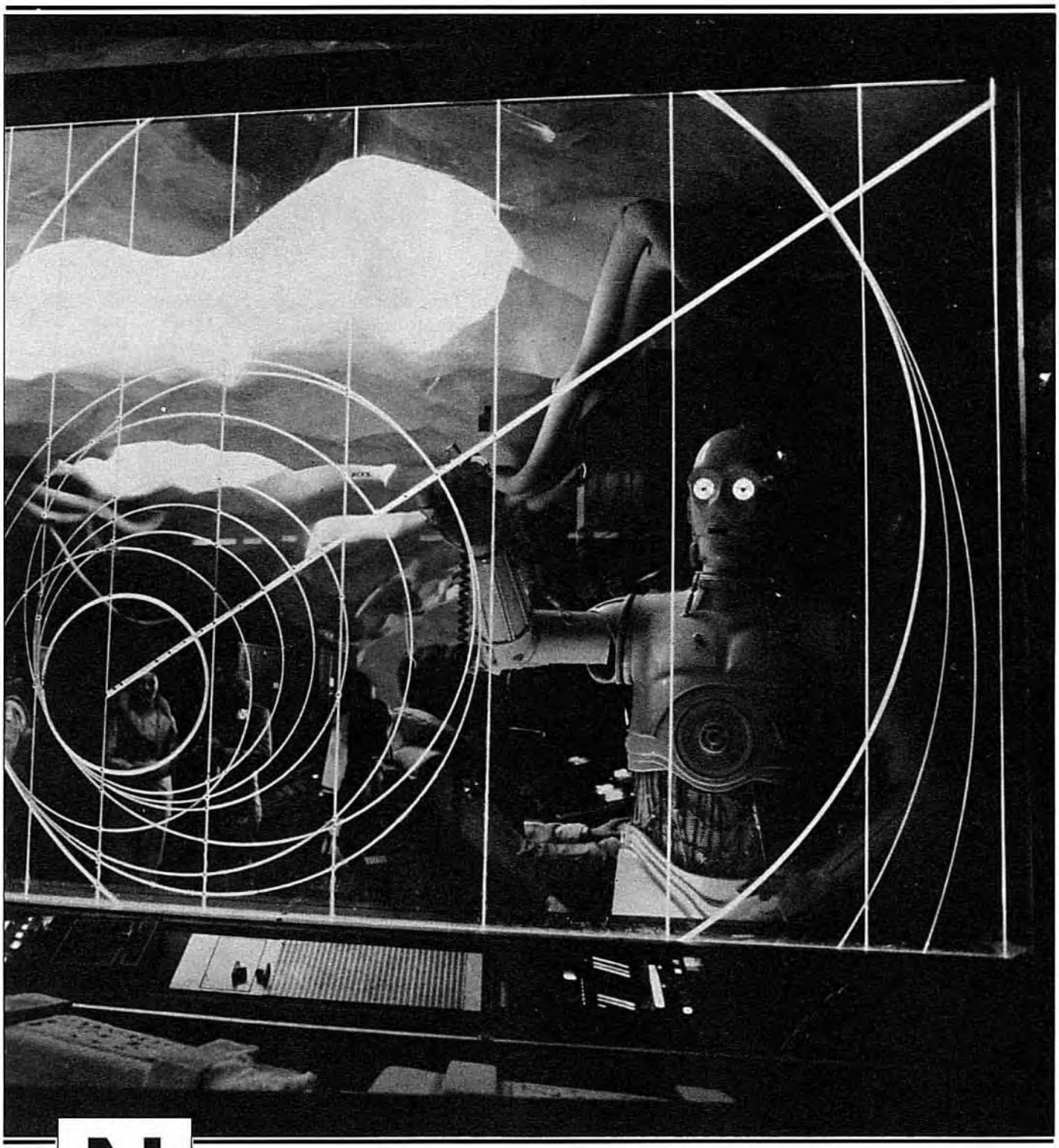
In addition to this, you should be aware that all future published *Star Wars: The Roleplaying Game* adventures will be compatible with *The Star Wars Rules Companion.*

## What The Rules Companion Is

*The Star Wars Rules Companion* is not a game unto itself. It is designed to be a companion book to the original *Star Wars: The Roleplaying Game* system. **You must have the original book in order to use this companion.** From this point on, the two volumes of rules will work together to create an exciting roleplaying game experience.

Nothing stays the same. Things grow, evolve, get better. That's the case with the *Star Wars* game system. This companion volume is part of the evolving process. It includes revisions, clarifications, and totally new rules that have been instituted to increase enjoyment of the game and enhance the movie-like spirit of the original system.

Still, no rules system ever handles every contingency. That's what gamemastering is all about — taking the presented rules and applying them fairly to a given situation. The end result is to have fun, and we hope that this volume increases your level of fun.



# New Rules and Revisions

# Chapter One Attributes and Skills

In *Star Wars: The Roleplaying Game,* chapter two of the Gamemaster Section introduced and defined the concept of attributes and skills. This is the framework upon which the game system is developed. The six attributes and numerous skills from the original game remain intact, but we have updated and better defined some of the concepts related to them.

In this chapter you'll find new information on the dice system, difficulty numbers, combined actions, and uncertainty dice. Any rules that are different from their counterparts in the original roleplaying game take precedent unless otherwise noted (such as the optional uncertainty dice mechanic).

## Dice and Pips

*Star Wars: The Roleplaying Game* measures everything in units of six-sided dice; 4D, 5D, etc. For more variation, the game further divides the dice codes into *pips*, the term used to define the colored dots on dice; 4D+2, 5D+1, etc. We use the term to distinguish between modifiers expressed as *whole dice* and numbers which just *modify the die roll*. So, adding two dice to a roll is "+2D", while increasing the total of the die roll by two is "+2"or "+2 pips."

For example, if players are told to roll 4D, they must roll four six-sided dice and add up the numbers. If they are told to roll 4D+2, they must roll four six-sided dice and add up the numbers, then add "2 pips"to the total. So a 4D+2 roll with the results 4, 1, 3, 1, +2 equals a total of 11.

When you add or subtract pips, you always get pips back. For example, if a Rebel spends a Force point on a 5D+2 skill he doubles it (according to the Force Point rules) and rolls 10D+4.

When you are improving a skill or the die code of equipment you round pips up to dice. So a *blaster* skill of 3D increases to 3D+1, 3D+2, 4D. For these purposes, a single die is made up of three pips (as the average roll of a single die is a little more than 3, anything higher effectively gives you another die). Adding 2D+1 to a skill of 1D+2 would now make it 4D. (The 2D and 1D add together to give you 3D, while the +1 and +2 pips add up to give you another die, increasing the total to 4D.)

In play, though, multiple pip modifiers never round up to dice. A character can roll 4D+6, for example, depending on combined actions and other modifiers. **When rolling actions during the game, never increase the pips to dice.**

## Difficulty Numbers

The difficulty numbers listed for each type of task are *guidelines*, numbers which can vary from task to task, even when the tasks are similiar. They are not intended to be absolutes. Swinging across a shaft in the Death Star, one hand on a rope, the other around a princess, is a *Difficult* task. So is swinging across a simple mine shaft while being pursued by Stormtroopers. But the Death Star is the Death Star; swinging across a mine shaft is a bit easier, although it should still be tougher than a *Moderate* task. To reflect this subtle sort of distinction in the game, the difficulty numbers are presented as a scale.

There are similar scales for combat, knowledge, general knowledge, and medpac use. The "Difficulty Number Chart" is printed on the gamemaster's screen included in *The Star Wars Campaign Pack.*

## Difficulty Number Scale

| Task Description | Difficulty Number |
|---|---|
| Very Easy | 3-5 |
| Easy | 6-10 |
| Moderate | 11-15 |
| Difficult | 16-20 |
| Very Difficult | 21-30 |

Most tasks can and should be scaled according to circumstances. Medpac difficulty numbers, for example, are based on the extent and severity of the damage. Was a Rebel *wounded* by a single blaster bolt? Use 6 as the difficulty number. Was a Rebel *wounded* by a thermal detonator? Slide the difficulty number toward the upper end of the *wounded scale*, which has a maximum of 10 (9 is a good number in this instance).

As you can see, the application of difficulty numbers within a scale is dependent on the gamemaster's judgment. The exact numbers picked are not crucial, but the consistency of the number selection is. Gamemasters should not give a medpac difficulty of 6 for a blaster wound suffered this combat, and a difficulty of 10 the next.

Player objections are quite likely if gamemasters are inconsistent with their difficulty number selection. If you apply the rules the same way from instance to instance, the players will appreciate the fairness and work with you instead of against you for a satisfying session.

Until the Rebels in your campaign have improved a number of skills, set up situations which involve difficulty numbers that fall in the lower end of the scale. These numbers will provide exciting challenges without frustrating players with impossible tasks. Reserve the top end of the scale for exceptional circumstances.

## Combined Actions

Two or more characters can combine their actions for a single round in order to more effectively accomplish a single task. To perform a combined action, all characters involved must declare they are combining. One of the involved characters must be chosen to actually perform the action, using his skill code for the roll. This character is the *lead character*, or *lead firer* in combat. Others involved are simply adding support. For every supporting character *add one pip* for every full die of skill, attribute, or fire control the supporting characters have. Then roll once to resolve the combined action.

**Example:** *On Kwenn Space Station, Rebel Erisson Flask comes face to face with three stormtroopers. The three troopers declare a* combined shot *at the startled Rebel. One trooper is chosen as the lead firer (his* blaster *skill code is 3D). The others troopers, also with* blaster *skills of 3D, add one pip for each full die of skill they have for a total of +6. So the lead stormtrooper rolls a combined 3D+6 to hit the Rebel infiltrator.*

Every combined action counts as one action. Reduce the skill or attribute codes of every character involved accordingly, depending on the number of actions declared in a round.

**Example:** *The three Stormtroopers take another crack at Erisson, declaring* two *combined shots. Their skill codes are reduced by*

*1D for taking two actions. The troopers now have* blaster *codes of 2D. So the lead trooper fires two shots, each combined attack at 2D+4.*

### Limitations

Reaction skills (such as *dodge*) may not be combined. Other skills which may not be combined are *beast riding, repulsorlift operation, starship gunnery* (on ships with a single weapon), and *starship piloting. Starship shields* may be combined only if a ship has more than one shield, with an operator for each one. *Stamina* skills may not be combined. Most *Perception* skills may not be combined, the exceptions being *search* and *con.*

Some skills may be combined with only limited effect or under special conditions. For example, mountain climbing, with all the gear, is certainly a combined action, but scampering over a wall might not be. Use your best judgment here, but as a general rule if the assistance of another person would help accomplish a task, allow a combined action.

### Penalties

There are limits beyond which combined efforts do no good, and may even be harmful. Nine eager characters cannot get any more information out of a single datapad at one time than one character can. When a limit is exceeded, the combined action bonus is lost. As a penalty, subtract three pips for each character above the limit involved in the action.

The combination limits for actions are set by the conditions of the action. If the guidelines set in "Time and Coordination" below do not cover a particular task, the gamemaster must set limits using judgment and common sense.

The space available and the margin of error for a task are two good indicators (a data-pad is meant to be used by one person at a time; more than one would not be a help). Tasks which require very fine control (a low margin of error) are confined in an analogous sense; the less the margin of error the more difficult it is to keep everyones' efforts within those boundaries.

### Time and Coordination

If there is ample time to perform an action, there is no limit to the number of characters who may combine to do it. If a skill is used in combat, or if there is less than the standard amount of time for a non-combat skill, the maximum number of characters who may combine on a single action is equal to the highest skill die code of a participating character. This is called *coordinating the work.* Coordinating the work is an action in itself.

**Example:** *Erisson and his four companions, each with* starship repair *3D, need to replace the negative power coupling on their ship. Under normal circumstances (with plenty of time), they would all be able to combine on the attempt. But because the Imperials are hot on their tails, only three can combine (the number equal to their highest* starship repair *skill). The fourth Rebel can only coordinate the actions of the other three, because if he coordinated* and *worked on the ship (two actions) his* starship repair *die code would drop to 2D, not enough to combine three characters.*

*Command* is the skill used to combine fire. The maximum number of characters who may combine fire is equal to the *command* skill of the character who is coordinating the attack. The commanding character may do other things, such as fire or dodge, but these lower his *command* die code by 1D for every action beyond the first. Taking a *command* action also allows the lead firer (the character whose die code is being used for the attack roll) to be switched should the commander see fit.

**Example:** *Before boarding their ship, Erisson and his four teammates stumble into a firefight in the Kwenn docking bay. With a* command *skill of 4D, Erisson declares he is coordinating a combined firing attempt. But because he also chooses to fire, Erisson's* command *skill drops to 3D, allowing only three of the Rebels to participate in the combined fire. Banks, with a 6D* blaster *skill, is initially chosen as the lead firer, but he is wounded before the combined fire attempt. Because he is coordinating, Erisson is able to switch the lead firer distinction to another Rebel.*

### Stormtroopers and Combined Fire

If a group of stormtroopers can see a target they may combine fire on it. There is no other limit to the number of stormtroopers who may combine fire. Lead firer status is instantly shifted to another firing stormtrooper if the designated lead firer is

wounded before firing. This is one of the benefits of the sensor/com gear which is part of every stormtrooper's armor when integrated with the training and eerily well-meshed mindset of the Imperial stormtrooper.

## Uncertainty Dice (Optional Rule)

If you are the sort of gamemaster who likes to keep his players off balance, judicious use of *uncertainty dice* can be just the thing for your particular style of play.

Uncertainty dice are extra dice rolled in conjunction with a character's normal skill roll. They add suspense when the players' characters are at an important juncture in an adventure, or when you want to have the players make a quick decision while still unsure of their information.

Uncertainty dice may be applied to any non-combat skill where a character would have a reason to be uncertain about the outcome. Two to four uncertainty dice may be applied to a skill roll. Tell the player how many uncertainty dice to add to a skill roll. You roll the same number of dice and subtract them from the player's total. On average, the dice will cancel out, but the player can never be sure of that. As gamemaster, you do not have to tell the player the outcome of the uncertainty roll. It might be more fun to make him sweat a little.

**Example:** *Erisson has an* astrogation *of 5D, trying to plot a difficulty 13 course through hyperspace. No problem ... until the gamemaster tells him that the hyperspace conditions have altered slightly in the region of destination. He asks Erisson's player to roll* three uncertainty dice *with the* astrogation *check. Erisson rolls eight dice (his normal 5D plus 3D of uncertainty) for a total of 27. The gamemaster rolls three matching uncertainty dice for a total of 13. He subtracts the 13 from the Rebel's roll of 27, making Erisson's modified roll 14. The astrogation was successful.*

*The gamemaster, however, does not have to let Erisson know the outcome of the uncertainty roll. Instead he gives a dismayed shake of his head, looks glumly at the roll, and announces, "Erisson has punched in the coordinates. He's pretty sure he compensated for the deviation. As the trip progresses you approach a charted hyperspace anamoly, but it seems closer than your projected course indicates. Do you want to cut out of hyperspace?"*

This moment of uncertainty, provided by the use of uncertainty dice, puts the suspense back into a system that may be overly familiar to players after many sessions of play. Should Erisson send his ship back into realspace? That choice is up to him, but now he has to make it just on his knowledge of the story elements — not on the artificial reading of number-crunched dice.

# Chapter Two Movement

In *Star Wars: The Roleplaying Game,* movement was divided into *walking* and *running.* We've broken movement down even more than this in order to handle additional situations and game scenarios.

There are times in combat when a character wants to move regardless of whether or not his opponent is moving. There are times when a character wants to chase another. The following movement rules are used in either case, and for these purposes replace the movement rules presented in *Star Wars: The Roleplaying Game* (including "Chases" on page 34).

## Movement Actions

There are four types of movement actions: *speed actions*, for speed up to a character's or vehicle's normal limit; *overspeed actions*, for speed above a character's or vehicle's normal limit; *maneuver actions,* for trying to outmaneuver an opponent; and *ramming*, for forcing an opponent out of a chase. A character who takes multiple movement actions in a round has his die codes reduced according to the multiple action penalty.

When a player declares movement for a character, he must declare all movement actions, including the speed at which the character is moving. To declare speed, the player states how many speed actions he is taking, up to a maximum of his character's base speed code. The *base speed code* for a creature is its speed code; for a vehicle it is either its speed code or sublight code; character's use *Dexterity* as their speed code on land, *swimming* as their speed code in water. Pips are rounded up for the purposes of determining how many speed actions can be declared. For example, a base speed code of 2D+1 would allow up to three speed actions to be declared. To travel faster than three speed actions, the character would have to declare overspeed actions.

A movement action is successful if the moving character rolls equal to or greater than the difficulty number, as modified by speed and other circumstances.

### Movement Difficulty

To determine the difficulty number of a movement action for a creature, vehicle, or character:

- Find the base speed code.
- Declare the number of speed actions.
- Determine the difficulty number as modified by speed and other circumstances.

## Rolling Movement

The die code used for rolling a movement action is the *operator skill*, plus the speed code for vehicles and mounted creatures. The operator skill does not increase the speed code, just the movement roll. The operator skill for a character moving under his own power is his *dodge* skill for land movement, his *swimming* skill for water movement. Note that even if a character does not declare his maximum speed he still gets to roll all of the speed dice for his creature or vehicle. Vehicles built for high speeds can travel easily at speeds lower than their maximum.

**Example:** *Erisson must move across an open field to reach cover. His base speed code is rounded up to 4D (because his* Dexterity *is*

*3D+2). He declares three speed actions. The difficulty number is 3 for a Very Easy task. Erisson rolls his* dodge *skill of 3D+2 (5D+2 minus 2D) to make 3 or better.*

**Example:** *Erisson must move his speeder bike across an open field to reach safety. The bike's base speed code is 4D. Erisson declares four dice of speed. The difficulty number is 3 for a Very Easy task. Erisson rolls 5D+2 (4D speed code plus 4D+2 skill code minus 3D action penalty).*

A character may choose to go a shorter distance than the maximum possible for his final movement action, but must travel the full distance for other movement actions in that round. For example, a character who runs for two movement actions must run the full 10 meters for his first action, but may run less than the full distance for his second action. A character taking a single movement action may also move less than the full movement distance.

## Partial Movement

For a man or creature, the minimum distance that can be moved in a full movement action is one meter. For a vehicle the minimum distance is the distance of a full move action of the level below. For example, an AT-AT Walker's minimum distance for a full move action is 10 meters, the distance of a move action on the character/creature level.

## Speed Actions

*Speed actions* are pure movement, whether *walking, running,* or better. Each declared speed action moves a creature, vehicle, or character a specific number of meters (according to the matching scale below).

Speed actions may be combined only in circumstances where more than one individual is contributing to movement, such as rowing a boat.

### Walking

*Walking* is a *half-speed movement.* Characters may take a single half-speed move without penalty. A walking character can travel up to five meters in a round without using a movement action (for the purposes of reducing die codes).

The following are also examples of half-speed moves: Imperial AT-AT Walkers up to 50 meters per round; a landspeeder up to 125 meters per round; starfighters up to 5,000 meters.

Any movement faster than a half-speed movement is considered running or better.

## Overspeed Actions

An *overspeed action* allows a creature, vehicle, or character to exceed the normal maximum speed.

A successful overspeed action allows the creature, vehicle, or character to travel an *extra speed action for that round only.* This increases the distance traveled in a round, but does not increase the speed code for the movement roll.

An overspeeding character is pushing the limits to get more speed out of a body or vehicle than is normally possible.

Each overspeed action declared reduces all die codes by 1D and increases the movement difficulty number by three.

### Movement Distances Chart

For each die of speed declared, a character may move the distance given on the chart below.

| Character is using the Speed Code of a: | Distance Moved (in meters) per Successful Speed Action |
|---|---|
| Character/Creature | 10 |
| AT-AT Walker | 100 |
| Repulsorlift Vehicle | 250 |
| Starfighter/Capital Ship | 10,000 |

## Maneuver Actions

If a character is involved in a *chase* he may elect to use a *maneuver action.* A maneuver action uses the operator skill plus any applicable maneuver code. If his opponents do not to take a maneuver action, the maneuver automatically succeeds (equivalent to a *>2x losers roll* result on the "Maneuver Action Chart" below) when the character succeeds in his movement roll. Otherwise the pursued and the pursuers make an opposed roll.

The winner of the opposed roll gets to reserve a number of declared speed actions for later use, depending on how well he rolled. These reserved actions can be used to move an equal distance after his opponent's movement action is complete. The winner does not have to reserve the full number of declared speed actions for use.

## Maneuver Action Chart

| Winners Roll is | Reserved Speed Actions |
|---|---|
| >loser's roll | 1 |
| >2x loser's roll | 2 |
| >3x loser's roll | 3 |

Note the speed actions may be reserved against an opponent's movement action which has a haste equal to or less than the haste of the maneuver action.

A maneuver action assumes ample room for maneuvering; making sudden changes of direction or speed, anything which might fake out your opponent. The gamemaster may rule that a maneuver action is not possible under conditions which restrict movement, such as running in a corridor.

Vehicles add their maneuver codes to the operator's skill code when making a maneuver action. The speed code of the vehicle or creature does not factor into the roll for a maneuver action.

### Ramming Actions

A character may use a *ramming action* to attempt to force an opponent or an opponent's vehicle out of a chase. If the opponents are less than a full movement action away (defined from the viewpoint of the opponent declaring the ramming action), the ramming character and target character make opposed operator skill rolls, adding the hull or body strength to the roll. The effect of the ram is based on the comparison of the opponents.

If the opponents are of a different scale (say snowspeeders and walkers) take the scale difference into account. Use the "Damage Scale Chart" to modify the ramming action damage rolls.

### Failing Movement Rolls

Failing a movement roll means a character has lost control over the attempted movement. If he is running he slips, if swimming he flounders. His mount bucks or stumbles, his vehicle whirls out of control. If he collides with anything while out of control, use the modified "Collision Damage Chart" below. (This chart replaces the "Falling and Collisions Table" in the roleplaying game.)

If you need to, you can figure how many speed actions were taken before the character lost control. For every three pips by which the roll was failed, one speed action was not taken. The first such speed action is the point at which the character lost control.

**Example:** *Erisson dips and guns the throttle on his rickety landspeeder, maneuvering to avoid the bounty hunters' fire while hoping to outdistance his pursuers. He is full evading, overspeeding for 3 speed actions, giving him a difficulty of 14. He has 4D+2 of* repulsorlift operation, *reduced by 3D to 1D+2 as he is trying four actions (two speed actions, evade, overspeed); the speed code of the landspeeder is 2D, giving the Rebel 3D+2 to make the movement roll. He only rolls an 11, missing by 3. Erisson loses control of his landspeeder while traveling the distance covered by his second speed action.*

To regain control after failing a movement roll, a character must make a successful movement roll the next round. The character must add +5 to the difficulty number due

## Ramming Actions Chart

| Winner's roll is ... | Then Loser ... |
|---|---|
| >loser's roll | adds +5 to movement difficulty number; failed movement roll means loser is *wounded/heavily damaged* |
| >2x loser's roll | adds +10 to movement difficulty number; failed roll means loser is *incapacitated/ severely damaged*, roll collision damage for occupants of rammed vehicle; successful roll means loser is *wounded/ heavily damaged* |
| >3x loser's roll | loser is *mortally wounded/destroyed* |

to having lost control. This penalty does not apply if a character has stopped moving due to a collision or other consequence of having lost control.

## Movement and Medium

Both creatures and vehicles operate best in specific environments. Even if it is possible for a creature or vehicle to move in a different environment, it will not be as fast in that secondary environment. Reduce the distance per successful movement action by one level; if already moving on the character/creature scale (the lowest scale), reduce the distance to two meters per successful movement action.

For example, a TIE fighter can enter a planet's atmosphere, but it was designed to work primarily in space. So each successful movement action, when in atmosphere, moves the TIE 250 meters. A human can swim, but moves better on land; each swimming action only moves him two meters.

### Collision Damage Chart

| Speed Actions for... | Damage Dice of Collision | Km/Hour Range |
|---|---|---|
| **Characters & Creatures** | | |
| 1D | 2D | 4 - 7 |
| 2D-3D | 3D | 8 - 21 |
| 4D-7D | 5D | 22 - 50 |
| 8D-10D | 6D | 51 - 70 |
| **Walkers** | | |
| 1D | 6D | 51 - 70 |
| 2D | 7D | 71 - 145 |
| 3D | 8D | 146 - 200 |
| 4D | 9D | 201 - 360 |
| **Speeders** | | |
| 1D | 8D | 146 - 200 |
| 2D | 9D | 201 - 360 |
| 3D | 10D | 261 - 540 |
| 4D | 11D | 541 - 720 |
| 5D | 12D | 721 - 900 |
| 6D | 14D | 901+ |
| **Starfighters** | | |
| 1D+ | 14D | 901+ |

## Typical Movement Difficulties

**Very Easy Movement**: Running over flat ground (artificial surfaces); swimming in clear, calm water; repulsorlifting over unobstructed terrain; flying in a straight line through space.

**Easy Movement:** Running over natural ground (slightly uneven); swimming through a coral reef with widely spaced branches; repulsorlifting through a city; flying when there are other directed vehicles in the vicinity, such as landing at Mos Eisley Spaceport.

**Moderate Movement:** Running over broken ground or ground with many obstacles; running over a sandstone ridge which can collapse; swimming in constricted spaces; landspeeding or flying while maneuvering to avoid enemy fire; landspeeding through a desert sandstorm.

**Difficult Movement:** Running in a panicked crowd; swimming in violently turbulent water; racing a speeder bike through the forests of Endor while fighting other speeder bikes; starfighter combat in space strewn with the debris from exploded starfighters.

**Very Difficult Movement:** Running through a section of a starship as it breaks apart into hundreds of pieces and the vacuum of space tries to suck you into the void; flying through a dense asteroid field while fighting enemy ships.

# Chapter Three Combat

## Combat Sequence

To provide a faster, simpler combat environment that makes visualization easier, the combat sequence has been refined from its original form (found on page 46 of the role-playing game) and from a later version (found in the *Rules Upgrade*). This new sequence still divides combat into *combat rounds*. Each combat round is divided into four segments.

Each combat round follows this sequence:

**1. Declare Actions and Full Reaction Skills.** Characters declare all actions for this combat round — movement, haste, skill or attribute use, or full dodge or full parry. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*. If a PC has the same *Dexterity* as an NPC, the NPC must declare first.

**2. Declare Combat Reaction Skills.** Characters declare combat dodges or parries. Haste for reaction skills, including full reactions, may be increased. The character with the highest *Dexterity* code declares first, followed by the other characters in descending order of *Dexterity*. If a PC has the same *Dexterity* as an NPC, the NPC must declare first.

**3. Roll Actions and Reactions in Order of Haste.** Non-movement actions with the same degree of haste are resolved, followed by all movement actions with the same degree of haste. Characters roll skill dice for their actions. The gamemaster determines the to-hit and other difficulty numbers for this round.

**4. Calculate Damage as Hits Hit.** Roll damage and strength dice for all targets hit by an attack, and determine the effects according to the "Damage Summary" chart.

