Star Wars: BESM

Introduction

There are not many changes you need to make to *BESM* if you want to use it with *Star*

Wars. The rules stress a more cinematic approach to gaming and they are flexible enough so they can be used with all genres. The rules can easily capture the various races and technologies that populate the *Star Wars Universe.*

Star Wars is about larger then life action which set against larger then life backgrounds. It is a universe that has planets covered by forests, and giant space slugs living deep within asteroids. It is a universe that has seen one government representing all races, replaced with a government headed by the Emperor who is a master of the Dark Side. Palpatine has built a well equipped and trained military machine. It is a government that has built a space station the size of a small moon; that packs enough firepower to destroy a planet. The military is supported by Star Destroyers equipped with waves of TIE Fighters, and legions of storm troopers.

Like any oppressive government, the Empire is faced with a group of people who are dedicated to overthrowing it. The Rebel Alliance is a collection of individuals who are opposed to the Emperor's plans, and want nothing more than to end the tyranny. It is a group who wants to protect the rights of all races, and restore the laws that the Emperor abolished. Though the Rebel Alliance is not as well equipped as the Empire, they will never give their fight for justice.

Lurking in the background of this is the underworld criminal elements such as the Huts. These groups see profit in the conflict and play both ends against the middle. They are loyal to only one thing, money. It does not matter to them who wins in this conflict, the smugglers and the mobsters will still make a profit off the winners and losers.

Though the Jedi Knights were destroyed by one of their own, but there are still those who follow the teachings of the Jedi and use the Force to fight against the evil that has gripped the galaxy. They may not refer to themselves as Jedi's but they will soon be seen as New Hope to restore the Jedi order to greatness.

The Dark Side has its master in the form of the Emperor, but it has its champion in the form of Darth Vader, Lord of the Sith. Like those who came before him, Vader has devoted his life to the ways of the Sith and uses the Force as a weapon. It was by his hand that the Jedi Knights were destroyed. Vader now leads the armies of the Emperor, and in the Emperor's name Vader protects the interests of the Empire. There are other students of the Dark Side, and though they may not be as powerful as Vader, they are still a threat.

Character Generation

Characters, whether they are humans, aliens or droids, are created using 35 Character Points and 20 Skill Points. The available attributes available for human , alien and droid characters can be found in Table 1. In most cases attributes remain unchanged, but there are some that a few modifications need to be made.

Flunkies are very useful and they tend to take the form of astromech, protocol, repair or service droids. Kensie has been replaced with the Attribute Jedi Combat Training and this can be found under Force Sub-Attributes. New attributes that are available for characters to purchase, and described below.

Table 1 – Normal Attributes

Normal Attribute	Point Cost	Relevant Stat
Animal Friendship	1 point/Level	Soul
Appearance	1 point/Level	Body
Art of Distraction	1 point/Level	Body or Soul
Aura of Command	1 points/Level	Soul
Combat Mastery	2 points/Level	None (Combat Value)
Damn Healthy!	1 points/Level	None
Divine Relationship	1 point/Level	Soul
Energy Bonus	1 points/Level	None
Extra Attacks	4 points/Level	None
Flunkies	1 point/Level	Soul
Focused Damage	1 points/Level	None

Force Sensitive *	4 points/Level	Soul
Force Sub-Attribute *	4 points/Level	None
Gun Bunny	1 points/Level	None (Combat Value)
Heightened Awareness	1 point/Level	Body or Mind
Highly Skilled	1 points/Level	None
Heightened Senses	1 point/Level	Body
Jedi Combat Training	1 point/Level	None (Combat Value)
Lightsaber *	2 or 4 Points	None
Massive Damage	2 points/Level	None
Mechanical Genius	2 points/Level	Mind
Natural Weapons	1 point/Level	Body
Organizational Ties	1-3 points/Level	Soul
Own Ship/Vehicle *	4 points/Level	None
Personal Gear	1 point/Level	None
Resistant to Jedi Mind Tricks *	5 points	Mind
Special Movement	1 point/Level	Body
Water Speed	2-3 points/Level	None
* New Attribute		

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Alien Characters

The Star Wars Universe is filled with numerous alien life forms species. During the days of the Old Republic, all sentient species were represented in the Republic Senate. When the Emperor took charge things changed. Now only humans have say in the government, all non human races are viewed with having no rights.

Some players may want to play something other than a human in *Star Wars: BESM*. The following alien templates can be used as player characters. The templates represent the typical member of the species, and players can use them as a starting point when creating their own characters. Each template is given a point cost, and this is the number of character points that need to be spent to acquire it. Any left over character points can then bye used to purchase skills and attributes.

Ewok (10 Points)
Body 2 Mind 4 Soul 4
Attributes: Heightened Senses (smell) - 1
Defects: Easily Distracted (shinny objects) - 2BP, Sensory Impairment (poor vision) - 1 BP, Unskilled - 1 BP

Ewoks are intelligent furred bipedal creatures, and native to the forested moon of Endor. They are small and stocky, and reach an average height of 1 Meter. Curious by nature, Ewoks are very friendly and social. Their society is primitive and tribal, and is based in large tree cities. Each city is home to one tribe, and the city spans generations. Ewoks respect their elders, and the oldest members of the tribe fill all leadership roles. Ewoks are easily startled and distracted, but when faced with danger, are brave and fierce warriors. Typically Ewoks have poor vision, but this is compensated by their keen sense of smell.

Gamorreans (15 points)
Body 5 Mind 3 Soul 3

Attributes: Combat Mastery - 1, Natural Weapons (horns and tusk) - 2
Defects: Not so Fast - 1 BP

Gamorreans are large, powerful creatures that average 1.8 Meters in height and can weigh more then 100 kilos. Resembling pigs, Gamorreans have snots, jowls, jutting lower tusks, as well as horns. Gamorrean culture, if it can be called that, is based on strength, and is not as developed as other races. Only the strongest survive, and leadership is based on strength. Gamorreans know only one thing and that is war, and because of this, Gamorreans are typically employed as mercenaries or guards. Gamorreans can understand most languages, but their vocal cords prevent them from speaking Imperial Common.

Ithorians (15 points)
Body 4 Mind 4 Soul 5
Attributes: Aura of Command - 1

Ithorians are typically known as Hammerheads and this is due to their long necks that curl forward and ending in a t-shaped dome. Ithorians are a spiritual race and are in touch with nature. They are a peaceful race and strive to live in a peaceful balance between technology and the environment. Ithorians have a deep respect for all life forms, and when building, strive to not disrupt the ecological balance. Ithorians are skilled in agricultural, art and diplomacy and many have an affinity with the Force.

Jawa (11 points)
Body 2 Mind 5 Soul 2
Attributes: Mechanical Genius - 1

Jawa's are natives of the desert planet Tatoonie, and are an intelligent race of scavengers. They are a tribal based society that roams the deserts searching for abandoned hardware to repair and sell. They stand smaller then one meter, and wear hooded brown robes to protect them from the harsh twin suns of Tatoonie. Jawas understand Imperial Common, but they always speak using their own chittering language. Jawas fear everything and strive to avoid conflict as much as possible. They rarely fight, and when confronted their first response is to run. Jawas have a knack with mechanical objects and have an uncanny ability to repair just about anything.

Mon Calamari (10 points)

Body 3 Mind 4 Soul 3
Attributes: Water Speed - 1
Defects: Sensory Impairment (poor vision) - 1BP

Mon Calamari are an amphibious bipedal race who take their name from their planet of origin. Calamari is covered with oceans, and what land that does exist is primarily small islands. Mon Calamaris have an affinity with water, but they prefer to live on the shores. Mon Calamaris are a soft spoken race, gentle race, with a culture that is highly civilized. Mon Calamari art, literature and science are at a level few races can match.

Sullustans (7 points)
Body 3 Mind 3 Soul 3
Attributes: Heightened Senses (hearing) - 1
Defects: Not So Strong - 1BP, Sensory Impairment (poor vision in light) - 2 BP

Standing between 1 to 1.5 Meters, Sullustans are a jowled mouse-eared underground species. Their home planet is a harsh volcanic place with an atmosphere composed of noxious gasses. The only area suitable for life is on the shores of vast underground lakes, and it is here where Sullustan civilization flourishes. Sullustans are a cheerful and pleasant race, and are found of jokes and stories.

Twi'leks (12 points)
Body 4 Mind 4 Soul 4
Attributes: Art of Distraction - 1
Defects: Inept Combat - 1BP

Twi'leks are a tall species whose most recognizable feature are their head tails. These tails, average 1 Meter in length, protrude from the back of the skull, ending at a small tip. Twi'leks are capable of learning and speaking most languages, and often serve as interpreters. Their native planet of Rylorn is a dry rocky world with a thin atmosphere, which gives Twi'leks a slight edge physical when they are on planets with more normal atmospheres. They are not a warlike race and prefer to rely on subterfuge and stealth.

