

# STAR WARS





# CREDITS

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# INTRODUCTION

Most owners of RuneQuest 6th Edition will probably have purchased it with the intent to run games set in traditional fantasy settings. As it stands the book can pretty much cover anything from historical Neolithic hunter-gatherers to Arabian Nights Sword & Sorcery. Yet the underlying mechanics of RuneQuest are flexible enough to represent any genre.

Of course a Game Master needs to invest a little more work if planning to run a game in an atypical setting. Whilst the Design Mechanism intends to publish some more modern setting books in the future, this article is the first of an informal series to show just how easy it is to make your own conversions (commonly known as 'hacks') to play in the more infamous Sci-Fi and Fantasy worlds.

To start the ball rolling we'll show how you can use RQ6 to run a Star Wars based game, which is about as far removed from S&S as can be imagined. Although you could use this document to support an entire campaign, its true purpose is to stimulate creativity and show what key areas you need to change in order to fully support the setting within the rules. Enjoy! And may the force be with you...

*Note: This supplement uses some material from the Wookieepedia Wiki, an invaluable website for all Star Wars related information. Many thanks to the creators and their efforts.*



## CHANGES

There are a few key areas which need to be changed in order to incorporate Star Wars concepts within the rules. For simplicity's sake, only material from the original trilogy is used. The fundamental modifications are:

- Attributes: Some name changes and a new addition
- Races: New species templates to represent the more iconic races
- Standard and Professional Skills: Revised skill lists to reflect technology
- Culture and Careers: Specialised alternatives for more high tech settings
- Droids: How to design and build a PC droid
- Equipment: Some new things to be bought and used
- Vehicular Combat: Details unique Special Effects and ways to handle things like dogfights
- Jedi Powers: How to tweak Mysticism to become The Force
- Lightsaber Combat Styles: Need I say more?
- Creatures: Less a modification than a new bunch of formidable foes

The above changes reflect key points required to modify the rules for any genre. Seeing how it is done here, we hope that others will have the confidence to create their own 'hacks' for their favourite settings.

Note that from the author's personal preference, these modifications and additions represent the Star Wars setting of the original trilogy; that is episodes IV, V and VI. Game Masters and players who prefer the more extreme abilities and equipment of the prequels are free to modify these rules as necessary.

## ATTRIBUTES

Whilst the default RQ6 Characteristics remain unchanged, some of the derived Attributes need a small revision to better suit the setting. Use the following modifications:

- Rename Magic Points to Tenacity – Magic Points are obviously incongruous in Star Wars, so they are instead named Tenacity points as per the Mental Resilience text box on page 213. They are intended for darker elements of the setting, such as resisting torture (as Leia and Han were) or addiction.
- Rename Luck Points to Force Points – We don't think this needs any explanation. You don't need to be a Jedi for the Force to be with you!

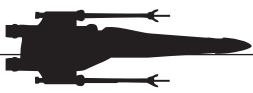
Other than that everything else uses normal RuneQuest terminology.

## RACES

The Star Wars universe is overflowing with a multitude of different sapient species, far too many to cover in any great detail. It is assumed that aficionados of Star Wars will intimately know the culture and history of the following examples. For the sake of brevity only the most iconic races are presented, with a basic description and characteristics for each. If a particular alien race seems unfamiliar, then more detail can be found at the Wookieepedia website. Using the templates provided it should be easy to add further species. Force Sensitivity is an indicator of which races are considered strong in the Force. In general terms it's a guideline with 'high' being those species which normally produce Jedi (or Sith) according to Star Wars canon. Of course a Game Master should not feel bound by these constraints if one of the players comes up with an innovative concept.

Racial descriptions begin overleaf.





## AQUALISH

The Aqualish are fanged bipeds from the planet Ando whose appearance combines aspects of arachnids and pinniped aquatic mammals. Aqualish have a reputation for being nasty, crude and aggressive, and generally pursue off-world careers as mercenaries, bounty hunters and criminal thugs.