Note the change in the "Declare Combat Reaction Skills"segment. While actions are still declared in order from low dexterity to high, reactions are declared high dexterity to low. This change was made to give low dexterity characters a slightly better chance in combat. High dexterity characters still retain a significant edge.

## Actions

Actions which must be declared during the first segment of a combat round are movement, skill and attribute use, full reaction skills, haste and preparation.

### Haste

Haste actions may be declared in either the "Declare Actions" or the "Declare Reaction Skills" segments. Hastes declared in the "Declare Actions" segment are applied to all actions. Increased haste may be declared in the "Declare Reaction Skills" segment, but this level of haste applies only to reaction skills. A character may never decrease his number of haste actions in the reaction skill segment, only increase them or leave them alone. The total number of haste actions taken by a character is the number stated in the "Declare Reaction Skills" segment.

**Example:** *Erisson has decided to use a subtle tactic against his Gamorrean foe — shoot him in the tusks. He declares a single shot. The Gamorrean declares a haste and a* brawling *attack. Looking at the size of those green, wart covered arms, Erisson decides to declare a haste and a* brawling parry. *The*

*Gamorrean's attack and Erisson's parry have the same degree of haste and happen simultaneously.*

### Optional Haste Rules

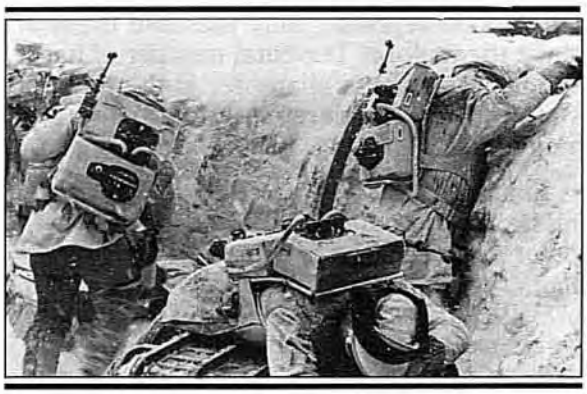
When actions are given a degree of haste a character may voluntarily degrade the haste of some of his actions. He would do this in order to sequence his actions. A Rebel could declare double haste, two shots, and two speed actions. He further defines his actions as follows: one speed action at double haste, both shots and the second speed action at single haste. This would allow him to run 10 meters around a corner, squeeze off two blaster bolts, and then run back around the corner. As all of his actions are reduced by 5D, this is not the sort of tactic a beginning character is going to use. But more advanced characters will probably want to try this sort of thing.

## Dodging and Other Reaction Skills

There are two options available when using a reaction skill: a *full* reaction and a *combat* reaction.

*Full dodge* (or reaction) is similar to the dodge described in the roleplaying game. You add the *dodge* skill roll a character makes to the difficulty number of the attacker. A speed action is required for full dodge (or reaction), but it does not reduce the die code of *evasion*. The effects of moving increase the effectiveness of the dodge by 1D, which is cancelled by the multiple action penalty. Any other movement actions taken that round are reduced 1D by the speed action. A *full evasion* will affect the skills of others on board the starship that round — especially *starship gunnery*. See "Evasion" for more information.

A *combat dodge* (or reaction) allows a character to substitute his skill roll for the attacker's difficulty number. The defender rolls his *dodge* code, and then chooses the difficulty number of the attack, either his dodge roll or the original difficulty number. A combat dodge lowers a character's skill codes by 1D as per the multiple action rules.



### Other Rules for Reaction Skills

One reaction skill roll affects all attacks of the appropriate type directed at the reacting character for the round. However, a dodge will not affect an attacker using a melee weapon. For example, if a character is being attacked by both blaster and sword in a single round, he has to *melee parry* and *dodge* to react to both types of attack.

Both *full dodges* and *combat dodges* must be performed at a level of haste which is greater than or equal to the degree of haste of the attack being dodged. Hence, a three-haste attack must be countered with a dodge (or other appropiate reaction skill) with at least three haste actions. Note this change from the *Rules Upgrade* which implies the opposite.

*Full dodges, parries,* and *evasions* are declared during the "Declare Actions and Full Reaction Skills" segment of combat. A character who has declared a full reaction skill may only take the following actions: haste and movement (including maneuver or overspeed actions, but not ramming actions).

A character may increase the degree of haste of a full dodge during the "Declare Combat Reaction Skills," allowing him to counter a hasted fire. This version of reaction skills allows a pilot to evade and still try to open or close the distance on his opponents. This is a change from the rules on pages 2 and 3 of the *Rules Upgrade*.

### Preparation

*Preparing* an action lets a character increase one skill code by 1D on the next combat round. During the round that a character prepares, he can do nothing else. In the next round, he makes his improved skill roll. Preparation only affects skills which normally take a round to execute; you could not prepare *computer programming* or *repair*, for example.

### Stance

At all times during a game, a character is either standing or prone. For game purposes standing includes crouching, kneeling, or

any position in which a character is not lying down to avoid fire. Prone is deliberately lying down to avoid fire. A character can fall prone at any time without penalty. Prone characters are harder to hit; add +2 when determining to-hit difficulty numbers.

Rising from prone to standing counts as an action; reduce all other declared actions by 1D. Prone characters may move by crawling, moving two meters per declared die of speed. Crawling is a movement action.

## Stun Attacks and Damage

When blasters are set on stun, or when characters are attacked by weapons which are specifically designed to stun, these rules are used. Note that for blasters these rules replace "Setting Blasters on Stun" on page 48 of the roleplaying game. Setting a blaster on stun counts as an action, reducing the die codes of other actions taken that round by 1D. Also note that weapons set on stun retain their normal damage codes, but use the chart below for effect.

### Stun Damage Summary

| | |
|---|---|
| DR<SR | No Effect |
| DR>=SR | 1 Stun |
| DR>=2xSR | 2 Stun |
| DR>=3xSR | Unconscious |

DR = Damage Roll • SR = Strength Roll

All die codes (except *Strength*) are reduced by 1D for each stun result. For example, a "1 Stun" result reduces die codes by 1D, a "2 Stun" result reduces all die codes by 2D. Stun lasts for the rest of the round during which a character was stunned, and for the following round.

Stun damage is cumulative. Taking three "1 Stun" results in a round reduces all die codes by 3D. A character taking two "1 Stun" results in combat round six and a "2 Stun" result in combat round seven would lose 4D from all actions for the rest of round seven.

If the number of stuns taken in one round ever equals or exceeds a character's basic dice code of *Dexterity* (not including pips), then that character is immobile. Immobile characters are not unconscious, but they

can take no *Dexterity* skill actions while immobile. If they have dice remaining in other attributes, however, they can take those types of actions. For Example, a 3D Stun total received in one round would immobilize a Gambler because his *Dexterity* is 3D+2.

If the number of stuns ever equals or exceeds a character's basic dice code of *stamina* then the character falls unconscious.

## Escaping Unscathed

If two times the damage roll is less than the *Strength* roll (2xDR < SR) there is no effect. The target is not stunned. (For purposes of starship combat, there is no ionization or shield loss.) This rule is inferred from the "Rules: Ships and Personal Combat" section on page 65 of the roleplaying game and now applies to all combat.

## Grenades and Thermal Detonators

To determine the distance scattered (in meters), roll 1D at short range, 2D at medium range, and 3D at long range.

## Surprise

Surprise gives a character two free haste actions for the combat round. These actions do not lower any of his die codes.

## Medpacs

Medpacs may be used more than once a day. Each medpac used beyond the first has less chance of being effective, due to negative synergy of the drugs and diagnostics programmed with the assumption that only one medpac is being used. Each medpac beyond the first in a day increases the difficulty number by three.

## Ranges for Additional Weapons

The chart below lists ranges in meters for weapon types not specified in the roleplaying game. The die codes in parentheses are the damage dice of the average weapons in that category. For instance, the double blaster cannon on a Bespin Motors Storm IV Twin-Pod Cloud Car is rated a 1D+2 damage, making it a light speeder-mounted weapon.

### Damage Summary (Personal Combat)

| | Stun Damage | Other |
|---|---|---|
| 2xDR < SR | no effect | no effect |
| DR < SR | no effect | Stun -1D |
| DR > = SR | -1D | wound |
| DR >= 2xSR | 2D | incapacitate |
| DR >= 3xSR | unconscious | mortal wound |

### Additional Weapons Chart

| Speeder Mounted Weapons | Short | Range in Meters Medium | Long |
|---|---|---|---|
| Light (1-2D+) | 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 |
| **Artillery** | | | |
| 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 Mounted Weapons** | | | |
| Blaster | 200-10,000 | 10,001-20,000 | 20,001-35,000 |
| Missiles | 250-4,000 | 4,001-17,000 | 17,001-30,000 |
| Laser Cannon | 200-5,000 | 5,001-25,000 | 25,001-50,000 |
| Ion Cannon | 5-5,000 | 5,001-15,000 | 15,001-75,000 |
| Proton Torpedos | 500-15,000 | | |
| **Capital Ship Mounted Weapons** | | | |
| Missiles | 3,000-25,000 | 25,001-60,500 | 60,001-125,000 |
| Turbolaser | 5,000-30,000 | 30,001-70,000 | 70,001-150,000 |
| Ion Cannon | 2,000-20,000 | 20,001-50,000 | 50,001-100,000 |
| Tractor Beam | 1,000-10,000 | 10,001-30,000 | 30,001-60,000 |

# Chapter Four Starships

## Astrogation

The "Astrogation Gazetteer" and "Astrogation Chart" provided in the roleplaying game and on the gamemaster screen are slightly incorrect. The charts should list the time in *hours*, not days. The numbers do not change at all, but each number represents *one hour* not one day.

The difficulty numbers are increased by one for each hour saved, and decreased by one for every extra hour the journey takes. All hyperspace journeys take at least one hour. A trip's duration cannot be reduced to less than one hour.

## Starship Combat Sequence

The "Starship Combat Sequence" is essentially the same as the normal "Combat Sequence" presented in chapter three of this book. Each round is divided into four segments. Each starship combat round now follows this sequence:

**1. Declare Actions and Full Reaction Skills.** Characters declare all actions for this combat round (movement, haste, skill, attribute use, or full dodge evasion). The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by other characters in ascending order of *Dexterity*. If a PC has the same *Dexterity* code as an NPC, the NPC must declare first.

**2. Declare Combat Reaction Skills.** Characters declare combat evasions, or other reaction skills, including shielding. Haste for reaction skills, including full reactions, may be increased. The character with the highest *Dexterity* code declares first, followed by other characters in descending order of *Dexterity*. If a PC has the same *Dexterity* code as an NPC, the NPC must declare first.

**3. Roll Actions and Reactions in Order of Haste.** Non-movement actions and reactions with the same degree of haste are resolved, followed by all movement actions with that same degree of haste. Characters roll skill dice for their actions. The gamemaster determines the to-hit and other difficulty numbers for this combat round.

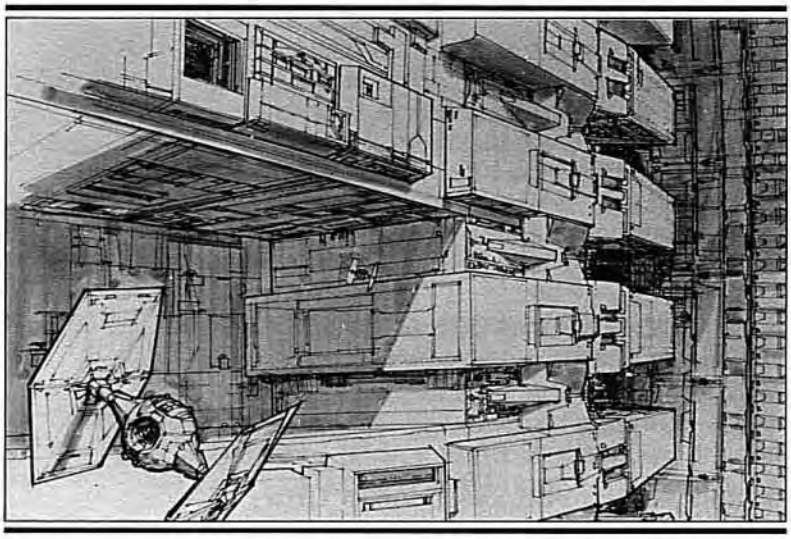
**4. Calculate Damage as Attacks Occur.** Roll damage, hull or strength dice for all targets hit by an attack, and determine the effects according to the "Damage Summary" chart.

Note the change in the "Declare Combat Reaction Skills"segment. While actions are still declared in order from low *Dexterity* to high, reactions are declared high *Dexterity* to low. This helps keep characters with low *Dexterity* codes from getting blown into glowing debris so easily, although characters with high *Dexterity* codes still retain an edge.

## Evasion

*Full evasion* is the evasion described in the roleplaying game. A pilot who chooses full evasion may only choose haste or movement actions in addition to the full evasion. A speed action is required for full evasion, but it does not reduce the die code of the evasion; the effects of moving increase the effectiveness of the evade by 1D, which is cancelled by the multiple action penalty.

All other movement actions are reduced by 1D for the speed action. When a pilot is full evading he is desperately trying to avoid enemy fire. His efforts make it considerably more difficult to hit his ship. Such a wildly gyrating, unpredictable flight path also makes it more difficult for any gunners on the evading ship to hit other ships; add the evasion roll to the difficulty number to hit



enemy ships. Any other action aboard an evading vessel has its difficulty number increased by +5 (or the evasion roll, whichever is less) due to the violent, erratic motion of the vessel. Any shielding rolls are decreased by 5 (or the evasion roll, whichever is less).

*Combat evasion* functions exactly as a *combat dodge*. The pilot may choose to substitute his skill and maneuver roll for the attacker's difficulty number. A combat evasion has no effect on the fire of gunners aboard the evading ship, nor any other action aboard the vessel.

## Shielding

Shielding is a reaction skill, declared during the "Declare Combat Reaction Skill" segment of the starship combat sequence. Shield attempts are made in order of haste. The *starship shields* roll is added to the difficulty number of the attacker. This sum is called the *shield number*. If the attacker rolls above the difficulty number to hit, but less than the shield number, he hits the ship. In this instance the shield dice are added to the hull dice when calculating damage.

**Example:** *Erisson, piloting the* Silver Bolt, *rolls an 18 for a combat evasion against TIE fighters at short range, choosing that number instead of the difficulty number of 6. The copilot, Polke, operating the shields, rolls a 16. The shield number is 34 (Erisson's 18 plus Polke's 16). If the TIE fighter pilots roll a 17 or less they miss the* Silver Bolt. *If they roll 18 through 33 they hit the ship, but the shields help protect the hull. If the TIE pilots roll 34 or better, they hit the ship while avoiding the shields; only the hull dice are rolled to resist damage.*

## Starship Damage

The description of ship ionization (page 63 of the roleplaying game book) is modified as follows.

If shields were not successfully used, or the ship has no shields, or all shields are blown, when a ship is *lightly damaged* its controls are *ionized*. All ship codes, except hull (see "Chapter Seven: Capital Ship Combat"), are reduced by 1D for the rest of this round and the next combat round. The ship and crew may take actions with the decreased die codes; they do not have to forfeit a round. The ship recovers from ionization at the end of the next combat round.

If ionization results from an ion cannon attack, see the "Damage Summary Chart" to determine the die code penalty for that level of ionization. The ionization lasts for the rest of the round during which the ship was ionized, and the following round.

## Ion Cannons and Damage

Ion cannons do not cause direct physical damage. High-energy ionized particles cause tremendous signal and power fluctuations aboard target vessels. Ion cannons disrupt the sophisticated electronics of starships, causing ionization damage only. Ion cannons are specifically designed to penetrate shields. Ionization damaged is rolled against the hull code; shields do not add any protection to the target vessel.

## Missiles and Torpedoes

A change from page 64 of the roleplaying game concerning missiles and torpedoes is as follows.

When missiles or torpedoes are fired at an enemy ship, the difficulty number is increased by 1D for every speed action the target ship is taking. This bonus does not count as a skill use, and so the enemy pilot suffers no penalty to other actions.

## Tractor Beams

Tractor beams are now given a die code for the *Strength* of the beam. Breaking free of a tractor beam is an opposed roll, the sublight speed code of the trapped ship against the *Strength* of the beam.

If the sublight roll is larger than the roll for the beam's strength, the trapped ship breaks free of the beam. For each successful overspeed action taken by the trapped ship (see "Chapter Two: Movement") the roll to overcome the tractor beam is increased by 1D. This bonus applies to the opposed roll only; it does not increase the sublight code for the movement check on the overspeed actions.

When two ships are connected by tractor beams and one ship is much larger than the other, then the smaller ship travels in the same direction as the larger ship. An escort frigate might successfully tractor beam an Imperial Star Destroyer, but the Star Destroyer's mass is large enough to drag the frigate with it. The Star Destroyer cannot leave the frigate behind without first breaking the tractor beam.

When capital ships attempt to capture ships on the starfighter scale, use the scaling charts to determine the outcome.

## Other Vehicles

The starship combat sequence is used whenever the combatants are in vehicles. A speeder bike chase uses the same sequence as a dog-fight between starfighters, for example.

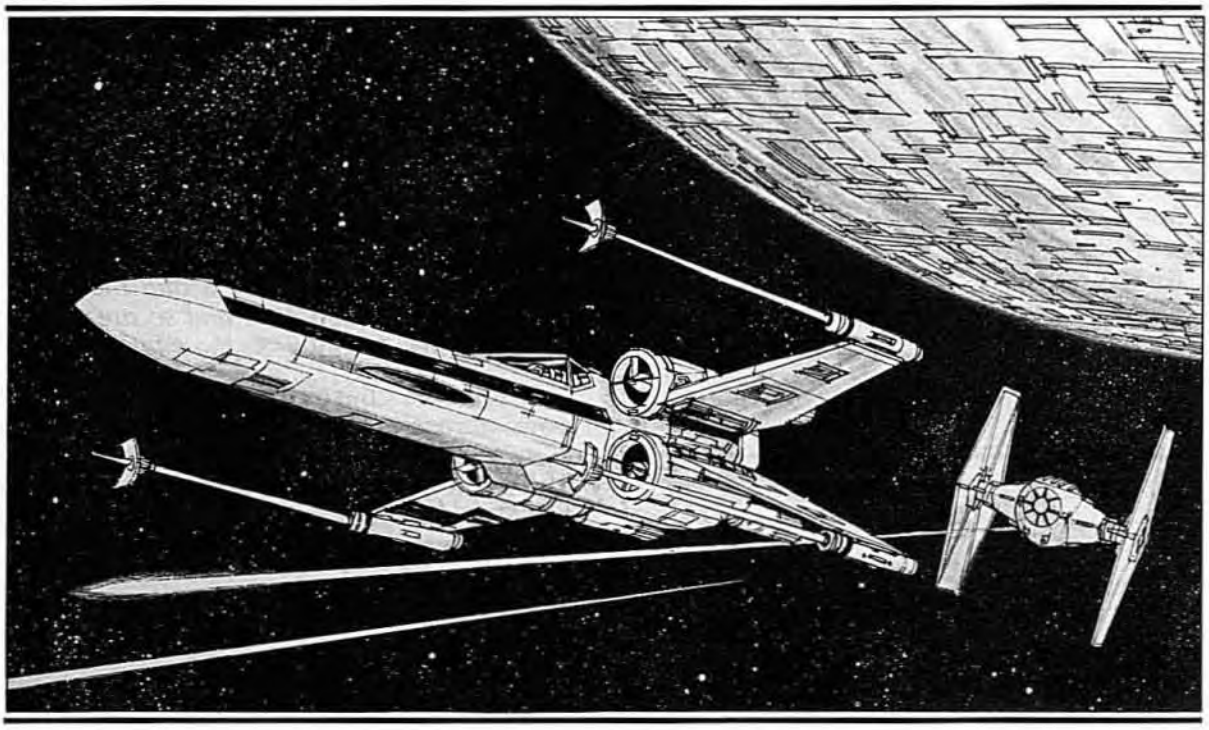
### Damage Summary (Starship Combat)

| Attacks | Ion Cannons | Other |
|---|---|---|
| 2xDR<SR | na | na |
| DR<SR | lose generator *(lose shield generator or ionized -1D)* | lightly damaged |
| DR>SR | -1D ionization | heavily damaged |
| DR>2xSR | -2D ionization | severely damaged |
| DR>3xSR | dead controls | destroyed |

A ship with dead controls can do nothing for one round, it is dead in space. The next round it is ionized at -3D.

## Improving Ships

Ship improvement is now included in the procedure for improving any sort of equipment with die codes. (See chapter six.)



## Scale Chart: To Hit

| Die Code Scale | Target Scale Char. | Spd. | Wlk. | Star. | Cap. | Death |
|---|---|---|---|---|---|---|
| **Character & Creature** | 6 | 6 | 6 | 6 | 6 | 6 |
| **Speeder** | 5 | 6 | 6 | 6 | 6 | 6 |
| **Walker** | 4 | 6 | 6 | 6 | 6 | 6 |
| **Starfighter** | 3 | 4 | 5 | 6 | 6 | 6 |
| **Capital Ship** | 1 | 3 | 4 | 5 | 6 | 6 |
| **Death Star** | — | — | — | — | 5 | 6 |

## Scale Chart: Maneuver

| Die Code Scale | Target Scale Char. | Spd. | Wlk. | Star. | Cap. | Death |
|---|---|---|---|---|---|---|
| **Character & Creature** | 6 | 6 | 6 | 4 | 5 | 6 |
| **Speeder** | 6 | 6 | 6 | 4 | 5 | 6 |
| **Walker** | 5 | 5 | 6 | 3 | 4 | 6 |
| **Starfighter** | 6 | 6 | 6 | 6 | 6 | 6 |
| **Capital Ship** | 6 | 6 | 6 | 5 | 6 | 6 |
| **Death Star** | 3 | 3 | 4 | 1 | 2 | 6 |

### Y-wing Statistics

In the roleplaying game, we presented the statistics for the Y-wing *longprobe*, a deep reconnaissance version which substituted a sturdier hull for less shielding and made more efficient use of energy for longer missions. The material in *The Star Wars Sourcebook* describes the standard Y-wing starfighter, which has a shield rating of 3D+2 and a hull of 2D+2. The statistics for each craft are otherwise the same.

### Scaling

You may have noticed that a blaster pistol does 4D of damage while a TIE fighter has a 2D hull. Does this mean a bounty hunter can blow a TIE to smithereens? Not really. The TIE's hull and the bounty hunter's blaster are on two different *scales*.

In *Star Wars: The Roleplaying Game* there are six scales: *character and creature scale, repulsorlift/speeder scale, walker scale, starfighter scale, capital ships scale*, and the huge *Death Star scale*. The three areas in which the scale difference matters in play are *to hit, damage* and *maneuver*. While to hit and maneuver are often used in tandem, they are also used independently so their ratings are not combined.

Adjustments for scale differences are made with a number called a *die cap*. A die cap is a maximum number on the roll of a single die which can be added into the total result of a dice roll. If the number on any single die is greater than the cap, that die is not counted when adding up the total.

**Example:** *Four dice are being rolled with a die cap of 3. The result on each individual die is 5, 2, 3, and 6. The 5 and the 6 are greater than the cap of 3, and so are not included in the dice total. So the total is 5.*

The scale charts list the six scales; the rows across are the scales of the die codes being rolled, while the columns down are the scale of the target of the action. To find the die cap, cross index the scale of the die code with the scale of the target.

**Example:** *A bounty hunter is shooting at a speeder, the crew of which is firing back with the speeder's weapons. On the "To Hit" table, cross indexing the character scale with the speeder scale gives a result of 6 — the die cap for the bounty hunter. All of his rolls can therefore contribute to his total (because 6 is as high as a D6 goes).*

*Cross indexing the speeder scale with the character scale gives a 5; so therefore the crew has a die cap of 5 when shooting at the bounty hunter.*

*The damage table is used for both the damage roll and the strength (or hull, or body) roll. So if the bounty hunter above is actually hit by a speeder scale weapon, his strength roll to resist the damage would have a die cap of 3.*

A "—" result on a table means the action is not possible for the scale die code against the target die code. The Death Star cannot target its main weapon on an individual character, for example. It simply has to blow up the planet on which the character is standing. A starfighter would be too fast for its powerful but ponderous weapon to target as well, but it might be able to fire the massive beam into a swarming cloud of fighters in the hopes of catching some of the tiny ships in its destructive wake.

## Scale Chart: Damage

| Die Code Scale | Target Scale Char. | Spd. | Wlk. | Star. | Cap. | Death |
|---|---|---|---|---|---|---|
| **Character & Creature** | 6 | 3 | 2 | 2 | — | — |
| **Speeder** | 6 | 6 | 5 | 5 | 4 | — |
| **Walker** | 6 | 6 | 6 | 6 | 5 | — |
| **Starfighter** | 6 | 6 | 6 | 6 | 5 | — |
| **Capital Ship** | 6 | 6 | 6 | 6 | 6 | 1 |
| **Death Star** | 6 | 6 | 6 | 6 | 6 | 6 |

# Chapter Five
# Star *Warriors* Conversion

Many of you who use the *Star Warriors* starfighter combat game to resolve starship combat in the roleplaying game have asked for a conversion system between the two games. The system outlined here is based on an analysis of the statistics in *Star Warriors* and the ship die codes in the roleplaying game.

This conversion system allows you to take a ship with roleplaying game statistics and convert it into a ship with *Star Warriors* codes.

The tables below are the best possible fit for the data which makes sense for each game. Some values for existing ships may be slightly off, but all future ship stats we provide will work perfectly with the conversion system.

## What Converts to What

The conversion system assumes that die codes from the roleplaying game match up in some way with the *Star Warriors* game values – that particular roleplaying die codes correspond with certain statistics from the boardgame. The "Conversion Chart" on the following page summarizes the relationships.

To convert a ship with roleplaying game statistics to *Star Warriors*, find the appropriate die code on the chart and cross index the code with the ship value for *Star Warriors*.

## RPG to *Star Warriors* Conversion Charts

### Die Code Conversion

| | RPG Die Codes for ... | | | | |
|---|---|---|---|---|---|
| | **Hull** | **Shields** | **Man.** | **Sublight** | **Fire Con** |
| **Match SWR Codes of ...** | Body | Shields | 1/2 Loop | Speed Max | Pinpoint |
| | | Angle | Slip | Overspeed | Snap Fire |
| | Stabilizer | | Roll | Accelerate | Targeting |
| | | | Jink | Overaccel | Gunnery |
| | | | Bank | Decelerate | |
| | | | Overturn | Overdecel | |

The RPG weapon's damage codes correspond to the *Star Warriors* gun power at a range of 1. Subtract the old gun power from the new, then add the difference to gunnery power of the ship's weapon at all ranges.