Wookie (14 points)

Body 5 Mind 4 Soul 4

Attributes: Mechanical Genius - 1, Natural Weapon (claw) - 1, Special Movement (wall crawling)-1

Defects: Attack Restriction (will not use claws in combat) - 2BP

Wookies are an intelligent race known though out the galaxy for their short tempers. They are ferocious and quick to anger, but despite this, Wookies are capable of compassion and lasting friendship. They have been known to form bonds called honor families with members of other races, and these bonds are often stronger then their own family ties. Some Wookies have given their lives to protect a member of their honor family, and do anything to ensure their safety. Though they have claws, it is not considered honorable to use them in combat, and they are used only to climb trees. Though they are masters with high tech machinery, Wookies have a love for items that are very archaic.

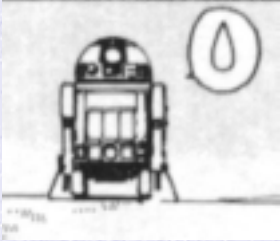[Character Generation](#)   [Droid Characters](#)

Droid Characters

One of the major character types you see in the *Star Wars* movies are droids. They are seen everywhere in the trilogy, and are shown performing a variety of tasks. From medical specialist to bounty hunters, droids can be found in almost every scene. A droid character is easy to create and offers player's interesting role playing experiences.

Most droids are not combat trained, and in fact, are typically programmed not to take a life. Droids are suited for support roles such as navigation, or to serve as mobile power sources. There are droids, such as probe droids, that can defend themselves and withstand light blaster fire. There are also droids who have been created for the sole purpose of interrogating prisoners. Droids, unlike other characters, are awkward and not as mobile, and experience trouble navigating over difficult terrain. Some druids often lack arms, or can only communicate using electronic beeps and whistles.

Droids are created using the same Character Point total as other characters. Droids are limited to the attributes and skills that they can purchase, and since droids are not technically alive, they are unable to sense, let alone use, the Force.
Droid Types

Droids are built to serve specific purposes. Every droid has a primary function, and choosing this function is the first step in creating a droid character. What follows are the typical functions found among droids in the Star Wars universe.

Protocol Droid

Protocol droids are designed for negotiation and translation duty. In these roles they are programmed to deal with a wide range of social, diplomatic and tutoring situations. When not in these situations protocol droids are ineffective. Protocol droids are also programmed to respect life and there are no known cases of one ever firing a weapon or harming someone. Protocol droids also have a reputation of being assertive and annoying when it comes to etiquette, and many suffer physical harm when trying to teach someone how to behave properly.

Astromech Droid

Astromech droids are designed to aid pilots and serve aboard starships and fighters as mobile repair units. They also play the role of the navigation computer on fighters and often

act as copilots. Astromech's are built with various tools and features, such as arc welders and grippers, which aid them in their jobs. In addition their treads are magnetic so they can grip the sides of ships when conducting repairs in flight. Astromech droids understand most languages, but can communicate using only electronic beeps and whistles.

Medical Droids

Medical droids are highly specialized in their functions as doctors and surgeons, and in some cultures have even replaced doctors as primary care givers. These droids are built with extensive medical and biological knowledge and the work they do ranges from simple medical exams to the building of bionic limbs. Most medical droids are not mobile and are confined to medical labs, but there are some models that do have movement. Medical droids are programmed to respect life and there are no known incidents of one ever taking a life, even in self defense.

Military Droids

Unlike most droids, military droids are built for one purpose and that is combat. Typically weapon systems are built into these droids, but there are some units that carry their own personal blasters. Military droids are built stronger and are often covered with heavier armor, and sport a reinforced frame. Governments who want to field a military cheaply, and not depend on living units, build and field military droids. It is not uncommon for these droids to also serve as assassins or even as bounty hunters, like the most famous droid bounty hunter, IG-88. Interrogation droids also fall under this category and are commonly found in use by the Empire as well as the Hutts.

Probe Droids

A specialized droid, probes fill reconnaissance and exploration roles and are built to survive the rigors of harsh environments. Probe droids have numerous sensor systems as well as navigation systems to aid them in their missions. These droids are also built with limited offensive capabilities, and are the most mobile of droids due to their ability to fly.

Repair Droids

Repair droids are designed to aid in the repair of vehicles and structures, but can also serve as mobile power units. They are limited in their abilities, but excel in the areas of architecture, computers, electronics and mechanics. Like astromech droids, they can understand all types of languages, but can only communicate using electronic buzzes and whistles.

Service Droids

Commonly found on luxury liners and in bars, service droids are designed to serve drinks and perform other social functions. Service droids are similar to protocol droids in their ability to understand languages and be social. They are very good in what they do, but are useless in other situations. Of all droids, service droids are perhaps the weakest in terms of strength and durability.

[Alien Characters](#)   [Droid Attributes](#)

Droid Attributes

Droids are limited in the attributes they can take due to the way they are built. Droids are designed for specific purpose and the attributes available to them help them serve that purpose.

Combat Mastery is typically given to probe and military droids. Some droids are designed for more hazardous duty and Damn Healthy reflects this. Extra Energy is typically purchased for probe droids, because they spend long periods of time away from recharging units. Focused Damage and Massive Damage is typically bought by military droids and to aid them in completing their assignments. The attribute Gun Bunny is commonly found with military droids with most having at least Level 2 ability. Mechanical Genius is most often purchased by astromech droids and reflects their ability to perform the most difficult repair jobs.

Extra Arms is useful for many droids and is common among repair droids and probe droids. All droids have Features or Accessories of some type, and these usually take the form of a searchlight or small saw. R2-D2 had a number of such features such as a periscope and the small compartment that stored a lightsaber. Healing is possessed by medical droids, and this attribute takes into account such things as their use of baca tanks, and their ability to perform surgery. Heavy Armor is often possessed by military droids and some Imperial probes are also designed with thicker armor. Special Movement (wall crawling) is purchased by astromech droids as well as repair droids, and aids in their repair jobs.

Most droids are not built to survive the rigors of being exposed to vast amounts of radiation or the extreme coldness of open space. Life Support is an important attribute in that it protects a droid and seals their systems from exposure. This attribute is common with all astromech droids as well as probes. Similarly, Sensors is another important attribute that is found with probe droids. Flight is a rare attribute but is common in interrogation droids as well as probes. Weapon Attack is an attribute that is found among both military droids as well as some types of probe droids.

Table 2 – Droid Attributes

Normal Attribute	Point Cost	Relevant Stat
Alien Cultures *	2 points/Level	Mind
Alien Species *	2 points/Level	Mind
Combat Mastery	2 points/Level	None
Damn Healthy!	1 points/Level	None
Energy Bonus	1 points/Level	None
Extra Attacks	4 points/Level	None
Extra Arms	1 point/Level	None
Focus Damage	1 points/Level	None

Features or Accessories	1 point/Level	None
Gun Bunny	1 points/Level	None (Combat Value)
Flight	4 points/Level	None
Healing	4 points/Level	Soul
Heavy Armor	4 points/Level	None
Heightened Senses	1 point/Level	Body
Languages *	2 points/Level	Mind
Life Support	1 point/Level	None
Mechanical Genius	2 points/Level	Mind
Planetary Systems *	2 points/Level	Mind
Power Cell *	3 points/Level	Body
Sensors	1 point/Level	Body
Special Movement (wall crawling only)	1 point/Level	Body
Weapon Attack	4 points/Level	None
* New Attribute		

Droid Characters   Jedi Characters

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Jedi Characters

Jedi's are practically extinct in the universe, and this is because one of their own betrayed them. Senator Palpatine, who is a Master of the Dark Side of the Force and follower of the Sith teachings, declared himself Emperor. He then ordered his pupil, Anakin Sykwalker to destroy the Jedi Knights. Anakin hunted and killed every Jedi he could find and gave to his mater their lightsaber as a token of his success. Now the universe is without its protectors and champions in the face of evil. There are some, however, who discovered Jedi teachings and learned to work the Force. These few consider themselves Jedi and use the Force to aid those who need it.

Jedi's are sensitive to the ways of the Force. By their nature they are able to feel the Force all around them. Everything has the Force flowing through it, whether it is a rock or a wookie. All natural things touch the Force, and Jedi can sense the Force and use it to effect the environment around them. Characters who purchased the Force Sub-Attribute can purchase Force Powers. These powers allow the Jedi to use the Force.

Table 3 – Force Attributes

Normal Attribute	Point Cost	Relevant Stat
Choke	4 points/Level	None (use Combat Value)
Grab	2 points/Level	Soul
Jedi Precognition	5 points/Level	Soul
Jumping	2 points/Level	Body
Life Support	2 points/Level	Body
Lift Object	4 points/Level	Soul
Lightsaber Shield	3 points/Level	Body

Mind Control	4 points/Level	Mind
Move Object	4 points/Level	Soul
Push	4 points/Level	Soul
Rapid Running	2 points/Level	Body
Throw Object	4 points/Level	Soul

Droid Attributes   **New Attributes**

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New Attributes

Force Sensitive
Cost: 4 Points/Level
Relevant Stat: Soul

This attribute gives the character the ability to sense the Force. Disturbances and Force use can be sensed in a limited area. Characters with this attribute can only sense the Force; they do not have any training with using the Force.