Aqualish are bipedal humanoids that range from between 1.7 and 2 metres in height. Skin is generally smooth, coloured anywhere from orange to dark brown, with patches of arachnid hair emerging from the lower parts of their limbs and head. They possess large eyes adapted to low light and a set of oversized feeding fangs, which tuck into their neck pouch when not in use to protect their delicate tips.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points		2	1-3	Right Leg	0/5
CON: 3d6 (11)	Damage Modifier		+1d2	4-6	Left Leg	0/5
SIZ: 2d6+6 (13)	Tenacity		11	7-9	Abdomen	0/6
DEX: 3d6 (11)	Movement		6m	10-12	Chest	0/7
INT: 2d6+6 (13)	Strike Rank		12	13-15	Right Arm	0/4
POW: 3d6 (11)	Natural Armour		None	16-18	Left Arm	0/4
CHA: 3d6 (11)	Abilities		Night Sight	19-20	Head	0/5
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Claws	S	T	1d4+1d2	As for Arm		

## GAMORREAN

Gamorreans are porcine humanoids from the lush jungle Outer Rim planet of Gamorr where their technological level has barely reached that of a space faring civilisation. With their primitive ships they colonised several other nearby systems in vessels

which provided only essential amenities as well as shields and weapons. Socially they are organised in clans ruled by a council of matrons.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points		2	1-3	Right Leg	0/6
CON: 2d6+6 (13)	Damage Modifier		+1d2	4-6	Left Leg	0/6
SIZ: 2d6+6 (13)	Tenacity		11	7-9	Abdomen	0/7
DEX: 2d6+3 (10)	Movement		6m	10-12	Chest	0/8
INT: 1d3+7 (9)	Strike Rank		10	13-15	Right Arm	0/5
POW: 3d6 (11)	Natural Armour		None	16-18	Left Arm	0/5
CHA: 3d6 (11)	Abilities		None	19-20	Head	0/6
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Fists	M	S	1d4+1d2	As for Arm		
Tusks	M	T	1d3+1d2	As for Head		



# HUMANS

The predominant race of the Empire, humanity is both wide-

spread and considered the de-facto species against which all others are measured. They have many settled worlds amongst which are counted Alderaan, Corellia, Corulag and Chandrila.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 3d6 (11)	Action Points		2	1-3	Right Leg	0/5
CON: 3d6 (11)	Damage Modifier		None	4-6	Left Leg	0/5
SIZ: 2d6+6 (13)	Tenacity		16	7-9	Abdomen	0/6
DEX: 3d6 (11)	Movement		6m	10-12	Chest	0/7
INT: 2d6+6 (13)	Strike Rank		12	13-15	Right Arm	0/4
POW: 2d6+9 (16)	Natural Armour		None	16-18	Left Arm	0/4
CHA: 3d6 (11)	Abilities		None	19-20	Head	0/5
	Force Sensitivity		High			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Hands & Feet	S	T	1d3	As for Limb		

# HUTT

The Hutts are a species of large gastropods with stubby arms, wide cavernous mouths and huge eyes, which control a large hegemony in Hutt Space. The species is said to originally hail from the planet Varl, but no planet by that name appears on any Imperial star charts. Their adopted home world is Nal Hutta. Members of this species are notoriously seen as crime lords.

An adult hutt has an average length of 4-5 metres and can weigh hundreds of kilograms, their obesity being seen as a symbol of status and rank. The wealthier the hutt and more secure it is within its own power base, the more mass it accumulates. A stressed hutt quickly becomes thin and its skin, which can be of almost any colour, grows loose and lacks its natural oily lustre. Hutts move by undulating their slug-like bodies, although being lazy of temperament when it comes to physical activity, they often utilise floaters and repulsorlift sleds to travel about.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points		2	1-5	Tail	0/8
CON: 2d6+6 (13)	Damage Modifier		+1d6	6-10	Abdomen	0/9
SIZ: 2d6+18 (25)	Tenacity		11	11-14	Chest	0/10
DEX: 1d6 (4)	Movement		4m	15-16	Right Arm	0/7
INT: 2d6+9 (16)	Strike Rank		10	17-18	Left Arm	0/7
POW: 3d6 (11)	Natural Armour		None	19-20	Head	0/8
CHA: 3d6 (11)	Abilities		None			
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Fist	L	M	1d4+1d6	As for Arm		
Tail Slap	L	L	1d8+1d6	As for Tail		





## ITHORIAN

Ithorians are mammalian herbivorous species from the planet Ithor. Despite being roughly humanoid from the chest down, they are commonly called “Hammerheads” by less sensitive beings because of their long, curving neck and T-shaped head. This odd physiology grants them two mouths and four throats, allowing an Ithorian to speak in stereo. Female Ithorians have two humps on the back of their head, while males have only one.