### Damage Codes

| Weapon Damage Code | Gun Power | Weapon Damage Code | Gun Power |
|---|---|---|---|
| 0 | 0 | +2 | 3 |
| 1 | 0 | 6 | 3 |
| +1 | 0 | +1 | 3 |
| +2 | 0 | +2 | 3 |
| 2 | 1 | 7 | 3 |
| +1 | 1 | +1 | 4 |
| +2 | 1 | +2 | 4 |
| 3 | 2 | 8 | 4 |
| +1 | 2 | +1 | 5 |
| +2 | 2 | +2 | 5 |
| 4 | 3 | 9 | 5 |
| +1 | 3 | +1 | 6 |
| +2 | 3 | +2 | 6 |
| 5 | 3 | 10 | 6 |
| +1 | 3 | | |

**Example:** *The* Silver Bolt *has a sublight code of 4D+1. The vessel therefore has a* Star Warriors *maximum speed of 7, an overspeed of 4, an accelerate of 2, an overaccelerate of 7, a decelerate of 3, and an overdecelerate of 8.*

## Modifying Existing *Star Warriors* Ships

Players often want to modify existing ships in the roleplaying game, and the gamemaster is then faced with the considerable challenge of finding the appropriate number codes for *Star Warriors*. Converting such ships is a two step process. First, use the charts above to determine the base characteristics from the die codes. Then, modify the characteristics by the amount listed under the appropriate ship or ship type on the "Offset Charts" found on the following pages. Add the offset number to the charcteristic. Adding negative numbers is the same as subtraction.

**Example:** *Rekeene's Roughnecks decide to modify* The Long Shot, *increasing its sublight code from 3D to 3D+2. Using the "Speed Codes" chart above, the gamemaster gets the following codes:*

| | |
|---|---|
| Speed Max: | 6 |
| Overspeed: | 5 |
| Accelerate: | 3 |
| Over Accel.: | 8 |
| Decelerate: | 3 |
| Over Decel.: | 9 |

*and from the "Offset Chart" of* The Long Shot:

| | |
|---|---|
| Speed Max: | 2 |
| Overspeed: | 2 |
| Accelerate: | 2 |
| Over Accel.: | -1 |
| Decelerate: | 4 |
| Over Decel.: | 4 |

*He then adds the two together to get the current* Star Warriors *statistics for the modified* Long Shot.

| | Base Code | + Offset | = Current |
|---|---|---|---|
| Speed Max: | 6 | 2 | 8 |
| Overspeed: | 5 | 2 | 7 |
| Accelerate: | 3 | 2 | 5 |
| Over Accel.: | 8 | -1 | 7 |
| Decelerate: | 3 | 4 | 7 |
| Over Decel.: | 9 | 4 | 13 |

### Speed Codes

| Sublight Die Code | Star Warriors Equivalent Spd Max | Overspd | Accel | Oaccel | Decel | Odecel |
|---|---|---|---|---|---|---|
| 1 | 2 | 8 | 5 | 12 | 5 | 14 |
| +1 | 2 | 7 | 4 | 11 | 5 | 13 |
| +2 | 3 | 7 | 4 | 11 | 5 | 13 |
| 2 | 3 | 7 | 4 | 10 | 4 | 12 |
| +1 | 4 | 6 | 4 | 10 | 4 | 12 |
| +2 | 4 | 6 | 3 | 9 | 4 | 11 |
| 3 | 5 | 6 | 3 | 9 | 4 | 10 |
| +1 | 5 | 5 | 3 | 8 | 3 | 10 |
| +2 | 6 | 5 | 3 | 8 | 3 | 9 |
| 4 | 6 | 5 | 2 | 7 | 3 | 9 |
| +1 | 7 | 4 | 2 | 7 | 3 | 8 |
| +2 | 7 | 4 | 2 | 6 | 2 | 8 |
| 5 | 8 | 4 | 2 | 6 | 2 | 7 |
| +1 | 8 | 3 | 1 | 5 | 2 | 6 |
| +2 | 8 | 3 | 1 | 5 | 2 | 6 |
| 6 | 9 | 3 | 1 | 4 | 1 | 5 |
| +1 | 9 | 2 | 1 | 4 | 1 | 5 |
| +2 | 10 | 2 | 1 | 3 | 1 | 4 |
| 7 | 10 | 2 | 1 | 3 | 1 | 3 |
| +1 | 11 | 1 | 1 | 2 | 1 | 3 |
| +2 | 11 | 1 | 1 | 2 | 1 | 2 |
| 8 | 12 | 1 | 1 | 1 | 1 | 2 |
| +1 | 12 | 1 | 1 | 1 | 1 | 1 |
| +2 | 13 | 1 | 1 | 1 | 1 | 1 |
| 9 | 13 | 1 | 1 | 1 | 1 | 1 |
| +1 | 14 | 1 | 1 | 1 | 1 | 1 |
| +2 | 14 | 1 | 1 | 1 | 1 | 1 |
| 10 | 15 | 1 | 1 | 1 | 1 | 1 |

## Fire Control

| Fire Control Die Code | Star Warriors Equivalent Pinpoint | Snap Fire | Targeting | Gunnery |
|---|---|---|---|---|
| 0 | 7 | 7 | 8 | 17 |
| +1 | 7 | 7 | 8 | 17 |
| +2 | 7 | 6 | 8 | 16 |
| 1 | 6 | 6 | 7 | 16 |
| +1 | 6 | 6 | 7 | 16 |
| +2 | 5 | 5 | 6 | 15 |
| 2 | 5 | 5 | 6 | 15 |
| +1 | 5 | 4 | 5 | 15 |
| +2 | 4 | 4 | 5 | 14 |
| 3 | 4 | 3 | 4 | 14 |
| +1 | 4 | 3 | 4 | 13 |
| +2 | 3 | 3 | 3 | 13 |
| 4 | 3 | 2 | 3 | 12 |
| +1 | 3 | 2 | 2 | 12 |
| +2 | 2 | 2 | 2 | 11 |
| 5 | 2 | 2 | 1 | 11 |
| +1 | 2 | 1 | 1 | 11 |
| +2 | 1 | 1 | 1 | 10 |
| 6 | 1 | 1 | 1 | 10 |
| +1 | 1 | 1 | 1 | 9 |
| +2 | 1 | 1 | 1 | 9 |
| 7 | 1 | 1 | 1 | 8 |
| +1 | 1 | 1 | 1 | 8 |
| +2 | 1 | 1 | 1 | 7 |
| 8 | 1 | 1 | 1 | 7 |
| +1 | 1 | 1 | 1 | 6 |
| +2 | 1 | 1 | 1 | 6 |
| 9 | 1 | 1 | 1 | 6 |
| +1 | 1 | 1 | 1 | 5 |
| +2 | 1 | 1 | 1 | 5 |
| 10 | 1 | 1 | 1 | 4 |

## Maneuver Codes

| Maneuver Die Code | Star Warriors Equivalent 1/2 L | Slip | Roll | Jink | Bank | O-turn |
|---|---|---|---|---|---|---|
| 0 | 7 | 4 | 6 | 5 | 4 | 13 |
| +1 | 7 | 4 | 6 | 5 | 4 | 13 |
| +2 | 6 | 4 | 6 | 5 | 4 | 12 |
| 1 | 6 | 4 | 5 | 5 | 4 | 12 |
| +1 | 6 | 4 | 5 | 5 | 4 | 11 |
| +2 | 6 | 4 | 5 | 4 | 3 | 11 |
| 2 | 5 | 4 | 4 | 4 | 3 | 10 |
| +1 | 5 | 3 | 4 | 4 | 3 | 10 |
| +2 | 5 | 3 | 4 | 3 | 3 | 9 |
| 3 | 5 | 3 | 4 | 3 | 2 | 9 |
| +1 | 4 | 3 | 3 | 3 | 2 | 8 |
| +2 | 4 | 3 | 3 | 2 | 2 | 8 |
| 4 | 4 | 3 | 3 | 2 | 1 | 7 |
| +1 | 4 | 3 | 2 | 2 | 1 | 7 |
| +2 | 4 | 3 | 2 | 2 | 1 | 6 |
| 5 | 3 | 3 | 2 | 1 | 1 | 6 |
| +1 | 3 | 2 | 2 | 1 | 1 | 5 |
| +2 | 3 | 2 | 1 | 1 | 1 | 5 |
| 6 | 2 | 2 | 1 | 1 | 1 | 4 |
| +1 | 2 | 2 | 1 | 1 | 1 | 4 |
| +2 | 2 | 2 | 1 | 1 | 1 | 3 |
| 7 | 2 | 2 | 1 | 1 | 1 | 3 |
| +1 | 2 | 2 | 1 | 1 | 1 | 2 |
| +2 | 1 | 1 | 1 | 1 | 1 | 2 |
| 8 | 1 | 1 | 1 | 1 | 1 | 1 |
| +1 | 1 | | 1 | 1 | 1 | 1 |
| +2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 9 | 1 | 1 | 1 | 1 | 1 | 1 |
| +1 | 1 | 1 | 1 | 1 | 1 | 1 |
| +2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 10 | 1 | 1 | 1 | 1 | 1 | 1 |

## Hull and Shields

| Die Code | Body | Stabilizer | SWR Shields | Angle |
|---|---|---|---|---|
| 1 | 2 | 6 | 3 | 4 |
| +1 | 2 | 5 | 3 | 4 |
| +2 | 3 | 5 | 4 | 4 |
| 2 | 4 | 4 | 4 | 4 |
| +1 | 5 | 4 | 5 | 3 |
| +2 | 6 | 4 | 7 | 3 |
| 3 | 7 | 3 | 8 | 3 |
| +1 | 8 | 3 | 10 | 2 |
| +2 | 9 | 3 | 11 | 2 |
| 4 | 10 | 3 | 12 | 2 |
| +1 | 11 | 3 | 13 | 2 |
| +2 | 13 | 3 | 14 | 2 |
| 5 | 15 | 2 | 15 | 2 |
| +1 | 16 | 2 | 16 | 2 |
| +2 | 18 | 2 | 17 | 2 |
| 6 | 20 | 2 | 17 | 1 |
| +1 | 22 | 2 | 18 | 1 |
| +2 | 24 | 2 | 18 | 1 |
| 7 | 26 | 2 | 19 | 1 |
| +1 | 29 | 2 | 19 | 1 |
| +2 | 30 | 1 | 20 | 1 |
| 8 | 31 | 1 | 20 | 1 |
| +1 | 32 | 1 | 21 | 1 |
| +2 | 33 | 1 | 21 | 1 |
| 9 | 34 | 1 | 22 | 1 |
| +1 | 35 | 1 | 22 | 1 |
| +2 | 36 | 1 | 23 | 1 |
| 10 | 37 | 1 | 23 | 1 |

## Abbreviations for Offset Chart (see pages 26-27)

TIE Int: TIE Interceptor

TIE/ln: TIE fighter, line model; the TIE fighter of *Star Warriors*

TIE Bomb: TIE Bomber

Y-wing (recon): Y-wing as given in *Star Warriors* and *The Star Wars Sourcebook*

Y-wing: Y-wing as given in this book

X-wing: X-wing starfighter

A-wing: A-wing starfighter

B-wing: B-wing starfighter

B-wing (2 Man): Two man B-wing starfighter as described in *Strike Force: Shantipole* adventure

Z-95t: Z-95 as modified by Adar Tallon in *Tatooine Manhunt* adventure

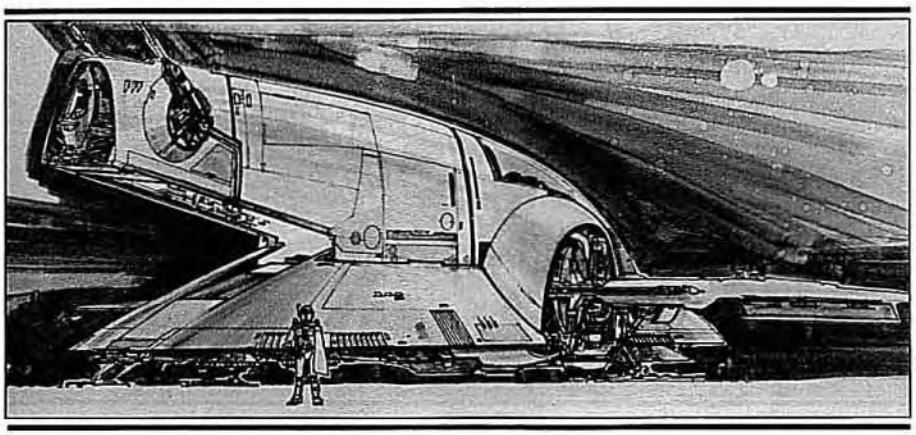
Stock LF: Stock Light Freighter as given in *Star Warriors*, which differs from the RPG stock light freighter by having 1D of shields, as the *Star Warriors* version is specifically built for combat

Falcon: *Millennium Falcon*

Long Shot: Modified Lantillian deluxe short hauler introduced in the *Star Wars Campaign Pack*

Alabak: *Alabak's Gold*, a modified Calamari jump freighter listed in *Tatooine Manhunt* adventure

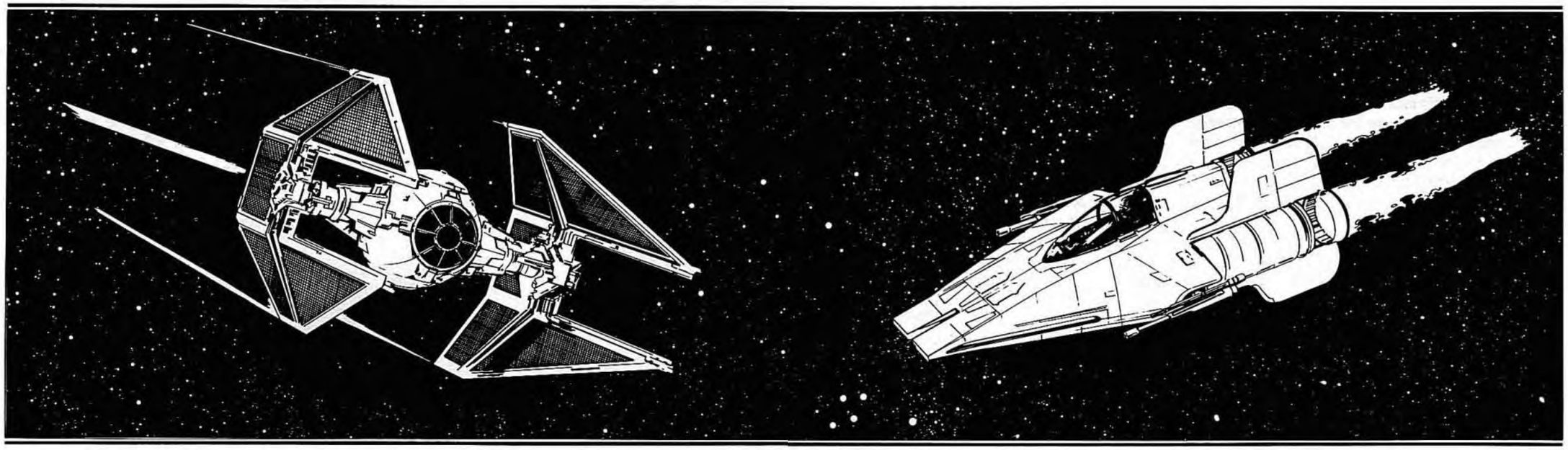
Outrunner: Rebel modified light freighter from *Strike Force: Shantipole* adventure



STAR WARS

## Offset Chart

| | TIE Int | TIE/In | TIE Bomb | Y-wing (recon) | Y-wing | X-wing | A-wing | B-wing | B-wing (2 man) | Z-95t | Stock LF | Falcon | Long Shot | Alabak | Outrunner |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Body | -2 | -1 | -3 | -5 | 0 | -5 | -2 | 2 | 1 | -6 | 5 | 0 | 0 | -2 | 6 |
| Speed Max | 0 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | -1 | -1 | 0 | 0 | 2 | -1 | 1 |
| Stabilizer No. | 0 | 0 | 2 | 1 | 2 | 1 | -2 | 1 | 1 | 2 | 3 | 1 | 2 | 4 | 1 |
| 1/2 - Loop | 0 | 0 | -1 | 1 | 0 | 1 | 0 | 1 | 2 | 0 | 1 | -1 | 0 | 1 | -1 |
| Slip | 0 | 0 | -1 | 0 | 1 | 0 | -1 | 1 | 1 | 0 | 1 | -1 | -1 | 1 | 0 |
| Roll | 0 | -1 | -1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | 2 | -1 | 0 | 1 | 0 |
| Jink | 1 | -1 | -1 | 0 | | 0 | 0 | 0 | 1 | 0 | 3 | 0 | -2 | 0 | 1 |
| Bank | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 1 |
| Overturn | -2 | -2 | -2 | 0 | -1 | 0 | -3 | 1 | 1 | -1 | 5 | 0 | -3 | -1 | -3 |
| Overspeed | 0 | 0 | -1 | 0 | 0 | 0 | 0 | 0 | 2 | 1 | 0 | 0 | 2 | 2 | -1 |
| Accelerate | 0 | 0 | 0 | -2 | 0 | -2 | 0 | 0 | 1 | 1 | 0 | 0 | 2 | 3 | -1 |
| Over Accel. | 0 | 1 | 0 | -3 | 1 | -3 | 1 | 0 | 2 | 0 | 2 | 0 | -1 | 1 | -5 |
| Decelerate | 0 | 1 | -1 | 0 | 0 | 0 | 0 | 0 | 2 | 2 | 0 | -1 | 4 | 4 | -1 |
| Overdecel | 1 | 3 | 1 | 0 | 0 | 0 | 0 | 1 | 3 | 2 | 0 | -3 | 4 | 3 | -3 |
| Pinpoint Fire | 0 | 0 | 1 | 0 | 0 | 0 | -1 | -1 | -3 | -1 | 1 | 0 | 3 | 2 | 0 |
| Snap Fire | 0 | -1 | -3 | 0 | 0 | 0 | 0 | 0 | -2 | 1 | 1 | 1 | 3 | 3 | 0 |
| Targeting | -1 | -1 | 0 | -1 | 0 | -1 | -1 | -1 | -3 | 1 | 2 | 1 | 4 | 3 | 0 |
| Angle Shields | 0 | 0 | 0 | -1 | 0 | -1 | 0 | -2 | -1 | 0 | 0 | 0 | 0 | 0 | 0 |
| No. of Shields | 0 | 0 | 0 | -1 | 1 | -1 | -2 | 0 | -1 | -2 | 1 | 0 | -4 | 0 | 0 |
| Gunnery Value | -1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 2 | 0 | -1 | 1 | -2 | -1 | 0 |
| Gun Power | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -1 | -1 | 1 | 0 | 3 | 2 | 0 |



# Chapter Six
# Droids and Equipment

## Aliens

*The Star Wars Sourcebook* provides many templates for non-player character aliens. The rules accompanying them instruct you to add 6D to the given statistics in order to create a player character alien. Add this further adjustment to that rule: Of the 6D added to create an alien player character, 1D must be added to each of the six attributes. This way, for example, your players cannot create Ewok PCs with 8D *Strengths*.

Whenever you want to create new templates, whether aliens or humans, remember these simple rules. Non-player characters have a total of 12D distributed among their attributes; player characters have a total of 18D.

## Droids

Droids are intelligent machines capable of independent thought and (usually) locomotion. Droids are wholly manufactured from inorganic materials, which differentiates them from other constructed or enhanced life forms. This technical definition is sometimes weakened in popular usage. Droids are programmed with huge stores of specialized knowledge and algorithms, and have customized servos and circuitry devoted to their skills. They are designed for specific tasks at which they are very good, but few Droids are nearly as good at a wide range of tasks as are organic beings.

### Creating Your Own Droids

You can create your own Droids following this procedure:

• Decide what the Droid looks like and what it is equipped with.
• Decide on a name. Droids of human manufacture have names consisting of letters and numbers. Part of the name is its model number (R2, 3PO), and part is an identifier.
• Choose the skills and attributes you want your Droid to have. Build the Droid according to the rules listed below.

1. All Droids have base attributes of 1D. These may be increased by spending a Droid's initial allocation of building dice (see below).

2. Non-player character Droids receive 35D of building dice to allocate to skills, equipment and attribute codes. Player character Droids receive 65D of building dice.

3. Increasing an attribute costs 5D of building dice per 1D of attribute increased. For example, to increase *Dexterity* from 1D to 3D would cost 10D of building dice.

4. Speed codes may be purchased in excess of the Droid's *Dexterity*. Each 1D increase costs 3D of building dice. Armor may also be added to a Droid; each 1D of armor costs 3D of building dice.

5. Equipment may be purchased at a cost of 1D of building dice per item or tool. Possible tools include: method of locomotion, electric arc welder, buzz saw, seismic sensors, photoreceptors, tactile surfaces, olfactory sensors, autochef, macrobinoculars (only if the Droid already has some form of vision, such as photoreceptors), trash compactor, fire extinguisher, comlink, radar, sonar, barometer, spectrometer, IDS data-connect for standard computer ports, audio membranes (for hearing), or speakers. Security and war Droids may be equipped with blasters or other weaponry. The gamemaster will determine if other types of tools are appropriate. If a piece of equipment has more than one function, or has features

which are unusual or supplementary to the main purpose, the cost may be increased by 1D per feature.

6. Remaining building dice may be allocated to skills, just as dice are allocated when customizing character templates. Allocating 2D of building dice increases a skill by 2D. *Droids may not purchase Force skills.* Current limits of Droid technology do not allow skills higher than 13D in any individual Droid. There are rumors that Imperial technology is pushing this limit, but these reports have not been confirmed.

## Droid Descriptions

**R2 Astromech Droid**

| | |
|---|---|
| DEX 1D | PER 1D |
| Speed Code 2D | |
| KNO 1D | STR 1D (+1D Armor) |
| Binary Language 3D | |
| MEC 1D | TEC 2D |
| | Computer Prog. & Repair 7D |
| | Starship Repair 7D |
| Height: 1 meter | Weight: 50 kilograms |

Equipped With:

- Two wheeled legs, plus retractable third leg.
- Two arms, both normally retracted and kept inside compartments in the body. One is a heavy grasper, the other is used for fine work.
- One video sensor which can be extended almost a meter from the main body.
- Small arc welder, normally used in starship repair, but can be used in emergency for defense.
- Small buzz saw, also used in starship repair.
- Video screen for display of data. Can also project data as a holographic image.
- High pitch acoustic signaller (sound coded for Binary).
- One small fire extinguisher.

Note: The extension on the video sensor costs an additional 1D as a special feature, as does the holographic option on the video screen.

**3PO Human-Cyborg Relations Droid**

| | |
|---|---|
| DEX 2D | PER 2D |
| KNO 2D | STR 1D |
| Alien Races 4D | |
| Cultures 4D | |
| Languages 10D | |
| Planetary Systems 3D | |
| MEC 1D | TEC 1D |
| Height: 1.7 meters | Weight: 50 kilograms |

Equipped with:

- Two legs.
- Two arms.
- Two video sensors.
- Broad-band antenna receiver.
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sounds.

Note: The legs count as a single method of locomotion, while each arm costs 1D, as does each video sensor.

### Improving and Adding Droid Skills

Droid skills are improved through the use of skill points, just as any other character's skills are improved. New skills may be added through skill point expenditure and a cost of 1,000 credits for chipburns, new software, and attachments.

### Droids and The Force

Droids may never have Force skills. Some Droids, especially those which have not had their memories wiped for a long time, perceive themselves to be living beings. A fraction of these Droids have heard of the Force and believe in its power; such Droids may use Force points even though Force skills are prohibited to them.

Player character Droids, with skills indicating greater than usual experience and with service in the Alliance, are among these rare Droids. All player character Droids begin with one Force point.

## Character Equipment

Customizing and improving personal equipment takes time, credits, know-how, and skill points. The time per pip and credit cost per skill point spent on improving equipment is tied to the scale of the piece of equipment being modified, as summarized in the table below. These costs include parts and labor, and may be higher if specialized labor or intricate parts are rare.

The cost in skill points of increasing a die code for a piece of equipment is determined in the same way as for characters' skills. For example, increasing a blaster pistol's damage code from 4D to 4D+1 costs four skill points. Improving skills which have 0D codes costs one skill point per pip.

Skill points must be expended per die code improved. If a ship mounts multiple weapons, each damage and fire control die code must be improved separately.

## Equipment Improvement

| Scale | Time per Pip Improvement | Credits per Skill Point |
|---|---|---|
| Character & Creature | 1 day | 10 |
| Speeder | 3 days | 100 |
| Walker | 3 days | 500 |
| Starfighter | 1 week | 500 |
| Capital Ship | 1 month | 1,000,000 |
| Death Star | 2 months | 1,000,000,000 |

Die codes which are added to a character's skill or attribute code cost three more skill points per pip than equipment die codes which stand alone or are substituted for skill or attribute use. The speed codes, fire control codes, maneuver codes, shielding, and armor (*Strength* and *Dexterity*, see below) are attribute enhancing die codes which may be increased. For example, increasing +1D armor to 1D+1 costs four (1+3) skill points.

### Armor

Every pip of increase in armor decreases *Dexterity* by the same amount. If armor has been improved by +2, then the wearer suffers a two pip decrease in *Dexterity*. Armor may be purchased with *Dexterity* enhancements to overcome this penalty. *Dexterity* enhancements may not be purchased other than to overcome the *Dexterity* penalty in this fashion. As an additive enhancement it costs three more skill points per pip than normal.

**Example:** *+1D armor is improved to +1D+2; the* Dexterity *penalty is also erased through enhancements. The cost of the armor would be 16 skill points ( [1+3]+[1+3] for armor, [1+3]+[1+3] for* Dexterity*).*

### Hyperdrives

A character improving a ship can alter its hyperdrive multiplier. Changing a multiplier from "x4" to "x3" costs five skill points, "x3" to "x2" costs 10 skill points, "x2" to "x1" costs 20 skill points; changing it from "x1" to "x1/2" costs 40 points.

### Adding Weapons to Equipment

An owner can add more weapons to his ship, speeder or personal armor. A weapon with 1D fire control and 1D damage costs nine skill points. A weapon may be purchased rather than added through skill points; in addition to the purchase price of the weapon it costs 150 credits to install a weapon in armor (or other character scale piece of equipment), 1500 credits to put one into a speeder scale piece of machinery, 6,000 credits to install a new weapon system in a starfighter scale ship, 10,000,000 credits for a capital ship.

Installing a new weapon system is quite tricky as vessels and other devices are rarely built with room for additional weaponry. An owner may install a purchased weapon by spending nine skill points.

### Ownership and Improvement

Equipment may be owned by more than one person. Each owner may make improvements to the equipment, but a single improvement must be made by a single character. This includes making the *technology* roll mentioned below.

### Technology and Improving Equipment

*Star Wars* technology is highly specialized and advanced. Small improvements are possible with almost any piece of equipment, but large improvements are difficult. Large improvements indicate revolutionary rather than evolutionary design technologies.

To improve equipment requires that the character doing the improving (i.e. spending

the skill points) make a *technology* roll after the points are spent. If the roll is successful the improvement actually works; otherwise the skill points have been wasted (although the equipment will work as it did before the unsuccessful tinkering).

The first pip of improvement on a die code requires a Very Easy *technology* roll. The second is Easy, the third Moderate, the fourth Difficult, and the fifth and all subsequent pips are Very Difficult.

**Example:** *Erisson's blaster has been modified from 4D to 5D damage. He now wants to modify it to 5D+1. This is the fourth pip of improvement, so a Difficult* technology *roll is needed after the five skill points and 50 credits have been paid.*

## NPCs and Equipment Improvement

If players want non-player characters to improve their equipment for them, double the credit cost (except for capital ships and Death Star size projects, which assume hundreds to millions of NPCs on the project to begin with). Remember that standard specialists have 4D in their specialty, so NPCs with more than 4D technology will be rare and should be special elements in your campaign rather than generally available in any spaceport.