Level 1 - Sense disturbances in the Force within a city.
Level 2 - Sense disturbances in the Force within a country.
Level 3 - Sense disturbances in the Force on a land mass.
Level 4 - Sense disturbances in the Force on a planet.
Level 5 - Sense disturbances in the Force within a solar system.
Level 6 - Sense disturbances in the Force within a galaxy.

Force Sub-Attribute
Cost: 4 Points/Level
Relevant Stat: none

A character with the Force Sub-Attribute has been trained in the ways of the Force. Characters with this attribute receive 10 Force Points (FP) per level, which are used to acquire Force Powers. Every time the character wishes to use the Force, they must expend Energy Points. Each use of the Force drains EP equal to the points spent to acquire that level in the Force Power. A character can choose to use a power as if it was acquired at a lower level to conserve EP.

A character needs to buy the Force Sensitive Attribute before buying the Force Sub-Attribute. The reason behind this is that you must be able to sense the Force before you can use it.

Level 1 - Character receives 10 Force Points for Powers.

Level 2 - Character receives 20 Force Points for Powers.

Level 3 - Character receives 30 Force Points for Powers.

Level 4 - Character receives 40 Force Points for Powers.

Level 5 - Character receives 50 Force Points for Powers.

Level 6 - Character receives 60 Force Points for Powers.

Jedi Combat Training
Cost: 1 Point/Level
Relevant Stat: none (Combat Value)

Only characters that have the Lightsaber Combat skill can buy this attribute. Each level that is bought in this attribute allows the character to perform feats with the lightsaber.
Blind Fighting - The Jedi suffers no penalties while attacking or defending in darkness or blindfolded. Jedi's who have been blinded can use this feat to help them sense objects around them.

Build Lightsaber - The Jedi knows how to build and repair lightsabers.

Judge Opponent - The Jedi can spend one round studying his opponent, and during this round can only defend himself. The next round the Jedi knows his opponent's approximate Combat Value and Weapon Skill level.

Lightning Draw - The Jedi can draw and attack with his lightsaber in the same round with no penalty. Typically it takes one round to ready a lightsaber.

Precise Strike - The Jedi suffers reduced dice penalties when attempting a precise attack. Examples of this are striking at a weak point or cutting someone's hand off. Each penalty is reduced by 3 to a minimum of 0.

Two Weapons - Jedi's are able to fight with two lightsabers. See BESM page 223 for rules, but the penalty is only reduced by 3.

Level 1 - 1 Jedi Combat Training Feat.

Level 2 - 2 Jedi Combat Training Feats.

Level 3 - 3 Jedi Combat Training Feats.

Level 4 - 4 Jedi Combat Training Feats.

Level 5 - 5 Jedi Combat Training Feats.

Level 6 - 6 Jedi Combat Training Feats
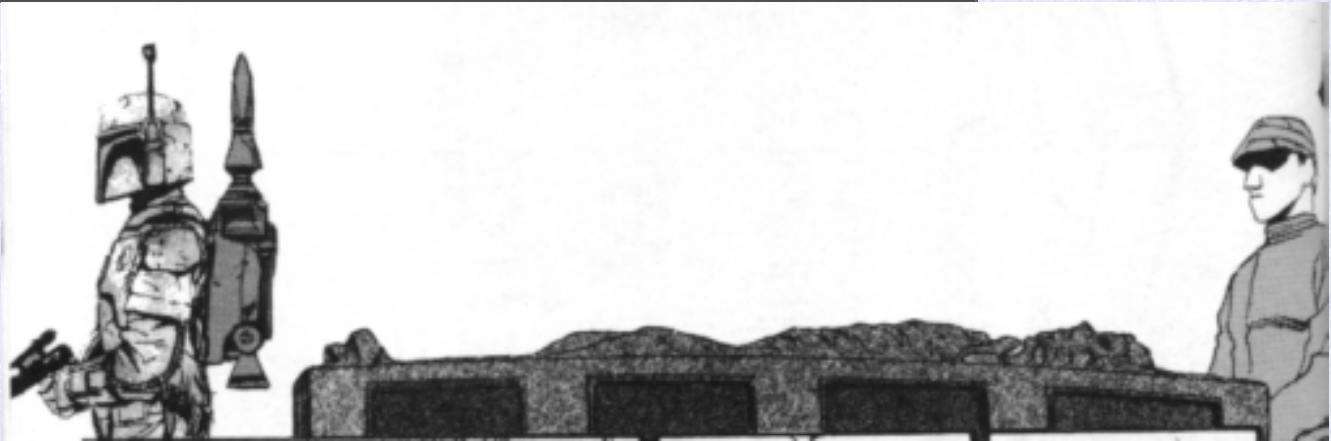
Lightsaber
Cost: 2 or 4 Points
Relevant Stat: none

Purchasing this attribute the character possesses a lightsaber. Jedi's, or those sensitive in the Force, can purchase this attribute for 2 points. All other characters can purchase this attribute for 4 points.

Own Ship/Vehicle (OSV)
Cost: 4 Points/Level

Relevant Stat: None

Each level of Own Ship/Vehicle gives the character 20 Vehicle Points (VP) which are used to build a vehicle. VP's are spent on Vehicle Sub Attributes and Ship Defects, or to acquire a pre-designed vehicle of the equivalent point value.

Resistant to Jedi Mind Tricks
Cost: 5 Points
Relevant Stat: Mind

Purchasing this attribute gives the character immunity to any Force Power that effects the Mind. All attempts do not work, and the character knows when the power is being used on them.

[Jedi Characters](#)   [Droid Only Attributes](#)

Droid Only Attributes

The following are new attributes that can be purchased only by droids. These attributes represent programming features that aid droid characters in fulfilling their primary functions.

Alien Cultures
Cost: 2 points/Level
Relevant Stat: Mind

The droid is programmed with information on the customs and culture of various alien species. This is a very useful attribute for protocol droids which aids them in their diplomacy and translation tasks. When coming into contact with alien species the character must make a Mind Stat Check with a difficulty penalty of +1. Failing the test means the droid does not have any information on the species in question. The number of species that the droid has information on depends on the level in the attribute.

Level 1 - Information on 5000 different alien species.

Level 2 - Information on 10,000 different alien species.

Level 3 - Information on 50,000 different alien species.

Level 4 - Information on 100,000 different alien species.

Level 5 - Information on 250,000 different alien species.

Level 6 - Information on 500,000 different alien species.

Alien Species
Cost: 2 points/Level
Relevant Stat: Mind

This attribute gives the droid knowledge on the biology, anatomy and physiology of numerous alien species. With this knowledge, medical droids know the best way to treat and heal injured aliens. Coming into contact with an alien species the droid must make a Mind Stat Check when a droid comes into contact with an alien species they must make a Difficult test with a +2 penalty. The number of species a droid knows depends on their level in the attribute.

Level 1 - Information on 50 different alien species.

Level 2 - Information on 100 different alien species.

Level 3 - Information on 175 different alien species.

Level 4 - Information on 225 different alien species.

Level 5 - Information on 300 different alien species.

Level 6 - Information on 400 different alien species.

Languages
Cost: 2 points/Level
Relevant Stat: Mind

This attribute gives the droid knowledge on a number of languages equal to their level in the attribute. The droid is fluent in that language, and can read and write it as if they were a native speaker. Coming into contact with a language the droid must make a Mind State Check with a difficulty penalty of +2. To learn a new language that a droid comes into contact with requires a Mind Stat Check with a +3 penalty.

Level 1 - The droid knows 50,000 different languages and dialects.

Level 2 - The droid knows 100,000 different languages and dialects.

Level 3 - The droid knows 250,000 different languages and dialects.

Level 4 - The droid knows 500,000 different languages and dialects.

Level 5 - The droid knows 1 Million different languages and dialects.

Level 6 - The droid knows 10 Million different languages and dialects.

Planetary Systems
Cost: 2 points/Level
Relevant Stat: Mind

This attribute gives the droid knowledge of a number on planetary systems. This knowledge includes such information as number of planets, inhabitants, type of government and other features of the system. To see if the droid has information on a system requires a successful Mind Stat Check. The number of systems the droid knows depends on their level in the attribute.

Level 1 - The droid has information on 5 systems.

Level 2 - The droid has information on 15 systems.

Level 3 - The droid has information on 35 systems.

Level 4 - The droid has information on 50 systems.

Level 5 - The droid has information on 75 systems.

Level 6 - The droid has information on 100 systems.