Hammerheads have glossy, usually brown flesh, although it can sometimes have a distinctive reddish tinge. They stand roughly between 1.8 to 2.3 meters from eyestalk to toe and the separation between eyes grants them excellent depth perception making them natural marksmen and pilots. However, their reflexes and coordination are somewhat slower than that of average humanoids, thus they are rarely suited to combat roles. Indeed the species is fairly pacifistic in nature.

Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points	2	1–3	Right Leg	0/6
CON: 2d6+6 (13)	Damage Modifier	+1d2	4–6	Left Leg	0/6
SIZ: 2d6+9 (16)	Tenacity	13	7–9	Abdomen	0/7
DEX: 2d6 (7)	Movement	6m	10–12	Chest	0/8
INT: 2d6+6 (13)	Strike Rank	10	13–15	Right Arm	0/5
POW: 2d6+6 (13)	Natural Armour	None	16–18	Left Arm	0/5
CHA: 3d6 (11)	Abilities	Improved Depth Perception (reduce Distance Penalties by one step)	19–20	Head	0/6
	Force Sensitivity	High			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP	
Hands & Feet	S	T	1d3	As for Limb	

## JAWA

Jawas are the atypically short, heavily cowled natives of Tatooine. Lacking innovation or an ethic for hard work, they are instead passionate scavengers, seeking out technology for sale or trade in the deep deserts in their huge sandcrawler transports. They have a reputation for swindling, as they had a penchant for selling old equipment such as outdated faulty droids to moisture farmers.

An average jawa keeps its features hidden at all times, with only their glowing yellow eyes visible within the darkness of their hooded robes. They rarely exceed 1 metre in height or more than 30 kilos in mass. Due in part to their size they are extremely passive beings, hardly putting up any physical resistance to ward off violence; but instead use stealth or negotiation skills to fast talk their way out of trouble. Jawas are most likely encountered as cowardly thieves or merchants, attempting to convince foreigners to partake in their ‘excellent’ business opportunities.

Characteristics	Attributes		1d20	Location	AP/HP
STR: 1d6+3 (7)	Action Points	3	1–3	Right Leg	0/4
CON: 3d6 (11)	Damage Modifier	-1d4	4–6	Left Leg	0/5
SIZ: 1d3+3 (5)	Tenacity	11	7–9	Abdomen	0/6
DEX: 2d6+6 (13)	Movement	4m	10–12	Chest	0/3
INT: 2d6+6 (13)	Strike Rank	13	13–15	Right Arm	0/3
POW: 3d6 (11)	Natural Armour	None	16–18	Left Arm	0/4
CHA: 3d6 (11)	Abilities	None	19–20	Head	0/6
	Force Sensitivity	Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP	
Hands & Feet	S	T	1d2-1d4	As for Limb	



## MON CALAMARI

The Mon Calamari are one of several sapient species indigenous to the world of Dac. They take the form of an amphibious humanoid species with salmon-coloured skin, webbed hands, high-domed heads and huge, fish-like eyes. They are equally capable of breathing both on land and in water with them being at home in either environment providing the atmosphere is not too dry. The Mon Calamari are able to descend to depths of up to 30 meters below sea level without requiring breathing or pressure apparatus.