## Equipment Availability

*The Star Wars Sourcebook* gives equipment availability codes for items that can be purchased throughout the galaxy. The following are modifications to the original codes.

Equipment which has an availability of "F" requires some sort of fee or permit in order to purchase it. The standard fee is five percent of the purchase or use price, although fees as low as one percent and as high as 15 percent are known.

Availability "R" means the items in question are restricted. The Empire or local authorities stringently license such equipment. Such licenses average 10 percent of the purchase or use price, some as low as five percent and some as high as 100 percent. Licenses usually require a background check. A non-player character specialist who makes a Difficult *bureaucracy* or *computer programming* roll turns up any available information on the player character requesting the license. The roll is Moderate if the Rebel has achieved a touch of infamy, and is Easy if the Rebel is as well known as Han Solo. The Rebel can attempt to *con* his way out of any resulting situations, or otherwise extricate himself as necessary.

## Equipment Descriptions

While it would take more than a single volume to describe all the equipment in the *Star Wars* galaxy, there are certain items that continually seem to confuse players and gamemasters alike. These particular items are explained here.

### Macrobinoculars

Macrobinoculars are light intensifier viewers with primitive yet rugged image-enhancing chips for magnification, ranging, and targeting information. They provide zoom capability for viewing far away images and line-of-sight sensors for determining distance.

### Pocket Computers

An average pocket computer (or datapad) has a keyboard/memory unit, computer probe, and a touch-sensitive screen/scanner. The screen can process only images within a few centimeters of the unit. Computing power and memory are sufficient to store several thousand volumes worth of information, retrieving any existing data in less than a second. Datapads can also serve as interfaces for larger computer banks.

### Recording Rods

Recording rods are audio recorders with laminate-cylinder storage, enough for 100 hours of recording.

### Space Suits

*Emergency space suits* are not built to stand extensive exposure. They begin to leak after 72 hours of use. For game purposes, such leaks are treated as a wound to the occupant. After 120 hours emergency suits no longer have significant pressurization effects and the occupant dies.

*Utility space suits* last for hundreds of hours of exposure without loss of pressurization or breakdown of radiation protection. High quality space suits last about the same amount of time, but they can instantly seal far larger ruptures than can utility suits. Utility suits leak when the occupant is wounded by a sharp melee, projectile, blaster or other attack which can puncture the suit, giving the occupant an additional wound. High quality space suits will not leak until the occupant takes a mortal wound.

### Syntherope

Syntherope is a powerful coil of rope that is highly impervious to damage. It has a standard strength of 3D that holds up through incapacitating damage. Syntherope comes in 15 meter coils and is extremely light, making carry easier.

### Glow Rod

A glow rod is a small tube-like item, about the size of a computer screen stylus, that casts an intense and concentrated beam of light in a given direction. These items provide limited illumination for about 50 hours before its power cell must be replaced.

### Chronometer

Chronometers come in all sizes, from those small enough to wear on the wrist or install on the control panel of a starship to those large, free-standing models used more as dwelling decorations than for practical purposes. These time keeping devices are usually set for a particular planet, with a dual setting that keeps Galactic Standard time.

### Breath Masks

In near-vacuum conditions, characters can survive for limited amounts of time with breath masks. Breath masks provide life-sustaining gases through a cup that fits snuggly over the wearer's mouth and nose. These devices do not offer protection from the cold, and do not allow survival in hard vacuum.

# Chapter Seven Capital Ship Combat

## Introduction

*The Rebel fleet, a motley assemblage of outdated cruisers and frigates, shimmered in from hyperspace at the rendezvous point. Scanner techs immediately confirmed the greatest fears of Alliance intelligence; three Imperial Star Destroyers were suspended in orbit over Heterkus, obliterating Rebel strongholds and cities suspected of supporting the Rebellion.*

*Billowing swarms of TIE fighters exploded from the huge warships in reaction to the appearance of the Rebels. Alliance A-wings and X-wings broke off to intercept. Long range fire from a battery of turbolasers rocked an Alliance corvette, banks of stabilizers dying in a sparkling blaze. Adar Tallon, hero of the Old Republic and newly recruited to the Alliance, stood on the bridge of the flagship* Silent Water, *a Mon Calamari cruiser. Looking over his crew, he saw that they were fearful. Too fearful. They had never faced an Imperial Star Destroyer before, let alone three.*

*Tallon walked around to the command chair as his crew went through the battle drill by rote. He watched the battle slowly unfold until he saw a possible tactic begin to emerge from the resulting combat.*

*"Pilot," said Tallon calmly, "accelerate on my mark toward the lead Star Destroyer. Operator, prepare to shut down rear shield. Inform the fleet of action, and tell them we request only minimum fighter cover — one squadron."*

*"Sir?" asked the operator. "That's the* Relentless *out there. She's an* Imperial-*class ship. Going in alone seems ..."*

*"... foolish," finished Tallon. "Thank you lieutenant. Normally you would be correct, if I did not know something of her commander and crew. G'hengle, would you be so kind as to open up an Imperial channel. With Parlan gone, I will be fighting Westen. I would like him to know who he is facing ..."*

Capital ship combat is combat on a grand scale. It is not the dog-fights that the small one- and two-man starfighters regularly engage in. It is war between spacefaring cities and the outcome of such conflicts could result in thousands of deaths.

These combat starships measure over 100 meters, require large crews to operate, use massive power cells and generators, and are heavily armed and armored.

Prior to these new rules, capital ships were beyond the scope of the player characters except for rare instances and as background material. Now *Star Wars: The Roleplaying Game* has developed a combat system for handling these giant vessels. To reflect the huge nature of capital ships, these rules are be necessity more complicated than other forms of combat in the *Star Wars* galaxy.

## Caveat

Combat between capital ships takes longer than combat involving a few characters or starfighters. The ships are huge and hundreds of guns are often involved. The capital ship combat system is faster than running the battle strictly through the starship combat rules, but it still takes time. Such a battle should be a key element in the story you are running, and this system is designed to keep your story from getting bogged down at such a crucial point.

The capital ship combat rules are simply a variation of the starship combat rules. Make sure you are familiar with those rules before trying the capital ship combat varia-

tions, as the basic elements involved in the system are *not included* in this chapter.

## Ship's Crew

Starship crews can range from inexperienced recruits to the hand-picked elite who have experienced dozens of battles. If you are designing a scenario, pick a crew rating from the list below. If you are running one of the published adventures for *Star Wars: The Roleplaying Game*, assume "average" crews unless the crew proficiency is specified.

When assigning your own proficiency, remember that an "average" crewman would be considered a specialist among the normal population. Also remember that a crewman rated at 5D would be 5D only in those skills which were his primary duties on the combat starship. He would be at least a few pips less on other starship skills, and at least 1D less on other useful combat skills.

Rebel non-player characters, out of necessity, tend to be multi-skilled. Therefore they have several skills which are just a few pips or 1D less than their primary skill.

Imperials select their crews for particular traits and train them intensively in the one skill they need. They discourage crew members from broadening their talents, seeing such effort as better spent on their primary skill. The result is that many Imperial crewman are skilled at their primary task (usually at specialist level), with all other attributes and skills at 2D.

"Recruits" have seen very little combat training. They can be found crewing vessels in every fleet — on Imperial ships because advanced training is only provided to those specifically doing the task, and on Alliance vessels because the Rebellion must use every available sentient in its battle with the Empire.

"Average" crews are found everywhere except flagships, although they are found less frequently in fleets which have seen a lot of action.

"Veteran" crews are found on the flagships of fleets which are new to war between the Alliance and the Empire. They are also found crewing individual warships which have seen more action than the fleet as a whole.

"Elite" crews are found on the flagships of fleets which have seen a good deal of combat — the ships of Moffs and Grand Moffs, and Rebel Admirals and Generals.

"Hand-picked Elite" are reserved to crew the vessels of the most important characters in the galaxy; The Emperor and Darth Vader, Mon Mothma and Admiral Ackbar. The importance of these characters to the struggle for the galaxy demands they have subordinates of the highest caliber.

### Ship's Crews Statistics

| Crew Quality | Imperial | Rebel |
|---|---|---|
| Recruit | 3D | 2D to 3D+2 |
| Average | 3D+1 to 4D | 4D to 5D |
| Veteran | 4D+1 to 5D+2 | 5D+1 to 6D |
| Elite | 6D to 6D+2 | 6D+1 to 7D |
| Hand-picked Elite | 7D to 8D | 7D+1 to PCs |

## The Ship Templates

In capital ship combat, *ship templates* are used to record crucial information about a capital ship before combat begins, and to keep track of a ship's status during combat. You can find a master copy of the template at the end of this book. Take a moment to look at this template as we describe how to use it.

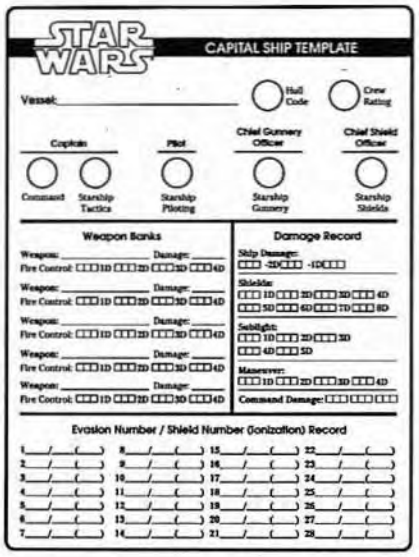
Fill in the vessel's name, ship type, hull code, and crew value on the top line. The captain's *command* skill code, with *starship tactics* in parentheses comes next, followed by the pilot's *starship piloting* code, the chief gunnery officer's *starship gunnery*, and the chief shield officer's *starship shields* code on the second line. Fill in the weapons status lines, including the number of weapons, the weapon type and its damage code.

To fill in the fire control of a weapon, black in all the boxes in excess of the fire control code of the weapon. For example, for a fire control of 2D+2, black in all of the boxes under the "4D" heading and one of the boxes under "3D" (leaving eight boxes — or 2D+2). *Remember, for this purpose each die is broken up into three pips.*

For the shields, sublight code, and maneuver codes, black in all of the boxes in excess of the die codes.

Each combat round, you record the *evasion, shield number* and *ionization level* of the vessel. Loads of numbers fly along with the massive gunfire involved in capital ship combat, and keeping track of these impor-

tant numbers makes it all a lot easier to run. When writing down the numbers, check for scale differences if starfighters are involved, throwing out any sixes from the totals (the scale die cap for maneuver is 5; this includes shielding). Put a slash and then the scaled numbers to the right of the evasion and shielding numbers.


STAR WARS
CAPITAL SHIP TEMPLATE

Vessel: _____ Hull Code Crew Rating

Captain: Command, Starship Tactics
Pilot: Starship Piloting
Chief Gunnery Officer: Starship Gunnery
Chief Shield Officer: Starship Shields

Weapon Banks
Weapon: _____ Damage: _____
Fire Control: 1D 2D 3D 4D
Weapon: _____ Damage: _____
Fire Control: 1D 2D 3D 4D
Weapon: _____ Damage: _____
Fire Control: 1D 2D 3D 4D
Weapon: _____ Damage: _____
Fire Control: 1D 2D 3D 4D
Weapon: _____ Damage: _____
Fire Control: 1D 2D 3D 4D

Damage Record
Ship Damage: -2D -1D
Shields: 1D 2D 3D 4D 5D 6D 7D 8D
Sublight: 1D 2D 3D 4D 5D
Maneuver: 1D 2D 3D 4D
Command Damage:

Evasion Number / Shield Number (Ionization) Record

| | | | |
|---|---|---|---|
| 1 ___/___(___) | 8 ___/___(___) | 15 ___/___(___) | 22 ___/___(___) |
| 2 ___/___(___) | 9 ___/___(___) | 16 ___/___(___) | 23 ___/___(___) |
| 3 ___/___(___) | 10 ___/___(___) | 17 ___/___(___) | 24 ___/___(___) |
| 4 ___/___(___) | 11 ___/___(___) | 18 ___/___(___) | 25 ___/___(___) |
| 5 ___/___(___) | 12 ___/___(___) | 19 ___/___(___) | 26 ___/___(___) |
| 6 ___/___(___) | 13 ___/___(___) | 20 ___/___(___) | 27 ___/___(___) |
| 7 ___/___(___) | 14 ___/___(___) | 21 ___/___(___) | 28 ___/___(___) |

## The Combat System

### Facing

When capital ships face each other, they are attacking one of six facings; top, bottom, left, right, forward, or rear. As capital ship weapons can fire in all arcs, facing only matters when one of the combatants has shut down a shield. For game purposes, you only have to keep track of facing once one of the ships has shut down a shield. For purposes of dramatic visualization however, you should have a rough idea of where the ships are, if not the exact facing.

### Movement

Capital ship movement uses the same system as all other movement (see "Chapter Two: Movement"). The only difference is that maneuver actions take on an added significance. Each speed action successfully reserved through a maneuver action has the following additional benefit: The winning captain may choose the facing of his vessel in relation to the enemy ship. Each speed action successfully reserved allows the ship to move from a current facing to an adjacent facing. A directly opposite facing is two reserved actions away (i.e. going from facing the top of your enemy to the bottom takes two successful maneuver actions). All other facings are one reserved action away.

When choosing facing with manuever actions, a captain can only choose the facing with regard to one other vessel. Additional enemy vessels may have different relative facings depending on the combat situation.

### Ship Codes

In "Ship Descriptions" below we list the hull and shield codes for many types of capital ships. These function in ways similar to hull and shield codes for starfighters.

## Capital Ship Combat Sequence

The capital ship combat sequence is much the same as the starship combat sequence. Use the normal starship combat rules for all facets of capital ship combat not modified with special rules outlined in this chapter.

Note: this sequence has an extra segment, the *hits recorded* segment. The entire sequence is summarized below.

**1. Declare Actions and Full Reaction Skills.** First, any *anticipate enemy* or *deceive enemy* rolls are made (see "Starship Tactics" below). Characters in command of each ship declare all actions for this combat round (movement, haste, skill or attribute use, or full evasion). The option to shut down shields must be declared now. The character (PC or NPC) with the lowest *command* skill code declares actions first. Other characters declare their actions in ascending order of *command* codes, leaving the character with the highest *command* skill the advantage of declaring last. If a PC has the same *command* as an NPC, the NPC must declare first.

**2. Declare Combat Reaction Skills.** Characters declare combat evasions and shielding during this segment. Haste for reaction skills, including full reactions, may be increased. (A full evasion may have its haste increased in this way.) The character with the highest *command* code declares reaction skills first, followed by other characters in descending order of *command* codes. If a PC has the same *command* as an NPC, the NPC must declare first. Deceptions which were at least 2x their opponent's roll are declared, lowest deception roll to highest.

**3. Roll Actions and Reactions in Order of Haste.** Actions and reactions are resolved in descending order of haste actions taken. A

character who takes three haste actions would act before a character who took none, one or two haste actions. Non-movement actions with the same degree of haste are resolved, followed by all movement actions with that same degree of haste. As they are rolled, record this round's maneuver and shield numbers on the ship's template. Attacks are resolved; the to-hit dice modified by the number of guns fired (as explained below).

**4. Calculate Damage as Attacks Hit.** Roll damage dice (as modified by targeting) and hull dice (as modified by shields and vital location attacks) for each hit. The effects are determined according to the "Damage Summary" chart.

**5. Hit Results Recorded on Ship Template.** Mark off pips of damage, scratching out the appropriate box(es) on the damaged ship's template. Note ionization for next turn. Make rolls for shutting down shields.

## Resolving Attacks

When declaring actions, attacks must be grouped by weapon type. If you are firing turbolasers, laser cannons and ion cannons in the same round, the attack of each weapon type is resolved separately.

## Guns Modifier Chart

You use the "Guns Modifier Chart" rather than rolling to-hit and damage for every gun on board a large vessel (which can number in the hundreds for some ships). To determine your *to-hit dice,* add the "to-hit/damage" modifier for the number of guns you are firing (listed on the chart below) to the gun's current fire control. Then add your crew die code, and the result is the number of dice you roll to hit.

*Damage dice* are determined by adding the "to-hit/damage" modifier to the damage code of the weapon type fired. The crew die code is not used to determine damage.

**Example:** *A Mon Calamari cruiser is firing 12 turbolasers at an Imperial strike cruiser. The Rebel crew is rated at 4D+2, their turbolasers have a fire control of 2D, and they do 4D damage. According to the "Guns Modifier Chart," firing 12 guns gives the Rebels a "to-hit/damage" modifier of 2D+1. The to-hit dice rolled is 8D+3 (2D fire control for the turbolasers, plus the 2D+1 modifier, plus the crew's 4D+2 die code). The damage dice rolled is 6D+1.*

### Guns Modifier Chart

| Guns | To Hit/ Damage Modifier |
|---|---|
| 1 | 0 |
| 2 | +2 |
| 3 | 1D |
| 4 | 1D+1 |
| 6 | 1D+2 |
| 8 | 2D |
| 12 | 2D+1 |
| 16 | 2D+2 |
| 24 | 3D |
| 32 | 3D+1 |
| 48 | 3D+2 |
| 60 | 4D |
| 90 | 4D+1 |
| 120 | 4D+2 |
| 180 | 5D |
| 250 | 5D+1 |

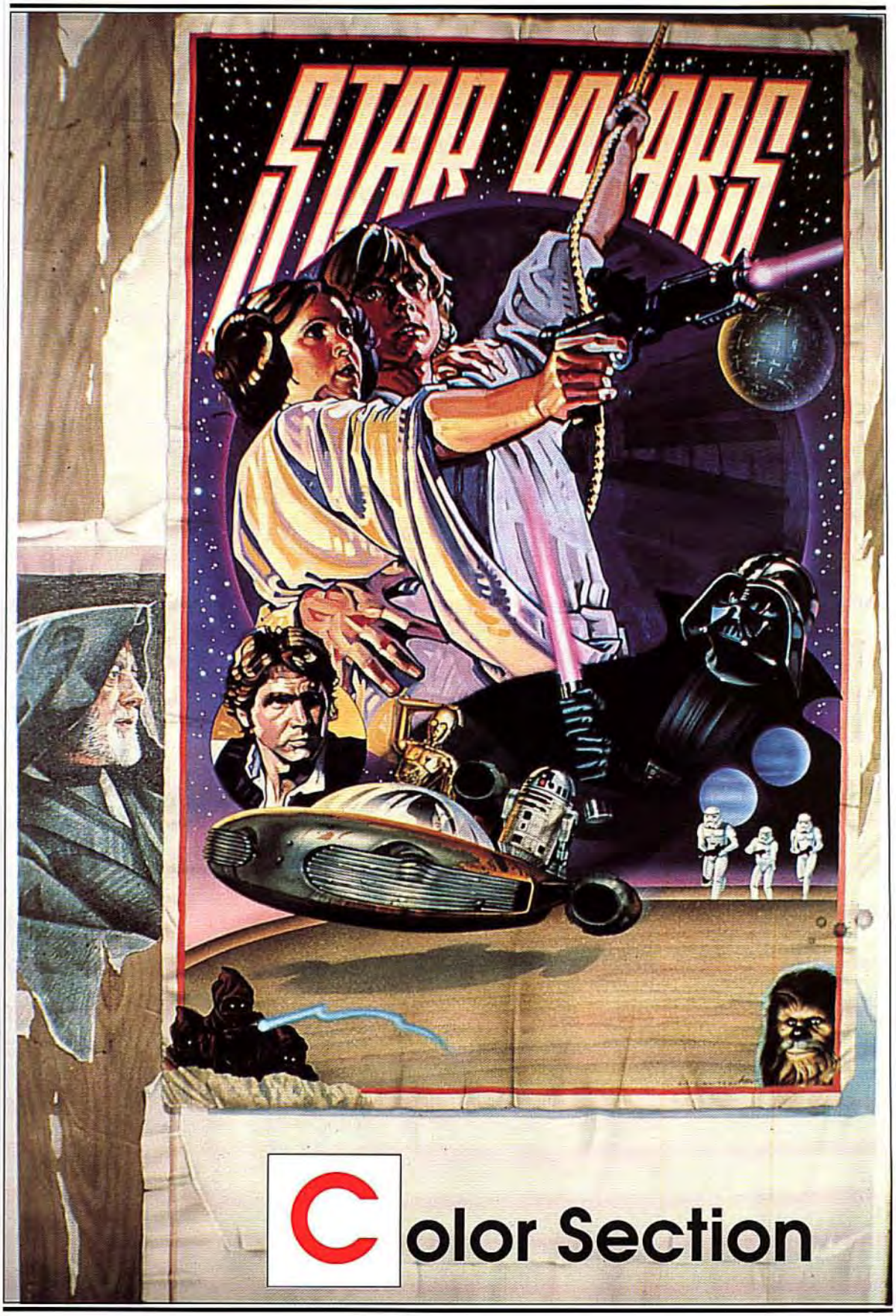
Attacks are resolved in the same way as starfighter combat. Roll your total to-hit dice against your target's evasion (maneuver code plus crew). If you hit, roll your damage dice versus the target ship's hull code.

## Ship Damage

Capital ships are obviously larger and far more compartmentalized than starfighters. There are a lot more pieces to chip away before the ship is completely destroyed. Therefore, capital ship damage is recorded in pips, except for *ionization damage* which is still allocated in whole dice.

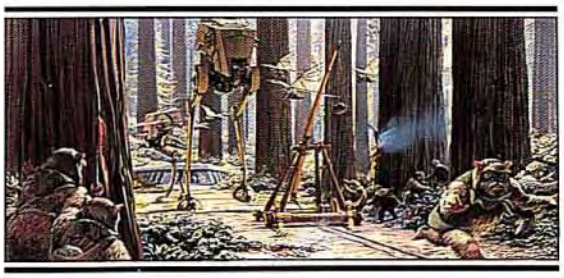
Damage is recorded on the ship template by crossing out a number of boxes equal to the pips of damage taken. Overall damage is recorded under the "Ship Damage" heading. Damage to specific portions of the vessel is recorded in the appropriate spots on the template (see "Targeting" below).

Each pip of damage recorded on the "Ship Damage" row *reduces the performance of all operations of the ship by one pip.* When three pips of damage are marked off on the "Ship Damage" row (three pips equal one die), the ship is considered *heavily damaged*, and all actions taken by the vessel are reduced by 1D. When six pips of damage a taken (equalling two dice), the ship is *severly damaged* and all actions are reduced by 2D.



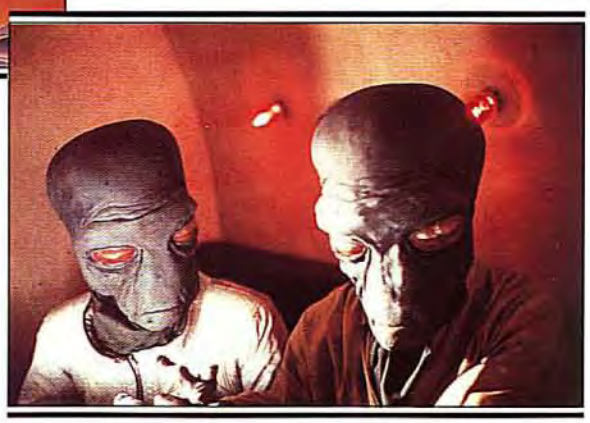

# Color Section

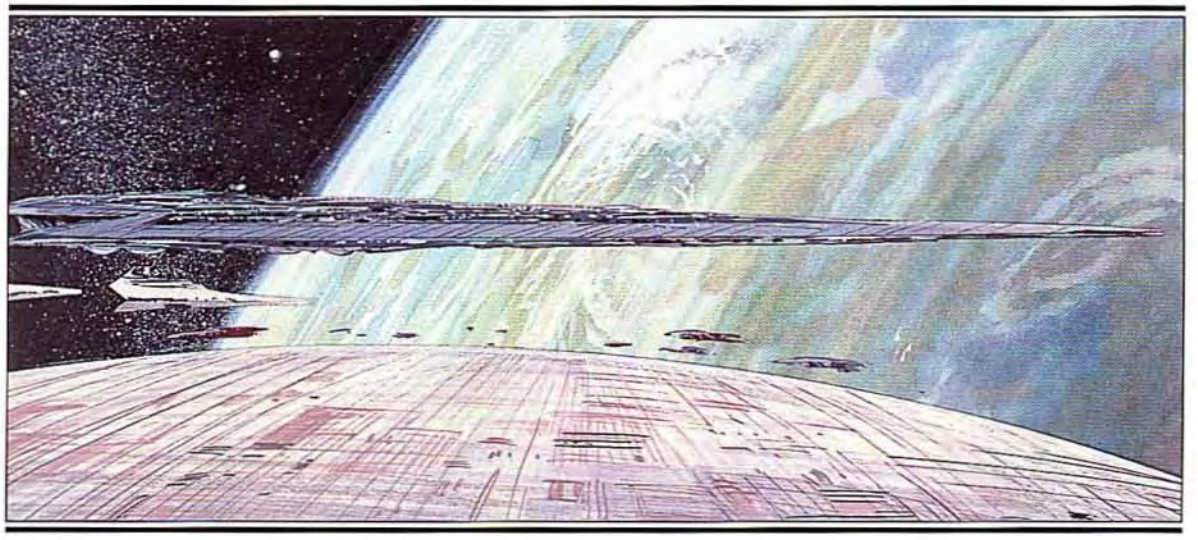
A long time ago, in a galaxy far, far away ... a thousand thousand worlds were caught in the grip of a titanic civil war.



