

Bixby's House Rules

for Chris Parmas'



ADVENTURE GAMING ENGINE

With many rules applying specifically to Dustin Ahonan's *AGE of the Empire* Star Wars adaptation, but could also apply to other *Modern AGE* settings.

These rules have been play-tested

thanks to Ans, Chris, Cosmo, Gabrielle, Manuel, Martin, Mathieu and Philou.

Play-testing being an almost endless process, you might want to tweak some rules after you have experienced them as a GM.

Good on you!

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Character Creation

It makes sense to decide on a character's starting abilities, by splitting 10 between the 9 abilities. But rolling dice is fun. If one chooses to roll for abilities, the results can vary too greatly. One can end-up with a very weak character, or an impossibly strong one. The player will want to scratch the former, the GM the latter...

Simplest solution

1. Roll for first 8 abilities (see tables 1 & 2)
2. The last ability is not rolled, but determined so as to make the score total = 10.

Adjusting the rolls as you go

Another idea is to adjust the result of each roll (but *not* the corresponding ability score) – starting with the second one – based on the accumulated Abilities scores.

- If the current score total is **less** than the desired total, **add** the difference to the next 3d6 roll (see tables).
- If the current score total is **more** than the desired total, **subtract** the difference from the next 3d6 roll (see tables).

Example 1

First roll was 16, so ability score is 3; that is 1 more than the desired score total.

Second roll is 10, but minus 1 this makes 9, so ability score is 0.

Example 2

Player keeps rolling poorly. After 6 rolls, the character's total abilities score is 4; that is 3 less than the desired total.

Seventh roll is 14, but plus 3 this makes 17, so ability score is 4!

Health & Magic Points

It sucks to get a 1 or a 2 on such an important roll. Table 4 eliminates that possibility.

Table 1 : CHARACTER CREATION OPTIONS	
WITH CHARACTER CONCEPT	<ol style="list-style-type: none">1. Roll for scores, deciding after each roll to which ability it will be applied.2. After all scores have been rolled, two of them can be switched with one another.3. Choose Social Class, Background, Race and Class, in accordance with character concept.
WITHOUT CHARACTER CONCEPT	<ol style="list-style-type: none">1. Roll for scores, in the order that they appear on character sheet.2. Roll for Social Class and Background.3. Decide on which Race and Class best fit all previous results.4. Two Abilities Score can be switched with one another.

Table 2 : ABILITY SCORES	
3D6 ROLL	SCORE
3-4	-2
5-6	-1
7-9	0
10-12	1
13-14	2
15-16	3
17-18	4
(Note that this table is different from the one in Fantasy AGE.)	

Table 3 : ADJUSTMENTS TO ROLLS	
NUMBER OF ABILITIES ROLLED	DESIRED SCORE TOTAL
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10

Table 4 : HEALTH / MAGIC POINTS IMPROVEMENTS	
D6 ROLL	POINTS
1-3	3
4	4
5	5
6	6

Focuses

Here are various rule changes and helpful tables (hopefully!)

Dexterity, Perception and Strength Focuses

(No changes)

Communication Focuses

Communication TN Modifiers

Table 5 was copied from another game. It helps the GM on deciding what the attitude of a NPC is, and how it can impact different *Communication* tests.

Table 5 : COMMUNICATION TN MODIFIERS	
HELPFUL	+4
FRIENDLY	+2
INDIFFERENT	-
UNFRIENDLY	- 2
HOSTILE	- 4

TN after Role-Play Performance

Use table 6 when the GM wants to encourage role-playing it out, but the character has better communication skills than the player (or vice-versa)...

The player role-plays first, then makes a COM test, with the starting TN adjusted according to the role-play performance (as judged by the GM, with or without the input of other players).

Table 6 : TN AFTER ROLE-PLAY PERFORMANCE					
QUALITY OF ROLE-PLAY	STARTING TEST DIFFICULTY				
	Very Easy	Easy	Moderate	Difficult	Very Difficult
Very Good	--	--	6	9	12
Good	--	6	9	12	15
Average	6	9	12	15	18
Poor	9	12	15	18	21
Very Poor	12	15	18	21	--

Bargaining

If a character wants to haggle, he or she has to beat the seller in an opposed Bargain test. On table 7, the difference between the two rolls (margin of success) determines the size of the discount.

Table 7 : OPPOSED BARGAINING TEST	
MARGIN OF SUCCESS	SIZE OF DISCOUNT
1	5%
2	10%
3	15%
4	25%
5	35%
6	45%
7	60%
8+	75%

Constitution Focuses

Running

Taking the Running focus adds 2 to the Total Move Allowance (3 if the focus is chosen twice).

Intelligence Focuses

Lore

Table 8 was created for identifying and using Fantasy AGE magic item, but it can be used for *any* sort of information or Knowledge-based tests.

Research Modifiers

Having previously researched the subject will make the task easier (see table 9). Notice that there is a limit to the information to be found in a particular source.

Example :

A character searches a local library in preparation for a Natural Lore test. The player rolls a 15 on her Research (INT), but the best modifier her Research Resource allows is -2.

Based on the rarity of the plant that is the subject of the Natural Lore test, the starting TN was determined to be 16, but with the previous research that was done, that Lore TN is lowered to 14

N.b. The Research Resources between parentheses are for Star Wars and other sci-fi universes.

Healing

Healing has been removed from the Major Actions list, because it doesn't make sense that taking out bandages (and such) and healing someone should take 2/3 of a round...

On the other hand, the Healing action is now more effective :

Health Recovered = Healing Roll (including Focus)

- Minor Stunt = +1d Health
- Major Stunt = +2d Health

Natural Healing

See table 10. Notice that :

- There can only be 1 Sleep Roll / day
- There must be a new health loss before another Rest or Healing Action is taken.

Table 8 : LORE TARGET NUMBER			
RARITY			
Common	Uncommon	Rare	Legendary
7-9	11-13	15-17	19-21

Table 9 : RESEARCH MODIFIER		
RESEARCH (INT) ROLL	LORE TN MODIFIER	RESEARCH RESOURCES
7-8	-1	Local (City) library / Moderate NPC
9-10	-2	
11-12	-3	Regional (Planetary) library / Major NPC
13-14	-4	
15-16	-5	National (Sector) library / Dire NPC
17-18	-6	
19-20	-7	World (Galactic) library / Legendary NPC
21+	-8	

Table 10 : RESTING AND SLEEPING			
DURATION		HEALTH	MAGIC POINTS
Rest	15 -30 min	CON + 1d3	--
	1-2 hours	CON + 1d6	¼ of total
Sleep	3-4 hours	CON + LVL + 1d6	½ of total
	5-6 hours	CON + LVL + 2d6	¾ of total
	7-8 hours	CON + LVL + 3d6	Total

Willpower Focuses

Routing

Either Courage or Morale can be used to see if NPCs are routed, depending on the party's size.

- Table 11 can be used for small groups of adversaries (say, 1-4). A test has to be made for each individual, each time hit points are lost or allies are routed.
- With bigger groups, it wouldn't make sense to roll so many dice. The Group Morale tables (12 & 13) are used instead, with or without dice (GM's discretion).

It is assumed that a diminished group does not have to make a morale check if their adversaries are even more diminished.

Table 11: INDIVIDUAL COURAGE (WILL) TN						
% OF HIT POINTS LOST (for the individual being tested)	% OF GROUP OUT OF COMMISSION OR GONE*					
	0%	25%	33%	50%	67%	75%
0	-	6	9	12	15	18
25%	6	9	12	15	18	21
33%	9	12	15	18	21	rout
50%	12	15	18	21	rout	rout
67%	15	18	21	rout	rout	rout
75%	18	21	rout	rout	rout	rout
* Use 0% Column if there was only 1 NPC from the start.						

Table 12 : ROLLED GROUP MORALE	
% OF GROUP OUT OF COMMISSION OR GONE	MORALE (WIL) TN
25%	10
33%	12
50%	14
67%	16
75%	18

Table 13 : DICE-LESS GROUP MORALE						
	% OF GROUP OUT OF COMMISSION OR GONE					
AVERAGE MORALE (Willpower + Focus)	25%	33%	50%	67%	75%	
Neg.	rout	rout	rout	rout	rout	
0	--	rout	rout	rout	rout	
1	--	--	rout	rout	rout	
2	--	--	--	rout	rout	
3	--	--	--	--	rout	
4+	--	--	--	--	--	

Actions & Movement

The number of actions allowed per turn is changed, so that it mirrors the rule for Stunts; 1 major = 2 minors (see Stunts section). It makes for a more harmonious and aesthetic system, but also allows for a simple yet interesting rule for move actions.

Defense

After movement (see next page), defensive actions are the second most important changes proposed here. Note that :

- Both "Guard Up" and "Defend" last until the beginning of the player's next turn.
- Taking both actions on the same turn is allowed. This means that the character is entirely focused on not getting hit, and thus benefits from a +3 bonus to Defense.

These changes simplify and facilitate the use of defensive actions.

Power

The "Power" minor action simplifies and replaces the "All-out-attack" action. In conjunction with "Aim" and "Guard-up", it simply means that in a addition to an attack (major action), a healthy character can benefit from +1 to ATT, DEF **or** DAM (minor).

Healing

See *Focuses* section.

Table 14 : NUMBER OF ACTIONS ALLOWED PER TURN	
1 Major Action + 1 Minor Action or 3 Minor Actions	

Table 15 : MINOR ACTIONS	
ACTIVATE	Use a power or item
READY	Putting away or pulling an object, weapon, etc.
PREPARE	Stand-by major action
AIM	+1 on next ATT
POWER	+1 DAM (melee weapons only))
GUARD UP	+1 DEF until beginning of character's next turn
PRESS THE ATTACK	Attack of opportunity if opponent leaves melee.
STAND FIRM	Might (STR) or Acrobatics (DEX) vs Might (STR) to resist Knock Down or Skirmish
MINOR MOVE	1/3 move, in spaces

Table 16 : MAJOR ACTIONS	
RECOVER	Remove 1 extra "stun" at the end of player's turn (see Health section)
MELEE ATTACK	Adjacent target
RANGED ATTACK	Weapon must be loaded/ready
DEFEND	+2 DEF until beginning of character's next turn
MAJOR MOVE	2/3 move, in spaces

Effect of terrain

The question of whether a character should make an acrobatics test for moving depends on the type of terrain and the speed at which the character wants to cross it.

- As a rule, GMs should try to minimize tests such as these. In that spirit, **movement tests should not be demanded if the odds are in favor of the player.**
- In table 18, the numbers in parentheses are those that are expected to be attained with a simple roll of three 6-sided die (given that the average result of such a roll is 10.5).

In other words a character that has a Dexterity score of 0, without the Acrobatics focus, should not be bothered with movement tests that have a TN of 10 or less.

Of course, the expectations should be adjusted for each character that possess the focus and/or a higher DEX score.

Example :

A character with a Dexterity score of 3 and the Acrobatics focus, should not be bothered with Movement tests that have a TN of 15 or less.

Number of actions :

Note that in the table, the number of actions (left column) is meant to represent any kind of action, not just movement. The idea is that moving slower makes it easier not to trip, but only if the character does nothing else. If actions are spent on other things, in the same turn, then the TN for movement should remain high, to represent the fact that the character's attention is split between the terrain and something else, so the odds of tripping are still high.

Example :

A basic character (0 DEX) charges into melee in a rubble field. The player calls for a Minor movement action and an attack (Major action). Even though the movement itself is just a Minor action, the Acrobatics TN should be 17, because the attack prevents the character from focusing on where he or she steps.

Consequence of tripping :

Even though table 18 is modeled after the FOOT CHASES table, the consequences of a failed roll cannot be the same.

For simple Movement tests, **the consequences of tripping should be the same as the KNOCK-DOWN stunt.** It is up to the GM to decide where the trip actually occurred (at the beginning, middle or end of the intended movement).

Table 19 :
ACROBATICS (DEX) TN FOR MOVEMENT

ACTIONS	TERRAIN				
	IDEAL (Wide open space)	AVERAGE (random obstacles)	ROUGH (busy street, uneven ground)	HARD (forest, winding alley)	HEROIC (dense forest, rubble field)
1 Minor	(5)	(7)	(9)	11	13
1 Major	(7)	(9)	11	13	15
1 Minor + 1 Major	(9)	11	13	15	17

Jumping & Climbing

- **Long jump** : The TN assumes a running start at least as long as the number of spaces jumped. **If less, add 2 to TN for each space missing from the ideal running start.**
- **High jump** : The same rule applies, with a running start measured in yards instead of spaces.
- **Climbing** : TN is a function of the kind of surface to be climbed (GM's discretion) then speed is a function of established TN. Once this is determined, **a player may decide to move faster, but this increases the TN** (+2 / speed increase).
- **Encumbrance** : For all jumps and climbing, add the character's Movement Encumbrance to TN.