On average, a member of the species stands between 1.3 to 1.8 meters tall, possessing a body scent of salt and the sea. Male Mon Calamari have protrusions on their chin called “barbels” which grew more numerous with age. Their hands, apart from being webbed, also featured five claw-tipped fingers; one opposable thumb with two more shorter claw-like protrusions, two long middle fingers, and two extremely short outer fingers. Mon Calamari can also swivel their eyes independently from one another, focusing on two areas at once, but see in a slightly higher wavelengths than Humans, making it difficult for one species to view visuals designed for the other and vice versa.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points		2	1–3	Right Leg	0/5
CON: 3d6 (11)	Damage Modifier		None	4–6	Left Leg	0/5
SIZ: 2d6+3 (10)	Tenacity		11	7–9	Abdomen	0/6
DEX: 2d6 (7)	Movement		6m	10-12	Chest	0/7
INT: 2d6+9 (16)	Strike Rank		12	13–15	Right Arm	0/4
POW: 3d6 (11)	Natural Armour		None	16–18	Left Arm	0/4
CHA: 3d6 (11)	Abilities		Swimmer	19–20	Head	0/5
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Hands & Feet	S	T	1d3	As for Limb		

## RODIAN

Natives of Rodia in the Tyrius system. Highly recognizable due to their green semi-reptilian skin and characteristic fluted snouts, Rodians are infamous for their violent culture, which springs from the difficulties of life in the jungles of their home world. Though they are often relegated to the fringes of galactic society as bounty hunters or criminal henchmen, Rodians are not merely simple-minded thugs. The Rodian people have managed to produce artists, merchants, and politicians who are to be found even among the upper classes of the Core Worlds.

Ranging from 1.5 to 1.7 metres in height, Rodians are relatively short when compared with humans. Their large multifaceted eyes provide night vision seeing into the infra red spectrum. However it is the combination of large ears and directional antennae which makes them difficult to creep up on. Their skin is leathery and reptilian in nature. Rodians also have overlong, fingers and toes which end in suckered tips, allowing them to scale sheer surfaces with relative ease – provided they are wearing no gloves or shoes.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+3 (10)	Action Points		3	1–3	Right Leg	0/5
CON: 2d6+6 (13)	Damage Modifier		-1d2	4–6	Left Leg	0/5
SIZ: 2d6+3 (10)	Tenacity		11	7–9	Abdomen	0/6
DEX: 2d6+6 (13)	Movement		6m	10-12	Chest	0/7
INT: 2d6+6 (13)	Strike Rank		13	13–15	Right Arm	0/4
POW: 3d6 (11)	Natural Armour		Pebbly Skin	16–18	Left Arm	0/4
CHA: 3d6 (11)	Abilities		Adhering, Night Sight	19–20	Head	0/5
	Force Sensitivity		High			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Hands & Feet	S	T	1d3	As for Limb		



## TRANDOSHAN

Trandoshans are large, bipedal reptilian humanoids from the planet of Trandosha. Like Rodians they have sensitive eyes that can see into the infrared range, but in addition possess the ability to regenerate lost limbs – albeit slowly – and are anatomically built heavier and stronger than most humanoids. Being fully reptilian they periodically shed their skin, which is thick and scaly.

The Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves.

As a species, they average 2 metres in height and are renowned across the galaxy for toughness and great strength. This is evidenced by several members of other species boasting physical prowess and power by having defeated a Trandoshan, either in battle or in a contest of strength. Most of this race seeks employment as mercenaries, bounty hunters or slavers.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+9 (16)	Action Points		2	1–3	Right Leg	3/7
CON: 2d6+9 (16)	Damage Modifier		+1d4	4–6	Left Leg	3/7
SIZ: 2d6+12 (19)	Tenacity		10	7–9	Abdomen	3/8
DEX: 2d6+3 (10)	Movement		6m	10–12	Chest	3/9
INT: 2d6+6 (13)	Strike Rank		12	13–15	Right Arm	3/6
POW: 2d6+3 (10)	Natural Armour		Thick Scales	16–18	Left Arm	3/6
CHA: 3d6 (11)	Abilities		Night Sight, Regeneration (can regrow limbs as per healing Major Wounds)	19–20	Head	3/7
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Bite	M	T	1d6+1d4	As for Head		
Claws	M	M	1d4+1d4	As for Arm		

## TUSKEN

Tusken Raiders, less formally referred to as Sand People, are a race of primitive sapient indigenous to Tatooine. They follow a nomadic lifestyle, openly hostile to local settlers and even other tribes who encroach on their sprawling territories. The term Sand People was given to them due to their existence in the desert; but the more formal name of Tusken Raiders was acquired much later, due to a period of concerted attacks on outlying colony settlements.