Power Cell
Cost: 3 points/Level
Relevant Stat: Body

This attribute gives the droid the ability to generate power, essentially acting like a generator. The droid can charge vehicles, as well as supply power for a limited amount of time. The length of time the droid can do this depends on the level in the attribute.

Level 1 - The droid can provide power for 1 hour.

Level 2 - The droid can provide power for 2 hour.

Level 3 - The droid can provide power for 3 hour.

Level 4 - The droid can provide power for 4 hour.

Level 5 - The droid can provide power for 5 hour.

Level 6 - The droid can provide power for 6 hour.

New Attributes   Force Attributes

Force Attributes

Choke

Cost: 4 points/Level
Relevant Stat: none (Combat Value)

This power allows the Jedi to choke one target, and generally is used only by Dark Jedi's. The choke can not be broken by the victim, and if not released the victim will die. The Jedi can only choke a victim that he can see, even if communicating via holotransmission. As long as the Jedi has visual contact this specialty can be used. Damage is based on the level the character has in the power. In addition, for every 15 points of damage the attack delivers it drains 1 point of Body from the opponent. When the victim is reduced to Body 0 the victim dies.

Level 1 - Choke delivers 15 points of damage.

Level 2 - Choke delivers 30 points of damage.

Level 3 - Choke delivers 45 points of damage.

Level 4 - Choke delivers 60 points of damage.

Level 5 - Choke delivers 75 points of damage.

Level 6 - Choke delivers 90 points of damage.

Grab
Point Cost: 2 points/Level
Relevant Stat: Soul

This specialty gives the Jedi the ability to use the Force to grab one object larger than a blaster. The distance the Jedi can reach is dependent on the level the Jedi has in telekinesis. The Jedi must be able to see the object he wants to grab. This specialty is used on levers, switches, and other types of stationary objects.

Level 1 - Grab an object 1M away.
Level 2 - Grab an object 10M away.
Level 3 - Grab an object 100M away.
Level 4 - Grab an object 1000M away.
Level 5 - Grab an object 10,000M away.
Level 6 - Grab an object 100,000M away.

Jedi Precognition
Cost: 5 Points/Level
Relevant Stat: Soul

Through mediation the Jedi can see into the future and be forewarned of an approaching threat. Typically the future that is glimpsed is brief, and is but one of many possibilities. All attempts to use this power are made in secret by the GM, and it is up to the GM to decide how useful or vague the glimpse into the future is.

Level 1 - Occasional precognitive visions (every few game sessions).
Level 2 - Often has precognitive visions (once or twice a game session).

Jumping
Cost: 2 Points/Level
Relevant Stat: Body

The Jedi can use the Force to make very high vertical jumps or very long horizontal jumps.

Level 1 - x5 normal distance
Level 2 - x10 normal distance
Level 3 - x25 normal distance
Level 4 - x50 normal distance
Level 5 - x100 normal distance
Level 6 - x500 normal distance

Life Support
Cost: 2 Points/Level
Relevant Stat: Body

The intensive training that Jedi's endure conditions their bodies to go beyond their normal limits. By focusing their thoughts, and using the Force, a Jedi can go without air for long periods of time. This power does not grant the Jedi the ability to survive a vacuum or other hazardous environments. While using this power the Jedi can do nothing but sit or stand. Any physical activity that is done causes the Jedi to be unable to use this power. In addition, the Jedi is unable to communicate verbally while using this power.

Level 1 - Hold breath x2 Body = minutes.
Level 2 - Hold breath x3 Body = minutes.
Level 3 - Hold breath x4 Body = minutes.
Level 4 - Hold breath x5 Body = minutes.
Level 5 - Hold breath x6 Body = minutes.
Level 6 - Hold breath x7 Body = minutes.

Lift Object
Point Cost: 4 points/Level
Relevant Stat: Soul

This power allows the Jedi to use the Force to lift objects. The total weight the Jedi can lift depends on the level he has in Lift Object. The total number of objects a Jedi can lift is equal to the Soul Stat.

Level 1 - The Jedi can lift up to 1 kg.

Level 2 - The Jedi can lift up to 10 kg.

Level 3 - The Jedi can lift up to 100 kg.

Level 4 - The Jedi can lift up to 1,000 kg.

Level 5 - The Jedi can lift up to 10 ton.

Level 6 - The Jedi can lift up to 100 ton.

Lightsaber Shield
Cost: 3 Points/Level
Relevant Stat: Body

This power allows the Jedi to deflect blaster shots, and redirect them back at the shooter. To deflect blaster shot a Jedi needs to make a Lightsaber Shield check with a +2 modifier. Jedi's can deflect a blaster shot back to who fired it, and this requires a successful Light Saber Shield check with a +4 modifier. If the check is successful the shooter and not the Jedi take damage. Deflecting blaster shots counts as the Jedi's action and he can take no other actions.

Level 1 - Jedi can block 2 blaster shots.

Level 2 - Jedi can block 3 blaster shots.

Level 3 - Jedi can block 4 blaster shots.

Level 4 - Jedi can block 5 blaster shots.

Level 5 - Jedi can block 6 blaster shots.

Level 6 - Jedi can block 7 blaster shots.

Mind Control
Cost: 4 Points/Level
Relevant Stat: Mind

This power is similar to the Special Attribute described on page 118 in *BESM*.

Move Object
Point Cost: 4 points/Level
Relevant Stat: Soul

Move Object allows the Jedi to move objects. The distance the object can move depends on the level the Jedi has in this power. The number of objects a Jedi can move is equal to his Soul Stat.

Level 1 - The Jedi can move objects 1M.
Level 2 - The Jedi can move objects 10M.
Level 3 - The Jedi can move objects 100M.
Level 4 - The Jedi can move objects 1000M.
Level 5 - The Jedi can move objects 10,000M.
Level 6 - The Jedi can move objects 100,000M.

Push
Point Cost: 4 points/Level
Relevant Stat: Soul

This power allows the Jedi to knock over a number of opponents. A knocked over opponent losses all actions, and can not do anything but get up in the next round. The Jedi can only knock over human sized opponents, and can not be used on any type of vehicles. A knocked down opponent suffers no damage, but is knocked back a distance equal to the level in the power.

Level 1 - The Jedi can knock over 2 opponents 1M away.
Level 2 - The Jedi can knock over 4 opponents 2M away.
Level 3 - The Jedi can knock over 6 opponents 3M away.
Level 4 - The Jedi can knock over 8 opponents 4M away.
Level 5 - The Jedi can knock over 10 opponents 5M away.

Level 6 - The Jedi can knock over 12 opponents 6M away.

Rapid Running
Cost: 2 Points/Level
Relevant Stat: Body

By using the Force, the Jedi can run very fast. The Jedi's level in this power dictates how fast he can run.

Level 1 - Top-running speed is Body x7 kph.

Level 2 - Top-running speed is Body x10 kph.

Level 3 - Top-running speed is Body x15 kph.

Level 4 - Top-running speed is Body x20 kph, and +2 to Initiative.

Level 5 - Top-running speed is Body x25 kph, and +3 to Initiative.

Level 6 - Top-running speed is Body x30 kph, and +4 to Initiative.

Throw Objects
Point Cost: 4 points/Level
Relevant Stat: Soul

This power allows the Jedi to toss a number of objects at an opponent. Each object causes 5 points of damage and has a range of 10M. The number of objects that can be thrown depends on the level the Jedi has in the power.

Level 1 - The Jedi can throw 2 objects.

Level 2 - The Jedi can throw 5 objects.

Level 3 - The Jedi can throw 8 objects.

Level 4 - The Jedi can throw 11 objects.

Level 5 - The Jedi can throw 13 objects.

Level 6 - The Jedi can throw 16 objects.

[Droid Only Attributes](#)   [Skills](#)

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Skills

Skills, as described in the *Big Eyes Small Mouth* are used in *Star Wars: BESM*. A few of the skills need to be changed to reflect the Star Wars universe. Also two new skills, Hyperspace Navigation and Lightsaber Combat, have been added to *Star Wars: BESM*. For the point cost of the skills refer to the "Space Opera" column on pages 60 and 61 of the *BESM* rulebook.

Changes to Skills

Driving - Specialization includes pod racer, skiffs, speeder, and swoop racer.

Gun Combat - Specialization includes blaster, heavy blaster, rifle, stunner, wookie bowcaster.

Law - Specialization includes Imperial and Old Republic. In addition specialization can be taken in other systems laws, for example Tatoonie.

Piloting - Specialization includes A-wing, B-wing, capital class, destroyer class, freighter, shuttle craft, tie, transporters, X-wing and Y-wing.

New Skills

Hyperspace Navigation
Cost: 4 Points/Level
Relevant Stat: Mind

This skill allows a character to be able to calculate jumps into hyperspace, as well as plot courses through hyperspace.

