

STAR WARS GAMEMASTER SHEET

DIFFICULTY NUMBERS

Task 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+	

DEFENSIVE SKILLS

Dodge	All ranged attacks
Melee Parry	Short ranged attacks, +5 vs. brawling
Brawling Parry	Short ranged attacks, +10 w/weapon.
Vehicle Dodge	Attacks vs. character vehicle

(All replace the difficulty number even if lower than normal difficulty)

DAMAGE ROLL >= STRENGTH ROLL

	Character	Armor	Med.	Bact.	Nat.	
0-3	Stunned -1D round & next STR rds, 2D min inc.	-	V Easy	-	-	
4-8	Wounded, -1D until healed Wnd Twice -1D until healed	Light -1 prot.	Easy	1D h	3 d 2-4 incapac 5-6 wound 7+ healed	W ↓
9-12	Incapacitated uncons 10D min	Heavy -1D prot.	Mod.	2D h	2 w 2-6 mr wnd 7-8 incapac 9+ wound	W I ↓
13-15	Mortally Wnd dies if 2D < rounds	Severe useless	Diff.	1D d	30 d 2-6 dies 7-8 mr wnd 9+ incap	W I M ↓
16+	Killed	Destr.	-	-	-	D

DAMAGE ROLL >= BODY STRENGTH ROLL

	Vehicle	
0-3	Shields Blown -1D shields until repaired, else Controls Ionized -1D man, fire ctrl, weap. dam., shields, round and next round (if ionized for MAN rounds, controls frozen 2 rounds)	
4-8	Lightly Damaged 1-3; -1D maneuverability 4; one weapon destroyed 5-6; -1 move 1D passenger damage	
9-12	Heavily Damaged 1-3; -2D maneuverability 4-6; -2 moves 3D passenger damage	L H ↓
13-15	Severely Damaged 1-2; powerplant destroyed, crashes with +3D damage 3; overloaded generator, shut down or explodes in 3D rounds 4; all weapons shut down 5; structural damage, breaks in 1D rounds 6; destroyed 6D passenger damage	L H S ↓
16+	Destroyed 11D passenger damage	D

DAMAGE ROLL >= HULL CODE ROLL

	Starship	Ion Can.	
0-3	Shields Blown -1D shields until repaired, else Controls Ionized -1D man, fire ctrl, weap dam, shlds (if ionized for man rounds, controls frozen 2 rounds)	1 control ionized	
4-8	Lightly Damaged 1-2; -1D maneuverability 3; one weapon destroyed 4; one weapon inoperative 5; -1D shields 6; -1 move	2 controls ionized	
9-12	Heavily Damaged 1-2; -2D maneuverability 3-4; one weapons system inoperative 5; -2D shields 6; -2 move	3 controls ionized	L H ↓
13-15	Severely Damaged 1; disabled engines 2; overloaded generator, shut down or expl 3r 3; disabled hyperdrives 4; disabled weapons 5; structural damage, 1D rounds to evacuate 6; destroyed	4 controls ionized	L H S ↓
16+	Destroyed	Controls dead	D

SCALE MODIFIERS

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

HIT LOCATION TABLE

1	Head
2-3	Torso
4	Arms (roll again 1-3 left, 4-6 right)
5	Left leg
6	Right leg

SPECIAL RULES

Multiple Actions: -1D per action beyond first (includes non rolling such as Drawing, Setting for stun, Reloading)
Preparing: double amount of time, +1D to action
Rushing: ½ of the time, use only ½ dice number

CHARACTER POINTS LIMIT

Roll to increase	Limit
Skill or attribute	2
Damage on attack	2
Specialization	5
Defensive skill	5
STR vs damage	5

movement speeds, wild die, grenade scatter diagram, cover modifiers, weapons chart, character point rewards, modifiers, attribute/skill assigning