Tuskens are tall yet lean, ranging from 1.8 to 1.9 metres high. They keep every part of their body wrapped to protect it against the harsh sun and sand of their home world. Little more of their physiology is known as the Sand People always take their dead with them. Specialists studying the history and biology of the species are forced to locate ancient mummified remains secreted away in well hidden necropolises. From these desiccated cadavers, they believe that Tusken Raiders share a common ancestry with the Jawas, although neither species has ever admitted a relationship with the other.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+6 (13)	Action Points		2	1–3	Right Leg	3/7
CON: 2d6+6 (13)	Damage Modifier		+1d2	4–6	Left Leg	3/7
SIZ: 2d6+6 (13)	Tenacity		11	7–9	Abdomen	3/8
DEX: 3d6 (11)	Movement		6m	10–12	Chest	3/9
INT: 2d6+6 (13)	Strike Rank		12	13–15	Right Arm	3/6
POW: 3d6 (11)	Natural Armour		Body Wrapping	16–18	Left Arm	3/6
CHA: 3d6 (11)	Abilities		None	19–20	Head	3/7
	Force Sensitivity		Low			
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Hands & Feet	S	T	1d3+1d2	As for Limb		



## TWI'LEK

Twi'leks are an omnivorous humanoid species originating from the planet Ryloth. They eat cultivated moulds, fungi, and rycrit meat. Their distinctive features include colourful skin, usually blue, which varies in pigment from individual to individual, and a pair of shapely prehensile tentacles that grow from the base of their skulls. The tentacles, called "brain-tails" or "lekku" are advanced organs used for communication and cognitive functions. Although Twi'leks possess a fairly standard humanoid vocal

structure and are capable of learning most alien languages; they usually prefer their native language of Ryl, which incorporates subtle movement of the lekku.

The species varies greatly in height, from 1.6 to 2.2 metres tall. They are also completely hairless with exotically smooth skin. With their willowy physiques, what a Twi'lek lacks in strength is more than made up for with graceful agility. Twi'lek females are often used as slaves or dancers because of their beauty.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+3 (10)	Action Points	3		1-3	Right Leg	0/5
CON: 2d6+3 (10)	Damage Modifier	None		4-6	Left Leg	0/5
SIZ: 2d6+6 (13)	Tenacity	11		7-9	Abdomen	0/6
DEX: 2d6+9 (16)	Movement	6m		10-12	Chest	0/7
INT: 2d6+6 (13)	Strike Rank	15		13-15	Right Arm	0/4
POW: 3d6 (11)	Natural Armour	None		16-18	Left Arm	0/4
CHA: 3d6 (11)	Abilities	None		19-20	Head	0/5
	Force Sensitivity	High				
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Hands & Feet	S	T	1d3	As for Limb		

## WOOKIEE

The Wookiees, whose name for themselves translates to the People of the Trees, are a species of hairy bipedal humanoids that inhabit the planet Kashyyyk. Tall, furry and possessing retractable claws which permit them to climb the kilometre high trees of their world, Wookiees are famed for their rage in battle and tremendous strength, unsurpassed by any other sapient species.

Despite their fierce reputation, Wookiees have a very honour bound society. Most average 2.2 metres in height, but can be taller. Their fur ranges in colour from black through brown to white. Few Wookiees are seen outside of Kashyyyk, save for those indentured by Imperials or others illegally culled from their home by Trandoshan slavers. These are generally used as labourers, being regarded little more than animals. Wookiees however excel as hunters, warriors and can even master technical skills.