Table 20 : JUMPING		
HEIGHT (yards)	LENGHT (spaces)	TN
½	1	8
1	2	11
1 ½	3	14
2	4	17
2 ½	5	20

Table 21 : CLIMBING	
TN	BASE SPEED (yards / turn)
7	8
9	7
11	6
13	5
15	4
17	3
19	2
21	1

Combined actions

Sometimes, different characters may want to combine forces on an test (instead of each making their own). This might be necessary if the TN is very high. There are two possible cases :

- **Efforts are stackable** (e.g. lifting a large & heavy object) :
 1. Determine which PC is the main operator (conceivably, the one with the highest ability score).
 2. To this PC's ability roll, each other PC adds either another d6 or his/her own ability score (including focus).
- **Efforts are NOT stackable** (e.g. a healing test)
 1. The main operator rolls 1 extra d6 for each other PC involved. The dice are NOT totalled.
 2. Instead, only the 3 highest results are considered. That may exclude the stunt die...

Table 22 : DAILY TRAVEL DISTANCES, (in Leagues*)		
ROAD CONDITION	HORSE-BACK	ON FOOT
Valley Road	8-12	5-10
Hill-Side Road / Valley Off-Road	5-10	4-8
Mountain Road / Hill-Side Off-Road	3-6	2-4
Mountain Off-Road	n/a	1-2
* 1 League = 4 km or 2.5 miles (1 hour of walking, in good conditions)		

Groups of minions as single adversaries

Powerful characters are able to take on multiple minions, but making attack rolls for each of these can be tedious. The solution is to treat a group of minions as a single adversary.

- Make a single attack roll, **adding the ATT bonus of all the minions involved.** NO other bonuses are allowed.
- If the attack succeeds, make a single damage roll, **adding the difference between the total attack roll and the PCs Defense score.** NO Stunt Points can be generated, except if the minions have Pack Tactics.
- When attacking back, PCs can target a single minion, concentrating damage to reduce the number of attackers as quickly as possible (and possibly routing them).

Encumbrance

Original FA rules for encumbrance are simple; they only apply to armor. Some GMs might object to the idea that characters can carry a ton of equipment and coins without any consequence. The problem with a realistic rule for encumbrance, though, is that it might get real complex real fast. The one presented here is meant to be a kind of middle ground. This system is harder on movement allowance (which is more acceptable to sacrifice, for most players) but not too hard on Dexterity. In the end, this makes unarmored & lightly equipped characters much more interesting.

Procedure

1. **Calculate TOTAL ENCUMBRANCE** (see tables 23 to 26).
2. **MOVEMENT PENALTY = Total Encumbrance – Strength & Constitution** (see table 27).
3. **DEXTERITY PENALTY = Remaining Encumbrance (#1 – #2) – Armor and Shield Training.**

Remaining Encumbrance : Can be negative, if STR + CON is greater than Total Encumbrance. For more details, see examples on next page.

Magical items : Basic penalty is 1 less for any armor, shield, weapon or item that is magical.

Very Small Weapons and Equipment: At his or her discretion, GM may impose a penalty if many small items are carried.

Armor or Shield Training :

- Benefit is applied regardless of what type of armor is worn or what type of shield is carried. For example, a novice in Armor Training may wear a full plate armor but the benefit is just -2 (so penalty for armor is 7 – 2 = 5).
- The benefits for training cannot be higher than the items's actual penalty. For example, a Master in Armor Training wearing Heavy Mail gets -4 to penalty, not the full -6 (so penalty = 0).

**Table 27 :
ENCUMBRANCE MODIFIERS
RELATED TO TALENTS**

Level :	N	J	M
Armor Training	-2	-4	-6
Weapon & Shield	-1	-2	-3

**Table 23 :
ARMOR ENCUMBRANCE**

ARMOR	RATING	PENALTY & MP STRAIN
Heavy Clothes, Furs	1	--
Light Leather	2	1
Heavy/Padded/Studded Leather	3	2
Light Mail	4	3
Elvish Mail	4	--
Heavy Mail / Partial Plate	5	4
Partial Plate + Light Mail	6	5
Partial Plate + Heavy Mail	7	6
Full Plate (not fitted)	8	7
Full Plate (fitted)	9	7

**Table 24 :
SHIELD ENCUMBRANCE**

SHIELD SIZE :	Small	Medium	Large
PENALTY :	1	2	3

**Table 25 :
WEAPONS' ENCUMBRANCE**

SIZE	EXAMPLES	PENAL.
Very Small	Knife, Dagger, Throwing Axe	0
Small	Short Sword, Javelin, Short Bow, Club, Hand Axe	1
Medium	Quarterstaff, Long sword, Battle Axe, Maul, Long Bow, Spear	2
Large	Two-handed Sword/Axe/Maul, Crossbow, Polearms	3

**Table 26 :
OTHER ENCUMBRANCE**

Coins	+1 encumbrance / 100 coins
Equipment	GM's discretion

CHARACTER

+

MOVEMENT

DEXTERITY

—

** A negative number (e.g. -1) does NOT correspond to an improvement (e.g. +1 to movement). Rather, it is a way of indicating that the character has « excess » STR & CON, so the player knows that his or her character could pick-up 1 point of Encumbrance without any effect on Movement. The same applies to Dexterity, as the « excess » is carried over to the Remaining Encumbrance.

Foot Chases

The FOOT CHASE TESTS table is a reworking of the original FA Chase rule. The idea is to make chases easier to run, by covering critical successes *and* failures with a single roll (and by doing away with Stunt Point-related decision making).

Actions & dice :

- Chases tests normally take up *both* Major and Minor Actions.
- If a player wants to have a Minor action in addition to the Chase Test, then 1d will have to be sacrificed (rolling 2d instead of 3).

Ability used for test :

- Each turn, the test is made by rolling the dice and adding *either* Constitution or Dexterity, depending on the chase conditions (see table 29).

Focus used for test :

- A choice is made between adding a focus to the roll (Stamina or Acrobatics) *OR* a Chase Point Bonus based on *Character Chase Speed* (IF the roll is successful).
- *This choice must be made BEFORE rolling the dice for the test.*

Beginning of chase :

- At the start of the chase, a number of Chase Points may be awarded to the fleeing party, as a function of the starting distance between the two parties.
- As a rule, 2 spaces (or 4 yards) = 1 Chase Point.

Stunts :

- Stunts *can* be generated on a Chase Test, even with just 2d.
- See next page for the CHASE STUNTS table.

Table 28 : CHASE SPEED							
Total Move	3-4	5-6	7-9	10-12	13-14	15-16	17+
Chase Speed	-2	-1	0	+1	+2	+3	+4

Table 29 : FOOT CHASE TESTS (3d + CON or DEX)					
CHASE CONDITIONS					
Roll	IDEAL* (Wide open space)	AVERAGE** (random obstacles)	ROUGH*** (busy street, uneven ground)	HARD*** (forest, winding alley)	HEROIC*** (dense forest, rubble field)
4-	Spill Risk	Dropped Item	Minor Spill	Major Spill	Major Spill
5-6	Cramp	Spill Risk	Dropped Item	Minor Spill	
7-8	Stumble	Cramp	Spill Risk	Dropped Item	Minor Spill
9-10	No Effect	Stumble	Cramp	Spill Risk	Dropped Item
11-12	Add Stunt Die to Chase Total	No Effect	Stumble	Cramp	Spill Risk
13-14		Add Stunt Die to Chase Total	No Effect	Stumble	Cramp
15-16			Add Stunt Die to Chase Total	No Effect	Stumble
17-18				Add Stunt Die to Chase Total	No Effect
18-20					No Effect
21+					Chase Total
* : Constitution Test; add Stamina to roll or Character Speed to Chase Total if test is successful.					
** : Constitution or Dexterity Test; add Stamina /Acrobatics to roll or Speed to Total if test is successful.					
*** : Dexterity Test; add Acrobatics to roll or Character Speed to Chase Total if test is successful.					

Injured characters or creatures in a chase

- Missing dice** : If an injury lead to a loss of dice, then the number of dice rolled for the Chase Test should be adjusted accordingly.
- Missing Action Counters** : If an injury or stun lead to the loss of an Action Counter, then no Focus or Chase Speed Bonus can be added. Furthermore, if the Chase Speed Bonus is negative, it **MUST** be deducted from the stunt die (in case of successful Chase Test).

See “Star Wars Health” section for more information about missing dice and Action Counters.

Table 30 : FOOT CHASE FAILURES	
Stumble	-2 on next Chase Test
Cramp	Deduce Stunt Die's value from Chase Total
Dropped item	One randomly carried (not held) object falls out
Spill Risk	<ul style="list-style-type: none">Deduce Stunt Die's value from Chase TotalTN 15 Acrobatics (DEX) test or Minor Spill
Minor Spill	<ul style="list-style-type: none">Lose 2d Chase TotalMake a Stamina test (Low Intensity) using <i>either</i> Stamina (CON) or Acrobatics (DEX)
Major Spill	<ul style="list-style-type: none">Lose 3d Chase TotalMake a Stamina test (High Intensity) using <i>either</i> Stamina (CON) or Acrobatics (DEX)

Table 31 : CHASE STUNTS	
STUNT	DESCRIPTION
*	Burst of speed : For each SP, +1 on next Chase Test
MINOR	Evasive maneuver : +2 DEF until beginning of your next turn
MINOR	Follow the leader : Player sets TN for Piloting test, which everyone must take; failure means -2d to Chase Total.
MINOR	Attack on the move : free pilot attack (of any kind)
MINOR	Keep it steady : Until beginning of next turn, passengers get +2 on attack or action
MINOR	Interference : -2 on opponent's next Chase Test
MAJOR	Short cut : +3 to Chase Total

Attacks during a foot chase

There are two ways of attacking during a chase :

- By using the “Attack on the move” **stunt**
- By taking a **pause** (no Chase Test on the same turn) to make a ranged attack (see table).

A melee attack may also be attempted in lieu of a Chase Test. Of course, Initiative order must be respected, and the Chase Total Difference must be 0 or lower.

Table 32 : WEAPON RANGES DURING CHASES								
WEAPON	CHASE TOTAL DIFFERENCE							
	0-2	3-4	5-6	7-8	9-12	13-16	17-26	27-30
AXE	√	-2	X	X	X	X	X	X
KNIFE	√	√	-2	X	X	X	X	X
JAVELIN & PISTOL	√	√	-2	-2	X	X	X	X
ARQUEBUS	√	√	√	-2	-2	X	X	X
SHORT BOW	√	√	√	√	-2	-2	X	X
LONG BOW	√	√	√	√	√	-2	-2	X
CROSS-BOW	√	√	√	√	√	√	-2	-2

Stunts

I'm afraid I didn't write down the name of the GM who came up with this rule change. I had shared this GM's experience of the original Stunt rule being too demanding on many players, and thus slowing-down play.

Allowance

Stunts are divided into Minor and Major ones, and the allowance is determined by the Stunt Die (see table 33).

Notice that :

- The ratio between minor and major stunts mirrors that of actions.
- It is possible to go beyond 6 on the Stunt Die, with the help of special weapons, powers, or use of the Force (see later).
- Regardless of the result, a player may never use more than 1 Free Stunt in the same round (see Improvements).

Improvements

Where the rules state that a stunt should cost less, it simply goes from Major to Minor or from Minor to Free. This makes higher level characters very strong, as they should be!

Adjustments

Different Stunts have been altered, either because of other rule changes (**Skirmish**) or because they were not satisfying enough (**Knock Down**, **Mighty** and **Lethal Blows**).

Disarm has been changed so that fewer dice are rolled and weaker foes have a chance at succeeding.

The effects of **Taunt** and **Threaten** have been inverted, because it just didn't make sense that an intimidated foe would be compelled to attack, when it should obviously be the result of a taunt. Also, the penalty for intimidation is bigger, to make it more worthwhile.