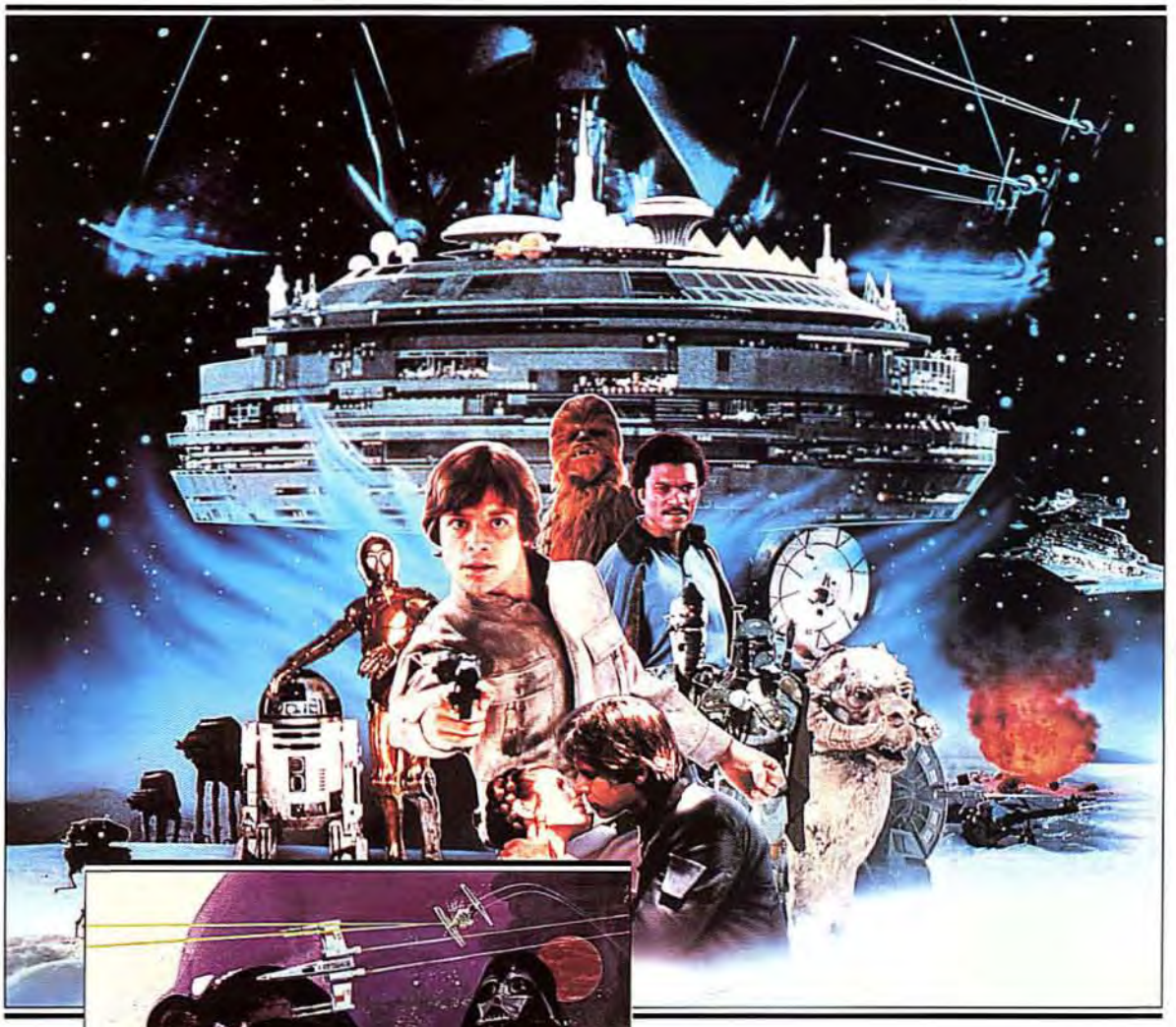
Starfighters of every description streak through embattled star systems — fighting for the evil Galactic Empire or the struggling Rebel Alliance.

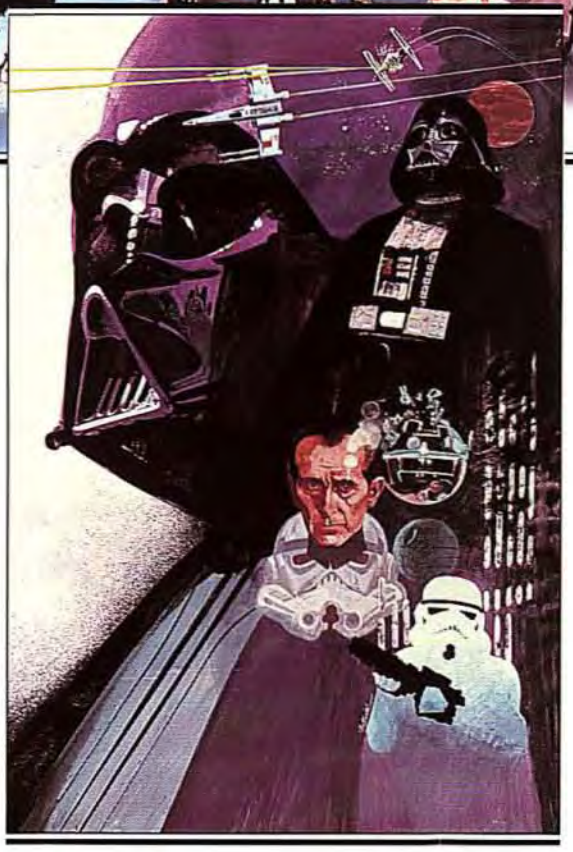
As the battle escalates, others are drawn in to this terrible war ... strange aliens, exotic creatures, loyal Droids.





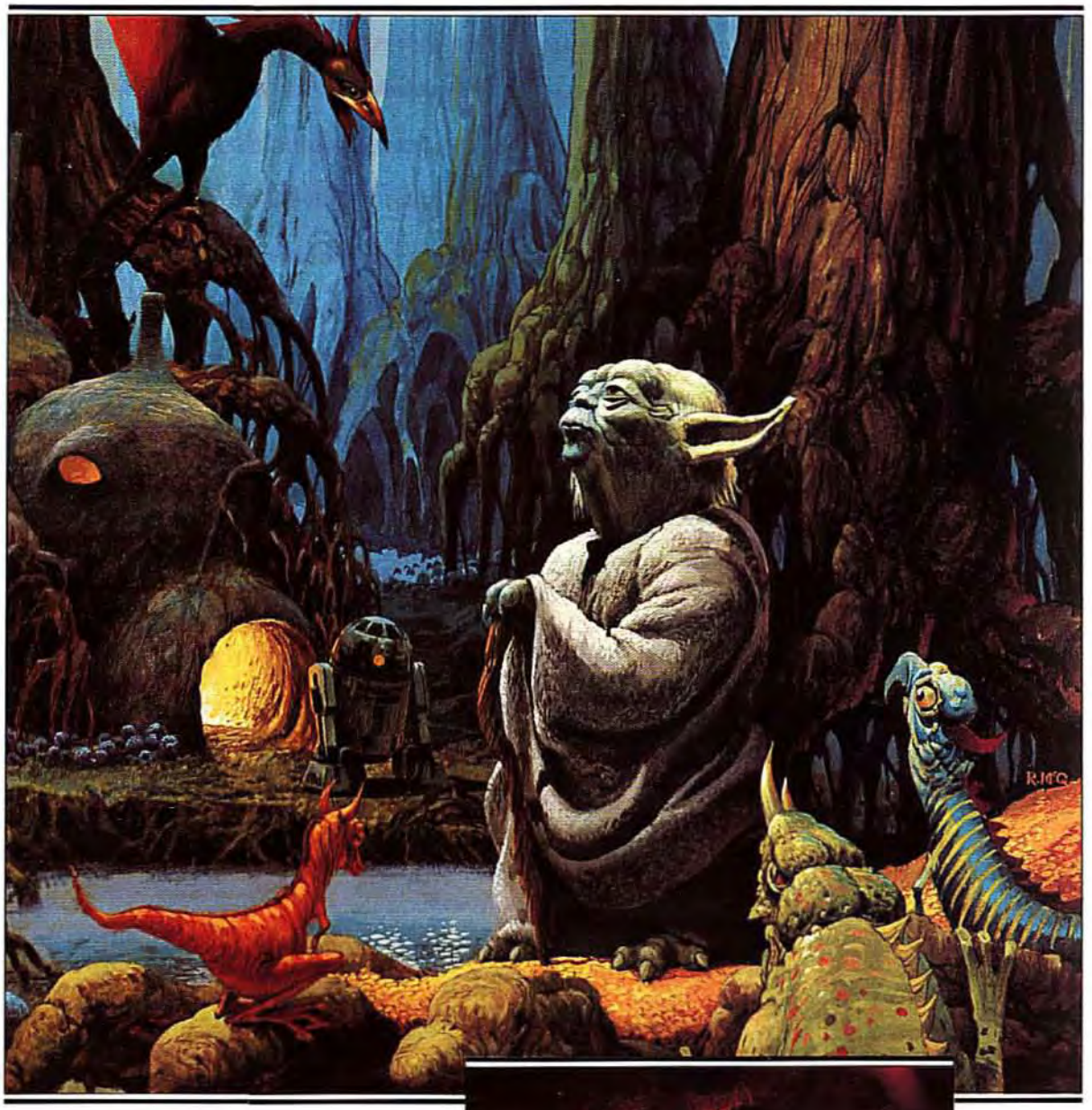
But in the far reaches of space, the war will be won by the gigantic and powerful capital ships. These massive weapons of war roam the space lanes in large fleets, more powerful than most other starfaring vessels.





This is a galaxy of good and evil, of heroes and villains. There are those who promote the tyranny of the Galactic Empire, and those that strive for freedom as remembered by the Rebel Alliance.

Perhaps the most powerful weapon in this galactic conflict is the Force. The Force binds the galaxy together and is a powerful ally. But while it is a power for good, it also has a Dark Side.



## Capital Ship Damage Summary Chart

| Damage Roll vs. Hull Roll | Beam & Missile | Ion |
|---|---|---|
| 2xDR<HR | no effect | no effect |
| DR< HR | 1 shield pip | no effect |
| DR>=HR | 1 pip | 1D |
| DR>=2xHR | 2 pips | 2D |
| DR>=3xHR | 3 pips | 3D |
| DR>=4xHR | 4 pips | 4D |
| DR>=5xHR | 5 pips | 5D |
| DR>=6xHR | 6 pips | 6D |
| DR>=7xHR | 7 pips | 7D |
| DR>=8xHR | 8 pips | 8D |
| DR>=9xHR | 9 pips | 9D |

The ship is *destroyed* when its ninth pip of "Ship Damage" (equalling three dice) is taken.

When a ship is damaged, its hull roll is *not* affected by the damage, regardless of the ship's status. The ship continues to resist damage with the full value of its hull code. A ship's sublight speed is not reduced unless its engines are specifically targeted (see "Targeting" below), but the damage does reduce the dice rolled for movement actions.

### Command Skill

The commander of a capital ship needs a good *command* skill code. In accordance with this, he must always perform three actions:

- Give orders to the pilot.
- Give orders to the chief gunnery officer.
- Give orders to the chief shields officer.

Each one of these officers (called the "major combat officers") is considered to be successfully "commanded" as long as the commander has 1D of *command* dice to allocate toward him. Failure to *command* a character results in a minus 1D penalty to all of the actions taken by that officer as he is no longer in coordination with the rest of the crew. In addition to keeping the three major combat officers under his command, the commander uses his *command* skill to do the following:

- *Command* determines the order of declaration in the capital ship combat sequence. High *command* skills declare *actions last* and *reactions first* during the combat sequence.
- To assign differing levels of haste to different operations on the ship. Each haste order (beyond the basic haste of the vessel) costs 1D from the commander's *command* skill. By "haste order" we mean each haste action *ordered* by the ship's commander, *not* each *level* of haste.

Each haste order can be given at any level of haste, but the penalty is still only 1D. (For this purpose a "one haste" order and a "six haste" order have the same effect; minus 1D from the commander's *command* code. The penalties for choosing multiple levels of haste are taken into account elsewhere.)

For example, a capital ship could be moving and firing at one haste, but a superior commander could select a certain battery to fire at two haste, and another battery to fire at three haste. The single haste is the basic haste of the ship, and therefore costs the commander nothing. But the additional two *haste orders* given by the commander (moving one battery up to two haste, and another up to three haste) reduce his *command* code by 2D. The batteries which are double and triple hasted still suffer the normal die code reduction due to haste (see "Chapter Four: Starships"). The *command* code reduction merely allows for differing levels of haste aboard a single ship.

### Starship Tactics

*Starship tactics* is a specialized *Knowledge* skill. In the published adventure *Tatooine Manhunt*, Old Republic hero Adar Tallon had his *starship tactics* code listed under *Mechanical* skills. From now on it is a *Knowledge* skill.

The following actions can be performed during capital ship combat using the *starship tactics* skill.

**Anticipate Enemy:** A Moderate *starship tactics* roll is needed to "anticipate the enemy." If the roll is successful, a commander's ship receives a "free" haste action — his ship receives *no penalty* for using the haste.

**Deceive Enemy:** A Difficult *starship tactics* roll is needed to "deceive the enemy." Success on this roll allows a commander to *redeclare* his actions after hearing what his opponent has declared, even if he has already declared his own actions.

### Coordinating Attacks

A commander may choose to use a *command* action to coordinate his attacks with

the attacks of other ships. When attacks are coordinated, the guns of more than one ship are added into a single attack for purposes of finding the "to-hit modifier" on the "Guns To-hit Chart." Each attack is still rolled separately for each weapon type on each ship, only the larger to-hit modifier obtained from coordinating attacks is used to determine total dice rolled to hit.

The damage modifier is *not* affected by coordinating attacks.

Each coordination action counts as one skill use, and only one additional ship can be added to the coordination per action. Therefore, it is possible to coordinate more than two ships, but only as many as the coordinating commander has *command* actions remaining.

Weapon types need not be the same in order to be coordinated, but ion and non-ion attacks may not be coordinated into a single attack.

A ship's chief gunnery officer may use his *starship gunnery* skill to coordinate attacks within a single additional ship. Each coordination action counts as one skill use. Ships which are not coordinated may not add their guns together for a single attack. Small vessels attacking a larger ship often have to coordinate attacks to have any hope of defeating their opponent.

### Subordinate Bonus

All actions on a ship are performed by the crew, but a superior officer can have an effect on the performance of his subordinates. The commander's subordinates are the major combat officers — the pilot, the chief gunnery officer, and the chief shields officer. A commander may give these subordinates "bonuses." For every *bonus action* used by the commander, the chosen subordinate receives one additional pip to his roll.

A commander may choose to use bonus actions on more than one subordinate combat officer. Each bonus action counts as one skill use. A commander may not reduce his *command* skill below zero through multiple skill use, though. When a character's *command* skill reaches zero, no further skill use *of any type* is possible. If a commander is using all of his abilities to *command* his ship, he has nothing left to devote to other activities.

The three major combat officers on a capital ship can also give bonuses to *their* subordinates. In this case, the pips are added to the crew code. A chief gunnery officer uses his *starship gunnery* skill to provide a subordinate bonus. The pilot uses *starship piloting*, and the chief shields officer uses *starship shields*.

### Shielding

As in starfighter combat, shielding is a reaction skill declared during the "Declare Combat Reaction Skills" segment of the combat sequence. The shield attempt is added to the difficulty number of the attacker. The sum is called the "shield number." If the attack roll is equal to or greater than the shield number, the attack has penetrated the shields — damage is calculated directly against the hull code.

If the attack roll is greater than the evasion difficulty but less than the shield number, the attack hits but the shields are effective. Add the shield dice to the hull code for the hull roll — any hits taken in this case are applied against the remaining shields. When the shields are completely blown, subsequent damage is applied to the rest of the ship (the hull).

When shielding against starfighters, the shield operators roll is "die capped" at five, as shield operation is akin to maneuver and subject to the same scale penalty.

## Advanced Shielding Rules

### Shutting Down a Shield

On a Moderate *starship shields* roll, the operator may choose to shut down damaged shields rather than lose a pip of shield code. Shutting down a shield means diverting the power surge which would burn out a generator to the waveform transmitters, frying one of them instead. A vessel maintains six such transmitters, one for each facing of the vessel; top, bottom, left, right, forward, and rear.

Losing a transmitter means losing the shields on one facing of the ship until repairs can be made. Shutting down a shield is an action, announced during the "Declare Action and Full Reaction Skills" segment of the combat sequence.

The shield operator does not have to shut down a shield (if the shields take no damage, for instance), but cannot shut a shield down unless he declared the action. The shield operator's skill is reduced by 1D for the declaration, whether or not a shield is actually shut down. A character is assumed

to be monitoring shield-circuit activity, as well as directing computer response to an anticipated hit if this action is declared — when the shield is damaged the power surge is then diverted.

### Increasing Power to Shields

A shield operator or ship's commander may choose to increase power to the shields. But the power increase must come from somewhere. In this case the power comes from another shield facing. For example, the power from the rear shield is rerouted to the right shield, thus increasing the strength of the right shield. Doing so automatically burns out the shield facing from which the power was rerouted, shutting it down. In the above example, the rear shield would shut down after the right shield was increased.

If a ship has only one facing of shields remaining, it cannot increase power to shields. Increasing the power *doubles the shield code of that facing for one round.* A Difficult *shield operation* roll is needed to increase power to the shields. This action reduces all other shielding rolls by 1D.

## Targeting (Advanced Rule)

While capital ships often stand off and try to pound one another to slag with their dozens of weapon batteries, there exist other options for the ambitious commander. Specific parts of the enemy vessel may be targeted, and any applicable damage is done to that portion of the ship. Specific targeting may also be done with ion weapons, although it is usually beneficial to target an entire ship with an ion attack.

### Advanced Targeting Chart Explanations

**Hull:** A normal attack. Pips done against the hull are recorded under the "Ship Damage" heading.

**Sublight Engines:** The sublight engines are damaged by the effects of this attack, reducing the die code of the ship's sublight speed.

**Maneuver:** If the shields are penetrated, or if all the shields have been blown, a successful maneuver attack receives +1D to its damage. As the attacks are designed to cause shock and pulse damage to maneuver control centers, the pips of damage reduce the maneuver code.

### Advanced Targeting Chart

| Target | Hit Modifier | Damage Modifier |
|---|---|---|
| Hull | 0 | 0 |
| Sublight Engines | -2D | 0 |
| Maneuver | -3D | +1D* |
| Fire Control | -4D | +2D* |
| Weapon (Beam) | -3D | 0 |
| (Missile) | -2D | -1D |
| Command | -4D | 0 |
| Vital Location | -2D | -1D** |

* Only if attack penetrated shields.
** Reduce hull roll of target vessel by 1D.

**Fire Control:** If the shields are penetrated, or if all the shields have been blown, a successful fire control attack receives +2D to its damage. The attacks are aimed at disrupting the central fire control circuits; pips of damage reduce the fire control of *all* weapons.

**Weapons:** Counter battery fire destroys the weapons of the opponent. When targeting weapons, the firing commander must declare which weapons are being targeted and how many are being fired at. Multiply the *damage pips* by the *number of guns firing* for a damage total. This total must be distributed as evenly as possible among the target weapons. One damage point "wounds" the weapon; it now fires with 1D less fire control. Two damage points incapacitates the weapon, rendering it useless until repaired. Three damage points destroys a weapon. Missile tubes are simpler and better protected than beam weapons; damage dice are reduced by 1D when firing at missile tubes.

**Command:** Damage pips done to the command center of a capital ship disrupts internal communications and command throughout the entire vessel. The ship responds far more slowly. For each pip of damage done to command, opposing vessels receive a free haste action.

**Vital Location:** A vital location hit reduces the hull roll of the target vessel by 1D. Vital location attacks are cumulative; a triple vital location attack would have its attack reduced by 6D and, if successful, the hull roll of the defender would be reduced by 3D.

### An Example of Foreshadowing

You decide it is critical to your story that a squadron of Y-wings cripple a *Victory*-class Star Destroyer while the player character Rebels use a Mon Cal cruiser to battle an Imperial Star Destroyer (we can't recommend this unless the Rebels are real hot-shots).

Looking at the "Scaling Chart" and using the capital ship combat system, it's evident that the Y-wings are doomed unless each one is piloted by Luke Skywalker. As the Y-wings are being flown by NPC Rebel pilots, they are certainly not up to par with Luke. So you might use a cut-away before the battle to show Imperial technicians patching together damaged shield circuitry.

*A technician mutters,* "You'd think the Empire could afford new ND cryoboards."

*His co-worker responds,* "The switcher circuits should hold any increase in power to the shields that the captain wants."

"Sure," *the first says,* "as long as the Rebels don't hit our stabilizers."

During the battle you again cut-away to the captain of the *Victory*-class Star Destroyer. He orders more power for the shields as the camera sweeps outside. It focuses on a set of vanes on the Star Destroyer beginning to spark.

Later, desperate Y-wing pilots can fire a barrage of lucky shots, some of which hit the stabilizer vanes. At this point your players probably are willing to believe that those Y-wings do significant damage to the Imperial warship. You just have to give them sufficient reason to believe in such an exceptional occurrence.

Vital location attacks may be made in combination with other targeting attacks. For example, a vital location attack on the sublight engines would have a hit modifier of minus 4D, and would reduce the hull roll by 1D while doing damage exclusively to the sublight engines.

### Ramming

When one vessel rams another, the piloting roll of the ramming vessel must be greater than the evasion roll of the defender. The damage roll for each ship is its hull die code plus one die for each speed action taken that round.

The opposing roll is the hull rating of the target ship plus any applicable shielding.

Damage to each vessel is determined according to the "Capital Ship Damage Summary Chart." When starfighters are ramming a capital ship, remember to use the scale die caps.

### Starfighters

When starfighters attack each other, use the normal starship combat system to resolve the combat. When starfighters attack capital ships, use the capital ship combat system, but remember to take into account the difference in scale between the ships.

When a single starfighter takes on a capital ship (not a recommended tactic, by the way) use the "Scaling Chart" to determine the parameters of the battle. When a swarm of starfighters attack a capital ship, treat the starfighters as "guns" and use the "Guns Modifier Chart." In this case, add up the number of starfighters in the attacking swarm and determine the "to-hit/damage modifier" from the chart.

When capital ships fire back at starfighters, interpret the results as counter battery fire. When starfighters are fired upon, divide the damage number taken among the swarm of starfighters. A starfighter which takes one damage point is *heavily damaged*, two points is *severely damaged*, and three points is *destroyed*. A squadron takes ionization damage at the equivalent level.

Starfighters are most commonly used for counter battery fire, slowly disabling the larger ships unless countered themselves with extremely heavy fire or other fighters.

### Surface Weapons

Surface weapons which are intended for defense against capital ships are scaled to capital ships; remember this when they are being used against smaller starfighters.

### Tips on Running Capital Ship Combat

Using counters, models, or miniatures can help keep track of facing and position. Numbering the counters and having a ship template with the same number also helps.

Sketching shapes on paper to determine facing and recording the ship number is another good way to visualize combat.

Pay strict attention to the combat sequence. If eager players start to act out of sequence, the combat becomes hopelessly mired in confusion. If you are running the capital ship combat system in the style of a wargame, deciding actions for each ship and then resolving the combats, you should expect it to take about as much time as a wargame. If you and your players want to spend an evening resolving a large fleet action go right ahead. Just make sure that everyone involved wants to spend the evening that way.

Don't plunge in and design a huge fleet encounter the first time you run the combat system; it takes some time before you can adjust encounters so they are balanced enough to be enjoyable.

If you are running the combat for its effect on a story rather than for its own sake, play it a little fast and loose with the portions of the combat which do not directly involve the players.

Of course, you can time events dramatically rather than through the vagaries of the dice. If the event you are planning seems an extreme long shot, it's best to foreshadow the event to help your players believe that the event actually does happen.

## Facing

Sometimes you can determine facing more easily with figures for the ships and a straightedge or a piece of string. A ship's top or bottom view can be divided into quarters, two quarters per facing (Fig. 1). A ship can fire at a facing if it can draw a straight line to each quarter of the facing. The line of fire must not be obstructed by capital ships or other large objects; the presence of starfighters has no effect on this line of sight.

Fig. 2 shows the three possible *attitudes* of a ship — top, planar, and bottom. It is possible for two vessels to each have top (or bottom) facings on each other. For example, if an Imperial Star Destroyer has top attitude on a Corvette while the Corvette has bottom attitude on the Star Destroyer, each could have a top facing by having the tops of the vessels face each other. In a movie scene, one of the vessels would look upside down. There is no planar facing because when planar a ship faces some combination of front, right, rear and left facings.

In Fig. 3 a Star Destroyer is planar with a Mon Calamari cruiser; the Imperial ship can hit the rear quarters and the right quarters of the ship. It can fire at the rear and right quarters of the Rebel ship.

In Fig. 4 the Mon Cal has maneuvered to a top attitude on the Imperial ship with a top facing. The Rebel commander can therefore fire on the right, left, front, rear, and top facing of the ISD.