Characteristics	Attributes			1d20	Location	AP/HP
STR: 2d6+12 (19)	Action Points	2		1-3	Right Leg	0/5
CON: 2d6+6 (13)	Damage Modifier	+1d8		4-6	Left Leg	0/5
SIZ: 2d6+15 (22)	Tenacity	11		7-9	Abdomen	0/6
DEX: 2d6+3 (10)	Movement	8m		10-12	Chest	0/7
INT: 2d6+6 (13)	Strike Rank	12		13-15	Right Arm	0/4
POW: 3d6 (11)	Natural Armour	Thick Pelt		16-18	Left Arm	0/4
CHA: 3d6 (11)	Abilities	Frenzy (if wounded), Intimidate		19-20	Head	0/5
	Force Sensitivity	Low				
Natural Weapons:	Size/Force	Reach	Damage	AP/HP		
Claws	L	M	1d6+1d8	As for Arm		





# STANDARD SKILLS

The normal list of Standard and Professional Skills in RQ6 obviously requires some revision to take into account strange races, exotic worlds and the prevalence of higher technology. To handle the sheer diversity of the Star Wars setting, certain skills may need to be capped or even removed, since the species may not be familiar with the environment or the level of assumed technology. A Tuskan Raider for instance would most likely founder helplessly after falling into a water cistern, and have little idea of what a boat is.

## TRANSPORTATION

Since not every species, culture or homeworld will rely on the same methods of travel, the original skills of Boating, Drive and Ride have been removed from the default Standard Skill list. These are instead supplanted with a new, more detailed set of transportation skills which reflect the diverse range of vehicles in the Star Wars universe. Each category covers the control of any vehicle (or creature) which matches its environmental and propulsion specifications. In most cases this is just a more specialised version of a previous RuneQuest skill. The categories are:

- Boating (Boats) – All waterborne craft from canoes to sea liners (Sail raft, Amphibion)
- Boating (Submersibles) – Any vessel which travels below the surface (Luxsubs)
- Drive (Crawler) – Wheeled or Tracked (Sandcrawler, Wheel bike)
- Drive (Speeder) – Ground hugging repulsorlift vehicles (Landspeeders, Speeder bikes)
- Drive (Walker) – Legged vehicles (AT-AT, AT-ST)
- Pilot (Airship) – Atmospheric balloons to floating gas mining installations
- Pilot (Flyer) – Skyhoppers and Air Speeders (T-16, Snowspeeder)

- Pilot (Spaceship) – Spacecraft of all designs (TIE fighters, YT-1300 freighter)
- Ride (Beasts) – Animals of any type (Bantha, Bolo-taur)

For the purposes of simplicity, any transportation skill learned as part of Culture is considered a Standard skill. All others are treated as Professional skills and must be taught by entering the correct career, picked up as a character's speciality hobby, or learned after character generation by training a new skill.

Transportation Skills should be given their own separate section on the Character Sheet, perhaps utilising the space allocated to Magical Skills. The Pilot skill is detailed in the next section.

## REVISED STANDARD SKILLS

Athletics	STR+DEX
Brawn	STR+SIZ
Conceal	DEX+POW
Customs	INTx2
Dance	DEX+CHA
Deceit	INT+CHA
Endurance	CON x2
Evade	DEX x2
First Aid	INT+DEX
Homeworld*	INT x2
Influence	CHA x2
Insight	INT+POW
Native Tongue	INT+CHA
Perception	INT+POW
Sing	CHA+POW
Stealth	DEX+INT
Swim	STR+CON
Unarmed	STR+DEX
Willpower	POW x2

\* *Homeworld is just the Locale skill renamed. Most characters are assumed to possess a general knowledge of the climate, cultures, geography, fauna and flora of their homeworld.*



# PROFESSIONAL SKILLS

Since Star Wars incorporates a wide range of scientific levels and cultures, the default list of Professional Skills replaces the magic related skills with a few new ones to reflect higher technology. Literacy is removed as a separate skill as all members of the Imperium are assumed to be literate. New skills are italicised.