Table 35 : MAJOR STUNTS	
LIGHTNING ATTACK	Second attack (missile may have to be reloaded)
DUAL STRIKE	Apply ATT roll to an adjacent enemy (in-line, in case of missile)
SEIZE THE INITIATIVE	Move to the top of the order
LETHAL BLOW	+2d DAM; re-roll all 1's and 2's (once)

Table 33 : STUNTS ALLOWED	
STUNT DIE	STUNTS
1-4	1 Minor
5-6	1 Major or 2 Minors
7+	1 Major <i>plus</i> 1 Minor or 3 Minors
Never more than 1 Free Stunt / round	

Table 34 : MINOR STUNTS	
SKIRMISH	Move self and/or target, up to ½ Minor Move allowance (rounded up).
RAPID RELOAD	Reload missile weapon
STAY AWARE	GM info or +1 on your next test
SET UP	+2 on ally's next test
DEFENSIVE STANCE	+2 DEF until beginning of your next turn
DISARM	Target ATT save (TN 15) or weapon flies d3 + STR squares
KNOCK DOWN	Target prone, then TN 15 on Acrobatics (DEX) or Stamina (CON) or suffer 1 Stun
MIGHTY BLOW	+1d DAM; re-roll all 1's (once)
PIERCE ARMOR	Halve target's armor rating
TAUNT	Self-discipline (WIL) vs Deception (COM). Fail : target must attack.
THREATEN	Self-discipline (WIL) vs Intimidation (STR). Fail : target suffers -2 ATT.

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CHARACTER NAME 				RACE
BACKGROUND 				CLASS
BONDS	P/E	V		LEVEL
				GOAL

[illegible]

Platinum:	Gold:	Silver:	Copper:
-----------	-------	---------	---------

ENCUMBRANCE					
Total Encumbr.	– Talents	= Move Penalty	Remaining Enc.	– STR&CON	= Dexterity

[illegible]

P	ABILITY	Score	Focus (+2, +3)
	Accuracy		
	Communication		
	Constitution		
	Dexterity ()		
	Fighting		
	Intelligence		
	Perception		
	Strength		
	Willpower		

WEAPON GROUPS :

TALENT/SPECIALIZATION	Novice	Journeyman	Master

SPECIAL POWERS	MAGIC ITEMS	STUNTS

DEFENSE	ARMOR	HEALTH	½ HP	¼ HP	MINOR Move	MAJOR Move

CURRENT HEALTH :

MELEE WEAPON	Attack	Damage	Enc.	ARMOR	Enc.
				SHIELD	Enc.

RANGED WEAPONS	Attack	Damage	Short	Long	Reload	Enc.

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Table 36 :
STAR WARS CHARACTER CONCEPTS

Character concept*	Adept	Agent	Diplomat	Fringer	Scoundrel	Soldier
ALIEN STUDENT OF THE FORCE	√					
ARMCHAIR HISTORIAN			√			
ARROGANT NOBLE			√			
BOUNTY HUNTER					√	√
BRASH PILOT				√		√
FAILED JEDI	√					
GAMBLER					√	
KID				√		
LACONIC SCOUT				√		√
LOYAL RETAINER		√				√
MERCENARY		√				√
MINOR JEDI	√					
OLD SENATORIAL			√			
OUTLAW		√		√	√	√
PIRATE				√	√	√
QUIXOTIC JEDI	√					
RETIRED IMPERIAL CAPTAIN			√			√
SMUGGLER				√	√	
TONGUE-TIED ENGINEER		√				
TOUGH NATIVE				√		√
YOUNG SENATORIAL			√			

* These are from West End Games' 1987 Star Wars RPG.

Star Wars Abilities & Focuses

Fantasy AGE abilities are adapted to a low-tech universe. In a world full of machines, either Dexterity and Intelligence have an all-too-great importance, or the "focus-load" is split between new abilities. The problem is that abilities are already numerous. The solution is to do away with Accuracy and Fighting, which were a little problematic anyway. The two new abilities – Mechanical and Technical – are taken from West End Game's Star Wars RPG.

Changes to list of abilities

- **Accuracy and Fighting are eliminated.** See "Combat" for new rules.
- **Intelligence replaced by Knowledge.** Covers everything *but* technology.
- **New ability : Mechanical.** Operation of machines and vehicles.
- **New ability : Technical.** Repair, modification and maintenance of machines and vehicles.

Table 37 : PRIMARY ABILITIES	
ADEPT	<ul style="list-style-type: none">• Dexterity• Knowledge• Perception• Willpower
AGENT	<ul style="list-style-type: none">• Communication• Dexterity• Mechanical• Technical
DIPLOMAT	<ul style="list-style-type: none">• Communication• Knowledge• Perception• Willpower
FRINGER	<ul style="list-style-type: none">• Constitution• Knowledge• Mechanical• Technical
SCOUNDREL	<ul style="list-style-type: none">• Communication• Dexterity• Mechanical• Perception
SOLDIER	<ul style="list-style-type: none">• Constitution• Dexterity• Perception• Strength

Table 38 : LIST OF STAR WARS FOCUSES, BY ABILITIES		
COMMUNICATION	CONSTITUTION	DEXTERITY
Animal handling	Drinking	Acrobatics
Deception	Running	Crafting
Disguise	Stamina	Disable device
Etiquette	Swimming	Initiative
Investigation		Legerdemain
Leadership		Riding
Performance		Stealth
Persuasion		
Seduction		
KNOWLEDGE	MECHANICAL	PERCEPTION
Cartography	Artillery	Empathy
Cryptography	Ground Vehicle driving	Dark side
Cultural lore	Repulsorlift piloting	Force alter
Evaluation	Repulsorlift driving	Force control
Force lore	Sensors operation	Force sense
Historical lore	Shields operation	Searching
Healing	Starship piloting	Seeing
Military lore	Tractor beam op.	Smelling
Natural lore	Walker piloting	Tasting
Planetary lore		Touching
Research		Tracking
STRENGTH	TECHNICAL	WILLPOWER
Climbing	Astrogation	Courage
Beast driving	Computers	Faith
Intimidation	Droid repair	Morale
Jumping	Demolition	Self-Discipline
Might	Mechanical repair	
	Repulsorlift repair	
	Security	
	Starship repair	

Communication

Sabacc

Here is an easy-to-use set of rules for playing the famous game, using a set of **regular playing cards**, and the characters' **Gambling (COM) focus**.

Winning condition

The object of Sabacc is to have a final hand with a total value as close to 23 **or** -23 as possible, without going over or under.

- A player with a hand total of 24 or higher, or -24 or lower, is said to "**bomb out**" (see iv).
- A hand value of exactly 23 or -23 is called a "**Pure Sabacc**". It is a winning hand.
- The only hand that can beat a Pure Sabacc is called an "**Idiot's Array**". It consists of three cards : one Idiot (Joker), plus an Ace and a 2, both of any suit.

Value of cards

- Red cards have a **positive** value.
- Black cards have a **negative** value
- Aces are worth 1, J = 11, Q = 12, K = 13
- Idiots (Joker) are worth 0

How to play

1. Before the start of each hand, each character makes a Gambling (COM) test, to determine how many cards will be able to be "locked" in the **interference field** (and thus impossible to shift – see later).
2. The first **dealer** is chosen at random. Players will then take turns as the dealer, rotating in a clockwise fashion at the beginning of each hand.
3. The dealer decides how many credits he wants to **bet**. Other players must bet the same amount or leave the table. All bets are put into the **Hand Pot**.

4. Players begin the hand with **0 cards**. The hand will take an indeterminate number of rounds. Each round goes through the following steps :
 - i. Starting to his left, the dealer deals **1 card** to each player.
 - ii. If they can (according to their Gambling roll), a player may put 1 card into his/her **Interference field**. If the field already holds the maximum number of cards, one must be taken out.
 - iii. The dealer rolls 1 die. On a roll of 4, 5 or 6, there is a **Shift**; each player must choose 1 card to give to the player on their left. Cards are exchanged face-up, so everyone can see them. Players with 0 free card (not in the Interference Field) are not involved in the Shift. If only 1 player had a card that could be shifted, then no Shift occurs.
 - iv. Any player is free to call "**Sabacc!**". Hands are revealed (ALL cards must be counted, including those in the fields) and the winner is determined. In case of a tie, make a Gambling test to determine the winner. Any player that **Bombs Out** **or** who's hand has a value of 0 must put the equivalent of their hand's initial bet in the **Sabacc Pot**. The Sabacc Pot grows throughout the game, and can only be won with a **Pure Sabacc** (or an Idiot's Array).
 - v. If no player calls Sabacc, then begin another round.

Table 39 : SABBACC GAMBLING TEST	
GAMBLING (COM) ROLL	# OF CARDS LOCKED
10 or less	0
11-14	1
15-18	2
19 or more	3

Constitution

Stamina :

With the proposed Health System (see later), there are two ways of resolving Stamina-based events such as exhaustion, illness or poisoning:

- 1. Define TN and number of Damage dice if test is failed. Resolve Damage as per normal attack (ignoring armor).
- 2. Define intensity of event and roll straightaway on this table :

Table 40 :
STAMINA (CON) TESTS

INTENSITY OF EVENT	DAMAGE ACCORDING TO ROLL (3d + Con + Stamina)							
	Death	1 Stun 5 Wounds	1 Stun 4 Wound	1 Stun 3 Wounds	1 Stun 2 Wounds	1 Stun 1 Wounds	1 Stun	None
VERY LOW	--	--	--	--	4-	5-6	7-8	9+
LOW	--	--	--	5-	6-7	8-9	10-11	12+
AVERAGE	--	--	6-	7-8	9-10	11-12	13-14	15+
HIGH	--	7-	8-9	10-11	12-13	14-15	16-17	18+
VERY HIGH	8-	9-10	11-12	13-14	15-16	17-18	19-20	21+

Knowledge

Planetary Lore :

This new focus gives +2 to any Knowledge test (e.g. Natural or Cultural Lore) but for a specific planet.

- On the Character or NPC Sheet, write the name of the planet (e.g. Tatooine or Hoth) instead of "Planetary Lore".
- This bonus can be added to the regular focus being used (if the character or NPC has both).
- At the GM's discretion, characters may have the planet they grew up on as a starting focus.

Health

Here is a wound-based system that dispenses with Hit Points. It is Inspired by West End Games' original Star Wars RPG (1987). The AGE system lends itself perfectly to such a system. It makes the effects of wounds simple and easy to manage. Also, a system where wounds affect a character or adversary's capabilities discourages bloodbaths. Combat usually ends with one side giving up, lying wounded on the ground or fleeing. This is very fitting for Star Wars.

Note that this system calls for major changes in armor values (see table). It also gives great importance to a character or creature's Constitution score. Existing Stats should be adjusted accordingly. See table 48 for examples of adversaries.

Resistance

A character or adversary's *Resistance* is equal to :

BASE (SIZE) + CONSTITUTION + ARMOR

As far as Resistance is concerned, a character's Constitution score should never be lowered (as a result of hazards, poisoning, or for whatever other reason), because this would make the character or creature too vulnerable to further damage.

Damage

When damage is rolled, the total is compared to Resistance. This determines the number of Stuns and Wounds the character or creature suffers (see table 43).

Stuns and Wounds

Stuns and Wounds have exactly the same effect. The difference is that Stuns are temporary, whereas Wounds need healing (see later). *In both cases, the character or creature loses either 1 Action Counter (out of the 3) or 1 dice (out of the 3).*

➤ See table 44 (next page) for the order in which Action Counters and Dice are lost.

Note that although you can only suffer from 1 Stun from a normal hit, Stuns from different hits do accumulate, but never transform into Wounds.

Table 41 : CREATURE SIZE AND BASE RESISTANCE			
SIZE	WEIGHT (lbs)	BASE	EXAMPLES
EXTRA SMALL	2 – 20	1	Womprat
SMALL	21 - 100	2	Chadra- Fan, Jawa
MEDIUM	101 - 250	3	Human
LARGE	251 – 1 000	4	Dianoga
EXTRA LARGE	1 001 - 10 000	5	Bantha
GIGANTIC	10 001+	6	Krayt Dragon

Table 42 : STAR WARS ARMOR		
ARMOR	RATING	PENALTY
Light	1	-1
Medium	2	-3
Heavy	3	-5

Table 43 : DAMAGE		
	STUNS	WOUNDS
DAMAGE < RESISTANCE	0	0
DAMAGE ≥ RESISTANCE	1	0
DAM. ≥ RESISTANCE x2	1	1
DAM. ≥ RESISTANCE x3	1	2
...	1	...