Lightsaber Combat
Cost: 2 or 4 Points/Level
Relevant Stat: Body
Specialization: single blade, double blade

This skill allows the character to fight with a lightsaber. Jedi's buy this skill at 2 points, and all other characters buy it at 4.

Droid Skills

Droids, much like other characters, can learn skills. These skills aid a droid in their primary function and are not physical in nature. The skills and their cost are included in Table 4. Only military droids are able to learn combat skills.

Table 4—Droid Skills

Skill	Point/Level
Architecture	1
Biological Sciences	4
Business Management	2
Computers	4
Cultural Arts	1
Electronics	4
Gaming	2
Hyperspace Navigation	4
Interrogation	2
Law	2
Mechanics	4
Medical	4
Navigation	4
Physical Sciences	3
Social Science	2

Table 5 —Droid Combat Skills

Combat Skills	Point/Level
Gun Combat	5
Heavy Weapons	5
Melee Attack	4
Melee Defense	4
Thrown Weapons	4
Unarmed Attack	4
Unarmed Defense	4

[Force Attributes](#)   [New Rules](#)

New Rules

Hyperspace

The amount of time it takes for a ship to enter hyperspace depends on the level the ship has in the Hyperspace Attribute. The lower the attribute is the longer it takes for the engines to warm up, and for the navigation computer to calculate the jump.

For a ship to make a jump the PC or astromech droid needs to make a Hyperspace.

Navigation check with an Average Difficulty, with success indicating the jump happens with no mishap. A pilot or droid can make the jump faster if they make the check with a Quite Difficult modifier. The results of an unsuccessful Hyperspace Navigation check can range from being off course to hitting a planet.

Jump to Hyperspace
Level 1 - 6 Minutes
Level 2 - 5 Minutes
Level 3 - 4 Minutes
Level 4 - 3 Minutes
Level 5 - 2 Minutes
Level 6 - 1 Minute

Ship to Ship Combat

Like everything in Star Wars, combat between starships is cinematic. Facing and ranges are not important for a fast paced dogfight between an X-Wing fighter and a Tie Fighter. A GM is encouraged to make starship battles fast and cinematic. Describe barrel rolls, and make the descriptions as colorful as possible.

There are times when the ship's shields are fading and the pilot needs to increase power to them. A pilot or astromech droid can divert power from weapons and direct them to the shields. To do this requires a successful Easy Piloting skill check.

Diverted power drops energy based weapon one level and refreshes the shields. For every one level reduced from an energy weapon, the shields are raised by one. Weapons that have been diverted take one round to charge before they can fire. Diverting power to the shields does not work if the shields have been destroyed. Shields can also not be raised above their listed level. Thus if a ship has Shields at Level 3, weapon power can not be diverted to raise the shields to Level 4.

[Skills](#)   [Vehicle Creation](#)

Vehicle Creation

One of the major attractions of *Star Wars* is the wide variety of ships, droids and equipment that are found in the movies. It is this display of technology that makes the *Star Wars* universe come alive. The *BESM* rules are flexible enough to handle this variety of vehicles. From land speeders, to the planet destroying Death Star, the rules can handle the differences and not get in the way of the action.

Though players can now build ships with *Star Wars: BESM*, GMs must think of the ramifications of this. If the campaign has the PCs as members of the Rebel Alliance then ships are typically assigned to them for missions. If a PC is a smuggler or a trader, they own their own ship, but have to deal with the problems of keeping it maintained. The larger ships, such as frigates, should not be available to the players. They can be used as a means to transport players to their missions, or as a foe in a space battle, not as the player's own personal ship.

Characters who have purchased levels of Own Ship/Vehicle can create or buy their own vehicles. Vehicle creation is easy, and all vehicles are created the same, and Vehicle Points are used to purchase Vehicle Sub-Attributes. Vehicles do not have any statistics nor do they possess any form of Artificial Intelligence. Also vehicles such as transformable mecha are not allowed to be created, since they do not have the Star Wars feel. A vehicle is assumed to have 40 Health Points and can gain extra Health Points by purchasing levels of the Toughness Attribute.

Vehicle Attributes

Vehicles can have Extra Capacity and is essential if the vehicle will carry cargo, passengers or extra crew. Meanwhile Extra Endurance allows a vehicle to be able to travel years between refueling. For starships and fighters Flight, Life Support and Space Flight are required. In addition all starships and some fighter have levels of Hyperspace and it allows for interstellar travel.

All fighters have combat capabilities and both Heavy Armor and Toughness makes ships harder to destroy. In addition Shields are a necessity if a pilot hopes to last at least a few minutes in a fight. It is one thing to be able to withstand damage, but a ship needs to fight back. Weapon Attack takes in account torpedoes and turbolasers, and all ships have some type of offensive capability. Sensors are also a key feature, while fighters have Maneuver Bonus to aid them in a fight.

Planet based vehicles are not ignores and many have Groundspeed or Water Speed. Most

vehicles also have Light Armor to protect the driver, but Heavy Armor is not uncommon for larger vehicles like the Empire's AT AT Walkers.

Table 7 – Vehicle Attributes Available

Attributes Available
Extra Capacity
Extra Endurance
Features or Accessories
Flight
Ground Speed
Heavy Armor
Hyperspace (same as Star Flight)
Life Support
Light Armor
Maneuver Bonus
Sensors
Shields (same as Force Field, 3 Points/Level no customization)
Space Flight
Special Equipment
Toughness
Water Speed

Weapon Attack

Vehicle Defects

Whether is a flaw in the vehicles construction, or the age of the vehicle, a vehicle will have flaws. The most common Defects among older vehicles are Hanger Queen, Noisy and Start-Up Time. Some vehicles because of their size have Poor Maneuverability and at least one level of Awkward Size. These ships also have Crew Requirements and are typical the large capital ships systems have. For planet based vehicles Exposed Occupants and Reduced Capacity is very common. Even star fighters are known to have the reduced capacity Defect as well.

Table 8—Defects Available

Defects Available
Awkward Size
Conditional Ownership
Crew Requirement
Exposed Occupants
Hanger Queen
Limited Damage
Noisy
Poor Maneuverability
Reduced Capacity
Startup Time
Unique Special Defect

New Rules   **Example of Vehicle Creation**

Example of Vehicle Creation

Vehicle creation is easy, and is similar to how it is presented in the *BESM* rulebook. An example of this process follows.

Paul wants to design his own Millennium Falcon for his smuggler Character. Knowing that the Falcon is a modified version of a Corellian Light Freighter, Paul starts with that ship as a base. Then after reading about the Falcon and watching the movies he adds to that profile. Since Han brags about how fast the ship is, Paul increases the Flight Attribute to level 5 and Space Flight to level 4. He also increases the Toughness to Level 3 because he remembers reading that the Falcon has some type of special plating. He buys Shields at Level 4 for the same reason.

Paul then buys Sensors at Level 2 because of the large dish that is mounted on top of the Falcon. For weapons, Paul reads that the Falcon has two Quad Laser Cannons, and he buys Weapon Attack at Level 2 to represent them. According to the sources he has read, the Falcon also had two concussion missile tubes, and to represent them Paul buys Weapon Attack at level 2.
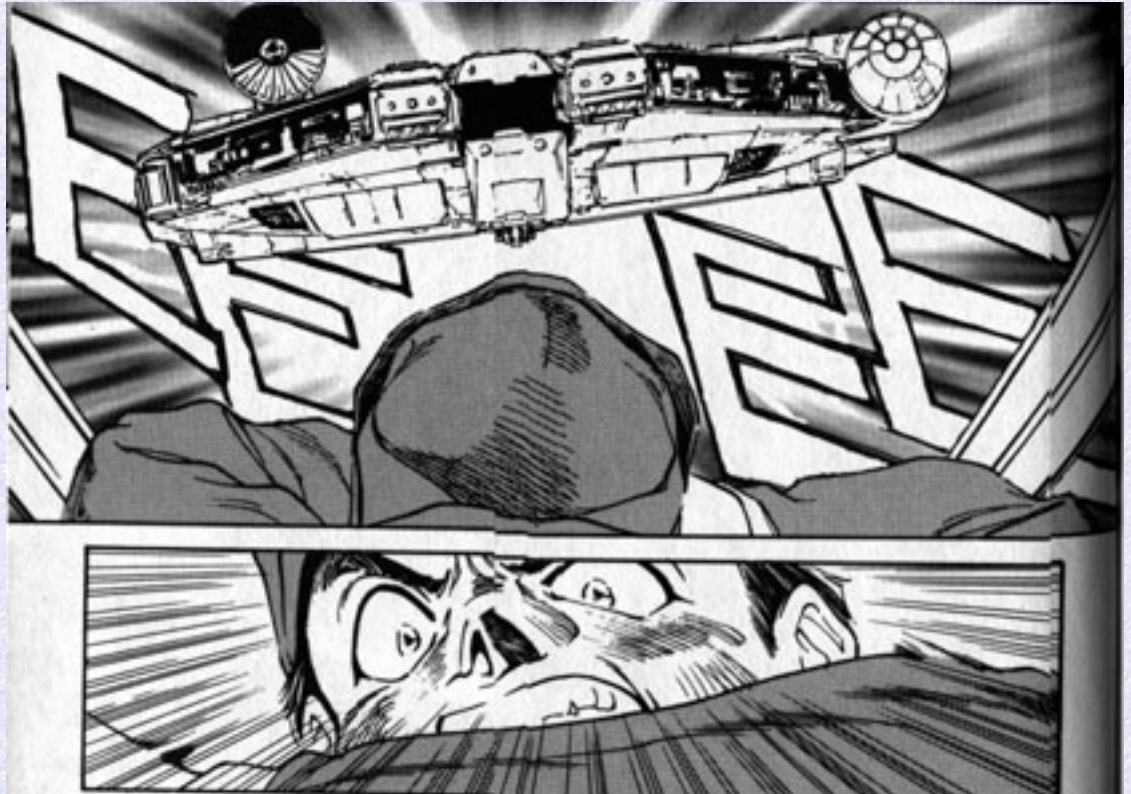
He remembers seeing in The Empire Strikes Back that a small laser cannon was mounted on the underside of the cockpit. Since this laser cannon was only used in melee, Paul reasons that it was weak and ineffective against other ships. He purchases one more Weapon Attack, this time at level 1, and he gives it the defect of low penetration.