Fig. 1

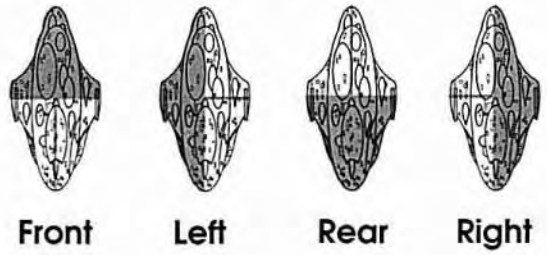



Fig. 2

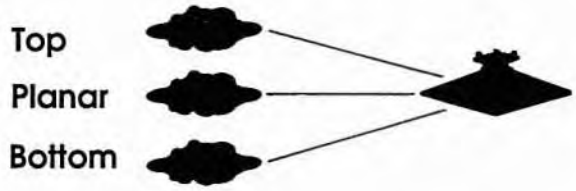



Fig. 3

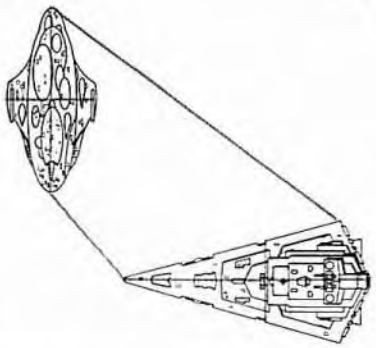
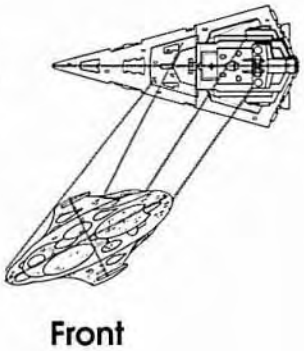



Fig. 4



## Capital Ship Statistics

The following capital ships have been described in previously published or soon-to-be published *Star Wars: The Roleplaying Game* products. Their statistics are presented here for convenience.

| Ship | Hyp Mult | Sub Spd | Man | Hull |
|---|---|---|---|---|
| Corellian Corvette | 2 | 3D | 2D | 4D |
| Escort Frigate | 2 | 2D | 1D | 4D+2 |
| Mon Cal Cruiser | 1 | 3D | 2D | 6D |
| Container Ship | 3 | 1D | zero | 2D+2 |
| Bulk Freighter | 3 | 1D | zero | 3D |
| Luxury Liner | 2 | 3D+1 | zero | 4D |
| Rebel Transport | 2 | 3D | 1D | 5D+2 |

| Ship | Shields | Weapons | Damage |
|---|---|---|---|
| Corellian Corvette | 2D | 6 TL:FC 2D | 4D+2 |
| Escort Frigate | 2D | 12 TL:FC 3D | 4D |
| | | 12 LC:FC 2D | 2D |
| Mon Cal Cruiser | 3D | 48 TL:FC 2D | 4D |
| | | 20 ION:FC 3D | 3D |
| | | 6 TB:FC 2D+2 | 4D |
| Container Ship | 1D | none | |
| Bulk Freighter | 1D | none | |
| Luxury Liner | 1D | none | |
| Rebel Transport | 2D | none | |

| Ship | Hyp Mult | Sub Spd | Man | Hull |
|---|---|---|---|---|
| Rebel Transport | 2 | 3D | 1D | 5D+2 |
| Assault Shuttle | 2 | 4D | 2D | 3D+2 |
| Lancer Frigate | 2 | 2D | 1D | 4D |
| Carrack | 1 | 4D | 2D | 5D |
| Star Galleon | 2 | 1D+2 | 1D | 5D+2 |
| Strike Cruiser | 2 | 3D | 2D | 6D |
| Carrier | 1 | 2D | 1D | 7D+1 |
| Interdictor | 2 | 3D | 1D | 5D |
| Dreadnought | 2 | 2D | 1D | 5D+2 |

| Ship | Shields | Weapons | Damage |
|---|---|---|---|
| Assault Shuttle | 4D+2 | 4 LC: FC 3D | 2D |
| | | 1 TB: FC 4D | 5D+2 |
| Lancer Frigate | 2D+2 | 20 QLC:FC 4D | 4D |
| Carrack | 2D+2 | 10 HTL: FC 1D | 7D |
| | | 20 LC: FC 3D | 2D |
| | | 5 TB: FC 2D | 4D |
| Star Galleon | 2D | 10 TL: FC 3D | 4D |
| | | 10 CM: FC 5D | 5D |
| Strike Cruiser | 2D+2 | 20 TL: FC 2D | 5D |
| | | 10 TLB: FC 1D | 7D |
| | | 10 ION: FC 4D | 4D |
| | | 10 TB: FC 2D | 4D |
| Carrier | 2D | 10 TLC: FC 3D | 3D |
| Interdictor | 3D | 20 QLC: FC 2D | 4D |
| | | 4 Gravity Well FC 6D | |
| | | no hyperspace | |
| Dreadnought | 2D+1 | 10 LC: FC 3D | 2D |
| | | 20 QLC: FC 2D | 4D |
| | | 10 TLB: FC 1D | 7D |

| Ship | Hyp Mult | Sub Spd | Man | Hull |
|---|---|---|---|---|
| Victory I | 1 | 2D | 1D | 4D |
| Victory II | 1 | 3D | 1D | 4D+2 |
| ISD I | 2 | 3D | 1D | 7D |
| ISD II | 1 | 3D | 1D | 7D+1 |
| Torpedo Sphere | 3 | 1D | zero | 9D+2 |
| Super SD | 2 | 2D | zero | 10D |
| Loronar FSCV | 2 | zero | zero | 8D |

| Ship | Shields | Weapons | Damage |
|---|---|---|---|
| Victory I | 3D+1 | 10 QTL: FC 4D | 5D |
| | | 40 DTL: FC 3D | 2D+2 |
| | | 80 CM: FC 2D | 9D |
| | | 10 TB: FC 3D | 6D |
| Victory II | 3D | 20 TLB: FC 1D | 7D |
| | | 20 TL: FC 2D | 5D |
| | | 10 ION: FC 4D | 4D |
| | | 10 TB: FC 2D | 6D |
| ISD I | 3D | 60 TLB: FC 4D | 5D |
| | | 60 ION: FC 2D+2 | 3D |
| | | 10 TB: FC 4D | 6D |
| ISD II | 2D+2 | 50 HTL: FC 0D | 10D |
| | | 50 HTL: FC 1D | 7D |
| | | 20 ION: FC 4D | 4D |
| | | 10 TB: FC 4D | 6D |
| Torpedo Sphere | 2D | 10 TLB: FC 0D | shield |
| | | 500 CM: FC 2D | planetary |
| | | shield short | (9D) |
| Super SD | 8D | 250 TLB: FC 1D | 7D |
| | | 250 HTLB: FC 0D | 10D |
| | | 250 CM: FC 2D | 9D |
| | | 250 ION: FC 4D | 4D |
| | | 40 ETB: FC 4D | 9D |
| Loronar FSCV | none | none | |

**Capital Ship Statistics Descriptions**

**Shield:** The shield code of a ship.

**Weapons:**

- CM: Concussion missiles
- HTL: Heavy Turbolaser
- ION: Ion cannon
- LC: Laser cannon
- QLC: Quad laser cannon
- TB: Tractor beam
- TL: Turbolaser
- TLB: Turbolaser battery
- TLC: Twin laser cannon

**FC:** The fire control code of a ship.

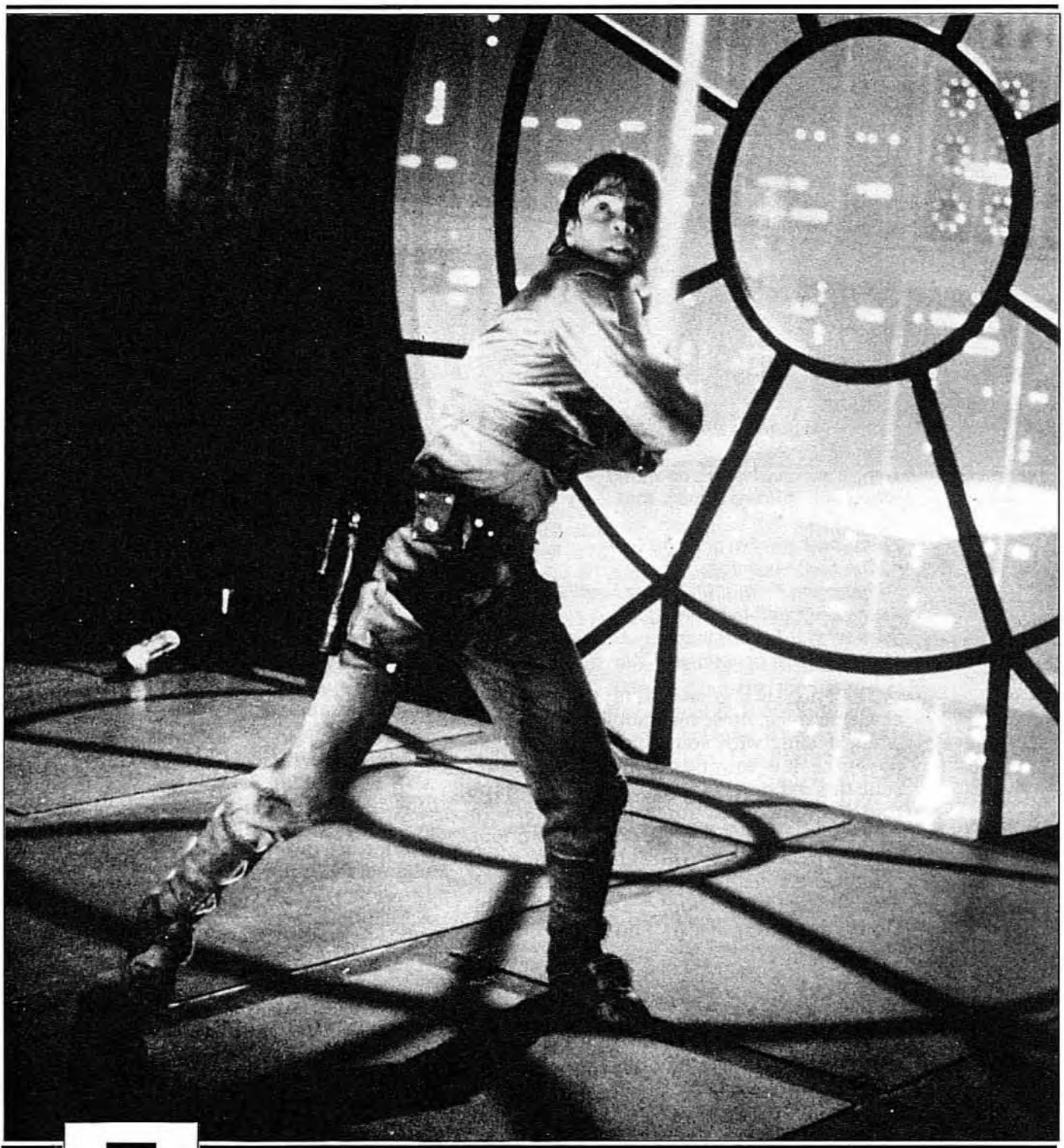
**Damage:** The damage code of a weapon.

**Hyp Mult:** Hyperdrive Multiplier code.

**Sub Spd:** Sublight Speed code.

**Man:** Maneuver code.

**Hull:** Hull code.



# The Force

# Chapter One Force Rules

*Always the is and is not are made together;*
*Always the hard and easy happen at the same time.*
*When the galaxy knows that only strength can rule,*
*Then shall weakness dominate;*
*When the galaxy knows that only evil can act,*
*Then shall good actions be seen.*
*As the Force is empty,*
*So must you be that both may be filled;*
*As the dark and light are apart,*
*So must you be that you may be whole.*
*May the Force be with you. Always.*

The Force is a great and mysterious power. Game rules, however, should not be, even when dealing with something as cryptic as the Force. It is with this in mind that we present this section on the Force, in the hope that it might shed some light on how to make better use of this great and mysterious power in a game context. Please read "Chapter Six: The Force" in *Star Wars: The Roleplaying Game* before examining the revisions instituted in this and the following chapters.

## The Dark Side of the Force

The rules presented here modify and replace all of the existing Dark Side rules from the roleplaying game.

The Force is not an instrument of good or evil; it is a power with both a light and dark side to it. Characters are warned to beware the Dark Side. It is quick to join you in a fight, but once you start down the dark path it is hard to step off. The Dark Side dominates those who use it, consuming them as time goes by.

The Dark Side is evil. It is quicker, easier, more seductive. But it is not better. Characters, both Force users and non-Force users, may call upon the Dark Side of the Force when angry, aggressive, desperate, or otherwise out of balance in order to get a Force Point. This is not a recommended method for receiving Force Points, but it explains the basic differences between good and evil in the *Star Wars* galaxy.

When a character calls upon the Dark Side for the first time, he or she must make either a *Perception* or a *Control* roll (the player's choice) at a difficulty of six. Each additional time a character calls upon the Dark Side, the difficulty number increases by three. If none of the actions chosen by the character appealing to the Dark Side are intended to harm a living being, increase the difficulty of the Dark Side check by 10 — the Dark Side favors actions which are inimical to life.

Calling upon the Dark Side is a free action. It does not lower the die codes of any of the character's other actions in a round, nor do other actions affect the die code for the Dark Side check. Calling upon the Dark Side is resolved before any other actions in a round, but is declared at the same time the character declares all other actions.

Characters who adamantly refuse to believe in the existence of the Force may not call upon the Dark Side. This includes the great majority of Imperial forces, for whom the Force is a musty relic of a religion they never believed in anyway.

Successfully calling upon the Dark Side immediately grants the character one Force Point and one Dark Side Point. The Force Point must be used in the same round in which the Dark Side was called upon. The Dark Side point stays, however, and the player should record it on his character template as usual.

To fail when calling upon the Dark Side incurs no penalty; the character gains neither a Force Point nor a Dark Side Point. Of course, a character who is expecting to have a Force Point when he declares his actions will probably find himself in trouble when that Force Point is not available. That is what happens when you come to depend on the Dark Side.

### Time and the Dark Side

Within the span of an adventure, the difficulty number for using the Dark Side starts at six and increases by three every time a character calls upon it. After the adventure, the difficulty number is set back to six.

This represents that while the Dark Side is easier initially, the more you call upon its help in a short period of time, the more it costs you. Once you've stayed away from it for awhile, it again seductively returns with its easy invitation.

### Effects of Dark Side Points

Whenever a character gains a Dark Side Point, the gamemaster should roll one die. If the die-roll is less than or equal to the number of Dark Side Points which the character has accumulated, the character is immediately consumed by the Dark Side. His template is turned over to the gamemaster for use as a non-player character.

Because all player characters in *Star Wars: The Roleplaying Game* are members of the Rebellion, a character consumed by the Dark Side cannot be a player character. If the player wishes to continue playing he or she must generate a new character.

### Other Evils

Whenever a character uses the Force in an immoral way, he gains one Dark Side point, and his player should record the number of Dark Side Points on the character's template. Using the Force includes using Force Points or any Force powers. Immoral is any act that the gamemaster considers contrary to the Jedi Code.

The gamemaster should always tell a player when his character is about to earn a Dark Side Point. Explain that the action declared for the character will earn a Dark Side Point, and allow the player to change his mind and choose another action if he wishes. If a player argues that his original action is not immoral, there is only one answer: what the gamemaster says goes.

If the player chooses to ignore the gamemaster's warning so be it, but he has no reason to complain when his character is consumed by the Dark Side. By letting the player make a conscious decision, the gamemaster emphasizes the character's choice in going over to the Dark Side. It also makes the decision a dramatic moment.

Can characters receive Dark Side Points for performing evil actions when they are not using the Force? Yes. The player characters represent the Rebel Alliance in their struggle against the Empire. The Empire is more than a military machine — it is the embodiment of an evil philosophy. Acting in an evil way champions the cause of The Emperor, even if it does not directly aid him. Such a character will eventually succumb to the Dark Side.

### Atonement

Through ritual, fasting, and deep meditation, a character may cleanse himself of the stain of darkness. The process is not easy, nor is it quick; in fact it is everything which calling upon the Dark Side is not. The character must be pure and of the most serious mind while attempting to atone. The atoning character may continue to play, but must avoid taking any action which is even slightly tainted during the period of atonement.

If the player worries about his character doing the right thing, and clearly does the right thing, then the character is attempting

to atone. If he acts as if announcing his atonement is the same as actually atoning, going on about business as usual, then his character is not actually trying to rid himself of the Dark Side.

During the session in which he is atoning, the character may rid himself of one Dark Side Point by spending a Force Point. This Force Point cannot have been generated by calling upon the Dark Side. Spending a Force Point in this way is considered heroic, so the sacrificing character regains this Force Point at the end of the adventure. A character may rid himself of no more than one Dark Side Point per adventure.

## Villains, NPCs, and the Force

A non-player character who has turned to the Dark Side is considered a villain, whether or not he began as a player character. A villain may gain Force Points only by calling upon the Dark Side — a villain may not gain Force Points in any other way.

If a villain fails a Dark Side check he is temporarily free of the thrall of the Dark Side. This moment of lucidity lasts only briefly before the darkness again clouds his mind. In dramatic situations, this lucidity might last long enough to let the non-player character make a critical choice between good and evil. Often a villain chooses the familiar path of darkness. But strong reasons or strong emotions can make the villain opt for a different choice, as Darth Vader did in *Return of the Jedi*. As gamemaster, let the story and the situation in your game determine the outcome of such events.

## Force-Using NPCs in the Galaxy

We know that the Emperor and Darth Vader use the Force. But player characters are not likely to run into either individual, and should be most grateful for that favor. The *Star Wars* saga makes no mention of other Force-wielding villains, but the galaxy is tremendously vast. There could be a few characters who succumbed to the Dark Side still lurking about, as well as few good non-player characters who know the way of the Force. There are some points to keep in mind when creating Force-using NPCs for your campaign.

• Force users must be unknown to both the Emperor and to Vader. The *Star Wars* films certainly suggest that Obi-Wan Kenobi, Yoda, Luke and Leia are pretty much it for the good guys. Therefore any remaining Force-wielders who serve the cause of light must be of modest power.

• The Emperor has a keen interest in characters who are strong with the Force. This applies to villains as well as heroes. What Force-using villains there are must either be inconsequential so as to not concern the Emperor, or be directly under his control. Of course, what is inconsequential to the Emperor may be more than enough for any player characters to handle.

• While the Force is everywhere, its practitioners are not. Force Points are as close as most people get to using the Force, and even then most explain away the effects of this nearly subconscious use as luck or some other intangible.

There are trillions of beings in the galaxy, yet the number of beings with even a little ability in the Force is perhaps in the hundreds. The number of potential or latent users of Force powers is perhaps 10 times as large. However you look at it, characters proficient in the Force are quite rare, rarer than they have ever been before due to the predations of Vader and the Emperor.

Due to their scarcity, it pays to devote particular care to designing and developing a Force-using non-player character. Such characters are valuable dramatic resources which gamemasters cannot afford to squander by giving them bland personalities and descriptions.

Players know that Force-using characters are not common, and gamemasters can enhance that feeling by fully developing the characterization. The players should sense that a non-player character uses the Force because he is an interesting and unique character, not that he is unique and interesting simply because he uses the Force.

## Training

Those characters who start the game with Force skills as part of their character's template (the Alien Student of the Force, the Failed Jedi, the Minor Jedi, and the Quixotic Jedi) must find a *teacher* in order to increase those skills or learn new ones. A teacher is any Force-using character with higher Force skill codes than his pupil.

Those characters who start the game *without* Force skills as part of their character's template must find a *master* in order to learn Force skills. A master is a character who understands the way of the Force, its intricacies and mysteries. In game terms, a master must have all three Force skill codes at 7D or better. Those without Force skill codes do not have and cannot use Force skills without undergoing training with a master and learning the skills.

The first skill a character learns when training in the Force is either *Control* or *Sense;* the last skill a teacher or master will teach is *Alter.* Ten weeks of intensive training are required to learn a skill. This time may be shortened by spending *skill points* — each skill point spent lowers the time by one week. Training time may never be shortened to less than one week.

Spending skill points is not necessary to learn a Force skill, but it saves a lot of time. After completing training, the character gains the skill. When learned, each skill begins with a skill code of 1D. A character who continues to train with a teacher or master after learning a skill may improve the skill by spending skill points earned during the game.

A teacher or master can only train a pupil whose skill code is less than his own. A

character who has no teacher or master may train himself in Force skills he has already acquired, but such training costs double the normal number of skill points. Double cost also applies if a character increases his Force skill to a higher code than the skill of his teacher or master. A character can never increase a skill that is still at zero without the help of a teacher or master.

**Example:** *A master has a* Control *skill of 7D+1. The master's pupil who increases his skill from 7D+1 to 7D+2 pays double the cost — 14 skill points instead of seven.*

## Mastering Force Powers

When a pupil learns a Force skill he does not yet have mastery over all of the individual powers accompanying it. He still must learn the powers from a teacher or master, or else experiment with his own skills to develop the powers. When a pupil receives 1D in a Force skill he also masters three Force powers. In traditional training, these powers are as follows:

**Control**
Control Pain
Remain Conscious
Force of Will

**Sense**
Life Sense
Magnify Senses
Receptive Telepathy

**Alter**
Control Another's Pain (Control + Alter)
Shift Senses
Telekinesis

Each time a character increases his Force skill code by a pip he gains the capacity to master a new Force power. A character may master up to three powers per die of force skill, plus one power per pip. This maximum is a skill's *power total.* Note that a character does not have to master a new power when his Force skill improves — he may wait as long as he likes. If he is learning the Force power from a teacher or master there is no cost, but it takes a week of time to learn each power. If the character is experimenting himself it takes a week of time and costs one skill point per power learned. Powers which use multiple skills cost against the power total for each skill used; for example, telekinetic kill counts as a *Control, Sense,* and *Alter* power.

**Example:** *An aspiring Jedi with 3D+2 of* Control *could master up to 11* Control *powers (including powers in which* Control *is a component skill). A player character who has initial Force skills above 1D is assumed to have mastered the maximum number of Force powers — the player may choose each power beyond the initial three powers for each skill.*

## Using Powers Not Yet Mastered

A character may use a power over which he does not have mastery, but all difficulty numbers for that power are increased by five. If the difficulty is based on an opposed roll, five is added to the opponent's roll.

## Luke, Leia, and the Force

The children of Anakin Skywalker were born to the Force, and the Force runs strong in them. Luke and Leia have a facility with the Force which is just not available to a player character. Luke learns Force skills more quickly than a player character, and performs amazing feats with even incomplete training.

The Skywalkers represent the top levels of Force ability possible for the amount of training and time. Player characters cannot achieve the same levels so easily.

# Chapter Two
# Revised Force Powers

## About This Chapter

The following is a list of modifications and further explanations of existing Force powers. Most are largely the same as in the role-playing game book, with a few changes. The rest of the powers have been reproduced to save you the hassle of flipping back and forth between the two books.

## Powers as Skills

All Force powers are composed of and therefore require ability in at least one of the three Force skills: *Control, Sense,* and *Alter. Control* is the ability to control internal Force (and by implication to sense it within oneself). *Sense* is the ability to sense external Force. *Alter* changes either internal or external Force.

All of the skills which comprise a power must be used at once. This is considered a multiple skill use, lowering the die codes by 1D for every skill use beyond the first.

## Keeping a Power "Up"

Some powers which are kept "up" cannot be voluntarily dropped. They require another skill roll or other action to deactivate the power. These exceptions are noted in the power descriptions.

## Difficulty Numbers

The difficulty numbers for Force powers are now in line with the new difficulty number scale. Difficulty number five becomes "Very Easy" for a range of 3-5; 10 becomes "Easy" for a range of 6-10; 15 is now "Moderate" for a range of 11-15; 20 is now "Difficult" for a range of 16-20; and 30 becomes "Very Difficult" for a range of 21-30.

## Control Powers

### Control Pain

*Difficulty:* The difficulty is Very Easy for wounded characters; Easy for incapacitated (but conscious) characters; Difficult for mortally wounded (but conscious) characters. The difficulty for controlling pain from stun damage is Easy if the character has not yet fallen unconscious, and Moderate if the character has had to regain consciousness through the use of a power.

*Effect:* A wounded character who controls pain can act as if unwounded — starting with the round after his control roll is made, his die codes are *not* reduced by 1D. His wound is not healed, just ignored; a wounded character who controls pain and is wounded again becomes incapacitated.

Characters who were stunned and control pain eliminate the effects of the stun entirely, curing themselves of the effects of the stun.

If a character is in pain for some reason other than a wound, this skill can be used to ignore the pain and to continue functioning normally.

### Remain Conscious

*Difficulty:* Easy for incapacitated characters; Difficult for mortally wounded ones.

*Effect:* On the round after a character is incapacitated or mortally wounded, he may use this power to attempt to remain conscious. If he fails, he falls unconscious, as incapacitated or mortally wounded characters normally do.

A conscious incapacitated character acts as though wounded for one round and may take any number of actions (reduced by 1D).

A mortally wounded character who remains conscious may not perform any action, other than *control pain.*

A character who remains conscious and then *controls pain* may perform any number of actions without lapsing into unconsciousness.

A character who was reduced to unconsciousness through stun damage receives one round of action as if he were at "1 Stun," that is he may act with all actions reduced by 1D.

This power may not be used repeatedly. It may be used a single time to gain a character one additional round of action, and during that round he cannot use the *remain conscious* power. He will retain consciousness if he sucessfully *controls pain* as an action.

## Hibernation Trance

*Difficulty:* Difficult.

*Effect:* The character falls into a trance. Heartbeat slows to a few beats per minute. Breathing drops to a minimum. The character is unconscious.

Hibernating is useful at two times: when a character wants to "play dead," and when food or air supplies are low.

A hibernating character appears to be dead. A mirror held to his mouth would show a very faint mist, but you'd need pretty sharp eyes to be sure. Someone who listened with a stethoscope for a minute or more might hear a very faint, very slow heartbeat. Life sensors might show a slight flicker. Assume that anyone who sees the hibernating character takes him for dead unless they make a point of testing him.

A character with *Sense* can detect a hibernating character's Force, and will know he is still alive.

Someone hibernating consumes about one tenth as much air as someone sleeping.

A character can hibernate for a week in a dry atmosphere, or up to a month in a foggy or wet one, before dying from lack of water. It is possible to hook him up to an intravenous water drip to let him survive indefinitely.

A character can hibernate for three months before dying of starvation. An intravenous sugar solution drip extends that to one year.

When a character enters a trance, the player must tell the gamemaster what will wake him up. He can say how long he wants to hibernate, or what stimuli will awaken him.

## Accelerate Healing

*Difficulty:* Easy for wounded, moderate for incapacitated; Difficult for mortally wounded.

*Effect:* If a character uses this power successfully, he may do one of the following:

- Make two natural healing rolls for the current day with +2 to each roll (see page 53 of the roleplaying game book).
- Use two medpacs and make two rolls for the current day, with +2 to each roll. The base difficulty is *not* increased for the second roll. Any medpac use beyond the second does incur the multiple medpac penalties.

## Contort/Escape

*Difficulty:* Loose bonds: Very Easy. Hand binders: Easy. Serious restraints: Moderate. Maximum security: Difficult. Houdini: Very Difficult.

*Effect:* The character escapes his bonds by contorting in painful and difficult but physically possible ways. For example, it is possible to escape from hand binders by dislocating the thumb and pinky to reduce the width of the hand. This is painful, but a trained Jedi can resist pain and damage to the musculature and ligaments with proper body control.

### Detoxify Poison

*Difficulty:* Alcohol: Very Easy. Mild poison: Easy. Average poison: Moderate. Virulent poison: Difficult. Neurotoxin: Very Difficult.

*Effect:* Allows the character to detoxify poisons or eject them from the body in a much shorter time than would be normally possible. If the character makes his skill roll, he is not affected by the poison.

### Control Disease

*Difficulty:* Mild infection (cold): Very Easy. High fever (bad flu): Easy. Serious sickness (gangrene): Moderate. Life-threatening disease (tuberculosis): Difficult. Massive long-standing disease (lung cancer): Very Difficult.

*Effect:* Allows the character to direct and control the antibodies and healing resources of his own body to throw off an infection or to attack the diseased parts of his own body. Using this power takes more than one combat round; the character must spend at least half an hour meditating while directing his body, and if the disease is life-threatening or long-standing, repeated skill attempts over a period of weeks or months may be required to cure the disease entirely.

If the character successfully controls disease he is no longer infectious if he so wills, even if the disease is not completely cured.

### Absorb/Dissipate Energy

*Difficulty:* Sunburn: Very Easy. Intense sun: Easy. Solar wind: Moderate. Radiation storm: Difficult. Blaster bolt: Moderate, plus the blaster's damage roll.

*Effect:* Absorbs or dissipates energy to which the character is subjected. "Energy" can include light and heat, microwave or other electromagnetic radiation, "hard" radiation (alpha, beta, gamma), and blaster bolts.

A successful *Control* roll means the energy is dissipated and does not injure the character. When a character is subjected to continuous radiation (sunlight, a radiation storm, etc.) he may keep the power "up" to avoid its affects.

This power works in a way which is simliar to shields on starships, except that if the *Control* roll exceeds the difficulty number, no damage is taken at all. Once up, this power affects all attacks in a round. The *Control* skill cannot be "blown" as shields can, and the die code of *Control* is unaffected by any attacks, successful or not.

## Sense Powers

### Receptive Telepathy

*Difficulty:* If the target is friendly and does not wish to resist (e.g., reading the mind of a party member), the base difficulty is Very Easy, as modified by proximity and relationship. If the target resists, make a *Perception* or *Control* roll for the target, and add the modifiers for proximity and relationship.

*Effect:* If the user's skill roll is equal to or greater than the difficulty number, he can read the target's thoughts as well as emotions. The user "hears" what the target is thinking, but cannot probe for deeper information. Normally, the skill is used one round at a time, but a character can keep it "up" in order to continue monitoring someone's thoughts.

If the skill roll is *at least double* the difficulty, the character can probe for deeper information — basically, rifle through the target's mind and memories for the information he wants.

A character *can* read the minds of more than one person — but each person "read" counts as a power use, and the normal rules for multiple skill use apply.

This power can be used on creatures as well as sapients.

Some alien races experience emotions of which humans are incapable, and vice versa, so when used with aliens the sensations may be difficult to interpret. It may not be used with Droids.

### Magnify Senses

*Difficulty:* The base difficulty is Very Easy, as modified by proximity.

*Effects:* The character can sense something that would be impossible with unaided senses — hear something beyond the range of the human ear, see something that would normally require the use of macrobinoculars, hear a very faint sound.