Actions Counters

Action Counters are used as follow :

- Minor Action = 1 Counter
- Major Action = 2 Counters

Loss of action counters means fewer possible actions for any given turn !

Loss of Dice

High-level characters are still capable of being effective with only 2 dice, or even just 1 !

It should be noted that:

- Stunt Points can still be generated when throwing 2 dice instead of 3 (so the first discarded die should not be the Stunt Die).
- Lost dice should be ignored in the case of saving throws which could result in further damage (e.g. tests to resist psychic attacks, poisons or traps).

Stunning Damage

When hit by a weapon set to "stun", all wounds are considered Stuns. At 6 stuns, the target falls unconscious for at least d6 minutes (see Killing Blows).

This rule can be applied to other situations, such as certain kinds of impacts or poisons (see Stamina, in Focuses section).

To promote non-lethal attacks (often a good idea for Light-side characters), weapons set to "stun" automatically gain the Mighty Blow stunt (+1d damage, re-roll 1's). Setting a weapon to "stun" is a minor action.

Killing Blows

A creature or character who is out of both Action Counters and Dice is lying on the ground, at the mercy of his or her enemies. (Whether the victim has passed-out or is still conscious is determined by the GM.)

With an appropriate weapon, a killing blow may be struck as a Major action (automatic success). With a ranged weapon, the shooter must be at point-blank range (1, 2 or 3 spaces, depending on weapon's Range).

Table 44 : HEALTH LOSS		
WOUNDS / STUNS	ACTION COUNTERS	DICE
0	3	3
1	2	3
2	2	2
3	2	1
4	2	0
5	1	0
6	0	0

Keeping Track

To help the players keep track of their character's health status, it is suggested that they are each given :

- 3 tokens (coins, poker chips, etc.) to represent their Action Counters.
- 2 small bowl or cups, one for Stuns and one for Wounds.

Between gaming sessions, players and/or GM will have to write down the character's current status, as there is no space on the Character Sheet (see last page)

As for adversaries, the GM can use a similar system, perhaps with a sheet of paper instead of cups.

When using miniatures, the best way to keep track is to use different colored tokens (1 color for Stuns, 1 for Wounds) that can be piled under the mini. Pennies and nickels work nicely.

Recovering from Stuns and Wounds

- **STUNS:** One stun can be recovered from at the end of a creature or character's turn. The *Recover* action (see Major Actions) allows for the recovery from a second stun.
- **HEALING:** Wounds can be recovered from with a Healing Action (see Table 45).

Resting

1 Stamina (CON) test per day of rest; TN 15 on the first day, -1 the following day, and so on. If there are multiple wounds, TN is back to 15 after first healing.

Medpaks

The more a single medpak is used, the more difficult the TN is. This reflects the loss of supplies in the medpak.

- Whether a healing test is successful or not, each use increases the next use's TN by 1.
- This is cumulative, so after 4 attempts, for example, the next attempt's TN would be 15.
- The maximum number of healing attempts is 6. After that, the Medpak is spent.

Table 45 : HEALING TESTS	
TECHNIQUE	TN
BACTA TANK	7
MEDPAK	11
LOW-TECH KIT	15

Table 46 : CREATURE DAMAGE				
SIZE	BLUNT	CLAW	BITE	MELEE WEAPON
XS	-	1	d3	-1d
S	1	d3	1d6	-2
M	d3	1d6	1d6+2	-
L	1d6	1d6+2	2d6	+2
XL	1d6+2	2d6	2d6+2	+1d6
G	2d6+2	3d6	3d6+2	+2d6
(Add STR to Damage)				

Table 47 : NPC STATS, BY THREAT LEVEL					
THREAT LEVEL	ATTRIBUTES TOTAL	FOCUSES	TALENTS, POWERS & SPECIALIZ.	RESIS-TANCE	STUNT Pts*
Minor	0-5 (2)	0-3	1	1-3	-5
Moderate	6-10 (4)	4-6	3	4-6	-3
Major	11-15 (6)	7-9	5	7-10	-1
Dire	16-20 (8)	10-12	7	11-14	--
Legendary	21+ (10)	13+	9	15+	--
* This rule is optional. The basic idea, in a nutshell, is that Stormtrooper should not be too strong...					

Table 48 : EXAMPLES OF STAR WARS ADVERSARIES					
THREAT LEVEL	ADVERSARY	SIZE	CON	ARMOR	RESIS-TANCE
Minor	Womp Rat	S	1	0	3
Moderate	Cantina Thug	M	1	0	4
	Storm Trooper	M	0	2	5
	Gamorean Brute	M	3	0	6
Major	Wampa	L	4	1	9
Dire	Rancor	XL	7	2	14
Legendary	Large Krayt Dragon	G	9	3	18

Hybrid Health System

For Fantasy AGE, or any other AGE iterations, a hybrid health system would be easy and interesting to implement. The idea is to have both Health points and the Wounds mechanic that the AGE system lends itself to so well. There are two options.

Option 1 (simpler)

On the character sheet (see later) there is a space to indicate what is ½ Health and one to indicate what is ¼ Health.

When a character or creature has lost ½ of his or her Health, 1 Action Counter is lost.

When a character or creature has lost ¾ of his or her Health, 1 dice is lost.

Option 2 (more complex)

The basic idea is as follows:

- **Health points represent fatigue.** They are as easy to lose as they are to gain back. In that respect, all the Health mechanics are the same.
- **Wounds are inflicted whenever a certain number of Health points are sustained at once** (a single hit or event). They are more debilitating, and harder to recover from.

This is an either/or proposition, in the sense that **if a wound is sustained, the corresponding Health Points are NOT deduced.**

Wounds

The mechanics for wounds would be the same as the one presented in the previous pages, except for the fact that there would be **no Stuns**.

Wound Threshold

The number of Health Points necessary for sustaining a wound would depend on a character's or NPC's Constitution score. It could go something like this:

WOUND THRESHOLD		
CONSTITUTION SCORE	THRESHOLD OPTIONS	
	OPTION A (linear)	OPTION B (10 ± CON)
-2	5	8
-1	7	9
0	9	10
1	11	11
2	13	12
3	15	13
4	17	14
5	19	15
6	21	16
7	23	17
8	25	18
9	27	19

Force Points

This is an variation on the Force Points system in the original Star Wars RPG, which was lots of fun! It is made to generate memorable, cinematic moments. For Fantasy settings, Force Points may be called Destiny or Fate Points, and used in conjunction with Relationships, Bonds and/or Quests or Goals.

1 Force Point is awarded to each player at the beginning of each playing session. They need not be used and can be accumulated.

A Force Point is spent in a single round, but the use of a Force Point can be announced at any time, (see note below). It can be announced before the start of the character's turn, which in a case of an abilities' bonus (see below) will benefit him or her.

Each Force Point grants 3 bonuses. There are 4 kinds of bonuses, and they can be chosen in any combination (which includes taking the same bonus twice, or even three times).

These kinds of bonuses are :

- **1 extra Action Counter.** This can be used to act in spite of injuries, or to go beyond the 3 normal Actions Counters! Stunts can be generated on *all* Major Actions.
- **1 extra die on one test.** This can be used to act in spite of injuries, or to go beyond the 3 normal dice! Stunts are generated normally.
- **+1 on all Abilities.** This means +1 to ALL tests, as well as ATT, DAM, DEF, RES, etc.
- **Automatic Stunts on a single test or add +1 to the Stunt die.**

Note that like the use of the Force Point itself, the way a Force Point's bonuses are used can be determined at any time, even in the middle of a character's turn. For example, a player may wish to see if doubles are rolled before choosing to use 1 bonus to generate stunt points. Also, a player may wait to see if a test has failed before deciding to use an extra die, and maybe then an extra die, and maybe then a third extra die ! The idea is that Force Points should be effective. They have to make a difference.

Example 1

A healthy character takes 2 extra dice and 1 Automatic Stunts. She moves into position (Minor Move action) and fires her blaster at the Imperial commander hiding behind enemy lines (Ranged Attack). The player uses her 2 extra dice on that single shot (so 5 are rolled and added) and if she hits she'll be sure to generate Stunts.

Example 2

A stunned character takes 2 extra Action Counter and +1 on all abilities. He goes from missing an Action Counter to having 4. This allows him to grab his fallen friend (Major Action, +1 on Might test), and move him away from a thermal detonator about to go off (Major Move Action, with +1 to total move allowance).

Combat

If Accuracy and Fighting are eliminated, Weapon Groups become associated with two Abilities each. The formula for calculating basic skill level, though very simple, is not very aesthetic. On the plus side, this allows for more precise and realistic associations between weapons and abilities. It also slows down the skill increase through the development of a character, which I see as an advantage; it can be inconvenient to have PCs becoming too powerful too fast. Incidentally, that is the reason why the two abilities associated with each Weapon Group cannot be just added together. If a character started off with a Blaster skill of +6 or +7, what would be the point of taking an aim action ? What enjoyment would there be of gaining a +1 bonus through a talent or a specialization ?

As in the original FA rules, there are four levels of weapon mastery:

1. Absence of Weapon Training, with ensuing penalties
2. Weapon Training, but without the corresponding Proficiency (focus)
3. Weapon training + Proficiency
4. Weapon training + improved Proficiency

Basic Skill Level

For any given Weapon Group, regardless of whether the character has training or not, basic skill level is calculated by using the following formula:

$$\text{ABILITY A} + \text{ABILITY B} / 2 \text{ (ROUNDED UP)}$$

Penalties for the absence of Training

The penalties for using a weapon group for which a character does NOT have basic Weapon Training (even hand to hand combat) are as follow :

- No Damage Bonus (PER or STR) can be added
- No Stunt Points can be generated.

Table 49 : # OF STARTING WEAPON TRAINING	
CHARACTER CLASS	WEAPON TRAINING
ADEPT	2
AGENT	3
DIPLOMAT	1
FRINGER	2
SCOUNDREL	3
SOLDIER	4

Starting Weapon Training

As in FA, the first step in the mastery of a Weapon Group is Weapon Training.

Players are free to decide which Weapon Training their character begins with, as long as it makes sense. The number of starting Weapon Training depends on the Character Class (see table 49).

Proficiency

Proficiency replaces Weapon Focuses. The mechanic is the same (+2 / +3 to Weapon Group Skill Level), but since proficiency is associated with two abilities instead of just one, a different nomenclature was neededé

In the “Weapon Training” section of the Character Sheet, there is a space to note the Proficiency bonus (+2 or +3) and a space to note Basic Skill level (which will increase with time). This can be helpful if the character picks up a weapon from another Group, that is related to the same abilities.

It is in the Ranged and Melee weapon sections that all stats and bonuses are totaled, for the weapons *actually* carried and used.

Gaining or improving Proficiencies

Gaining a new Proficiency, or improving an existing one, takes the place of a Focus addition or improvement (when leveling up). To determine if this choice can be made when reaching an even or odd level, just look at the 2 abilities associated with the Weapon Group; if at least one of those abilities corresponds (Primary Ability for even-numbered level, secondary for odd-numbered) then the change can be made.