Paul keeps most of the defects that are listed under the Corellian Light Freighter, but drops Poor Maneuverability. His reasoning behind this is that in the movies Han always refers to how well his ship handles. Paul also adds Hanger Queen since in the movies the Falcon always seems to be suffering from some type of mechanical problem, and he buys Crew

Requirements. Finally he picks up Noisy since the Flacon's engines always announce the ship's presence.

This is what the finished Millennium Falcon looks like:

Millennium Falcon (88 Vehicle Points)
Vehicle Sub Attributes
Extra Capacity - 3 (3 VP), Extra Endurance - 2 (2 VP), Flight - 5 (20 VP), Hyperspace - 3 (6 VP), Life Support - 2 (2 VP), Sensors - 3 (3VP), Shields - 4 (12 VP), Space Flight - 4 (8 VP), Toughness - 3 (12 VP), Weapon Attack "2 Quad Laser Cannons" - 2 (30 points of damage each, 16 VP), Weapon Attack "2 Concussion Missile Tubes" - 2 (30 points of damage, area of effect, 8 VP), Weapon Attack "Light Laser Cannon" - 1 (15 points of damage, low penetration, 4 VP)
Vehicle Defects
Awkward Size (3 VBP), Crew Requirements (1 VBP), Hanger Queen (2 VBP), Noisy (2 VBP)
Derived Values
Health 100

Vehicle Creation   **Equipment**

Equipment

The following can be added to the weapons already listed in *BESM*.

Table 9—Blasters

Weapon	Damage	Abilities	Disabilities	Skill	Item
Light Blaster	10	Concealable	None	Gun Combat (Blaster)	Minor
Blaster	15	None	None	Gun Combat (Blaster)	Minor
Heavy Blaster	20	None	None	Gun Combat (Heavy Blaster)	Major
Stunner	Special	Stun	Non Lethal	Gun Combat (Stunner)	Minor
Wookie Bowcaster	20	Penetrating	Limited Shots (20)	Gun Combat (Bow Caster)	Major*
* Minor for Wookies					

Table 10—Melee Weapons

Weapon	Damage	Abilities	Disabilities	Skill	Item
Force Pike	20	None	Melee (need 2 hands)	Melee (force pike)	Major
Gaderffi	10	None	Inaccurate, Melee	Melee (gaderffi)	Major*
Lightsaber	20	None	Melee	Melee (lightsaber)	Major**
* Minor for Tatoonie natives ** See Attributes					

Table 11—Explosives

Weapon	Damage	Abilities	Disabilities	Skill	Item
Explosive Charge	15	Area Effect, Concealable	Limited Shots (1), Short Range	Explosives (Charges)	Minor
Grenade	25	Area Effect, Concealable	Limited Shots (1), Short Range	Thrown Weapon (Grenade)	Minor
Personal Mine	25	Area Effect, Concealable	Limited Shots (1), Short Range	Explosives (mine)	Minor

| Thermal Detonator | 50 | Area Effect, Concealable | Limited Shots (1), Short Range | Explosives (thermal detonator) | Major |

Table 12—Armor

Type	Protection
Protective Vest	Light Armor Level 2 (partial, hidden, stops 2 points of damage)
Storm Trooper Armor	Light Armor Level 5 (stops 12 points of damage)
Combat Suit	Light Armor Level 4 (stops 10 points of damage)

Table 13—Miscellaneous Gear

Type	Protection	Item
Breath Mask	Life Support Level 1	Minor
Macrobinoculars	Heightened Senses (sight) Level 1	Minor

[Example of Vehicle Creation](#)   [Sample Droids](#)

Droids

Astromech Droid
Body 4 Mind 6 Soul 3
Attributes
Features - 3, Life Support - 1, Mechanical Genius - 2, Sensors - 2
Defects
Attack Restriction - 2 BP, Can not Talk - 2 BP, No Arms - 1 BP, Restricted Ground Movement - 1 BP
Skills
Computers - 1, Electronics - 1, Hyperspace Navigation - 1, Mechanics - 1
Derived Values
Attack Value 4, Defensive Value 2, Health Points 35, Energy Points 45

Military Droid
Body 6 Mind 3 Soul 3
Attributes
Combat Mastery - 1, Focus Damage - 2, Heavy Armor - 2, Heightened Senses - 2, Sensors - 2, Weapon Attack "Blaster" - 1 (15 points of damage), Weapon Attack "Grenade Launcher" - 2 (30 points of damage)
Defects
Conditional Ownership - 2 BP, Volatile - 1 BP
Skills
Computers - 1
Derived Values
Attack Value 5, Defensive Value 2, Health Points 45, Energy Points 30

Protocol Droid

Body 3 Mind 7 Soul 3

Attributes

Alien Cultures - 3, Alien Species - 3, Languages - 3

Defects

Conditional Ownership - 2 BP, Volatile - 1 BP

Skills

Cultural Arts - 1, Social Science - 1

Derived Values

Attack Value 4, Defensive Value 2, Health Points 30, Energy Points 50

Repair Droid

Body 2 Mind 4 Soul 2

Attributes

Extra Arms - 1, Features - 1, Mechanical Genius - 2

Defects

Attack Restriction - 2 BP, Can not Talk - 1 BP, Not so Fast - 1 BP, Not so Strong - 1 BP, Not so Tough - 1 BP

Skills

Computers - 1, Electronics - 1, Mechanics - 1

Derived Values

Attack Value 2, Defensive Value 1, Health Points 20, Energy Points 30

[Equipment](#)   [Vehicles](#)

Star Wars Vehicles

What follows are vehicles Characters will commonly come into contact with. In the case of Space Fighters, the players will typically be assigned to them, or have to deal with them while flying through space. All of these can be modified if the PC has enough points in OSV.

[Sample Droids](#)   [Planet Based Vehicles](#)

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Planet Based Vehicles

Land Speeder (9 Vehicle Points)

Vehicle Sub Attributes

Flight - 1 (skimmer, 3 VP), Ground Speed - 4 (4VP), Light Armor - 3 (3 VP), Maneuver Bonus - 1 (1VP)

Vehicle Defects

Exposed Occupants (1 VBP), Mutual Damage (1 VBP)

Derived Values

Health 40

Air Speeder (10 Vehicle Points)

Vehicle Sub Attributes

Flight - 3 (9 VP), Heavy Armor - 1 (4VP), Maneuver Bonus - 1 (1VP)

Vehicle Defects

Mutual Damage (1 VBP)

Derived Values

Health 40

Speeder Bike (21 Vehicle Points)

Vehicle Sub Attributes

Flight - 3 (skimmer, 12 VP), Light Armor - 1 (1 VP), Maneuver Bonus - 3 (3VP), Toughness - 2 (4 VP), Weapon Attack "Laser Cannon" - 1 (15 points of damage, 4 VP)

Vehicle Defects

Exposed Occupants (1 VBP), Mutual Damage (2 VBP)

Derived Values

Health 60

AT ST Walker (24 Vehicle Points)

Vehicle Sub Attributes

Ground Speed - 2 (4 VP), Life Support - 1 (1 VP), Light Armor - 4 (5 VP), Maneuver Bonus - 1 (1 VP), Sensors - 1 (1 VP), Toughness - 2 (6 VP), Weapon Attack "Twin Blaster Cannon" - 1 (15 points damage, spreading, 4 VP), Weapon Attack "Twin Light Blaster Cannon" - 1 (15 points damage, melee, 4 VP), Weapon Attack "Concussion Grenade Launcher" - 1 (15 points damage, area effect, melee, 4 VP)