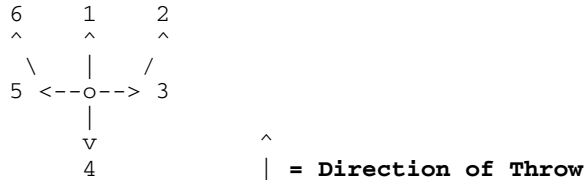
MOVEMENT SPEEDS

Cautious	½ Move (free action)
Cruising	Move (normal action)
High Speed	2 * Move (full action)
All-Out Speed	4 * Move (full action)

WILD DIE BAD ROLL (1)

- 1** **Complication**
- 2-5 Roll -Wild Die - Highest
- 6** **Add dice as normal**

GRENADE SCATTER DIAGRAM



COVER MODIFIERS

Cover	Modifier
Light smoke	+1D
Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete Darkness	+4D
<i>Character is</i>	<i>Modifier</i>
¼ Covered	+1D
½ Covered	+2D
¾ Covered	+3D
Fully Covered	Cannot hit
<i>Protection</i>	+ STR
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D
<i>Protection is</i>	<i>Damage</i>
Stunned/Not damaged	None
Wounded/Lightly damaged	-4D
Incapacitated/Heavily damaged	-2D
Mortally Wnd/Severely damaged	-1D
Killed/Destroyed	Full

CHARACTER POINT REWARDS

All players	3-4 / 6-8
Individual player	0 / 2-3
Cooperation	0 / 2-4
Play in character	0 / 3-4
Fun	0 / 3-4

WEAPONS CHART

<i>Ranged Weapon</i>	<i>Dam.</i>	<i>Shrt</i>	<i>Med</i>	<i>Lng</i>	<i>Cost</i>
Hold out blaster	3D	3-4	8	12	275
Sporting blaster	3D+1	3-10	30	60	350
Blaster pistol	4D	3-10	30	120	500
Heavy bl. pistol	5D	3-7	25	50	750
Blaster carbine	5D	3-25	50	250	900
Blaster rifle	5D	3-30	100	300	1000
Sporting blaster rifle	4D+1	3-40	120	350	900
Light repeating blaster	6D	3-50	120	300	2,000
E-web repeating bl	8D	3-75	200	500	5,000
Wookiee bowcaster	4D	3-10	30	50	-
Throwing knife	STR+1D	2-3	5	10	35

<i>Blast Radius Weapon</i>	<i>Dam</i>	<i>Shrt</i>	<i>Med</i>	<i>Lng</i>	<i>Cost</i>
Grenade (to throw)	-	3-7	20	40	200
(blast radius)	0-2	4	6	10	
(damage)	5D	4D	3D	2D	
Thermal detonator (throw)	-	3-4	7	12	2,000
(blast radius)	0-2	8	12	20	
(damage)	10D	8D	5D	2D	
Mine (blast radius)	0-2	4	6	10	750
(damage)	5D	4D	3D	2D	

<i>Melee weapon</i>	<i>Damage</i>	<i>Difficulty</i>	<i>Cost</i>
Gaderfii	STR+1D	5	-
Knife	STR+1D	5	25
Vibroaxe	STR+3D+1	15	500
Vibroblade	STR+3D	15	250
Lightsaber	5D	20+	-

MODIFIERS

Slight advantage	+1-5
Good advantage	+6-10
Decisive advantage	+11-15
Knows much more	+16+

SKILL / ATTRIBUTE ASSIGNATION

1D	Below Human average
2D	Human average
3D	Average level of training for Human
4D	Professional level of training for Human
5D	Above average expertise
6D	Best in a city/geographic area (1:100,000)
7D	Best on a continent (1:10,000,000)
8D	Best on a planet (1:100,000,000)
9D	Best in many systems (1:1,000,000,000)
10D	Best in a sector
11D	Best in a region
14D+	Best in the galaxy

difficulty numbers, defensive skills, damage roll > body strength roll, damage roll > hull code roll, scale modifiers, hit location table, special rules, character points limit