### Life Sense

*Difficulty:* The base difficulty is Very Easy, but is modified by target proximity and relationship.

*Effect:* The user can sense the presence and identity of the person for whom he searches. The user can also sense how badly wounded, diseased, or otherwise physically disturbed the target is. If the user keeps the power "up," he can use it to track a target.

If the target has the *Control* skill, he may use it to try to "hide" from the senser. His *Control* skill roll is added to the senser's difficulty number.

### Instinctive Astrogation

*Difficulty:* Moderate.

*Effect:* Normally, the difficulty for astrogating a ship without a nav computer is Very Difficult for a standard duration trip. By using *Sense* to plot his trip through hyperspace, a character can reduce the *astrogation* difficulty to Very Easy for a standard duration trip.

## Control + Sense Powers

### Projective Telepathy

*Control Difficulty:* Very Easy, as modified by proximity. Add five to the number if the user cannot verbalize the thoughts he is transmitting (e.g., if gagged or does not wish to make a sound.

*Sense Difficulty:* If the target is friendly and does not wish to resist, Very Easy, as modified by relationship. If the target resists, make a *Perception* or *Control* roll for the target and modify for relationship.

*Effect:* The target "hears" the thoughts of the user and "feels" the emotions of the user. The target knows that the thoughts and emotions are not his own, and that they belong to the user of the power. This power is *not* used to control minds, but to communicate.

### Farseeing

*Control Difficulty:* Very Easy, as modified by proximity. If the user wihes to see the past, add five; to see the future, add 10.

*Sense Difficulty:* If the target is friendly and does not wish to resist, Very Easy, as modified by relationship. If the target resists, make a *Perception* (or *Control*) roll for the target, and modify by relationship.

*Effect:* The user sees the place or person he wishes to see in his mind, as it appears now. He also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence, etc.

Farseeing requires calm conditions and some time; usually a few minutes. Farseeing cannot be done in the face of danger. Use the following table to help determine how accurate and complete the information obtained is. ("Diff#" is the difficulty number of the farseeing attempt.)

| **Farseeing Roll is ...** | **Past Present** | **Future** |
|---|---|---|
| >= Diff# | 75% | 50% |
| >= 2x Diff# | All | 75% |
| >= 3x Diff# | All | All |

The past and the present are set; the future is always in motion and therefore is much harder to predict.

The percentages above are not meant to be exact. They are a rough quantitative measure of the character's knowledge as percentage of the total knowledge which is relevant to the story being told.

"50%" means the character got roughly half of the information correctly; the other half may be omitted or distorted as the gamemaster sees fit. At "75%" the character should have all the critical information, but may be missing a detail or two which could prove sticky, but not fatal. "All" is exactly that; the character has obtained all the relevant information, although the gamemaster may wish to provide him with accurate but completely extraneous information if the story could be enhanced that way.

**Gamemaster's Note:** When a character farsees into the future, uses a Force Point

and makes a fantastic roll, do you have to have the adventure go precisely along the lines you foretell? No ... but you shouldn't be cavalier about the roll. When you tell the player character what you think the future of the person or place is going to be, you are going to have to make honest assumptions about the actions of all the player characters. If they do things differently, so be it. The future is always in motion after all.

A gamemaster can have a lot of fun with partial results. Giving player characters carefully selected truths can set the Rebels straight in the thick of a story without giving away all the surprises. In a sense, farseeing is a "cut-away" scene which the players would not otherwise see. Important information is revealed, but not the whole story.

## Alter Powers

### Telekinesis

*Difficulty:* Very Easy for objects one kilogram or less; Easy for one to 10 kg.; Moderate for 11 to 100 kg.; Difficult for 101 kg. to one metric ton; add five to the number for each additional factor of 10. Modify for proximity.

*Effect:* This power is used to levitate and move objects with the naked mind. If used successfully, the target object moves as the user desires. The user can continue moving the object if he keeps the power "up."

Using levitated objects to injure or attack other characters is possible — but anyone who does so gains a Dark Side Point.

Telekinesis *can* be used to levitate oneself or other characters. It can even be used as a primitive space drive in emergencies. When used to levitate someone against his will, the target may resist, adding his *Perception* or *Control* roll to the difficulty number.

### Injure/Kill

**Warning:** A character who uses this skill immediately gains a Dark Side Point.

*Difficulty:* Make a *Perception* or *Control* roll for the target.

*Effect:* An attacker must be touching a character in order to use injure/kill. In combat this usually means a successful *brawling* attack must be made the same round as injure/kill. If successful, the *Alter* roll is used as the damage roll and the *Perception* or *Control* roll substitutes for the *Strength* roll of the target. Damage is determined normally except that if the *Alter* roll is less than the difficulty number, the target is not affected.

## Control + Alter Powers

### Control Another's Pain

*Control Difficulty:* Very Easy, as modified by target proximity and relationship.

*Alter Difficulty:* Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters.

*Effect:* This power has the same effect on the target as control pain has on its user.

### Inflict Pain

**Warning:** A chracter who uses inflict pain immediately gains a Dark Side Point.

*Control Difficulty:* Very easy, as modified by proximity.

*Alter Difficulty:* Make a *Perception* or *Control* roll for the target and modify by proximity.

*Effect:* The target experiences great agony. Damage is determined as in a stun attack, but there is no separate damage roll. The *Alter* skill roll is the damage roll, with the *Alter* difficulty number substituting for the *Strength* roll. Damage is as follows:

| Alter Roll Compared to Difficulty Number | Damage |
|---|---|
| >=Diff# | 1 stun |
| >=2xDiff# | 2 stun |
| >=3xDiff# | Unconscious |

### Return to Consciousness

*Control Difficulty:* Easy, as modified by target proximity.

*Alter Difficulty:* Easy for incapacitated characters; Difficult for mortally wounded ones.

*Effect:* The target becomes conscious again. See the "remain conscious" power for explanations on what conscious incapacitated and mortally wounded characters can do.

A character may use this power on himself as well as other characters. The power may therefore be used while the user is unconscious, but only to revive himself. He cannot return others to consciousness while he himself is unconscious. If an incapacitated or mortally wounded character fails to control pain while conscious he will lapse into unconsciousnesss again.

### Place in Hibernation Trance

*Control Difficulty:* Very Easy, as modified by target's relationship.

*Alter Difficulty:* Very Easy, as modified by proximity.

*Effect:* The user puts another character into a hibernation trance. The affected character must agree to be shut down — the power cannot be used as an attack to knock others unconscious — and must be in physical contact with the user of the power.

### Accelerate Another's Healing

*Control Difficulty:* Very Easy, as modified by relationship.

*Alter Difficulty:* Very Easy, as modified by proximity.

*Effect:* Follows the new rules for acclerate healing; the character may make either two natural healing rolls or two medpac rolls a day, in every case receiving +2 to the rolls.

### Detoxify Poison in Another

*Control Difficulty:* Very Easy, as modified by relationship.

*Alter Difficulty:* Same as the "detoxify poison" power, but modified by target proximity.

*Effect:* Follows the same rules as "detoxify poison" but affects a person other than the user.

### Control Another's Disease

*Control Difficulty:* Very Easy, as modified by relationship.

*Alter Difficulty:* Same as the "control disease" power, but modified by target proximity.

*Effect:* Works the same way as "control disease" but affects a person other than the user.

### Transfer Force

*Control Difficulty:* Easy, as modified by relationship.

*Alter Difficulty:* Moderate, as modified by proximity.

*Effect:* If both skill rolls succeed, the user must spend a Force Point to use this power. The use is considered heroic, so he will get the Force Point back.

The user tranfers a portion of his own life force into the body of the subject. The power is usually used on mortally wounded subjects to keep them alive.

Normally, you make a 2D roll for mortally wounded characters every combat round. If you roll less than the number of combat rounds that have elapsed since the character was mortally wounded, he dies (see page 14 of the roleplaying game book).

Don't roll for mortally wounded characters to whom Force is transferred. The target of the power goes into hibernation, and will die only after hours or days — plenty of time to get him to a rejuvenation tank.

## Control + Sense + Alter Powers

### Affect Mind

*Control Difficulty:* Very Easy for perceptions; Easy for memories; Moderate for conclusions. All are modified by proximity.

*Sense Difficulty:* Make a Perception or Control roll for the target, and modify for relationship.

*Alter Difficulty:* Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't really care one way or another; Easy for brief, visible phenomena, for memories less than a year old, or if the character feels some emotion about the conclusion he is reaching; Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion; Difficult for slight disguises to facial features or hallucinations which can be sensed by two senses, or for memories less

than a minute old, or if the matter involving the conclusion is extremely important to the target; Very Difficult for hallucinations which can be sensed by all senses, if the memory change is a major one, or if the logic is absolutley clear and coming to the wrong conclusion is virtually impossible.

*Effect:* This power is used to:

- Alter a character's perception so that he senses an illusion, or fails to see what the user of the power does not want him to see.
- Alter a character's memories permanently so that he remembers things incorrectly, or fails to remember something.
- Alter a character's conclusions so that he comes to an incorrect decision.

Before making his skill rolls, the user must describe exactly the effect he is looking for; the *Alter* difficulty depends on the effect.

The power is normally used only on one target. Two or more targets can only be affected if the power is used two or more times.

A target who is subject to a hallucination that can be sensed by all senses would feel a blow if the hallucination struck him. Although he would feel it, he would suffer no damage.

This power cannot affect Droids or recording devices.

### Telekinetic Kill

**Warning:** A character who uses this skill immediately gains a Dark Side Point.

*Control Difficulty:* Easy, as modified by proximity.

*Sense Difficulty:* Easy, as modified by proximity.

*Alter Difficulty:* Make a *Perception* or *Control* roll for the target. If the *Control* and *Sense* rolls are successful, the *Alter* roll is used as the damage roll and the *Perception* or *Control* roll substitutes for the *Strength* roll. Damage is determined normally except that if the *Alter* roll is less than the difficulty number there is no effect. The relationship modifier no longer has any effect on the Alter difficulty number.

Effect: The user uses his telekinetic ability to injure or kill the target. The exact method used can vary; one can stir the brain, squeeze the heart, or collapse the trachea.

# Chapter Three New Force Powers

The lore of the Jedi has been been lost. Not all of it has been irretrievably lost, however. Fragments of knowledge have come to light on a scattering of worlds ranging from the Galactic Core to the Outer Rim. As the Rebel Alliance grows in strength and the struggle against the Empire grows in fury, some have begun searching for this lost knowledge. Often the hunt is long. Even more often it yields nothing more than a tantalizing rumor. But once in a awhile a bit of lore is recovered and relearned.

The powers outlined below are a product of these recently uncovered connections to the glorious past of the Jedi.

## Control Powers

### Emptiness

*Difficulty:* Moderate to initiate the power, Difficult to break away from the emptiness.

Effect: The user empties his mind and allows the Force to flow through him. The character resembles one in deep meditation, and a character experiencing emptiness is oblivious to his surroundings. A character in emptiness may not move or take any other action except try to disengage from the emptiness.

When the chracter enters into emptiness, the player must state for how long he intends to be empty. A character may roll to come out of the emptiness when one of the following occurs:

- When his alloted time has passed.
- Once each hour beyond the time limit set by the player.
- The character's body takes non-stun damage.

When in emptiness, characters dehydrate and hunger normally. It has happened that initiates who were not yet strong enough in *Control* have died while in emptiness.

While in emptiness, a character is difficult to sense or effect with the Force, since there is very little to sense and hostile force can literally pass through the emptiness of an accomplished master. When another character attempts to use a Force power on a character in emptiness, add the character's emptiness roll to the difficulty number for *Sense*, or to the Alter difficulty number if there is no *Sense* skill being used.

In this way, emptiness acts as a *full dodge* against the use of Force powers. Note that this "dodge" effect is not voluntary. Even if the character in emptiness does not wish to resist the Force power, the emptiness roll is added to the appropriate difficulty.

Being empty cleanses and strengthens a character's connection with the Force. A character receives +6 to all Force skill rolls for a period of time equal to the time spent in emptiness. This bonus is reduced by one for every Dark Side Point the character has gained. Characters who are consumed by evil may not go into emptiness.

**Example:** *Ewyrin is an alien student of the Force. She has gained one Dark Side point from an unfortunate incident on Dantooine. Her* Control skill is 4D+2. Ewyrin decides to empty herself for *a period of three hours. She rolls a 16, gently easing away all her thoughts, all her misconceptions, all of her identity as an individual being. After three hours, Ewyrin attempts to fill back into a smaller reality. She rolls a 13, remaining in the tranquility of being nothing. An hour later*

*she rolls a 19, becoming herself again. Ewyrin then receives a bonus of +5 to all of her Force skill rolls; +6 reduced by one due to her Dark Side Point. As she was empty for four hours, the bonus lasts for four hours.*

### Force of Will

*Difficulty:* Very Easy; the power may be kept "up."

*Effect:* The character manipulates his Force in such a way as to protect himself from hostile Force powers, creating a filtering/shielding aura as a manifestation of his will. The protection extends only to the character who is using the power. Force of will is similar to shielding on a starship.

The power roll is added to the difficulty number for the use of any hostile power against it; this sum is called the "protection number." If the attack roll is less than the difficulty number, then it has no effect. If it is greater than or equal to the protection number, then the attack has full effect. If the attack roll is greater than or equal to the difficulty number, but less than the protection number, the attack hits but the force of will protects the target character from harm.

An attack does weaken the force of will; lower the die code for force of will by 1D each time it protects from a Force attack. This reduction affects no other actions or Force skills, only the force of will. It takes one day to recover each 1D of damage from a battering of the will, or one hour in emptiness (see above) for each 1D recovered.

## Sense Powers

### Postcognition

*Difficulty:* Less than two hours into the past is Easy; more than two hours but less than a week is Moderate; more than a week but less than two years is Difficult; more than two years is Very Difficult.

*Effect:* Postcognition allows a person to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the object which he is examining.

If the postcognition roll is greater than or equal to *three times* the difficulty number, the character can witness the event as if he were there himself. If the postcognition roll is greater than or equal to *twice* the difficulty number, the character gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is wavery or obscured, but the other sensory impressions come through clearly.

If the postcognition roll is simply greater than the difficulty number, then all sensory impressions are muzzied; sight is blurry, sound is muffled, tactile sense is dulled, smells or tastes are indistinct or mixed.

### Sense Force

*Difficulty:* Very Easy for an area; Difficult for sensing details or specific objects within the area, modified by proximity.

*Effect:* This power is used to sense the ambient Force within a place. It cannot be used to detect sentient beings, but there are many forms of life and many areas of the galaxy well intertwined with the Force which can sensed with this power.

Sense Force will tell a character the rough magnitude of the Force in an area or object, and whether the area or object tends toward the Dark Side or the light.

### Shift Sense

*Difficulty:* Moderate. Power may be kept "up."

*Effect:* The character may shift his senses so as to detect phenomena of a different type than normal; shifting the spectrum of vision into the infrared or even radio waves, setting olfactory nerves to detect specific chemical combinations which are not normally perceived, or improving hearing to frequencies above or below that which can usually be heard.

## Sense + Alter Powers

### Dim Other's Senses

*Sense Difficulty:* Easy, as modified by proximity.

*Alter Difficulty:* Make a *Perception* or *Control* roll for the target.

*Effect:* This Force skill greatly reduces the *Perception* of a character. If successful, reduce the target's *Perception, hide/sneak,* and *search* skills according to the table below.

| **Alter Roll is ...** | **Perception Reduced** |
|---|---|
| >=difficulty number | 1D |
| >=2x difficulty number | 2D |
| >=3x difficulty number | 3D |

# Adventure Section

# To Free the Forgotten

**An Adventure for *Star Wars: The Roleplaying Game***

*To Free the Forgotten* is a *Star Wars* adventure for two to six players and a gamemaster. Gamemasters should read the entire adventure before play begins so the action and storyline can progress without a lot of undramatic pauses.

This adventure contains information for gamemasters only. Players should stop reading here.

## In This Adventure ...

... a group of Rebel heroes must carefully arrange their own capture so as to be sent to Captivity, an Empire exile world. Alliance intelligence has reason to believe many political prisoners are being held on Captivity. The Rebels are to gather as many of the prisoners as they can for a daring, precisely-timed escape from Captivity.

## Adventure Materials and Preparation

This adventure uses new rules found in the rest of this book. A glancing acquaintance with those rules would be helpful. Also, this adventure stresses character interaction and roleplaying over blazing gun play. The adventure's brevity means we cannot flesh out all of the characters in the available space. Think about the characters in each episode, and how your players might interact with those characters. Flesh out the details you consider the most likely to be important for your group.

## Adventure Background

The moon of Captivity is a hostile place, barely habitable as violent weather and shifting magnetic storms wrack its battered surface. Captivity is covered by a thick, swirling, permanent cloud cover. The magnetic storms make instruments unreliable. Beneath the clouds is a hugely irregular surface of towering peaks and jagged rock formations. In addition, TIE fighter patrols from nearby Grehollo station frequently patrol the area. These factors make landing a ship all but impossible; an ideal place for an exile world. Prisoners are dropped in by escape pod, and even if they survive the descent no ship would dare a landing to rescue them.

But the Alliance dares. Alliance informants have reason to believe that many senators and important Rebel sympathizers who "disappeared" or were arrested by the Imperials are in exile on Captivity. These people are important resources and symbols for the Rebellion. The Alliance is determined to see that past freedoms are not forgotten, and these exiles are living links to that past. Rebel scientists have discovered that one peak, Borolol's Claw, is often in the low pressure center of a storm, in a funnel shaped "eye" which pierces the cloud cover briefly. Landing on the peak would then be merely very difficult as a one-shot attempt. Risking such a high-caliber pilot twice is out of the question. So a Rebel team will be "inserted" onto Captivity; once on the moon they are to find any surviving senators and sympathizers, and get them atop Borolol's Claw for the proposed pick up.

## Recent Events

The Alliance has heard that the Empire is about to supplant the local government of Virujansi with Imperial officials. In the past, Imperial officials have done one of three things with local rulers:

• If the rulers seem inoffensive or likely to cooperate, the Empire keeps them under house arrest as titular heads of the government while stripping them of all real power.
• If the rulers seem unlikely to cooperate but are well liked by the populace or otherwise dangerous to dispose of, the Empire exiles them to Captivity.
• If the rulers appear to be a real danger to Imperial rule, they are executed.

With the advance warning the Alliance has secretly removed the Rajah of Virujansi and his advisors to a safeworld. In their place they insert a Rebel group into the Palace of Splendid harmony, disguised as the ruling council. Acting as the Rajah and his court, the Rebels are to confront the Imperials and convince them to exile the "Rajah" and his friends.

## The Main NPCs

Here are brief explanations of the major non-player characters, including their plans and motivations. Their statistics appear in the episode where they are first encountered.

**Major Lariss:** A career Imperial, Major Lariss specializes in quick military take overs of native governments. He brooks no nonsense from obviously-inferior locals. He prides himself on being an expert in the cultures he ruthlessly destroys, but in fact he has only the most superficial knowledge of any of the worlds he has conquered.

Alliance agents familiar with Lariss call him "Major Nose" or "hangar nose", a fact which has gotten back to Lariss and infuriates him. He is extremely sensitive about his appearance, especially his nose.

**Andews Rolo:** Andews Rolo turned to crime at an early age, partly from necessity, largely from malice toward society. He became the leader of the Spectrader Ring, a notorious underworld gang which preyed on over 30 worlds. More of a nuisance to the Empire than he was worth, Rolo was exiled to Captivity, left alive so a Grand Moff could use the threat of his return to keep the new, more pliant, leaders of the Spectrader Ring in line.

On Captivity he organized other criminals into a vicious band of cutthroats with which to dominate the other groups on the small moon. He exterminated all save one — the party of Captain Dedelin and the exiled senators. The smaller group of political prisoners had the benefit of superior skills and leadership to keep Rolo from besting them. Destroying the political prisoners has become an obsession with Rolo — there is nothing else to conquer on Captivity.

Andews Rolo is a shrewd old man, bitter and vicious. He keeps his beard trimmed perfectly, but his hair is matted and scraggly.

**Captain Dedelin**: Captain Dedelin served in the Imperial Navy in the days just after the collapse of the Old Republic. He believed in the New Order as a way out of the corruption and chaos Dedelin had seen in the worst parts of the galaxy. His enthusiasm and his skills led him to become a hero of the New Order, a household name in billions of families.

His idealism was eroded by the increasingly harsh orders his superiors asked him to carry out, by the fear which replaced the admiration in the eyes of new acquaintances when they discovered he was an Imperial Navy captain. Dedelin became increasingly critical and outspoken on Imperial policies with which he disagreed. The Empire exiled its former hero, removing him from view until his popularity, especially among fleet officers, declined.

## Episode One: Royal Welcome

### Summary

The adventure begins with the Rebels posing as the Rajah of Virujansi and the Royal Court. Unarmed, facing more Imperial firepower than they can hope to defeat, the rebels must convince Major Lariss to exile them to Captivity, rather than hold them in house arrest or execute them.

### Read Aloud

A long time ago, in a galaxy far, far away ...

Alliance Command has conceived a daring plan to rescue prisoners from the cloud-shrouded exile moon of Captivity. A small group of Rebels has been chosen to go to Captivity to locate and organize the senators and Alliance sympathizers for escape. Evacuation is possible only at one point, a mountain called Borolol's Claw. There is only one chance for success ...

## Start the Adventure

Locate and copy the accompanying script. Assign each player a part, from "1st Rebel" to "6th Rebel." If you have fewer than six players, assign additional parts as necessary.

If possible the player who plays the "6th Rebel" should have no other part. Other players are assigned corresponding roles in the Royal Court (see the sidebar below).

## An Expected Intrusion

When the players finish reading the script, read the following passage out loud.

**The thick bronze doors at the entrance to the room of the Ever Radiant Throne simultaneously issue a low vibrating groan and a high pitched metallic squeal. Sparks flare from the massive hinges and the two locks. The doors teeter momentarily before crashing thunderously to the floor. Stormtroopers pour into the throne room, covering all the possible avenues of escape. Over the fallen doors strides a man in a major's uniform. His tight, triumphant smile matches his pinched expression, while nothing matches his gargantuan nose.**

This is Major Lariss, an Imperial officer who is savoring his victory and anticipating the joyous task of deciding the fate of the Rajah and the Royal Court. He is aware of traditional protocol (see sidebar), and intends to beat the pitiful natives at their own game.

He has brought with him two Imperial officers, Lieutenants Wachten and Lewis to act as his "Wrathor and Conciliator." Once Lariss is angered, he breaches protocol by involving himself directly in the discussion, pushing Wachten aside.

**Major Lariss:** DEX 2D, blaster 3D, dodge 3D+1, melee parry 3D, melee 3D+1; KNO 1D+2, alien races 2D+2, cultures 2D+2; MEC 1D; PER 3D+1, command 4D+1; STR 3D; TEC 1D. Carries a blaster pistol (damage 4D) and a Iajik whip (damage STR+1D), a souvenir from a previous campaign.

**Lt. Wachten (Wrathor):** DEX 2D, dodge 3D; PER 2D, command 4D; all other attributes and skills 2D. Wachten is large, with a broad face. His voice is loud and harsh. He carries a blaster pistol.

**Lt. Lewis (Conciliator):** DEX 2D, blaster 3D, dodge 3D; KNO 2D, cultures 3D; PER 2D, bargain 4D; all other attributes and skills 2D. Lewis is slight. He speaks rapidly and clearly.

**Making the Major Mad**

While going through the protocol ritual, three basic things will make the major mad:

- Ignoring his importance as a ranking Imperial officer, or failure to acknowledge his victory.
- Refusal to cooperate with the Empire or belittling its goals.
- Comments about his nose.

If the Rebels manage to avoid angering the major at all, or only anger him on one point, the Major decides on house arrest. If the Rebels anger him on two points, Major Lariss exiles the Rebels. If the Rebels anger him on all three, he decides on execution.

Once Major Lariss announces his decision, the Rebels have one chance to change it. The "Rajah" must make a Difficult *con* roll to convince Lariss to change his mind. This action may be combined — each Rebel who makes a statement *in character as a member of the Rajah's court* in support of the Rajah's appeal may combine with the Rajah.

**Stormtroopers**

After sealing off all avenues of escape, the stormtrooper platoon leader allocates nine troopers to watch the Rajah and the court for any suspicious movements. The troopers combine fire on the first Rebel who tries to escape or pulls a weapon. The rest of the platoon await Lariss's orders.

## Episode Two: Rough Landing

### Summary

The Rebels, still disguised as the Rajah and Royal Court, are unceremoniously dropped onto Captivity. Exiting the drop pod they are attacked by a group of rock-throwing hooligans. Feigning friendship, Andews Rolo offers them shelter. Presuming the Rebels to be the Royal Court, he plans to ransom the Rebels to Dedelin's group for machinery Dedelin's group has built. The Rebels have an opportunity to fool Rolo into thinking they are criminals in order to avoid being ransomed. Pending the success of their new charade, the Rebels find themselves in an ambush or floating down river without a paddle.

### Drop to Captivity

The Rebels have been transported to Captivity in the Grehollo system. They are crammed into a single drop pod and jettisoned over the surface of the moon. Read aloud:

**They cram you into a drop pod meant to hold one person fewer, and probably smaller people at that. The sharp Sharbone backrods and shoulder bars of your Virujansi costumes do not bend as you duck into the pod. A startling whoosh is followed by the sickening sensation of uncontrolled descent. The pod begins to heat up as it enters the atmosphere. You wait for the reassuring sound of the braking jets. The pod is getting hotter. You are still waiting.**

The drop pod is intentionally programmed to engage the braking jets at the last possible moment in order to assure that the pod is damaged on landing, preventing any possiblity of getting off Captivity. That this process is often rough on the passengers is of no concern to the Empire. A Rebel may alter the braking jets' programming by first ripping open a sealed panel (Difficult *Strength* or *lifting* roll). In the cramped conditions of the pod, only two Rebels may combine on the attempt.

A single Rebel may try to reprogram the pod controller on a Moderate *computer programming/repair* roll. If successful, the drop pod lands without damage. If unsuccessful, the drop pod is damaged beyond repair

### The Rajah and His Court

When the Rajah holds an audience, there is a strict protocol to be observed. This is true even when the visitors are hostile stormtroopers. In the beginning the Rajah will not address any of the visitors directly, not speaking at all if possible. The Rajah speaks through the court. The Rajah is not even supposed to listen directly, but has the visitor's words interpreted through the Peoples' Advisor. The Rajah reacts not with words but with exaggerated expressions indicating the Rajah's feelings.

The Rajah's court handles the actual negotiation. The standard protocol is as follows. The Peoples' Advisor translates the visitor's words for the Rajah. Then the Mouth of the Ancestors recalls incidents from the rules of previous Rajah's which might be applicable to the current issue. The Eye of History then speaks of options and the likely consequence of possible actions. The Rajah gives his reaction. The Wrathor then speaks of the Rajah's displeasure with the visitor's proposal, using elaborate insults to hammer the point home. Then the Conciliator points out the possible merits of the visitor's comments, and suggests a reformulation which might be acceptable to the Rajah.

As the negotiations get heated, some of the court may speak out of turn. One rule which is never broken is that when the Wrathor speaks, the Conciliator always makes the next statement.

