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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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

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____/____(____)