

STAR WARS

The Roleplaying Game RULES UPGRADE

The following upgrades should be made to your *Star Wars: The Roleplaying Game* rulebook. They replace the previously published rules. Any rules not covered in this upgrade *remain the same* as they appear in the rulebook. These upgrades were instituted to increase enjoyment of the game, clarify certain rules questions, and to further enhance the movie-like spirit of the original rules set.

Difficulty Numbers

The difficulty numbers listed for each type of task are *guidelines*, numbers which can vary from task to task, even when the tasks are similar. They were not intended to be absolutes. Swinging across a shaft in the Death Star, one hand on a rope, the other around a princess, is a *difficult* task. So is swinging across a mine shaft while being pursued by stormtroopers. But the Death Star is the Death Star; swinging across a mine shaft is a bit easier, although it's still tougher than a *moderate* task. To reflect this in the game, the difficulty numbers are now presented as a scale.

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

There are similar scales for combat, knowledge, general knowledge, and medpac use. See the revised "Difficulty Number Chart" at the end of this pullout.

Certain types of tasks can and should be scaled according to circumstances. Medpac difficulty numbers, for example, are based on the extent and severity of damage. Was a PC wounded by a single blaster bolt? Use 6 as the difficulty number. Was a PC wounded by a thermal detonator? Slide the difficulty number up toward the top end of the wounded scale, which has a maximum of 10.

Until your PCs have advanced to a great degree, use the task-related difficulty numbers at the low end of the scale. These numbers will provide exciting challenges without frustrating players with impossible tasks. Reserve the top end for exceptional circumstances.

Combat (Revised)

Sequencing

To provide a faster, simpler combat environment that makes visualization easier, we have redefined the combat sequence. The new

sequence divides combat into combat rounds. Each round represents five seconds. Each round is divided into the following five segments. You keep on playing one combat round after another until one side is dead or has fled or surrendered.

Each combat round follows this sequence (which replaces the sequence on page 46 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full dodge option must be declared now. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. Characters declare combat dodges. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. Characters who declared the use of reaction skills (full or combat dodges) roll skill dice. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of *haste* actions taken; a character who takes three *haste* actions would act before a character who took one or two *haste* actions. Actions with the *same degree of haste* are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and strength dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of *haste* actions must calculate damage at that time, before lesser *hastes* or simultaneous actions occur. These damage results affect the outcomes of the remaining actions in the segment.

Actions

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

Movement during a combat round is either a walk or a run. A character can walk up to five meters without any penalty. A running character can move up to 10 meters, but this counts as an action. Remember, every action after the first one costs 1D. Reduce any skill or attribute roll made while running by 1D. As a bonus, running characters add 1D to their full or combat dodges (see below). In these revised rules, there are no movement points.

Haste allows a character to perform his actions first during the "roll actions" segment. Every haste a character declares counts as one action. The character declaring the greatest number of haste actions performs the first actions.

Note: Actions by subsequent characters must take into account any damage results that occur due to the haste actions.

Preparing an action lets a character increase one skill code by 1D on the next combat round. During the round that a character prepares, he can do nothing else. In the next round, he makes his improved skill roll.

Dodging and Other Reaction Skills

There are now two options available when using a reaction skill — a full reaction and a combat reaction.

Full dodge is similar to the dodge rule described in the basic rules. You add the number a character rolls using his dodge skill to the difficulty number of the attacker. The character making the full dodge must move at full speed (take a running action) although he does not have to move the full distance allowed. He cannot perform any other action that round. In a starship combat situation, a *full evasion* would require the pilot to do nothing except try to attempt a fancy maneuver in hopes of decreasing his ship's chances of being hit. Other crew members, however, can use other skills this round - including starship gunnery. See "Evasion" for details.

Combat dodge allows a character to *substitute* his skill roll for the attacker's difficulty number. The defender rolls his dodge dice, and then chooses the difficulty number of the attack, either his dodge roll or the original difficulty number. The combat dodge lowers a character's skill codes by 1D for that combat round.

One reaction skill roll affects all combat directed at a target for the entire combat round.

Combined Actions

Two or more characters can now combine their actions for a single round in order to more effectively accomplish a single task. To perform a combined action, all characters involved must declare they are combining. One of the involved characters must be chosen to actually perform the action, using his skill code for the roll; others involved are simply adding support. For every additional character (other than the chosen one) involved in the action, *add one pip for every full die* of skill or attribute or Fire Control the supporting characters have. Then roll once for each combined action declared.

Example: Two stormtroopers and an Imperial officer declare a combined shot at one PC. One trooper is chosen to roll his blaster skill code of 3D. The other trooper (3D) and the officer (2D+1) add one pip for each full die of skill they have, for a total of +5. So the chosen trooper rolls 3D+5 to make the difficulty number determined by the gamemaster.

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

Example: The two stormtroopers and the Imperial officer declare two combined shots at one PC. Their skill codes are each reduced by 1D for taking two actions. The troopers now have blaster codes of 2D, and the officer has a code of 1D+1. So the chosen trooper rolls 2D+3 twice to make the difficulty number.