Visitors are expected to follow the rules of protocol, having at least the equivalent of a Conciliator and a Wrathor. Once the deal is done, the principals actually acknowledge one another to seal the bargain.

Alliance intelligence has briefed the Rebels on the protocol, so give the players this information.

without sophisticated tools. Each Rebel must attempt an Easy *Strength* roll on impact. Those who fail are *wounded*.

### Sticks and Stones Break Bones ...

Upon exiting the pod, the Rebels find themselves on an inhospitable moon with even less hospitable people. Read:

**As you shakily leave the pod, you notice you have landed on the ledge of a cliff. The sky above is streaks of blue and brown swirling in shades of gray. The wind is cold and abrasive with grit. Below you is a series of caves worn into the cliff. From above comes a hail of rocks and a garbled cry, "Kill the newcomers before they can get to Rolo!"**

**Rolo's Ruffians (28):** DEX 2D, brawling parry 3D, dodge 3D, grenade 4D, melee 3D, melee parry 3D; STR 2D, brawling 3D, climbing/jumping 3D+1; all other attributes and skills 2D.

Rolo's Ruffians use rocks as grenades, throwing them for STR damage at close and medium range, STR-1D damage at long range. They begin their attack at medium range. The Rebels only avenue of escape is down, just as Rolo intends. Climbing the cliff is an Easy *climbing/jumping* roll, reduced by 1D if the Rebels are also *dodging*. After a few rounds the heroes hear a thin voice calling them. They see Rolo below, beckoning them into the shelter of a cave. A quick swing over the lip above the entrance and the Rebels can land in the cave.

### ... But Words Can Get You Killed

The cave is poorly lit with guttering torches, and poor ventilation keeps the stinging smoke perpetually in the air. The smell is strong to the point of overwhelming. Possessions are bundled together to indicate ownership and to mark specific portions of the cave.

Rolo claims to be the leader of a small group of political prisoners. He claims his peaceful group is under a constant state of siege from the brutal cutthroats who populate Captivity. Rolo weaves this elaborate deception to probe the newcomers, to see what he can get them to reveal about themselves. He is most curious about their garb, and asks how they managed to get exiled to Captivity.

If the Rebels confess to their mission, or claim to be the Rajah and the Royal Court, Rolo has his men move in to capture the Rebels.

### A Little Lie Between Friends

As the ruffians move in to capture the Rebels, the heroes have to think fast. If they suggest that they were lying about their past, Rolo reflects for a second and then gives them an opportunity to prove that they are just as nasty and vicious as his ruffians. If they don't, continue with "The Ransom."

### The Brawl

Andews Rolo decides to test the Rebels in a fight. Read aloud:

**Andews Rolo shrugs. "Maybe you are what you say you are, maybe you aren't. A man in a fight convinces me of his character a hundred times faster than he does through talk. So if you take on Volq here," the old man gestures to a slab of a man who looks like a walking chunk of the cliff outside, "and win, you're one of us. If not ... we ransom you. Or kill you. Or whatever."**

Rolo then lays down the rules:

- The fighters must remain in the ring. Leaving the ring at any time during the fight is against the rules.
- One fighter only, no help from the outside. The fighters are to brawl only.
- No kicking, gouging, or other dirty fighting.
- The fight continues until one of the contestants is unconscious.

The ring is a four-meter circle, eagerly surrounded by the ruffians. Volq moves to the center of the ring to a sarcastic cheer. The crowd becomes genuinely rowdy when the chosen Rebel moves into the circle.

**Volq:** DEX 3D, blaster 4D, brawling parry 4D, dodge 4D+1; PER 3D; STR 4D, brawling 5D; all other attributes and skills 2D. Volq's skin has been treated to increase his *Strength* to 4D+2 for damage purposes. The process also lowered his sensory awareness — all *Perception* and *Knowledge*-based rolls are reduced by one pip.

Rolo actually does not care whether the Rebel wins or loses. The ringleader is interested in seeing whether the hero or his companions cheat. Given the importance of the contest, Rolo certainly would cheat. He figures anyone worth having in the gang would

too against a behemoth like Volq when their life depends on the outcome. If the Rebels lose without cheating, continue with "The Ransom." If they win without cheating, continue with "Sold Down River." If they cheat — win or lose — continue with "Ambush!"

## The Ransom

The ruffians surround the Rebels. If they somehow manage to fight their way free of Rolo and exit the cave, they run into one of Dedelin's patrols and are cautiously taken to episode three.

If the surrender or succumb to the ruffians, read the following aloud:

**Rolo picks his teeth as he regards you with contempt. "I may not know who you are, but I certainly know what you are: trade bait. I figure Dedelin and his fools would be willing to trade some of their patched-up gear for your lives. If I'm wrong," he smiles, "at least I get to kill you."**

Rolo puts Volq in charge of a dozen ruffians who take the prisoners to an exchange point. There they meet with Dedelin and 12 of his men, talking about trading a power generator for the Rebels. A Moderate *search* or *Perception* roll lets a hero spot the ruffians scaling down a nearby cliff to ambush Dedelin's party. If they warn Dedelin, one of his men darts to free the Rebels as a fight breaks out. The Rebels are weaponless, but can pick up rocks to hurl at the ruffians if the wish. If they think of it, they can rip their costumes and extract the Sharbone backrods; these act as short spears doing STR+1D+1 damage.

With the Rebels help, Dedelin should defeat Volq and the ruffians before the men scaling the cliff can arrive to tilt the odds. Dedelin the leads his party and the Rebels back to their camp and episode three.

**Captain Dedelin:** DEX 2D+2, blaster 3D+1, brawling parry 3D+1, dodge 4D, heavy weapons 5D, melee parry 4D, melee 4D; KNO 3D, planetary systems 5D, survival 5D, technology 4D; MEC 3D+2, astrogation 4D, starship gunnery 5D, starship shields 4D; PER 3D+1, command 6D; STR 2D+1 brawling 4D, climbing/jumping 4D, stamina 4D; TEC 3D, starship repair 4D. Dedelin carries a crude vibroaxe (damage STR+1D+2), and still wears his captain's cap.

**Dedelin's "Crew":** DEX 2D, brawling parry 3D+2, dodge 3D, grenade 4D, melee 3D, melee parry 3D; STR 2D, brawling 4D, climbing/jumping 3D+1; all other attributes and skills 2D.

## Sold Down River

By defeating Volq fairly, Rolo considers the Rebels capable enough to pose a threat to his rule. He decides to rid himself of this threat. Read:

**Rolo's eyes widen in astonishment as Volq thuds to the cave floor. He stands for a moment, considering. His men tense for action. Then Rolo smiles broadly.**

**"That was quite a performance, one which I believe deserves a reward. Men, what do you say? Shall we show these champions to the treasure vault, and give them each one prize?"**

**The men furtively look at each other, and then a few nod. Then some cheer, and an unspoken agreement is reached.**

Rolo gestures to a side passage and the ruffians start to move in that direction. The passage is slippery, sloping gently down. While traveling down, Rolo continues to praise the Rebels, but emphasizes they are to take one prize apiece, no more, from what they find in the treasure chamber. Some ruffians are dragging a log and handmade rope

down the slope, others carry torches. The sound of rushing water fills the cave and makes conversation difficult.

The Rebels enter a low-ceilinged chamber, where an undergroud river races through the notch it has cut in the rock. As the ruffians attach the rope around the log, Rolo shouts that the Rebels are to hang onto or ride the log downstream into the treasure vault, take one item apiece, and then pull on the rope when they are ready to be dragged back upstream.

As soon as the Rebels enter the water with the log, the crushing current (STR 6D) forces them downstream. The rope simply slides off the log. The Rebels can see Rolo and the ruffians laughing, but cannot hear them over the roar of the water.

The current shoots the Rebels through dark, irregular passages. Each hero must make three *Dexterity* rolls, two at Moderate, one at Difficult, or take 6D damage for each failure as they slam against the wall. The current slows, and even the gray light of Captivity seems blinding as the Rebels are washed into a gravel basin. Less than 20 meters away the heroes can see Captain Dedelin's camp. Go to episode three.

### Ambush!

Rolo is convinced by the Rebel's cheating against Volq that they are his kind of people. He congratulates the victorious Rebel, and the group is accepted into the ruffians with aggressive back-slapping and arm-pounding. Rolo loudly proclaims that with the Rebels, they should finally teach the high-born snobs who follow Dedelin a real lesson.

A raiding party is hastily assembled, consisting of a patched-up Volq, 18 ruffians, and the Rebels. They head out for battle in obnoxiously high spirits. As they walk along a defile leading to Dedelin's camp, read:

**Volq gives you a ragged grin as you trudge along in Captivity's gray day. The winds are noisy; as the rocks fly into your group from above you feel it must have been that noise which prevented you from hearing your attackers.**

**"Out and at them! Andews Rolo has terrorized us long enough!" shouts a strong voice. A man wearing a makeshift but well-tended uniform leads a determined group from behind the rocks. The ruffians have the advantage of numbers by half a dozen men, but many are stunned from the rock barrage.**

If the Rebels help Dedelin and turn against the ruffians, their aid should turn the battle. If they stay out of the fight all together, the pitched battle results in heavy casualties, but Dedelin and his men prevail. If the Rebels help Volq and company, you have to improvise a way for them to free Dedelin and make it back to the captain's camp.

Once Dedelin has conversed with the Rebels, he is convinced they are genuine if they tell him the truth, reasoning that a lie would sound more plausible. If the Rebels try to fool him, he is much more suspicious of them, but escorts them to his camp under guard.

### Time and the Gathering Storm

When the Rebels land on Captivity, inform them they have about 48 hours to find the senators and make it up to the peak of Borolol's Claw. Episode two should take only a few hours of game time, leaving them with 40 hours or so by the time they reach episode three.

## Episode Three: Climb to Freedom

### Summary

The Rebels arrive at Dedelin's camp, find the surviving political prisoners, and make their way up the side of Borolol's Claw through a violent storm. Awaiting rescue, they discover the storm isn't large enough for the eye to clear the peak. They must signal their rescuer and survive strafing runs from TIE fighters to get away.

### Hail the Camp!

As the Rebels approach the camp, they see hundreds of meters of hand-extruded wire fence surrounding the well-kept huts of the camp proper. The occasional sizzle of rain on wire indicates power is running through the fence. A pair of old guards patrol the perimeter.

Entering with Dedelin prompts a ragged celebration. When Dedelin explains the Rebels are here to get them off Captivity, the celebration becomes a spontaneous and chaotic outburst of joy. Let the heroes bask in the gratitude of the exiles for a brief moment before they press on with their mission.

## No Really, We Are Rebels

If the Rebels have been washed up on the gravel basin, they must approach the guards without Dedelin's help. Wet, hurt and more than a little irritated, they must convince the guards they really are members of the Rebel Alliance, a task which is doubly difficult as the men were exiled when the Rebellion was still in its infancy — they know the New Order, but not the Rebellion.

Telling the truth allows the Rebels to enter the camp on a Moderate *con* roll, trying to stretch the truth raises it to Difficult, while complete fabrication raises it to Very Difficult. The guards could be overpowered, but that makes matters worse once the Rebels enter the camp.

**Old Guards:** Melee 2D+2, brawling 2D+2; All other attributes and skills 2D.

## Exodus

There are 33 exiles in the camp. Preparing them for a quick exit is a lot of work. Rather than handle the preparations in detail, use a montage scene which includes the following bits. Expand any which appeal to you.

- Dedelin proudly shows off the camp. He shows huts painstakingly constructed from edgelwood, rock, and mortar. He shows tools, utensils, and equipment scavenged or manufactured from the wreckage of drop pods — everything from wash basins to braking-jets, from power generators to a surprisingly sophisticated agricultural Droid. Dedelin is both proud and regretful of their lastest accomplishment, a crude blaster cannon hooked into two of the power generators.
- The Rebels explain the Alliance to the two surviving senators (Farazzish and Templeton). The senators are noticeably excited by the news.
- The exiles sort what can be left behind from what they can take. They dismantle large, bulky, homemade equipment into smaller components.
- The Rebels convince one of the more stubborn exiles that his beloved one-half lifesize Bantha carving has to stay.
- Bundling everything together and assigning equipment for the climb.

There is too much gear for the exiles to carry while scaling a mountain. The Rebels and Dedelin have to come to some sort of agreement over what goes and what stays. When Dedelin expresses his concerns, read aloud:

**The captain removes his cap, gently brushing the dust and grit clear from the insignia. Dedelin looks at the huts, then his gaze trails from the buildings to the ground in front of his feet.**

**"You have given us hope," he says, "but we have survived on pragmatism, not hope. Your freighter may not make it down safely. We may have to live here for the rest of our lives. Anything I leave behind, I risk giving to Rolo and his scum. The huts, the fields, are prize enough. I will not leave the cannon."**

The Rebels can offer to burden themselves, carrying a load a tad greater than their body weight on a Difficult *lifting* roll. If the Rebels remember the drop pod (presuming it landed safely) they have just enough time to reclaim it, rewire its controls, fly it to camp, tether a large load to it, and get it to the top of Borolol's Claw before the fuel gives out. Flying in the storm up the mountain requires a Difficult *starship piloting* roll. If the pilot is willing to make a Very Difficult roll, the Rebels can even take the Bantha sculpture (use of a Force point to fly the Bantha is a generous gesture, and so counts as a heroic use).

With the drop pod, all of the equipment can be salvaged. Without the drop pod, only personal effects and a single power generator can be taken. If the Rebels are unwilling to fully burden themselves, even the power generator must be left behind. The blaster cannon may be dragged as far as the base of Borolol's Claw, and then abandoned.

## Borolol's Claw

The climb up the Claw begins as the storm is reaching full fury, although the storm is not as bad as Alliance scientists had told the Rebels it would be. If the Rebels think to scout the peaks for the side with the most sheltered approach, an Easy *climbing/jumping* roll and an Easy *stamina* roll are necessary to scale the summit. If they do not think to look for the sheltered approach, they must make three such rolls.

The checks are considered to be simultaneous, reducing die codes by 1D. If the Rebels are fully burdened (to the extent of a Difficult *lifting* roll) the die codes are reduced another 1D. Each check failed *wounds* the character who failed.

Once the Rebels make the summit, they discover new troubles. Read:

**Exhausted, you and most of the exiles reach the plateau of the summit. Thin rock spires jut here and there from the rock, some towering dozens of meters in the air. The storm is not as bad as you had feared. Looking up you realize the mildness of the storm has also worked against you. The eye has not fully formed, and so the peak is still shrouded in mist.**

**Worse, you can see shapes in the clouds — the pronged disk-shape of the freighter and the shadow of pursuing TIEs. An Imperial ship disintegrates in a fireball as two more scream by just overhead.**

The Rebels must set up some signalling device to alert the freighter to their presence. If they have brought a power generator, such a device is simple to rig: lights or com signal are both possible. Without a power generator the Rebels have to think of something else, such as trying to start a fire in the middle of a storm (possible if they can shelter the flame in any way).

Once the Rebels devise a signal, four TIEs spot it also, and begin to strafe the peak.

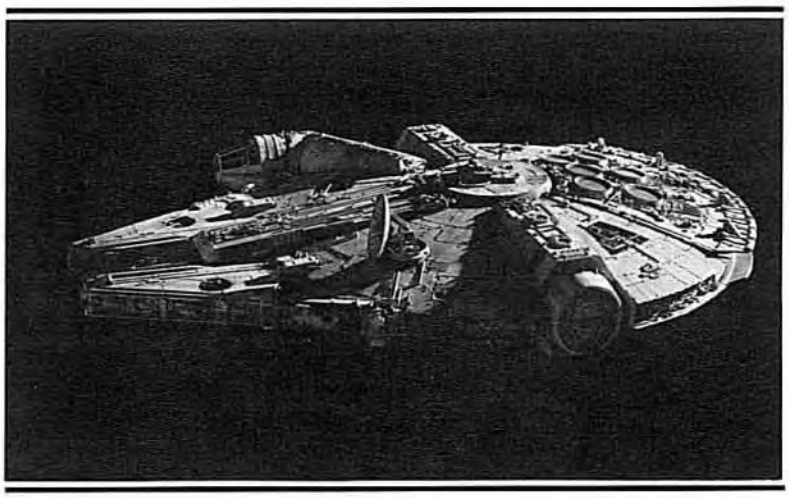
**TIE/rc Starfighter:** Hyperdrive multiplier: zero. Sublight speed 5D; maneuverability 2D+2 (reduced to 1D+2 in atmosphere); hull 2D. Weapons: One laser cannon; fire control 2D; damage 2D+2. Shields: None.

**TIE Pilots:** Starship Piloting 4D+2; Starship Gunnery 5D+2. Combined fire not possible due to the storm.

If the Rebels have the blaster cannon, they may use it to defend themselves against the Imperials. Remember to use the new scale rules when running this combat.

**Blaster Cannon (speeder scale):** fire control 1D, damage 4D+2.

If they have no blaster cannon, they can still try to fool the TIEs by setting a signal device farther down the slope (requiring a Moderate *climbing/jumping* roll). When a TIE makes its next run and lines itself up with the signal device, it flies too low and collides with one of the spires.



As soon as the Rebels have damaged a TIE, a barrage of blaster fire from the freighter blows another TIE from the sky. The remaining Imperials head home. Read:

**Your sigh of relief is echoed by the hiss of the freighter's landing retros. As the access ramp opens, you hear an inarticulate roar, apparently directed at the man descending the ramp.**

**"Take it easy Chewie, I told you we'd make it," the Corellian pirate Han Solo smiles at you, then continues, "Uh, folks, we're going to be a little crowded. We're a bit pressed for time as I have a date on Ord Mandel, and we still have plenty of company up top, so if we could just get going ... where did you get all this junk?"**

The only pilot the Rebellion had who could navigate the vicious storm was Han Solo. He agreed, as Captivity wasn't too far from Ord Mandel (a planet Solo and Leia visited between the first two movies). We leave it to you, the gamemaster, to see the group safely out of the system and to assign rewards.

# To Free the Forgotten Adventure Script

Use the following script to start your adventure. Your gamemaster will tell you what part (or parts) to read.

## Start the Script

**GM:** The camera pans across Stormtroopers and Imperial soldiers advancing across a broad patio filled with exotic plants, firing on a palace guard unit armed with archaic weapons. The sound of the battle diminishes as the camera turns, climbs, and then zooms through a broad skylight in a gilded dome. It stops and swivels to view the throne of the Rajah, and the figures who are stylishly dressed in High Virujansi garb.

**1st Rebel:** This sash doesn't fit — it keeps creeping up on me. Why did I have to be the "Peoples' Advisor?"

**2nd Rebel**: Because you chose the short holobeam. This outfit for "Conciliator" isn't much better.

**4th Rebel:** Hey! Watch where you stick those Sharbone collars! They're sharp and awfully solid.

**3rd Rebel:** I want to know who talked us into this. The real Rajah is safe, and we're here to get captured in his place.

**4th Rebel:** We want to be exiled, not just captured. I think the "Wrathor" has the vest buttoned wrong.

**1st Rebel:** Do we really want to get exiled to a moon named Captivity? It doesn't sound like a lot of fun to me.

**5th Rebel:** If we are exiled, we then have to find the senators and sympathizers who *might* still be alive. Then we probably have to climb through a raging storm to get them up to the top of a mountain. It figures that's the only spot on Captivity where a ship *might* be able to land.

**6th Rebel:** If you didn't like the plan, you shouldn't have volunteered. How does my Royal Turban look?

**5th Rebel:** Nay, mighty Rajah, I never said I did not like the plan. But as the "Mouth of the Ancestors" I have to point out that it has never been done before.

**3rd Rebel:** Okay, when they burst in here, we're suppose to convince them we are royalty, and get ourselves exiled. What happens if we convince them we are royalty, but they decide not to exile us?

**4th Rebel:** As the "Eye of History" I must inform you the other options are permanent house arrest and execution. If we are put under house arrest, they would eventually penetrate our cover.

**2nd Rebel:** And then execute us for being Rebels. So we want to make the Imperial's angry, but not too angry. Sounds easy enough.

**GM:** Blaster fire echoes from the marble hallways which lead to the throne room.

**6th Rebel:** Okay, here they come. Remember, I am the Rajah. Show me the respect of my rank.

**1st Rebel:** Speaking of which, Sahib, did you see the entry on "Traditional Execution of a Deposed Rajah"? I found it as a subfile under "Larval Borecrawlers, uses of."

STAR WARS

# CAPITAL SHIP TEMPLATE

**Vessel:**_____

Hull Code

Crew Rating

| Captain | | Pilot | Chief Gunnery Officer | Chief Shield Officer |
|---|---|---|---|---|
| Command | Starship Tactics | Starship Piloting | Starship Gunnery | Starship Shields |

## Weapon Banks

**Weapon:** _____ Damage: _____
Fire Control: ☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

**Weapon:** _____ Damage: _____
Fire Control: ☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

**Weapon:** _____ Damage: _____
Fire Control: ☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

**Weapon:** _____ Damage: _____
Fire Control: ☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

**Weapon:** _____ Damage: _____
Fire Control: ☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

## Damage Record

**Ship Damage:**
☐☐☐ -2D ☐☐☐ -1D ☐☐☐

**Shields:**
☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D
☐☐☐ 5D ☐☐☐ 6D ☐☐☐ 7D ☐☐☐ 8D

**Sublight:**
☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D
☐☐☐ 4D ☐☐☐ 5D

**Maneuver:**
☐☐☐ 1D ☐☐☐ 2D ☐☐☐ 3D ☐☐☐ 4D

**Command Damage:** ☐☐☐ ☐☐☐ ☐☐☐

## Evasion Number / Shield Number (Ionization) Record

| | | | |
|---|---|---|---|
| 1____/____(____) | 8____/____(____) | 15____/____(____) | 22____/____(____) |
| 2____/____(____) | 9____/____(____) | 16____/____(____) | 23____/____(____) |
| 3____/____(____) | 10____/____(____) | 17____/____(____) | 24____/____(____) |
| 4____/____(____) | 11____/____(____) | 18____/____(____) | 25____/____(____) |
| 5____/____(____) | 12____/____(____) | 19____/____(____) | 26____/____(____) |
| 6____/____(____) | 13____/____(____) | 20____/____(____) | 27____/____(____) |
| 7____/____(____) | 14____/____(____) | 21____/____(____) | 28____/____(____) |

# STAR WARS CHARTS

## STARSHIP COMBAT SEQUENCE

**1. Declare Actions and Full Reaction Skills.** Characters declare all actions for this combat round (movement, haste, skill, attribute use, or full dodge evasion). The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by other characters in ascending order of *Dexterity*. If a PC has the same *Dexterity* code as an NPC, the NPC must declare first.

**2. Declare Combat Reaction Skills.** Characters declare combat evasions, or other reaction skills, including shielding. Haste for reaction skills, including full reactions, may be increased. The character with the highest *Dexterity* code declares first, followed by other characters in descending order of *Dexterity*. If a PC has the same *Dexterity* code as an NPC, the NPC must declare first.

**3. Roll Actions and Reactions in Order of Haste.** Non-movement actions and reactions with the same degree of haste are resolved, followed by all movement actions with that same degree of haste. Characters roll skill dice for their actions. The gamemaster determines the to-hit and other difficulty numbers for this combat round.

**4. Calculate Damage as Hits Occur.** Roll damage, hull or strength dice for all targets hit by an attack, and determine the effects according to the "Damage Summary" chart.

This section replaces the bottom portion of the "Weapons Chart" on page 139 of the role-playing game rulebook.

| Melee Weapons | Damage | Difficulty Scale |
|---|---|---|
| hands | str | 3-5 |
| club | str+1D | 3-5 |
| gaderffii | str+1D | 3-5 |
| spear | str+1D+1 | 6-10 |
| vibroaxe | str+2D | 11-15 |
| vibroblade | str+1D+2 | 11-15 |
| lightsaber | 5D** | 16-20 |

* Damage at point-blank range (see *SW:RPG* page 47). ** Characters with the control skill add skill code damage. Anything less than 3 meters away is point-blank range for ranged weapons.

## COMBAT SEQUENCE

**1. Declare Actions and Full Reaction Skills.** Characters declare all actions for this combat round — movement, haste, skill or attribute use, or full dodge or full parry. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*. If a PC has the same *Dexterity* as an NPC, the NPC must declare first.

**2. Declare Combat Reaction Skills.** Characters declare combat dodges or parries. Haste for reaction skills, including full reactions, may be increased. The character with the highest *Dexterity* code declares first, followed by the other characters in descending order of *Dexterity*. If a PC has the same *Dexterity* as an NPC, the NPC must declare first.

**3. Roll Actions and Reactions in Order of Haste.** Non-movement actions with the same degree of haste are resolved, followed by all movement actions with the same degree of haste. Characters roll skill dice for their actions. The gamemaster determines the to-hit and other difficulty numbers for this round.

**4. Calculate Damage as Hits Occur.** Roll damage and strength dice for all targets hit by an attack, and determine the effects according to the "Damage Summary" chart.

## DIFFICULTY NUMBER CHART

| Task | Difficulty Scale |
|---|---|
| Very Easy | 3-5 |
| Easy | 6-10 |
| Moderate | 11-15 |
| Difficult | 16-20 |
| Very Difficult | 21-30 |
| **Combat** | **Difficulty Scale** |
| Point-Blank Range | 3-5 |
| Short Range | 6-10 |
| Medium Range | 11-15 |
| Long Range | 16-20 |
| **Knowledge** | **Difficulty Scale** |
| Everyone Knows | 3-5 |
| Common Knowledge | 6-10 |
| No Secret, But Not Widely Known | 11-15 |
| Specialized Knowledge | 16-20 |
| Expert Knowledge | 21-30 |
| **General Knowledge** | **Difficulty Scale** |
| Pretty Ignorant | 3-5 |
| Knows a Little | 6-10 |
| Broad General Knowledge | 11-15 |
| Specific, Detailed Knowledge | 16-20 |
| Truly Comprehensive Knowledge | 21-30 |
| **Medpac Use** | **Difficulty Scale** |
| Wounded | 6-10 |
| Incapacitated | 11-15 |
| Mortally Wounded | 16-20 |

## OPTIONAL FIRE MODIFIERS CHART

| Combat Situation | Difficulty Number |
|---|---|
| **Target Prone** | +2 |
| **Terrain** | |
| Light Cover | +1 |
| Medium Cover | +2 |
| Heavy Cover | +5 |
| Aperture adjacent to firer | +1 |
| Door (otherwise) | +2 |
| Window (otherwise) | +3 |
| Slit (otherwise) | +4 |
| **Target Size (personal combat only)** | |
| less than 1 cm tall | +15 |
| 1 - 10 cm | +10 |
| 11 - 50 cm | +5 |
| 51 cm - 99 cm | +2 |
| 1 - 3 m | — |
| 3 - 9 m | −3 |
| 10 - 99 m | −5 |
| 100 m or larger | −10 |

# *Star Wars: The Roleplaying Game* Official Rules Index

This index is drawn from three sources: *Star Wars: The Roleplaying Game* (abbreviated below as RPG), *The Star Wars Companion* (abbreviated as SWC) and *The Star Wars Sourcebook* (SB).

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