Table 50 : STAR WARS WEAPON GROUPS

WEAPON GROUP	WEAPON	BASE DAMAGE	BONUS DAMAGE	RANGE	MIN STR.	RELOAD
BLASTERS TYPE A : Dex + Per	Light Blaster Pistol	d6+1	PER	S	-	-
	Blaster Pistol	d6+2	PER	S	-	-
	Heavy Blasted Pistol	2d6	PER	S	1	-
	Repeating Pistol	d6+1	PER	S	-	Minor
RIFLES TYPE B : Con + Per	Blaster Rifle	2d6+2	PER	M	1	-
	Heavy Blaster Rifle	3d6	PER	L	2	-
	Repeating Rifle	2d6+1	PER	M	1	Minor
	Blaster Carbine	2d6+2	PER	L	1	-
HEAVY WEAPONS TYPE C : Str + Con	Blaster Cannon	1d6 (s)	PER	M	3	Minor
	Flame Projector	2d6+1 (p)	PER	S	2	Major
	Missile Tube	3d6 (s)	PER	L	2	Major
TRIPODS TYPE B : Con + Per	Light Tripod Cannon	d6 (s)	PER	L	0	(Portable Power Generator Needed)
	Medium Tripod Cannon	2d6 (s)	PER	L	1	
	Heavy Tripod Cannon	3d6 (s)	PER	I	2	
GRENADES TYPE D : Dex + Str	Flashbang	Special		T	0	Minor
	Frag Grenade	3d6+3	PER	T	0	Minor
	Smoke Canister	Special		T	0	Minor
	Thermal detonator	3d6+3 (s)	PER.	T	0	Minor
THROWN WEAPONS TYPE D : Dex + Str	Knife	d6	STR	T	0	Minor
	Vibroknife	d+2	STR	T	0	Minor
	Throwing Star	d6	STR	S	0	Minor
LIGHT MELEE WEAPONS TYPE E : Dex + Will	Knife	d6	STR	-	0	-
	Vibroknife	d6+2	STR	-	0	-
	Electrobaton	2d6	STR	-	0	-
	Lightsaber	3d6 (p)	PER	-	0	-
HEAVY MELEE WEAPONS TYPE F : Con + Will	Heavy Blades	d6+2	STR	-	1	-
	Blunt Weapons	d6+2	STR	-	1	-
	Vibrosword	2d6+1	STR	-	2	-
	Two-Handed Vibroaxe	3d6	STR	-	3	-
	Electrostaff	2d6	STR	-	1	-
HAND TO HAND TYPE E : Dex + Will	Grappling	Special		-	0	-
	Brawling	d3	STR	-	0	-
	Stun Gloves	d6+2	STR	-	0	-
(p) = penetrating, (s) = Speeder Damage Scale (see Table 51)						

Hand to Hand Combat

- **Brawling** : Refers to punching and hitting, with the intent of inflicting damage.
- **Grappling** : Refers to techniques of submission, immobilization and projection. Might (STR) may be used to break-free of a grapple, but grappling itself is about fighting skill, not pure strength.

Artillery vs Tripods

Artillery is not a proficiency but a regular Focus, tied to the Mechanical ability. This is because Speeder , Walker or Starship mounted weapons are not personal weapons. Their use is mediated by machines.

In the same vein, the difference between a turret and a tripod is that the turret's guns are mechanically moved, whereas the tripod's blaster cannon's movement is creature-powered.

Rapid Fire Mode

Tripods and Repeating Blasters and Rifles can be fired at 2 or 3 targets on the same turn.

- Targets must be close to one another
- Same Attack Roll applies to all targets.
- Stunt Points can only be applied to one target.
- The weapon's powerpack or generator has to recharge 1 round for each extra target.
- Instead of having to wait, a powerpack can be switched with another. This requires 1 minor action to take the old pack out and 1 minor action to put the new pack in.

Table 51 : DAMAGE SCALES	
Lowest	Characters & Mounts
	Speeder
	Walkers
	Starfighters
Highest	Capital ships
Shooting "up" : +5 to target Resistance / Damage Scale difference	
Shooting "down" : +10 to Damage roll / Scale difference	

(For SPEED Scales, see Vehicular Chases section)

A note on weapon groups and abilities :

In deciding which Abilities correspond to which Weapon Groups, some of the choices made here might be surprising.

- In the case of Constitution, the idea is that it takes stamina to hold heavier weapons for a long period of time.
- In the case of Willpower, the idea is that it takes courage and self-control to go into melee combat.

Other GMs (and players) might see things differently and make different choices. That's fine. But keep in mind that it is a good thing to **not** have the same 2-3 abilities covering all Weapon Groups; it helps to prevent a situation where some characters are good at every form of combat, while others are good at none!

A note on scales :

In a role-playing universe like Star Wars', rules for scales are a necessity evil. They can be a bit tricky, but the alternative is even more impractical, for if all kinds of weapons and vehicles were all on the same spectrum, it would lead to impossible stats.

For example, if a blaster does 2d of damage, how many dice should it be for a Star Destroyer's Turbolaser? If a person moves 12 spaces per turn, how many spaces does a Speeder Bike move? Scales are meant to settle these kinds of problems. (For the SPEED SCALE, see Vehicular Chases section.)

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Smart gets rid of the management, through

32

Smart gets rid of the management, through

The Ship Tracking Slips

- Under "Pilot", note Piloting skill (MEC+focus).
- Write down Ship Stats, including Speed Maneuverability and Shields and calculate starting Defense (see "Ship's Stats").
- In each Weapon slot, write ATT/DAM for that particular weapon. Note that ATT score might be pilot's or gunner's (MEC+focus), and that the weapon's Fire Control might have to be factored in (see SPACESHIP WEAPONS Table).
- The 6th hit is the fatal one: ship destroyed !

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Ship	Pilot	Defense	Hull	Weapon A	Weapon B	Weapon C				
X-wing	+5	17	4	+7 / 2d+6	-6 / 2d(0)					
SHDS : 1	SPD : 2	MAN : 3			HITS : 1	2	3	4	5	
Tactical roll : 16										

Ship	Pilot	Defense	Hull	Weapon A	Weapon B	Weapon C
TIE/ln 2	+3	14	2	+3 / 2d+2		
SHDS : 0	SPD : 3	MAN : 2			HITS : 1	2 3 4 5
Tactical roll : 8						

Ships' Stats

Ship combat resembles regular combat, and so do the characteristics involved :

Defense : This is the TN against which Artillery tests are made.

Defense = 8 + Piloting (MEC) + Ship Maneuverability + Shields

Hull : Damage is rolled against *Hull*. This determines the number of hits scored.

Hits = Damage Roll / Hull (rounded down)

Maneuverability : This bonus is added to both *Defense* and the *Phase 1 Piloting* test.

Speed : This bonus is added to *Chase* tests and, in the case of the *Speed Boost* action, to the *Phase 1 Piloting* test.

Shields : Just as in regular combat, Shields improve *Defense*, not *Resistance*. For more information, see the *Shields Angling* section.

Weapons : Damage is determined by strength of laser and # of barrels. Fire Control (determiner by # of barrels) is added to Artillery Attack roll. (See SPACESHIP WEAPONS table).

Spaceship Combat Round Order

Table 52 : SPACESHIP COMBAT ROUND ORDER	
PHASE 1	Tactical Position Roll
PHASE 2	Action Declaration
PHASE 3	Action Resolution

Phase 1

Phase 1 is basically an Initiative roll, the difference being that it is done at the start of every round.

- Every pilot makes a Piloting (MEC) test, adding the ship's Maneuverability and any other bonus from the previous turn (see Actions and Stunts). Write the total on each ship's tracking strip.
- The strips are then re-organized, with the highest result on top and the others in descending order.
- In the case of ties, the best pilot wins (Ability +Focus). If it is still tied, the most maneuverable ship wins. If it is still tied, roll a die!

Note that Stunts are never generated in Phase 1.

Cooperation during phase 1

Pilots can sacrifice their Tactical Position to help another pilot's. This translates into exchanging dice between players (or NPCs).

- A single pilot can only give up 1 die. This means that his/her Phase 1 roll will be made with 2 dice instead of 3 (+ ability, focus and ship maneuverability).

The recipient can collect bonus die from more than 1 other pilot, and this is a cumulative sort of cooperation, meaning that all dice rolled are added together.

Example of Cooperation during Phase 1 :

In the previous page's example of a Tactical Position Chart, TIE 2 sacrificed a die in Phase 1, to help his wing-mate. This allowed TIE 1 to get a better Tactical Roll than the X-Wing pilot. Thus, TIE 1 will be able to shoot at the X-Wing, while the rebel starfighter will be able to shoot at TIE 2 (if the pilot doesn't go for an Evasive maneuver instead.

Phase 2

Actions are declared in descending order of Tactical Position, with the Rank 1 ship speaking first. See table for possible actions.

- Every crew member will be able to take **one** action, including the pilot.
- An action *cannot* be taken more than once (by different crew members), *except* for ATTACK (using different weapon systems) and REPAIR (working on different damaged systems).
- In the case of an ATTACK or the CROSS-FIRE stunt, the target of fixed-mounted weapons *must* be in a worst Tactical Position.

Remember that with the exception of turrets, it is impossible to attack or to help attack a ship that is higher up the chart. (Turrets can do it, but with penalties – see table 54.) Having an opportunity to attack is the whole point of having a better tactical position.

Phase 3

Actions are resolved in descending order of Tactical Position, with the Rank 1 ship acting first.

Force Points during Space Combat

It takes two Force Point bonuses to gain an extra action during phase 3.

Otherwise, Force Points can be used as usual.

Table 53 : SPACESHIP COMBAT ACTIONS		
ACTION	CREW	EFFECT
ATTACK	Pilot, Co-pilot, Gunner	Firing a weapon
EVASIVE MANEUVER	Pilot	+2 DEF until beginning of next turn
SET-UP	Pilot	+2 to Gunner's Artillery roll
FLIGHT PATH	Pilot	Helps evade obstacles (see "Obstacles")
ASTROGA-TION	Pilot, Co-pilot	One roll, as part of an advanced test.
JUMP TO LIGHT SPEED	Pilot, Co-Pilot	Astrogation computing must be complete
SPEED BOOST	Pilot, Co-pilot, Mechanic	Helps with next Phase 1 roll (see "Speed Boost")
REPAIR	Mechanic	One roll, as part of an advanced test (see "Repairs")
SHIELDS ANGLING	Pilot, Co-pilot, Mechanic	To move shields around (see "Shields Angling")

Table 54 : ATTACK PENALTIES FOR TURRETS		
NUMBER OF NEGATIVE RANKS	180° TURRET	360° TURRET
1	-2	-1
2	-4	-2
3	-6	-3
Et Cetera		
*360° turrets are like the Millenium Falcon's 180° turrets are like the Slave 1's		

Systems Damage

For **every** hit scored on a ship, roll 1d6 on the SYSTEMS DAMAGE table. Systems Damage is noted on the Ship Tracking Slips.

- Speed and Maneuverability **can** have a negative value.
- If a ship's Speed reaches -3, it is considered to have lost all engine power and is set adrift.
- If shields are hit but the ship has no shields, add 2 to the roll (which transforms the damage into either -1 speed or -1 maneuverability).

Obstacles

GM must announce the presence of obstacles (and their importance) at the beginning of the turn.

- At the *end* of the turn, the GM rolls **once** on the OBSTACLES table.
- Pilots who chose the FLIGHT PATH action subtract their Piloting (DEX) skill and their ship's Maneuverability.
- Damage is rolled independently for each ship involved.

Repairs

The REPAIR action is 1 roll, as part of an advanced test.

- It usually involves the Starship Repair (TEC) focus, with a TN between 11 and 15, and a Success threshold between 5 (restoring 1 point of Speed or Maneuverability) and 15 (fixing the Hyperdrive!).
- If more than one characters combine on the test, efforts are NOT stackable. Efforts ARE stackable when an astromech droid is involved. each ship.

Speed Boost

A Speed Boost is a TN 11 Starship Repair (TEC) test.

- If successful, add *Ship Speed* to next Phase 1 roll.
- If doubles are rolled, add *Stunt Die* as well.

Table 55 : SYSTEMS DAMAGE	
ROLL	SYSTEM DAMAGED
1-2	(none)
3-4	-1 Shields (+2 to roll if there are no shields)
5	-1 Speed*
6	-1 Maneuverability*

Table 56 : MINOR OBSTACLES	
3D6 ROLL	DAMAGE
3-10	0
11-12	d6
13-14	2d6
15-16	3d6
17-18	d6+10
19-20	2d6+10
21+	3d6+10
Moderate obstacles : +3 to roll	
Major obstacle s : +6 to roll	

A note on damage :

In the proposed system, there are as few ways as possible of having one's vehicle's weapon damaged. If partial, the damage would be a hassle to track, while complete damage would be like having one's hand cut off.

Here, the only ways this could happen is **a)** in the context of a chase, where it is *self-inflicted*, and where combat is not the point anyway, and **b)** because of *ion* weapons, but the effect of these is *temporary*.

In the same vein, damage to the hyperdrive can only happen at the GM's discretion, because the consequences can be so dire. That should be a plot point.

Shields Angling

The SHIELDS rating applies to both the front and the back of the ship (so they protect from attacks from enemies who are either UP or DOWN the tactical Positioning Chart).

If a ship loses some of its shielding, the damage applies to BOTH the front and the back.

It is possible to move the remaining shields around, to better protect the front OR the back. This involves a Shields Operation (MEC) roll,

- The TN is 11 to move 1 shield, 14 to move 2 shields, and 17 to move 3.
- The local shield rating can never end-up being higher than the original overall score.
- The other part of the ship sees its rating lowered by the same amount.