Combined shot damage is calculated normally. For each hit, roll the damage dice of the chosen weapon. Do *not* combine the damage dice of every weapon involved. In effect, every combined shot is actually a volley of shots directed at a specific target in order to secure a hit.

Note: When using this rule, the gamemaster must take into account the sorts of actions which can be combined. Actions which are strictly individual actions may not be combined. For instance, TIE pilots may

not use a combined action to increase their ships' speeds. The speed of each TIE fighter is independent of the speed of another. They may use a combined action, however, to fire upon a Rebel vessel.

Stance

A character can either be standing or prone. For game purposes, standing includes crouching, kneeling, or any position in which a character is not lying down to avoid fire. Prone is deliberately lying down to avoid fire. A character can fall prone at any time without penalty. A character who is prone can get up and use skills in the same combat round, but this counts as an action. Prone characters are harder to hit; add +2 when determining to-hit difficulty numbers.

Damage Effects

Stun results now reduce all skill and attribute codes of the target by 1D for the rest of this combat round and the next combat round only. However, strength codes are used at full value when resisting damage. Stun effects are cumulative. A character stunned three times in the same combat round would reduce his codes by 3D through the next combat round.

Grenades and Thermal Detonators

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

Optional Combat Rules - Surprise

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

Example of Play (Combat)

Four Rebels encounter seven Imperials in the corridor of a space station. They are at medium range to each other, and all characters are armed with blaster pistols.

The Rebel group consists of:

a pilot (DEX 3D, blaster 5D, dodge 4D, STR 3D),
an engineer (DEX 2D+1, blaster 3D+1, dodge 3D+1, STR 2D+2),
a smuggler (DEX 3D+1, blaster 5D+1, dodge 4D+1, STR 3D), and
a Wookiee (DEX 2D+2, blaster 4D+2, dodge 3D+2, STR 5D).

The Imperials include:

a bounty hunter (DEX 4D, blaster 6D, dodge 5D, STR 3D+2), and
six stormtroopers (DEX 1D, blaster 3D, dodge 3D, STR 3D).

Both groups decide to attack, so combat must be resolved according to the combat sequence. We've described the first round of combat so that you can see how all the elements work together.

1. Declare Actions. Characters declare actions in DEX order, from lowest to highest.

Stormtroopers #1 and #2 combine with the bounty hunter to take one shot at the Wookiee.

Stormtroopers #3 and #4 combine to take one shot at the engineer.

Stormtrooper #5 takes one shot at the pilot.

Stormtrooper #6 takes one shot at the smuggler.

The engineer declares a full dodge.

The Wookiee decides to take a haste action to move to cover, then take one shot at the bounty hunter.

The pilot falls prone (increasing the difficulty number to hit him, +2),

then fires twice (once at trooper #2 and once at trooper #5).

The smuggler takes a haste action to shoot once at the bounty hunter.

The bounty hunter combines his fire with stormtroopers #1 and #2 to take one shot at the Wookiee.

2. Declare Reaction Skills. The bounty hunter is the only character to declare a combat dodge.

3. Roll Reaction Skills. At medium range, the difficulty number to hit is 11. Reaction skills could increase that number. All characters

who declared reaction skills roll their dice.

The engineer rolls his full dodge. He rolls a 13 and adds that number to the difficulty number, increasing it to 24.

The bounty hunter rolls his combat dodge. He rolls a 17 and decides to substitute that for the difficulty number.

4. Roll Actions. Haste actions are rolled first, then other actions.

Smuggler declared two actions, a haste and a shot at the bounty hunter. Reducing his skill by 1D, he has 4D + 1 to make a difficulty 17. He rolls 16+1 for a 17, a hit! Damage for this haste action is calculated now. Smuggler rolls a 12 for damage, bounty hunter rolls a 15. The bounty hunter is stunned; his codes are reduced by 1D for the rest of this round and all of the next.

Wookiee uses his haste to move to medium cover (+2), increasing the difficulty number to hit him to 13.

All other actions, which have the same degree of haste, occur simultaneously. They can be resolved in any order.

Stormtroopers #3 and #4 take a combined shot at the engineer. The chosen trooper rolls his 3D, adding 3 pips from the other trooper. That makes it 3D+3 to get a 24. He rolls a 10, a miss!

Stormtrooper #5 shoots at the pilot. He has 3D to roll a 13. He rolls an 11, a miss!

Stormtrooper #6 shoots at the smuggler. He has 3D to roll an 11. He rolls a 12, a hit!

The bounty hunter rolls his dice, 6D reduced by 2D due to actions and stun. The two stormtroopers add 6 pips so the bounty hunter has 4D+6 to roll a 13, the difficulty number to hit the Wookiee. He rolls a 12+6 for an 18, a hit!

The Wookiee shoots at the bounty hunter with 4D+2, reduced by 1D because he took two actions. He needs a 17. He rolls an 11, a miss!

The pilot shoots twice with 5D, reduced by 1D because he took two actions. He needs an 11. He rolls a 12 and a 14, two hits!

