



## DIFFICULTY NUMBERS

Difficulty	Range	Random	Shooting Range
Very Easy	1-5	1D	Point blank
Easy	6-10	2D	Short
Moderate	11-15	3D-4D	Medium
Difficult	16-20	5D-6D	Long
Very Difficult	21-30	7D-8D	
Heroic	31+	9D+	

## COVER MODIFIERS

Situation	Modifier
Light smoke/poor light	+1D
Thick smoke/moonlit night	+2D
Very thick smoke/complete darkness	+4D
1/4 cover	+1D
1/2 cover	+2D
3/4 cover	+4D
Full cover	n/a

## SCALE CHART

Character	0D
Speeder	2D
Walker	4D
Starfighter	6D
Capital	12D
Death Star	24D

## COLLISION DAMAGE

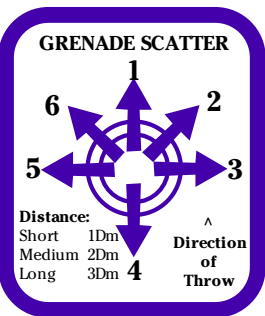
(On foot / Ship)	
Cautious	1D/2D
Cruise	2D/4D
High-speed	3D/6D
All-out	4D/10D
Head-on crash	+3D
Rear-ender/sideswipe	-3D
T-bone	None

## FALLING

DAMAGE	
3-6m	2D
7-12m	3D
13-18m	4D
19-30m	5D
30-50m	7D
50m+	9D

## ASTROGATION MISHAPS

2	Hyperdrive cut-out (Moderate repair)
3-4	Radiation (xD hours late)
5-6	Hyperdrive cut-out
7-8	Off-course
9	Mynock: +1D hours late
10	Close call: One damaged system
11-12	Collision: Hull rupture



## DAMAGE CHARTS

Fail by	Character	Armor	Weapon	Vehicle/Ship	Ion Cannon	Tractor Beam
0-3	Stunned	No effect	No effect	Shields blown/ Controls ionized	Controls ionized	No change
4-8	Wounded	-1 protection	-1D damage	-Light damage	2 controls ionized	1 spaces pulled / -1 moves
9-12	Incapacitated	-1D protection	-2D damage	-Heavy damage	3 controls ionized	2 spaces pulled / -2 moves
13-15	Mortal Wound	Unusable	Unusable	Severe damage	4 controls ionized	3 spaces pulled / -3 moves
16+	Killed	Destroyed	Destroyed	Destroyed	Controls frozen	4 spaces pulled / -4 moves

## INJURY EFFECTS

Stunned	-1D for 2 rounds
Wounded	-1D (-2D if twice)
Incap.	KO for 10D min
Mortal Wound	Roll 2D, if roll# > rounds, then die
Revive (First Aid)	If Stunned then Easy If Incap. then Moderate
Stun# > STR	KO for 2D minutes

## VEHICLE DAMAGE

Shields blown	-1D shields, controls ionized if no shields
Controls ionized	-1D to Maneuver, Weapon FC and Damage if # Controls ionized = Maneuver, then controls frozen
Controls frozen	No actions 2 rounds, Roll ops skill or crash
Light (Roll 1D)	
1-3	-1D Maneuver, if Maneuver = 0, then Move -1
4	1 weapon destroyed, 1D damage on gunner
5-6	Move -1
Heavy (Roll 1D)	
1-3	-2D Maneuver, if Maneuver = 0, then Move -2
4-6	Move -2
Severe (Roll 1D)	
1-2	Power plant destroyed, crash if High speed or more
3	Overloaded generator, explodes in 1D rounds
4	Disabled weapons, none can be used
5	Structural damage, disintegrates in 1D rounds
6	Destroyed, passengers take 12D damage

## STARSHIP DAMAGE

Shields blown	-1D shields, controls ionized if no shields
Controls ionized	-1D to Maneuver, Weapon FC and Damage if # Controls ionized = Maneuver, then controls frozen
Controls frozen	No actions 2 rounds, Roll pilot skill or crash
Light (Roll 1D)	
1	-1D Maneuver, if Maneuver = 0, then Move -1
2	1 weapon destroyed, 1D damage on gunner
3	1 weapon Lightly damaged
4	Hyperdrive damaged. 2X travel time needed
5	-1D shields, controls ionized if no shields
6	Move -1
Heavy (Roll 1D)	
1	-2D Maneuver, if Maneuver = 0, then Move -2
2	1 weapon type loses 1 fire arc
3	1 weapon type in 1 fire arc destroyed, 1D gunner damage
4	Hyperdrive damaged, Astrogation diff +10.
5	-2D shields, controls ionized if no shields
6	Move -2
4-6	
Severe (Roll 1D)	(Moderate roll to land/stop)
1	All systems destroyed, ship is dead adrift
2	Overloaded generator, explodes in 1D rounds
3	Both hyperdrives fail, Moderate roll to repair
4	All weapons disabled. 1-4 on a 1D = repairable
5	Structural damage, disintegrates in 1D rounds
6	Destroyed, passengers die or take 12D damage

## MANEUVERS MODIFIERS

Situation	Diff Modifier
Bootlegger turn	+6 to +15
Extreme climb/dive	+6 to +20
Extreme turn	+6 to +15
Jump	+5 to +20
Loop	+15 to +30
Rotate	+5 to +15

## VEHICLE / SHIP LOST MOVES

1-3	Max Speed reduced
4	Can't move until repair
5	Destroyed

## MOVEMENT FAILURE WITH VEHICLES/STARSHIPS

Fail by	Occurrence	Effects
1-3	Slight slip	-1D to round
4-6	Slip	1/2 move, -3D to round, -1D next round
7-10	Spin	1/4 move, no actions to 2 round
11-15	Minor collision	-3D collision damage
16-20	Collision	Collision damage
21+	Major collision	+4D collision damage

## MOVEMENT FAILURE ON FOOT

Fail by	Occurrence	Effects
1-3	Slight slip	-1D to round
4-6	Slip	1/2 move, -3D to round, -1D next round
7-10	Fall	1/2 move, no actions to round, -3D next round
11-15	Minor tumble,	1/4 move, no actions to 2 rounds, -3D collision damage
16-20	Tumble	Collision damage
21+	Major tumble	+2D collision damage

## MOVEMENT SPEEDS

Speed	Moderate or less	Difficult or more
Cautious	Free action	-1 level Difficulty
Cruise	Non-roll action	Normal action
High-speed*	Normal action	+1 level Difficulty
All-out*	+1 level Difficulty	+2 levels Difficulty

\*If Long Distance. roll Stamina/Body/Hull, Very Easy  
(+1 Diff per extra roll), and if Failure,  
the resting time = 2X period of time moved