Example :

The Kessel King normally has a shields rating of 4, but it has suffered two systems damage that took it down to a rating of 2. Because a TIE Fighter is still hot on their tail, the Captains orders all the remaining shields to be angled in the back. If the roll is successful, the shield rating will go from Front:2–Back:2 to Front:0–Back:4.

Stunts

- Stunts can be generated in phase 3.
- As in regular combat, Ship Stunts are generated with Attacks, and the number of Stunts allowed is the same (i.e. depending on the Stunt Die).

Table 57 : MINOR SHIP STUNTS	
GOOD VECTOR	+2 on next turn's Phase 1 roll
CROSS FIRE	+2 ATT to allied ship or gunner Artillery roll
DEFENSIVE POSITION	+2 DEF until beginning of next turn
MIGHTY SHOT	+1d DAM (re-roll 1's)
TARGET	Choose 1 Systems Dam. instead of rolling for it.

Table 58 : MAJOR SHIP STUNTS	
FAST ACTION	Second action allowed
SEIZE THE INITIATIVE	Next Phase 1, move to Rank 1 without rolling
LETHAL SHOT	+2d DAM (re-roll 1's and 2's)

Spaceship Weapon example:

X-Wing Starfighters are equipped with quadruple medium laser cannons. Attack rolls have a +2 bonus and the cannons do 2d6+6 Damage (Starfighter Scale – see COMBAT section)).

Table 60 : ION DAMAGE
+1 d dam (as with Stun setting)
Shields are unaffected
1 level of ionization for each hit
For each level of ionization, -1 Speed, Maneuverability, Fire control, & -1d to damage (except P & C).
No permanent Systems Damage
Recover 1 level of ionization at the end of each round, 2 with TN 15 Repair
Use a die to keep track of ionization levels

Table 59 : SPACESHIP WEAPONS			
CODE	MEANING	FIRE CONTROL	DAMAGE
S	single	-1	+0
D	double	+ 0	+2
T	triple	+1	+4
Q	quad	+2	+6
L	light	-	1d
M	medium	-	2d
H	heavy	-	3d
(t)	180 turret	See table	-
(T)	360 turret	See table	-
(i)	ion	-	See table
P	Proton torpedoes	-6	2d (c)
C	Concussion missile	-6	3d (c)
(c) = Capital Ship Damage Scale (see COMBAT section)			

Table 61 : SHIPS					
SHIP	MAN.	SPEED	HULL	SHIELDS	WEAPONS
TIE/In Fighter	2	3	2	0	DM
TIE/Rc Fighter	2	4	2	0	SM
TIE Bomber	0	1	3	0	DM, C
TIE Interceptor	3	4	2	0	QM
Lambda-class Shuttle	0	0	5	4	DH
Bounty Hunter Ship	2	1	6	3	QL(t), DH
X-Wing	3	2	3	1	QM, P
Y-Wing	2	1	3	1	DM, PTx
A-Wing	4	4	2	1	DM
B-Wing	1	1	3	2	SH, TM(i), PTx
YT-1300 Light Freighter	0	1	5	0	
Kessel King	1	2	7	2	DM(t)

Capital Ships vs Starfighters

To keep things simple, it is best to assume that capital ships cannot be attacked by starfighters. For this reason, they don't have a Defense, Shield or Hull rating.

This also precludes having them fight one another. Capital ship combat would probably require a lot of rule-tinkering. Given that this is Star Wars, not Star Trek, there's really no point to it.

On the other hand, the GM might want a part of a ship to be a target for the PCs, such as a shield generator or a specific weapon site. It is up to her or him to make up mission-specific rules.

So, as far as capital ship and starfighter combat is concerned, the basic idea is that :

- i. Although they cannot be attacked, Capital ship **are** part of the Tactical Position chart.
- ii. For a capital ship, the only possible action is ATTACK, but because they carry so many weapons, they are able to attack **every** enemy starfighter.

The tactical roll

- For the Tactical Roll, use the commander's Leadership (COM) focus instead of Piloting.
- Allied Starfighters CANNOT contribute to a capital ship's Tactical Roll (but other capital ships can).

Attacking enemy starfighters

- At up to 3 negative ranks in the position chart, **all** enemy starfighters can be attacked, by *multiple* weapons, with no penalties on ATT rolls.
- For **each** possible attack (see CAPITAL SHIP COMBAT table), roll 1d6 and consult the ship's stats to find what kind of weapon is trying to attack that specific starfighter.
- A result of 1-2 always means **no attack**.
- See SPACESHIP WEAPONS table (previous page) to understand the codes, but remember that these are on the Capital Ship Damage scale.
- To reflect the difficulty of firing at a starfighter with a Turbolaser, the skill level of any attack – the Artillery (MEC) score of the gunners – should be **0**.
- But don't forget to add or subtract **Fire Control!**

If the Capital ship is any big, there are more than enough weapons on board to fire at all enemy starfighters. The absolute number of weapons is not important, because it usually is a function of ship size, so in the end the surface-to-weapon ratio is always pretty much the same.

Smaller Capital Ships *might* have few enough weapon sites that there is a limit to the total number of shots fired per turn. The GM has to keep track.

Table 62 : CAPITAL SHIP COMBAT					
# OF NEGATIVE RANKS	0	1	2	3	4+
# OF POSSIBLE ATTACKS	4	3	2	1	0

Table 63 : CAPITAL SHIP STATS

SHIP	SPEED	MAN.	RESULT OF POSSIBLE ATTACK d6 ROLL				MAX # of ATT.	# OF TIES
			3	4	5	6		
Escort Carrier	0	-4	SL	SL	SL	SL	10	72
Medium Strike Cruiser	2	-2	SL	SL (i)	DM	DM	40	12
Dreadnaught Heavy Cruiser	1	-3	SL	QL	QL	DH	40	12
Imperial Star Galleon	0	-4	SL	SL	SL	SL	10	0
Victory Class Star Destroyer	2	-2	DL	DL	DL	QM	50	24
Imperial Star Destroyer	2	-2	SM (i)	SH	SH	DH	120	72

Vehicular Chases

The first thing to look at are the speed scales of the parties involved (see Table 64). The possibilities are :

- **Pursuer is on slower scale than pursued** : Pursued gets away (except in cases where extreme terrain takes away the advantage of speed).
- **Pursuer is on faster scale than pursued** : Unfair chase; add 3 to Pursuer Speed, for each Speed Scale difference.
- **Pursuer and pursued are in the same Speed Scale** : Fair chase; normal rules apply.

Running a Chase

In most respects, Vehicular Chases are run the same way as foot chases. The biggest differences are the Abilities and Focuses involved :

- Dexterity (Riding) for mounts.
- Mechanical (Piloting or Driving focuses) for vehicles.

Vehicles' Characteristics

Vehicles *other* than spaceships share most of the same characteristics and combat mechanics. The only differences are :

Shields : Usually, only spaceships have them.

Cover : In many vehicles, pilots, drivers and/or passengers are not completely protected from personal attacks. In such a case, Cover is added to their *personal* Defense Score.

Table : 64 SPEED SCALES

SLOWEST		FASTEST	
Character	Mounts & Walkers	Speeders	Spaceships

Vehicles' Characteristics (continued)

- Cover only applies to Character Scale attacks. Vehicle-mounted weapons *cannot* target drivers or occupants.
- On the Vehicle Stats table, the first number is for the pilot's (and co-pilot's) Cover. The number in parentheses is for passengers. The number in parentheses in the Weapon section is for gunners.
- Passengers cannot be shot at if their cover is greater than 6. They are completely covered.
- The only way to reduce cover is through Systems Damage (or TARGET stunt).

Hull tests and Hits

The special effect of certain Chase Test Failures can be avoided with a successful Hull Test (see CHASE TEST FAILURES table on the next page).

- Roll d6+1 : To pass the test, the total must be equal to or less than the vehicle's Hull Score.

Regardless of the result of the Hull Test, the vehicle WILL suffer any Hits that the table mentions.

Table 65 : CHASE STUNTS

STUNT	DESCRIPTION
*	Burst of speed : For each 2 SP, +1 on next Chase Test
MINOR	Evasive maneuver : +2 DEF until beginning of your next turn
MINOR	Follow the leader : Player sets TN for Piloting test, which everyone must take; failure means -2d to Chase Total.
MINOR	Attack on the move : free pilot attack (of any kind)
MINOR	Keep it steady : Until beginning of next turn, passengers get +2 on attack or action
MINOR	Interference : -2 on opponent's next Chase Test
MAJOR	Short cut : +3 to Chase Total

Table 66 : VEHICULAR CHASE TESTS (3d + MEC or DEX)						
Chase Conditions						
Roll	IDEAL* (Wide open space)	AVERAGE* (random obstacles)	ROUGH* (street, canyon)	HARD* (forest, winding alley)	HEROIC* (asteroid field!)	
3-	Stabilizer Dam.	Weapon Dam.	Immobilize	Wreck	Crash & Burn	
4	Minor Injury	Engine Damage	Major Injury	Crash Risk		
5	Expose	Stabilizer Dam.	Weapon Dam.	Immobilize	Wreck	
6	Obstacle	Minor Injury	Engine Damage	Major Injury	Crash Risk	
7	Shock	Expose	Stabilizer Dam.	Weapon Dam.	Immobilize	
8	No Effect	Obstacle	Minor Injury	Engine Damage	Major Injury	
9		Shock	Expose	Stabilizer Dam.	Weapon Dam.	
10	Add Stunt Die to Chase Total	No Effect	Obstacle	Minor Injury	Engine Damage	
11			Shock	Expose	Stabilizer Dam.	
12		No Effect	Obstacle	Minor Injury		
13			Shock	Expose		
14		Add Stunt Die to Chase Total	No Effect	Obstacle		
15				Shock		
16		Add Stunt Die to Chase Total	Add Stunt Die to Chase Total	No Effect		
17						
18+				Chase Total		
* Add Focus (Piloting, Driving, Riding, etc.) + Vehicle Maneuverability to roll or add Vehicle Speed to Chase Total (in the case of a successful roll)						
Table 67 : VEHICLE CHASE FAILURES						
NAME		EFFECT			HITS	HULL SAVE
Shock		-2 on next Chase Test				
Minor Obstacle		Deduce Stunt Die's value from Chase Total				
Expose		Deduce Stunt Die's value from Cover of 1 randomly chosen occupant; Minor injury if there is no or insufficient cover				
Minor Injury		Stamina Test – LOW Intensity Event – for 1 randomly chosen occupant				
Stabilizer Damage		-1 to Maneuverability			1	Yes
Engine Damage		-1 to Speed			1	Yes
Weapon Damage		1 weapon system disabled; Engine Damage if there are no weapons			1	Yes
Major Injury		Stamina Test – HIGH Intensity Event – for 1 randomly chosen occupant			1	
Major Obstacle		-2d to Chase Total			2	
Crash Risk		-2d to Chase Total & TN 15 Piloting Test or Wreck			3	
Wreck		Vehicle disabled; occupants take 3d dam; 3d+10 if Hull Test fails			6	(Yes)
Crash & Burn		Vehicle disabled; occupants take 3d+10 dam; 3d+20 if Hull Test fails			6	(Yes)

Weapon Ranges during Chases

It sounds natural that a chase should end when the pursued is out of the pursuer's weapon's range, but in the case of a Taun-taun (and its rider) fleeing from an At-AT, for example, this would mean having to accumulate a Chase Point Difference of 22, which is a lot! In a case like this one, it would be best for the GM to decide that beyond such or such point, the Walker's line of sight is blocked by terrain, or something along those lines.