## REVISED PROFESSIONAL SKILLS

Acrobatics	STR+DEX
Acting	CHA x2
Art	POW+CHA
<i>Astrogate</i>	<i>INT x2</i>
Bureaucracy	INT x2
Commerce	INT+CHA
<i>Comms</i>	<i>INT x2</i>
Courtesy	INT+CHA
Craft	DEX+INT
Culture	INT x2
<i>Demolitions</i>	<i>INT+POW</i>
Disguise	INT+CHA
<i>Electronics</i>	<i>DEX+INT</i>
Engineering*	INT x2
<i>Forgery</i>	<i>DEX+INT</i>
Gambling	INT+POW
Healing	INT+POW
Language	INT+CHA
Lockpicking	DEX x2
<i>Mechanics</i>	<i>CON+INT</i>
Meditation	INT+POW
Musicianship	DEX+CHA
Navigation	INT+POW
Oratory	POW+CHA
<i>Pilot</i>	<i>DEX+INT</i>
<i>Politics</i>	<i>INT+CHA</i>
<i>Science</i>	<i>INT x2</i>
<i>Sensors</i>	<i>INT+POW</i>
Seduction	INT+CHA
Sleight	DEX+CHA
Streetwise	POW+CHA
Survival	CON+POW
Teach	INT+CHA
<i>The Force</i>	<i>POW x2</i>
Track	INT+CON

*\* Engineering in Star Wars concerns knowledge of large scale civil and military engineering as per the design and construction of buildings, infrastructure, fortifications, vessels and the like. Maintenance of ship's drives is instead covered by the Mechanics skill as described later.*

## NEW SKILLS

The following are new skills created to handle the higher technology of the genre, and should be applicable to any Science Fiction setting.

### ASTROGATE (INT x2)

Astrogation is the equivalent to Navigation, save that it enables starship pilots the ability to plot a course through hyperspace between star systems. This skill is not normally rolled against in non-stressful situations, but a roll may be required in the following circumstances:

- Trying to calculate a course whilst under fire, evading pursuit or hiding the destination
- The ship's hyperdrive engines have been damaged or are poorly maintained
- Attempting to shave off travel time by cutting close to (or through) dangerous regions, the Kessel Run for instance

Astrogation can also be used to remember obscure worlds in the Imperium or its border regions.


### COMMS (INT x2)

Grants the ability to use communications equipment to detect, conceal or block comms traffic. It also grants a chance of cracking encrypted messages providing the user has access to a code-cracker. In any situation where the attempted communication (or discovery of such) is actively challenged, an opposed roll is used to determine the result.

### DEMOLITIONS (INT+POW)

This skill permits a character to safely handle and utilise explosive materials. Most demolition attempts require no skill check if performed in a non-stressful situation whilst taking time to double check everything is set up correctly. A roll should only be necessary when:

- Cutting corners to save time or being within a combat situation
- Using substandard or unknown materials
- Setting up the explosive device as a trap
- Needing to demolish something without causing collateral damage



## ELECTRONICS (DEX+INT)

This skill allows the user to tinker with, bypass or repair electronic devices. It has many applications, most often to temporarily patch up damaged equipment or replace broken circuits with spares. A darker aspect is the circumventing of electronic security, providing the character can gain access to the circuitry or a convenient data port.

## FORGERY (DEX+INT)

The Forgery skill permits the creation or falsification of official documentation. This is normally used to gain the following:

- False identity documentation, whether for a spacecraft or a person
- False travel documentation, so that the holder can penetrate a secure facility or region
- False cargo manifests, to enable the smuggling of prohibited substances or objects

Forgery is not simply the physical crafting of a facsimile of the original document, assuming it's not just an electronic code. Rather it requires the knowledge of passwords, encryption, names of current overseers and dozens of other aspects. It might even necessitate the hacking of Imperial databases to plant corroborating evidence to support the forged document.

Usually the skill is tested once to initially create the forgery. The quality of the forgery depends on the roll, which can be made in secret by the Game Master if they so desire:

- Fumble: some elemental mistake is made immediately revealing the bogus nature of the forgery, so that it automatically fails any inspection check.
- Failure: the forgery is sufficiently shoddy so that it always prompts an inspection check.
- Success: a sufficiently good enough forgery is created so that it always passes inspection checks without needing to roll, unless the checking official has reason to be suspicious.
- Critical: the forgery is so good that it can never be discerned from the real thing. It always passes inspection checks. Only a thorough in-depth investigation

of the associated person, craft or cargo will in-directly reveal it is false.