5. Calculate Damage. Each target hit rolls STR dice against damage dice to determine the extent of damage.

The smuggler rolls 9, but the damage roll is 12. He's wounded! The Wookiee is hit for 15 damage, but he rolls a 24. He's only stunned.

Stormtrooper #2 and stormtrooper #5 roll 10 and 11, but the damage rolls are 14 and 17 respectively. They're both wounded!

At the end of the first round of combat, the smuggler is wounded (codes reduced by 1D), the Wookiee is stunned (reduced by 1D through the end of round two), stormtroopers #2 and #5 are wounded, and the bounty hunter is stunned through the next round.

Will the Rebels win the day? Or will the Imperials combine their powers to overwhelm our heroes? Only subsequent combat rounds will tell.

Starship Combat Sequence

Each starship combat round follows this sequence (which replaces the sequence on page 61 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full evasion option must be declared now, as well as attempts to increase and decrease range during the "roll actions" segment. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. All pilots declare combat evasions. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. All pilots who declared the use of reaction skills (full or combat evasions) roll skill dice. Shield operators roll for shielding attempts. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken; a character who takes three haste actions would act before a character who took one or two haste actions. Actions with the *same degree of haste* are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and hull dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of haste actions must calculate damage at that time, before lesser hastes or simultaneous actions occur. These damage results effect the outcomes of the remaining actions in the segment.

Evasion

Full evasion is the evasion described in the rulebook. If a pilot chooses a full evasion, he may perform no other action that round. This is different from the full dodge; in full evasion, the evading ship cannot increase its range. Piloting rolls are only made to determine if the attacking ship moves closer; if the evader rolls higher, the range remains the same; if the attacker rolls higher, the range decreases by one step.

When a pilot declares a full evasion, he is desperately trying to avoid enemy fire. His efforts make it considerably more difficult to hit his ship. Such a wildly gyrating, unpredictable flight path also makes it more difficult for any gunners on the evading ship to hit their targets; add the evasion roll to the difficulty number to hit enemy ships.

Combat evasion functions exactly as a combat dodge. The pilot may choose to substitute his skill and maneuver roll for the attacker's difficulty number. A combat evasion has no effect on the fire of gunners aboard the evading ship, or on piloting rolls (except for the action cost).

Shielding

Shielding is a reaction skill, declared during the "declare reaction skills" segment of the starship combat sequence. Shield attempts are made during the "roll reaction skills" segment. The shield attempt roll is added to the difficulty number of the attacker. This sum is called the *shield number*. If the attacker rolls above the difficulty number to hit, but less than the shield number, he hits the ship but the shield dice are added to the hull dice when calculating damage.

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

Starship Damage

The description of ship ionization (page 63 of rulebook) is modified as follows.

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

Other Vehicles

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

STAR WARS CHARTS AND TABLES UPGRADE

STARSHIP COMBAT SEQUENCE

- 1. Declare Actions.** Characters declare all actions for this combat round. Full evasion option, and attempts to increase or decrease range, must be declared now. Lowest DEX declares first, then others in ascending order.
- 2. Declare Reaction Skills.** All pilots declare combat evasions. Lowest DEX declares first, then others in ascending order.
- 3. Roll Reaction Skills.** All pilots who declared use of reaction skills (full or combat evasions) roll skill dice. Shield attempts roll now, as well. GM determines to-hit difficulty numbers for this combat round.
- 4. Roll Actions.** All characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occurring first, then all movement.
- 5. Calculate Damage.** Roll damage, hull, and shield dice of hit targets.

This section replaces the bottom portion of the “Astrogation Chart” on page 140 of the roleplaying game rulebook.

Difficulty	Difficulty No.
standard journey	11-15
no nav computer	21-30
hasty entry	+10
light damage	+2
heavy damage	+5
each extra day taken	-1
each day saved	+1

This section replaces the bottom portion of the “Weapons Chart” on page 139 of the roleplaying game rulebook.

Melee Weapons	Damage	Difficulty Scale
hands	str	3-5
club	str + 1D	3-5
ganderffii	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.

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

HEALING TABLE

Medpac Difficulty Number Scale	
Wounded	6-10
Incapacitated	11-15
Mortally	16-20

This section replaces the top portion of the “Healing Table” on page 140 of the roleplaying game rulebook.

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 - 51 cm	+5
51 - 99 cm	+2
1 - 3 m	-
3 - 9 m	-3
10 - 99 m	-5
100 m or larger	-10

COMBAT SEQUENCE

- 1. Declare Actions.** Characters declare all actions for this combat round. (movement, skill or attribute use, haste, or full dodge). PC or NPC with lowest DEX declares first, then others in ascending order.
- 2. Declare Reaction Skills.** Characters declare combat dodges. PC or NPC with lowest DEX declares first, then others in ascending order.
- 3. Roll Reaction Skills.** All characters who declared the use of reaction skills (full or combat options) roll skill dice. Gamemaster determines to-hit difficulty numbers for this round.
- 4. Roll Actions.** All characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occurring first, then all movement.
- 5. Calculate Damage.** Roll damage, strength dice of hit targets.