STAR WARS D6 RULES SHEET
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Force Points. Spend a Force Point to double all skill and attribute codes for one round.

Dark Side Points. When you gain a Dark Side Point for performing a hateful, vengeful, or evil act, roll 1D. If the result is less than the number of Dark Side Points you currently possess, evil consumed you.

Actions

• Use a skill to perform an action. Roll allotted number of dice and try to equal or exceed a difficulty number.

• To perform multiple actions in a round, reduce dice by 1 for each additional action attempted. For example, a Rebel with Blaster 4D can take three blaster shots in a round, rolling 2D for each attack. (1 action made at 4D, 2 actions made at 3D, 3 actions made at 2D.)

Attack Actions

[This is the start of my modified rules. I wanted to eliminate the back and forth of opposed rolls for combat to keep the action moving and die rolls to a minimum.]

• The difficulty number for an attack action is the target's Defense (derived from the Dodge skill and any armor worn).

[I provided pre-generated characters for the players to choose from and gave every character a Defense number. I derived the Defense number from the average of a character's Dodge skill and added any bonuses for armor to determine a target value. For example, a character with a Dodge score of 3D + 2 who was wearing a blast vest received a Defense number of 13: 3.5 x 3, rounded down, for the dice; +2 for the die bonus; and +1 for the blast vest. Now I knew I needed to roll 13 or better to hit that character with an attack, and I assigned similar values to all the NPCs in the adventure.]

• If the attack hits, roll damage. The result of the damage roll determines what type of damage the target takes: Stun, Wound, Incapacitated, or Mortally Wounded. When you take damage, add a mark to the appropriate damage box on your sheet.

[I divided a character's damage into the four categories described in the original rules Damage Summary. Take a look at the accompanying character sheet on page 144. You'll notice that the Mon Cal Soldier has a Stunned value of less than 10, a Wounded value of 10–19, an Incapacitated value of 20–29, and a Mortally Wounded value of 30+. In the original game, after determining if an attack hit, your damage roll was compared against the target's Strength roll and the type of damage inflicted depended on whether the result was less than, greater than, twice as much, or three times as much as the opposed Strength roll.

Again, opposed rolls have their place, but in a combat scene where I want the action and story to take center stage, my goal was to keep die rolling to a minimum.]

• A character's damage codes are derived from the Strength attribute.

[I used the average of a character's Strength dice to set values. In the case of the Mon Cal Soldier, a Strength of 3D resulted in a base number of 10, doubled to 20, and tripled to 30. (3.5 x 3 = 10.5, rounded down to 10.)

The number of hits (indicated by marks in the appropriate box) the character could withstand was also determined by the Strength dice. In the case of the Mon Cal Soldier, 3.]

Damage Results

[Here are the way damage results play out. I think this is more in keeping with the cinematic nature of *Star Wars* combat, and it played fantastically well at the convention.]

• **Stun**. For every stun a character receives, actions are reduced by 1 point. So, if you have 2 stuns, your skill checks are made at –2. If your stuns equal your stun number, you fall unconscious.

• **Wound**. A wounded character's actions are reduced by 1D. If your wounds equal your wound number, you are incapacitated and receive 1 incapacitated mark.

• **Incapacitated**. An incapacitated character's actions are reduced by 2D. If your incapacitated equals your incapacitated number, your character is mortally wounded and receives 1 mortal mark.

• **Mortally Wounded**. If a character is mortally wounded, actions are reduced by 3D and the character is dying. If your mortal wounds equal your mortal wound number, your character is dead.

Healing (Healing must deal with the most serious condition first.)

• **Stun**. Stuns clear at the end of a combat scene. Remove unconscious with an Easy Medicine check.
• **Wound**. After combat, Stamina check clears Wounds (6–10 = 1w, 11–15 = 2w, 16–20 = 3w). Medicine check and medpac or medkit removes wounds (3–5 = 1w, 6–8 = 2w, 9–12 = 3w, 13–16 = 4w).

• **Incapacitated**. Incapacitated effects can only be healed using Medicine and a medpac. (6–10 = 1 incap, 11–15 = 2 incap, 16–20 = 3 incap, 21–25 = 4 incap)

• **Mortally Wounded**. Mortal wounds can only be healed using Medicine and a medpac. (11–15 = 1 m, 16–20 = 2 m, 21–25 = 3 m, 26–30 = 4 m)

Difficulty Chart

[This is the Difficulty Chart that Greg Gorden and I presented in the original *Star Wars Rules Upgrade*. The die codes are there so I know what a character with a particular skill value is more or less capable of accomplishing. That way, I didn't throw out a difficulty number that was impossible for a specific character to achieve. It was a friendly convention game, after all.]

• Very Easy	3–5	1D
• Easy	6–10	2D–3D
• Moderate	11–15	4D
• Difficult	16–20	5D–6D
• Very Difficult	21–25	7D
• Impossible	26–30	8D–9D

If you happen to have a copy of the original D6 *Star Wars* RPG lying around, or if you pick up a set of the commemorative books that Fantasy Flight released for the thirtieth anniversary, give these slight rules changes a try. For me, they made the game move faster and added even more to the cinematic feel of the original combat rules.