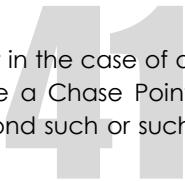


Table 68 : WEAPON RANGES DURING CHASES AT MOUNTS & WALKER SPEED SCALE

WEAPON RANGE (Character Damage Scale) & WEAPON POWER (other Damage Scales)	CHASE TOTAL DIFFERENCE							
	0	1-2	3-4	5-6	7-10	11-15	16-21	22+
VEHICULAR ATTACKS	√	X	X	X	X	X	X	X
SHORT CHARACTER RANGE	√	-2	X	X	X	X	X	X
MEDIUM CHARACTER RANGE	√	√	-2	X	X	X	X	X
LONG CHARACTER RANGE & LIGHT (1d) SPEEDER	√	√	√	-2	X	X	X	X
MEDIUM (2d) SPEEDER SCALE	√	√	√	√	-2	X	X	X
HEAVY (3d) SPEEDER SCALE & LIGHT (1d) WALKER	√	√	√	√	√	-2	X	X
ALL HIGHER DAMAGE SCALES	√	√	√	√	√	√	-2	X

Table 69 : WEAPON RANGES DURING CHASES AT SPEEDER SPEED SCALE

WEAPON RANGE (Character Damage Scale) & WEAPON POWER (other Damage Scales)	CHASE TOTAL DIFFERENCE							
	0	1-2	3-4	5-6	7-10	11-15	16-21	22+
VEHICULAR ATTACKS	√	X	X	X	X	X	X	X
LIGHT (1d) SPEEDER SCALE & LONG RANGE	√	-2	X	X	X	X	X	X
MEDIUM (2d) SPEEDER SCALE	√	√	-2	X	X	X	X	X
HEAVY (3d) SPEEDER & LIGHT (1d) WALKER SCALE	√	√	√	-2	X	X	X	X
MEDIUM (2d) WALKER SCALE	√	√	√	√	-2	X	X	X
HEAVY (3d) WALKER SCALE & LIGHT STARFIGHTER	√	√	√	√	√	-2	X	X
ALL HIGHER DAMAGE SCALES	√	√	√	√	√	√	-2	X

Table 70 : WEAPON RANGES DURING CHASES SPACESHIP SPEED SCALE

DAMAGE SCALE & WEAPON POWER	CHASE TOTAL DIFFERENCE							
	0	1-2	3-4	5-6	7-10	11-15	16-21	22+
VEHICULAR ATTACKS	√	X	X	X	X	X	X	X
LIGHT (1d) WALKER & HEAVY (3d) SPEEDER SCALE	√	-2	X	X	X	X	X	X
MEDIUM (2d) WALKER SCALE	√	√	-2	X	X	X	X	X
HEAVY (3d) WALKER & LIGHT (1d) STARFIGHTER	√	√	√	-2	X	X	X	X
MEDIUM (2d) STARFIGHTER SCALE	√	√	√	√	-2	X	X	X
HEAVY (3d) STARFIGHTER SCALE & LIGHT CAPITAL	√	√	√	√	√	-2	X	X
MEDIUM AND HEAVY CAPITAL SHIP SCALE	√	√	√	√	√	√	-2	X

Table 71: VEHICLE STATS							
VEHICLE	SCALE	SIZE*	SPEED	MAN.	COVER	HULL	WEAPONS
Speeder bike (c)	Speeder	1	2	3	0	2	--
Speeder bike (m)	Speeder	1	3	3	0	3	SL
Swoop	Speeder	1	4	3	0	2	--
Land speeder (c)	Speeder	2	1	0	2	4	--
Land speeder (m)	Speeder	3	2	1	4 (8)	5	DM, Htr (2)
Skiff	Speeder	2	0	0	1	4	--
Air speeder (m)	Speeder	3	4	2	4	5	DH
Cloud Car	Speeder	2	3	1	3	4	--
AT-ST	Walker	1	2	1	8	5	DM, SL, G
AT-AT	Walker	3	1	0	8 (12)	7	DH, 2xSM
* Size is only used to calculate damage in the case of Vehicular Attacks, or ramming (see <i>Vehicular Combat</i> section). Notice that Size is determined in conjunction with Damage Scale; this explains why, for example, an AT-ST has the same size rating as a Speeder Bike. These are on different scales.							
(c) = Civilian vehicle, (m) = Military grade							

Table 72 : VEHICLE WEAPONS			
CODE	MEANING	FIRE CONTROL	DAMAGE
S	single	-1	+0
D	double	+0	+2
T	triple	+1	+4
Q	quad	+2	+6
L	light	-	1d
M	medium	-	2d
H	heavy	-	3d
G	Grenade Launcher		
(i)	Ion damage (see table in Starship Combat)		
(mt)	Mechanical turret (same Damage Scale as Speed Scale; use with Artillery Focus)		
(tr)	Vehicle-mounted Tripod (Character Damage Scale; see Weapon Groups)		

Different Rules for Different Situations

Outside of chases, the approach to vehicular combat must be adapted to the needs of the scene and the players' preferences. Here are four options :

- Spaceship combat rules
- Punctual testing
- Battle map scaling
- Absolute scale events

Spaceship combat rules

The rules for Spaceship Combat Encounters *can* be used for other kinds of vehicles, but this should be rare because usually Vehicular Combat takes place in an environment and a context much more limiting than space.

An encounter between Airspeeders and/or Cloud Cars is the kind of situation where the spaceship combat rules could do nicely.

Punctual testing

It is often best to resolve vehicular combat as quickly and as simply as possible, by basically treating it as regular combat – perhaps with Flying Combat minor and major actions (see FA Rulebook).

Some situations will only call for a piloting test here or an attack there, and so there will be no need for any sort of special rules.

Battle Map scaling

But Star Wars is action-oriented, and big fight scenes are expected! In such a case, visual aids can be helpful – even necessary – but it can get very tricky if elements from different scales are involved in the same scene. The next 3 tables offer a solution.

1. Determine which is the **fastest** vehicle involved in the scene.
2. Find the BATTLE MAP SCALING table for that kind of vehicle.
3. That table will give you the minor/major movement allowance for each Speed Rating for that Vehicle Speed Scales AND all the slower Vehicle Speed Scales (including Characters & Creatures), as well as the corresponding weapon ranges. That way, all the elements will be able to interact on the same map.

Table 73 : BATTLE MAP SCALING – MOUNT & WALKER SPEED SCALE		
SPEED RATING	BATTLE MAP SPEEDS, IN SPACES	
	Mounts & Walkers	Characters
-2	1 / 2	1
-1	2 / 4	1 / 1
0	3 / 6	1 / 2
+1	4 / 7	1 / 3
+2	4 / 9	1 / 3
+3	5 / 10	2 / 3
+4	6 / 11	2 / 3
WEAPON TYPE	BATTLE MAP RANGES, IN SPACES	
	Mounts & Walkers	Characters
T	-	1
T-2	S / Lt	2
M	S-2 / Lt-2	3-4
M-2	Lg / H	5-7
	Lg-2 / H-2	1-10

Table 74 : WEAPON TYPES		
T	Thrown	Character Weapons
S	Short range	
M	Medium range	
Lg	Long rang	
Lt	Light power	Vehicle Weapons
M	Medium power	
H	Heavy power	

Table 75 : BATTLE MAP SCALING – SPEEDER SPEED SCALE				
SPEED RATING		BATTLE MAP SPEEDS, IN SPACES		
		Speeders	Mounts & Walkers	Characters
-2		1 / 2	1 / 1	½
-1		2 / 4	1 / 2	1
0		3 / 6	2 / 3	1 / 1
+1		4 / 7	2 / 3	1 / 1
+2		5 / 8	2 / 4	1 / 1
+3		5 / 10	3 / 5	1 / 2
+4		6 / 11	3 / 5	1 / 2
WEAPON TYPE		BATTLE MAP RANGES, IN SPACES		
		Speeders	Mounts & Walkers	Characters
T		-	-	-
T-2	S / Lt	1-3	1-10	1
M	S-2 / Lt-2	4-5	11-15	2
M-2	Lg / H	6-10	16-30	3
	Lg-2 / H-2	11-15	31-50	4-5

Table 76 : BATTLE MAP SCALING – STARSHIP SPEED SCALE				
SPEED RATING		BATTLE MAP SPEEDS, IN SPACES		
		Starships	Speeders	Mounts & Walkers Characters
-2		1 / 2	1 / 1	1 ¼
-1		2 / 4	1 / 2	1 ½
0		3 / 6	1 / 3	1
+1		4 / 7	2 / 3	1
+2		5 / 8	2 / 4	1
+3		5 / 10	2 / 5	1
+4		6 / 11	3 / 5	1
WEAPON TYPE		BATTLE MAP RANGES, IN SPACES		
		Starships	Speeders	Mounts & Walkers Characters
T		-	-	-
T-2	S / Lt	1-15	1-2	1-5 -
M	S-2 / Lt-2	16-25	3	6-8 1
M-2	Lg / H	21-38	4-5	9-15 2
	Lg-2 / H-2	39-50	6-8	16-25 3

Notes on BATTLE MAP SCALING tables

- Numbers on each sides of the slash symbol are :
- Minor / Major actions speed
- Single numbers mean Minor **plus** Major actions.
- Fractions mean it takes more than 1 turn to move 1 space at full speed (Major + Minor)
- To help with Battle Map design, see table 77 :

Table 77 : SIZE OF 1 SPACE or HEX	
SPEED SCALE	METERS
Characters	2
Mounts & walkers	6
Speeders	12
Sacships	24

Absolute scale events

The ABSOLUTE VEHICLE SPEEDS and ABSOLUTE WEAPON RANGES tables put all vehicles and weapons on the same (character) scale.

All the BATTLE MAP SCALING tables are derived from, and coherent with, the ABSOLUTE tables.

The ABSOLUTE tables themselves can be useful in certain situations.

Example :

A character jumps on a speeder bike with a speed rating of +3, parked next to an AT-AT with Double Heavy lasers. The character flees but for whichever reason the Walker cannot follow. It will only fire at the fleeing bike. How to resolve this situation?

The WEAPON RANGES DURING CHASES AT SPEEDER SPEED SCALE table could be used, but this is not really a chase, and the rules are ill-fitted. A simpler way is to look at the bike's absolute speed (30/60) and the Walker's lasers' absolute range (180, 300 @ -2) and let the player decide how to play it out. At full speed (minor + major move actions), it would take 4 turns to get completely out of range.

Table 78 : ABSOLUTE VEHICLE SPEED, IN SPACES					
Speed	MINOR MOVE ACTION / MAJOR MOVE ACTION				(TOTAL, IN METERS)
	Characters	Mounts & Walkers	Speeders	Starships	
-2	1 / 2 (6)	3 / 6 (18)	6 / 12 (36)	12 / 24 (72)	
-1	2 / 4 (12)	6 / 12 (36)	13 / 26 (78)	26 / 52 (156)	
0	3 / 6 (18)	9 / 18 (54)	18 / 36 (108)	36 / 72 (216)	
+1	4 / 7 (22)	11 / 22 (66)	22 / 44 (132)	44 / 88 (264)	
+2	5 / 8 (26)	13 / 26 (78)	26 / 54 (156)	52 / 104 (312)	
+3	5 / 10 (30)	15 / 30 (90)	30 / 60 (180)	60 / 120 (360)	
+4	6 / 11 (34)	17 / 34 (102)	34 / 68 (204)	68 / 136 (408)	

Table 79 : ABSOLUTE WEAPON RANGES, BY DAMAGE SCALES					
SPACES	DAMAGE SCALE				
	Character	Speeder	Walker	Starfighter	Capital Ships
0-4	Thrown	√	√	√	√
5-8	Thrown -2 Short	√	√	√	√
9-12	Short -2 Medium	√	√	√	√
13-20	Medium -2 Long	Light	√	√	√
21-30	Long -2	Light -2 Medium	√	√	√
31-60	X	Medium -2 Heavy	Light	√	√
61-90	X	Heavy -2	Light -2 Medium	√	√
91-180	X	X	Medium -2 Heavy	Light	√
181-300	X	X	Heavy -2	Light -2 Medium	√
301-450	X	X	X	Medium -2 Heavy	Light
451-600	X	X	X	Heavy -2	Light -2 Medium
601-800	X	X	X	X	Medium -2 Heavy
801- 1200*	X	X	X	X	Heavy -2
* Equivalent to about 2.5 km, which explains why in the movies all ships get up close to fight!... Actually, the real reason that in Star Wars most vehicle combat happens at close range is that it makes them visual and visceral (as opposed to cerebral). It's Space Opera, baby!					

Attacks

Attacks are resolved the same way as for Spaceship Combat, with Artillery (MEC) being used for fixed vehicle mounted weapons and mechanical turrets, and the TRIPODS weapon group for man-powered heavy guns.

- Stunts are generated during attacks
- Vehicles can suffer Systems Damage (1 roll for each Hit)
- Hits are determined by comparing Damage roll to Hull rating
- Vehicles are destroyed after 6 hits

Vehicular Attack

Vehicles themselves can be used as weapons ! It is a Major Action, just like regular attacks, but the roll is made with the relevant Piloting or Driving focus, + Maneuverability.