Vehicle Defects

Awkward Size (2 VBP), Conditional Ownership (2 VBP), Crew Requirement (1 VBP), Noisy (1 VBP)

Derived Values

Health 80

AT AT Walker (37 Vehicle Points)

Vehicle Sub Attributes

Extra Capacity - 4 (4 VP), Heavy Armor - 4 (16 VP), Life Support - 2 (2 VP), Sensors - 1 (1 VP), Toughness - 3 (12 VP), Weapon Attack "Two Heavy Laser Cannon" - 2 (30 points of damage, 8 VP), Weapon Attack "Two Medium Blasters" - 1 (15 points of damage, 4 VP)

Vehicle Defects

Awkward Size (3 VBP), Conditional Ownership (2 VBP), Crew Requirements (2 VBP), Noisy (2 VBP), Poor Maneuverability (1 VBP)

Derived Values

Health 120

Space Fighters

A-Wing Fighter (55 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 1 (comm jamming, sensor jamming, 2 VP), Flight - 5 (20 VP), Hyperspace - 1 (2 VP), Life Support - 2 (2 VP), Maneuver Bonus - 5 (5 VP), Sensor Level - 1 (1 VP), Shields - 2 (2 VP), Space Flight - 5 (10 VP), Toughness - 1 (4 VP), Weapon Attack "2 Laser Cannons" - 1 (15 points of damage, 4 VP), Weapon Attack "Concussion Missiles" - 2 (30 points of damage, area effect, 8 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Noisy (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 60

B-Wing Fighter (63 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 2 (comm jamming, sensor jamming, 4 VP), Flight - 4 (16 VP), Hyperspace - 1 (2 VP), Life Support - 2 (2 VP), Maneuver Bonus - 1 (1 VP), Sensor - 2 (2 VP), Shields - 2 (6 VP), Space Flight - 2 (4 VP), Toughness - 1 (4 VP), Weapon Attack "2 Laser Cannons" - 1 (15 points of damage, 4 VP), Weapon Attack "3 linked Ion Cannons" - 2 (30 points of damage, stun, 8 VP), Weapon Attack "2 Proton Torpedo Launchers" - 3 (45 points of damage, homing, limited shots (6), 12 VP), Weapon Attack "2 Auto Blasters" - 1 (15 points of damage, 4 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Hanger Queen (2 BP), Reduced Capacity (1 VBP), Start-up Time (1 BP)

Derived Values

Health 60

Y-Wing Fighter (70 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 2 (comm jamming, missile jamming, sensor jamming, 6 VP), Flight - 4 (16 VP), Hyperspace - 1 (2 VP), Life Support - 2 (2 VP), Maneuver Bonus - 1 (1 VP), Sensor Level - 2 (2 VP), Shields - 2 (6 VP), Space Flight - 3 (6 VP), Toughness - 2 (8 VP), Weapon Attack "2 Laser Cannons" - 1 (15 points of damage, 4 VP), Weapon Attack "2 Proton Torpedo Launchers" - 3 (45 points of damage, homing, limited shots (4) 12 VP), Weapon Attack "2 Ion Cannons" -2 (30 points of damage, stun, 8 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 80

X-Wing Fighter (70 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 2 (comm jamming, sensor jamming, 4 VP), Flight - 4 (16 VP), Hyperspace - 1 (2 VP), Life Support - 2 (2 VP), Maneuver Bonus - 4 (4 VP), Sensor Level - 2 (2 VP), Shields - 2 (6 VP), Space Flight - 4 (16 VP), Toughness - 2 (8 VP), Weapon Attack "4 Laser Cannons" - 2 (30 points of damage, 8 VP), Weapon Attack "2 Proton Torpedo Launchers" - 3 (45 points of damage, homing, limited shots (4) 12 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 80

Tie Fighter (37 Vehicle Points)

Vehicle Sub Attributes

Flight - 4 (16 VP), Heavy Armor - 1 (4 VP), Life Support - 2 (2 VP), Maneuver Bonus - 3 (3 VP), Space Flight - 4 (4 VP), Toughness - 1 (4 VP), Weapon Attack "2 Laser Cannons" - 1 (15 points of damage, 4 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 60

TIE Bomber (48 Vehicle Points)

Vehicle Sub Attributes

Flight - 4 (16 VP), Heavy Armor - 1 (4 VP), Life Support - 2 (2 VP), Space Flight - 3 (6 VP), Sensor - 3 (3 VP), Toughness - 2 (8 VP), Weapon Attack "2 Laser Cannons" - 1 (15 points of damage, 4 VP), Weapon Attack "Concussion Missiles" - 2 (30 points of damage, area of effect, 8 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 80

TIE Interceptor (58 Vehicle Points)

Vehicle Sub Attributes

Flight - 5 (20 VP), Heavy Armor - 2 (8 VP), Life Support - 2 (2 VP), Maneuver Bonus - 5 (5 VP), Space Flight - 5 (10 VP), Toughness - 2 (8 VP), Weapon Attack "4 Laser Cannons" - 2 (30 points of damage, 8 VP)

Vehicle Defects

Conditional Ownership (2 VBP), Reduced Capacity (1 VBP)

Derived Values

Health 80

[Planet Based Vehicles](#)   [Large Ships](#)

Large Ships

Corellian Light Freighter (45 Vehicle Points)

Vehicle Sub Attributes

Extra Capacity - 3 (3 VP), Extra Endurance - 1 (1 VP), Flight - 4 (16 VP), Hyperspace - 3 (6 VP), Life Support - 2 (2 VP), Sensors - 3 (3VP), Space Flight - 3 (6 VP), Toughness - 2 (8 VP), Weapon Attack "Laser Cannon" - 1 (15 points of damage, 4 VP)

Vehicle Defects

Awkward Size (3 VBP), Poor Maneuverability (1 VBP)

Derived Values

Health 80

Corellian Corvettes (151 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 2 (comm jamming, missile jamming, sensor jamming, 6 VP), Hyperspace - 4 (8 VP), Life Support - 2 (2 VP), Multiple Attacks - 6 (6 attacks, 60 VP), Sensors - 3 (3 VP), Shields - 4 (16 VP), Space Flight - 3 (6 VP), Toughness - 4 (12 VP), Weapon Attack "6 Turbolaser Batteries" - 2 (30 points of damage each, 48 VP)

Vehicle Defects

Awkward Size (4 VBP), Crew (4 VBP), Poor Maneuverability (1 VBP), Start-up Time (1 VBP)

Derived Values

Health 140

Escort Frigate (266 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 3 (comm jamming, missile jamming, sensor jamming, 9 VP), Extra Capacity - 4 (4 VP), Extra Endurance - 5 (5 VP), Hyperspace - 4 (8 VP), Life Support - 2 (2 VP), Multiple Attacks - 24 (24 attacks, 120 VP), Sensors - 4 (4 VP), Shields - 5 (15 VP), Space Flight - 2 (4 VP), Toughness - 5 (16 VP), Weapon Attack "12 Turbolaser Batteries" - 2 (30 points of damage each, 144 VP), Weapon Attack "12 Laser Cannons" - 1 (15 points of damage each, 48 VP), Weapon Attack "2 Tractor Beam Projectors" - 1 (no damage, target captured if hit, 8 VP)

Vehicle Defects

Awkward Size (4 VBP), Crew (5 VBP), Poor Maneuverability (2 VBP), Start-up Time (2 VBP)

Derived Values

Health 160

Mon Calamari Star Cruiser (1127 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 4 (comm jamming, missile jamming, sensor jamming, 24 VP), Extra Capacity - 6 (6 VP), Extra Endurance - 5 (5 VP), Hyperspace - 4 (8 VP), Life Support - 2 (2 VP), Multiple Attacks - 48 (48 attacks, 480 VP), Sensors - 5 (5 VP), Shields - 6 (18 VP), Space Flight - 3 (6 VP), Toughness - 6 (24 VP), Weapon Attack "48 Turbolaser Batteries" - 2 (30 points of damage each, 384 VP), Weapon Attack "20 Ion Cannon Batteries" - 2 (30 points of damage each, stun, 160 VP), Weapon Attack "6 Tractor Beam Projectors" - 1 (no damage, target captured if hit, 24 VP)

Vehicle Defects

Awkward Size (6 VBP), Crew (10 VBP), Poor Maneuverability (1 VBP), Start-up Time (2 VBP)

Derived Values

Health 160

Imperator-class Star Destroyer (1234 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 4 (comm jamming, missile jamming, sensor jamming, 12 VP), Extra Capacity - 8 (8 VP), Extra Endurance - 5 (5 VP), Hyperspace - 4 (8 VP), Life Support - 2 (2 VP), Multiple Attacks - 60 (60 attacks, 600 VP), Sensors - 5 (5 VP), Shields - 6 (18 VP), Space Flight - 3 (6 VP), Toughness - 6 (24 VP), Weapon Attack "60 Turbolaser Batteries" - 2 (30 each, 480 VP), Weapon Attack "60 Ion Cannon Batteries" - 2 (30 each, stun, 480 VP), Weapon Attack "10 Tractor Beam Projectors" - 1 (no damage, target captured if hit, 40 VP)

Vehicle Defects

Awkward Size (8 VBP), Crew (10 VBP), Poor Maneuverability (2 VBP), Start-up Time (2 VBP)

Derived Values

Health 180

Executor-class Commandship (14408 Vehicle Points)

Vehicle Sub Attributes

Electronic Counter Measures - 5 (comm jamming, sensor jamming, 10 VP), Extra Capacity - 10 (10 VP), Extra Endurance - 5 (5 VP), Hyperspace - 4 (8 VP), Life Support - 2 (2 VP), Multiple Attacks - 500 (500 attacks, 5000 VP), Sensors - 6 (6 VP), Shields - 8 (32 VP), Space Flight - 4 (8 VP), Toughness - 8 (32 VP), Weapon Attack "250 Turbolaser Batteries" - 2 (30 damage each, 2000 VP), Weapon Attack "250 Heavy Turbolaser Batteries" - 3 (45 damage each, 3000 VP), Weapon Attack "250 Ion Cannon Batteries" - 2 (30 damage each, stun, 2000 VP), Weapon Attack "250 Concussion Missile Tubes" - 2 (30 damage each, area effect, 2000 VP), Weapon Attack "40 Tractor Beam Emplacements" - 2 (no damage, target captured if hit, 320 VP)

Vehicle Defects

Awkward Size (10 VBP), Crew (11 VBP), Poor Maneuverability (2 VBP), Start-up Time (2 VBP)

Derived Values

Health 200

[Spacefighters](#)   [Forces of the Empire](#)

Forces of the Empire

The Empire's strength is protected and safe guarded by their elite fighting forces. The military is the shinning example of the Empire's greatness and is a necessary tool to keep systems in check. In times of need these forces are used to pacify systems that refuse to follow the laws of the Empire.

The military receives a wealth of benefits and the bulk of government expenditures. They are given the best weapons and receive the most training. The bulk of the Empire's military strength lies in the navy, and is an example of the Emperor's dominance. Star Destroyers troll the systems and carry enough fighters and Stormtroopers to neutralize any enemy.

The Empire is a part of life in the galaxy and all come into contact with the Empire's forces at sometime. Be it a smuggler transporting contraband or freedom fighters waging a resistance, the Empire poses a threat to all.

Stormtrooper
Body 5 Mind 4 Soul 4
Defects
Owned by a Mega Corp - 2BP, Red Tape - 1 BP
Skills
Gun Combat (blaster) - 1, Military Sciences - 1, Unarmed Attack (strikes) - 1, Unarmed Defense (strikes) - 1
Gear
Stormtrooper armor, blaster, 2 grenades
Derived Values
Attack Value 4, Defensive Value 2, Health Points 45, Energy Points 40

The elite of the Empire's shock troops, Stromtroopers are the most skilled and well trained fighting force in the galaxy. Where ever there is trouble, Imperial Command deploys Stromtroopers in such numbers as to overwhelm any and all opposition. It is the

Stormtroopers who enforce the Emperor's will and ensures that his laws are enforced. Encased in their white and black armor, Stormtroopers mere presence is often enough to quell any opposition. Stormtroopers are loyal to the Empire and there have been no reported cases of one ever being bribed, seduced or blackmailed. Their entire life is devoted to discipline and they are obedient to the end.

Snowtrooper
Body 6 Mind 5 Soul 4
Defects
Owned by a Mega Corp - 2BP, Red Tape - 1 BP
Skills
Gun Combat (blaster) - 1, Gun Combat (blaster rifle) - 1, Military Sciences - 2, Unarmed Attack (strikes) - 1, Unarmed Defense (strikes) - 1, Wilderness Survival (arctic) - 2
Gear
Stormtrooper armor, blaster, blaster rifle, 2 grenades, utility belt, high tension wire, grappling hook, 4 flares, survival pack.
Derived Values
Attack Value 5, Defensive Value 3, Health Points 55, Energy Points 45

Snowtroopers, or Cold Assault Troopers, are one of the most highly trained and highly specialized units in the Imperial fighting forces. They are trained to work and survive in polar regions, and their armor is designed to protect them from extreme cold. Snowtroopers are trained to work in unison with AT AT Walkers. Once the walkers secure an area, the Snowtroopers disembark and mop up any pockets of resistance.

Sandtrooper
Body 5 Mind 5 Soul 4
Defects
Owned by a Mega Corp - 2BP, Red Tape - 1 BP
Skills

Gun Combat (blaster) - 1, Military Sciences - 1, Stealth (camouflage) - 1, Unarmed Attack (strikes) - 1, Unarmed Defense (strikes) - 1, Wilderness Survival (desert) - 2, Wilderness Tracking (desert) - 1

Gear

Stormtrooper armor, blaster, blaster rifle, 2 grenades, food/water packs

Derived Values

Attack Value 4, Defensive Value 2, Health Points 50, Energy Points 45

Another of the specialized unit of Stromtroopers, Sandtroopers are trained in desert survival. Their armor is designed to protect from the heat and has built in cooling systems that uses perspiration and to cool the body. The lenses of the helmet are polarized and protect from the glare of the desert sun. In addition, the breathing plate of the helmet is also redesigned and filters out sand in addition to trapping moisture to aid in the cooling process.

Scouts

Body 5 Mind 5 Soul 4

Defects

Owned by a Mega Corp - 2BP, Red Tape - 1 BP

Skills

Driving (speederbike) - 1, Gun Combat (blaster) - 1, Military Sciences - 1, Stealth - 2 Unarmed Attack (strikes) - 1, Unarmed Defense (strikes) - 1

Gear

Stormtrooper armor, speederbike, macrobinoculars, blaster, tent, food/water packs

Derived Values

Attack Value 4, Defensive Value 2, Health Points 45, Energy Points 45

This specialized unit are typical stationed at garrison posts and it is their job to maintain active patrols on pacified worlds. Scouts perform reconnaissance functions and often they survey a planet prior to Imperial control. Many times it is the Scouts who are the first Imperial presence on a world. By the time Star Destroyers enter orbit, the Scouts have the entire planet mapped out.

Imperial Royal Guard

Body 6 Mind 6 Soul 6

Defects

Owned by a Mega Corp - 2BP, Red Tape - 2BP

Skills

Gun Combat (blaster) - 2, Melee Attack (force pike) - 2, Melee Defense (force pike) - 2, Military Sciences - 2, Unarmed Attack (strikes) - 2, Unarmed Defense (strikes) - 2

Gear

Stormtrooper armor, force pike

Derived Values

Attack Value 6, Defensive Value 4, Health Points 60, Energy Points 60

The ranks of the Royal Guards are filled with only the best Stormtroopers. Their loyalty to the Empire has been rewarded by being chosen to serve as the Emperor's personal guards. The Emperor hand picks each of his guards, and they under go a rigorous training process to prepare them for their new assignment. Royal Guards are fanatic in their devotion to the Emperor, and place him above all things. To mark their special status and distinction, each guard is clad in blood red armor and long red cloaks

Star Destroyer Officer

Body 4 Mind 4 Soul 4

Defects

Owned by a Mega Corp - 2BP, Red Tape - 1BP

Skills

Hyperspace Navigation - 1, Law (Imperial) - 1, Piloting (Destroyer Class) - 1, Military Science - 1, Navigation - 2, Physical Science (Astronomy) - 1

Derived Values

Attack Value 4, Defensive Value 2, Health Points 45, Energy Points 45

The Imperial Naval Academy accepts only the best applicant's pilots into its ranks. These

cadets are trained in all manners of space crafts, but only the best earn the rank of officer and are assigned to a destroyer. From the start of their naval career, officers compete amongst themselves for assignments and placements within the Imperial fleet. Often the first lessons a young cadet learns is the politics that make up the Imperial Navy. The competition keeps the officers on their toes and is encouraged by Imperial Command.

TIE Pilots
Body 4 Mind 4 Soul 4
Defects
Owned by a Mega Corp - 2BP, Red Tape - 1 BP
Skills
Electronics (communications) - 1, Navigation - 1, Piloting (TIE) - 1, Heavy Weapons (starship weapons) - 1
Derived Values
Attack Value 4, Defensive Value 2, Health Points 45, Energy Points 45

Those at the Naval Academy who are not good enough to join the ranks of officer, find themselves as TIE pilots. According to many, these are they best pilots in the galaxy, and are highly skilled with the flying of personal craft. The training these pilots endure is long and intense, but once completed, pilots are able to fly a variety of ships. TIE pilots are well respected among the Imperial Navy, and have reputations of being fearless.

[Large Ships](#) [Introduction](#)