Damage from Vehicular Attacks

Damage is of function of vehicle size :

Table 83 : DAMAGE FROM VEHICULAR ATTACKS	
SIZE	DAMAGE DICE
1	1d6
2	2d6
3	3d6

Note that :

- Damage Scaling must be respected.
- On a successful attack, **both vehicles can receive damage**, as if there had been two simultaneous attacks.
- The DAMAGE FROM VEHICULAR ATTACKS table is for side-swipes. The damage should be adjusted in the case of full-on collisions, for example:

AUTOMATIC MIGHTY SHOT for head-on collision into the side of another vehicle

AUTOMATIC LETHAL SHOT for head-to-head on collisions, with both vehicles moving

Table 80 : VEHICLE SYSTEMS DAMAGE	
D6 ROLL	SYSTEM DAMAGED
1-2	(none)
3-4	COVER : Deduce Stunt Die's value from Cover of 1 randomly chosen occupant (+2 to roll if there is no Cover)
5	SPEED : -1 to Speed rating*
6	MANEUVERABILITY : -1 to Maneuverability*
* These ratings can become negative	

Table 81 : MINOR VEHICLE STUNTS	
SKIRMISH	Move own vehicle 1 Weapon Range Rank, up or down (see ABSOLUTE WEAPON RANGES table)
CROSS FIRE	+2 ATT to allied vehicle or gunner Artillery roll
DEFENSIVE POSITIONING	+2 DEF until beginning of next turn
MIGHTY SHOT	+1d DAM (re-roll 1's)
TARGET	Choose 1 Systems Damage instead of rolling for it.

Table 82 : MAJOR VEHICLE STUNTS	
LIGHNING ATTACK	Second Attack allowed
SEIZE THE INITIATIVE	Next turn, move to the top of the Round Order
LETHAL SHOT	+2d DAM (re-roll 1's and 2's)

COMMON FOES										
COMMON THUG / SECURITY GUARD			SOLDIER/ PIRATE		STORMTROOPER		STORMTROOPER SERGEANT		ELITE TROOPER/ BOUNTY HUNTER	
THREAT LVL	Minor (SD -5)		Moderate- (SD-3)		Moderate- (SD-3)		Moderate+ (SD-3)		Major - (SD-1)	
COM	0	blasters	0	blasters, rifles	0		1	leadership	0	investigation
CON	1		0		0		1	stamina	2	stamina
DEX	0		1	stamina	2		2	initiative	3	Initiative
KNO	1		1		0		0		0	
PER	1		1	grappling	0	searching	1	searching	2	searching
MEC	0		0		0		0		1	
STR	0	searching	1		2	intimidation	2	intimidation	2	searching running
TEC	1	intimidation	1	might	0		0		0	might
WIL	0		1	self-discipline	2	morale	2	morale	2	self-discipline
DEF/RES/ARM	D11 / R3 / A0		D11 / R3 / A0		D12 / R5 / A2		D12 / R6 / A2		D13 / R7 / A2	
MOVEMENT	4/7 (rating		3/7		3/6 (chase +0)		3/6 (chase +0)		4/7 (chase +1)	
WEAPON A	vibroknife +3, d6+1		blaster rifle +2, 2d+2, r8		Blaster Rifle (p) +2, 2d+2, rM		Heavy Rifle (p) +3, 3d+1, rL		Heavy Rifle (p) +4, 3d+2, rL	
WEAPON B	electrobat. +3, d6+3(i)		heavy pistol +2, 2d, r8		Grappling (p) +4		Grappling +4		Heavy Pistol (p) +5, 2d+2, r8	
WEAPON C										Vibroblade-m (p) +5, d6+2
TALENTS, SPECIALIZ. & POWERS	thievery (n) observation (n)		armor training (n) quick reflexes (n)		armor training (j)		armor training (j) command (n) +1 WIL allies		marksmanship (j) +1 att/dam rifles Knock down FREE armor training (j) commando (n) Healing test TN 15; Major action; 1x per encounter OR bounty hunter (n) Quarry+1 att/dam +2 tracking Re-roll Artill. Dam.	

NAME :			THREAT :		NAME :			THREAT :							
ABILITY		SCORE		FOCUS		ABILITY		SCORE		FOCUS					
Communication						Communication									
Constitution						Constitution									
Dexterity						Dexterity									
Knowledge						Knowledge									
Perception						Perception									
Mechanical						Mechanical									
Strength						Strength									
Technical						Technical									
Willpower						Willpower									
DEFENSE :		SIZE :		RESISTANCE :		DEFENSE :		SIZE :		RESISTANCE :					
ARMOR :		MINOR MVT :		MAJOR MVT :		ARMOR :		MINOR MVT :		MAJOR MVT :					
WEAPON				ATT.		DAM.		WEAPON				ATT.		DAM.	
SPECIALIZATIONS, STUNTS & SPECIAL POWERS :						SPECIALIZATIONS, STUNTS & SPECIAL POWERS :									
NAME :				THREAT :		NAME :				THREAT :					
ABILITY		SCORE		FOCUS		ABILITY		SCORE		FOCUS					
Communication						Communication									
Constitution						Constitution									
Dexterity						Dexterity									
Knowledge						Knowledge									
Perception						Perception									
Mechanical						Mechanical									
Strength						Strength									
Technical						Technical									
Willpower						Willpower									
DEFENSE :		SIZE :		RESISTANCE :		DEFENSE :		SIZE :		RESISTANCE :					
ARMOR :		MINOR MVT :		MAJOR MVT :		ARMOR :		MINOR MVT :		MAJOR MVT :					
WEAPON				ATT.		DAM.		WEAPON				ATT.		DAM.	
SPECIALIZATIONS, STUNTS & SPECIAL POWERS :						SPECIALIZATIONS, STUNTS & SPECIAL POWERS :									

SPACESHIP COMBAT TABLES

DEFENSE		
8 + Piloting (DEX) + Maneuverability + Shields		

SPACESHIP COMBAT ACTIONS		
ACTION	CREW	EFFECT
ATTACK	Pilot, Co-pilot, Gunner	Firing a weapon
EVASIVE MANEUVER	Pilot	+2 DEF until beginning of next turn
SET-UP	Pilot	+2 to Gunner's Artillery roll
FLIGHT PATH	Pilot	See "Obstacles"
ASTROGATION	Pilot, Co-pilot	One roll, as part of an advanced test.
JUMP TO LIGHT SPEED	Pilot, Co-Pilot	Astrogation computing must be complete
SPEED BOOST	Pilot, Co-pilot, Mechanic	TN 11 Engineering (INT) test. Add Speed to next Phase 1 roll (+Stunt Die if doubles are rolled)
REPAIR	Mechanic	One roll, as part of an advanced test (see "Repairs")
SHIELDS ANGLING	Pilot, Co-pilot, Mechanic	See "Shields Angling"

MINOR SHIP STUNTS	
GOOD VECTOR	+2 on next turn's Phase 1 roll
CROSS FIRE	+2 ATT to allied ship or gunner Artillery roll
DEFENSIVE POSITIONING	+2 DEF until beginning of next turn
MIGHTY SHOT	+1d DAM (re-roll 1's)
TARGET	Choose 1 Systems Damage instead of rolling for it.

MAJOR SHIP STUNTS	
FAST ACTION	Second action allowed
SEIZE THE INITIATIVE	Next Phase 1, move to Rank 1 without rolling
LETHAL SHOT	+2d DAM (re-roll 1's and 2's)

MINOR OBSTACLES								
3D6 ROLL	3-10	11-12	13-14	15-16	17-18	19-20	21+	Moderate obstacles : +3 to roll
DAMAGE	0	d6	2d6	3d6	d6+11	2d6+10	3d6+10	Major obstacle s : +6 to roll

ROUND ORDER	
PHASE 1	Tactical Position Roll
PHASE 2	Action declaration
PHASE 3	Action Resolution

ATT. PENALTIES FOR TURRETS		
NUMBER OF NEGATIVE RANKS	180° TURRET	360° TURRET
1	-2	-1
2	-4	-2
3	-6	-3
4	-8	-4
Et Cetera		

SYSTEMS DAMAGE	
D6 ROLL	SYSTEM DAMAGED
1-2	(none)
3-4	-1 Shields (+2 to roll if there are no shields)
5	-1 Speed*
6	-1 Maneuverability*
* score can be negative	

ION DAMAGE
+1d dam (as with Stun setting)
Shields are unaffected
1 level of ionization for each hit
For each level of ionization, -1 Speed, Maneuv., Fire control, & -1d to damage (except P & C).
No permanent Systems Damage
Recover 1 level at the end of each round, 2 with TN 15 Repair

BASIC RULES FOR PLAYERS

ACTIONS ALLOWED PER TURN

1 Major + 1 Minor **or** 3 Minors

MINOR ACTIONS

ACTIVATE	Use a power or item
READY	Putting away or pulling an object, weapon, etc.
PREPARE	Stand-by major action
AIM / POWER	+1 on next ATT or DAM (in case of melee weapon)
GUARD UP	+1 DEF until beginning of your next turn
PRESS THE ATTACK	Attack of opportunity if opponent leaves melee.
STAND FIRM	Might (STR) or Acrobatics (DEX) vs Might (STR) to resist Knock down or Skirmish
MINOR MOVE	1/3 move, in spaces

MAJOR ACTIONS

RECOVER	Remove 1 "stun" at the end of player's turn (see Health section)
MELEE ATTACK	Adjacent target
RANGED ATTACK	Weapon must be loaded/ready
DEFEND	+2 DEF until beginning of your next turn
MAJOR MOVE	2/3 move, in spaces

STUNTS ALLOWED

STUNT DIE	STUNTS
1-4	1 Minor
5-6	1 Major or 2 Minors
7+	1 Major <i>plus</i> 1 Minor or 3 Minors
* Never more than 1 Free Stunt / round	

MINOR STUNTS

SKIRMISH	Move self and/or target, up to ½ Minor Move allowance (rounded up).
RAPID RELOAD	Reload missile weapon
STAY AWARE	GM info or +1 on your next test
SET UP	+2 on ally's next test
DEFENSIVE STANCE	+2 DEF until beginning of your next turn
DISARM	Target ATT save (TN 15) or weapon flies d3 + STR squares
KNOCK DOWN	Target prone, then TN 15 on Acrobatics (DEX) or Stamina (CON) or suffer 1 Stun
MIGHTY BLOW	+1d DAM; re-roll all 1's (once)
PIERCE ARMOR	Halve target's armor rating (rounded down)
TAUNT	Self-discipline (WIL) vs Deception (COM). Fail : target must attack.
THREATEN	Self-discipline (WIL) vs Intimidation (STR). Fail : target suffers -2 ATT.

MAJOR STUNTS

LIGHTNING ATTACK	Second attack (missile may have to be reloaded)
DUAL STRIKE	Apply ATT roll to an adjacent enemy (in-line, in case of missile)
SEIZE THE INITIATIVE	Move to the top of the order
LETHAL BLOW	+2d DAM; re-roll all 1's and 2's (once)

CHARGING BONUS

(Maximum Charging Speed = Minor Move Allowance)

Sq. moved	1	2	3	4	5	6	7	8+
ATT / DAM	+0 / +2	+1 / +2	+1 / +3	+1 / +4	+2 / +4	+2 / +5	+2 / +6	+3 / +6

Name :
Race :
Class :



Level :
Social Class :
Background :

P	ABILITY	Score	Focus (+2, +3)
	Communication		
	Constitution		
	Dexterity ()		
	Knowledge		
	Perception		
	Mechanical		
	Strength		
	Technical		
	Willpower		

TALENT/SPECIALIZATION	Novice	Journeyman	Master

STUNTS & SPECIAL POWERS		

Force Points:

DEFENSE	RESISTANCE	MOVEMENT	PENALTY	MINOR MOVE	MAJOR MOVE

MELEE WEAPON	Attack	Damage	ARMOR	Rating	Penal.

RANGED WEAPONS	Attack	Damage	Range					Reload
			4	8	12	20	30	
			4	8	12	20	30	

EQUIPEMENT		

SPACESHIP						
Name	Speed	Man.	Hull	Weapon A	Weapon B	Weapon C

WEAPON TRAINING			
Weapon Group	Abilities	Score	Prof.

MODIFICATIONS, UPGRADES & CYBERNETICS	

GOALS & QUESTS	

BONDS	P/E	V

LANGUAGES	

[illegible]