Inspection checks occur whenever an official requests to see (or be transmitted) the forged document; a stormtrooper requesting travel papers or an ID card for example. The check is a simple opposed roll of the crafter's Forgery skill (at the time of making the forgery) versus the viewer's Perception, Customs/Culture, or some other relevant technical skill. If the forgery wins, then it passes inspection.

## MECHANICS (CON+INT)

Mechanics is the equivalent of Electronics in that it allows the maintenance and repair of complex mechanical equipment. This can be anything from the servicing of droid actuators to fixing moisture vapourators. The skill cannot repair something completely destroyed, but could permit a brief jury-rigged fix if enough spare parts are available. Contrary to traditional science fiction settings, this skill also includes the maintenance and repair of starship reactors and hyperdrives; the skill of Engineering instead refers only to large scale civil engineering. The design and building new mechanical devices is not covered by this skill, but requires the Craft (Mechanics) instead.

## PILOT (DEX+INT)

Previously mentioned as part of the Transportation section of Standard Skills, the Pilot skill permits the control of flying vehicles. Despite the degree of automation available to Imperial tech, there is a significant difference between piloting an atmospheric specific flyer and an interstellar spacecraft; requiring this skill to be taken twice to cover both environments.

If a character possesses only one speciality, the Game Master is at liberty to substitute one skill for the other, imposing a difficulty penalty when attempting to pilot vessels they are not familiar with. Thus a spacecraft pilot would suffer a penalty when flying a Skyhopper.

As with Astrogation, the Pilot skill is not normally checked when making normal flights. However dramatic or dangerous situations may require the skill to be tested.

For example:

- When engaging in a dogfight with another aircraft or starship
- If trying to fly through difficult conditions, such as an atmospheric storm or turbolaser flack
- Attempting to control the ship to pass close by physical obstacles, an asteroid field or canyon, for instance.

Repulsorlift vehicles which act as ground effect craft are not covered by Pilot, but rather use the Drive skill instead.

## POLITICS (INT+CHA)

Characters possessing the Politics skill have knowledge of how governments work and the right person to speak to if needing something done. It can be used to request a personal favour, lobbying, or even voting support.

The Politics skill does not only denote personal contacts, but also reflects the character's own standing in the political structure of the Galactic Empire. Due to the degree of authority and power such standing grants, Politics is often a useful skill with which to augment checks concerning negotiations, bribery or even intimidation attempts. As a rough guideline, characters that are politically active are generally limited in their rank according to their Politics skill value. For example, if the Game Master treated membership in the Alder-baren government as a Brotherhood; lower level functionaries (Dedicated rank) would require a politics skill of 50%, high level ministers (Proven rank) need 70%, members of the planetary senate (Overseer rank) necessitate 90% and ambassadors to the Imperial Senate (Leader rank) would entail a skill of at least 110%.



## SCIENCE (INT x2)

Science is the technological equivalent of the Lore skill which it replaces. Each incidence of Science must be assigned a specific speciality, anything from Anthropology to Zoology. The skill allows the user to understand how something works or recall knowledge pertinent to that subject. It also permits the design of new technology if the specialisation is pertinent to creating things, for example Architecture.

## SENSORS (INT+POW)

Allows the accurate use and analysis of sensor devices from chemical sniffers up to military long range scanners. It is most often checked when somebody or something tries to remain hidden from the sensor user. In this case the check is an opposed roll of the Sensors skill against the most pertinent skill for that situation, be that Stealth, Piloting, Conceal, and so on. When checking for the existence of a nominally non-perceivable substance or clue, the skill check is unopposed.

## THE FORCE (POW x2)

This is the skill used to control Force powers. It ostensibly replaces the Mysticism skill, but works in the same manner. Note that both The Force and Meditation have different characteristic bases than the original skills.

## UNNECESSARY SKILLS

Some skills are completely unapparent in the Star Wars milieu. Things like Zero-G skill are never used as all ships and battlestations utilise artificial gravity. Likewise there is no Computer skill since almost all technology appears to be hardware encoded rather than software; or, interfacing with computer systems is undertaken by droids (witness R2D2's accessing the Death Star's systems). Although these skills are unnecessary to run a Star Wars campaign, they could be included – indeed might be a vital – in alternate Science Fiction settings.



# CULTURES

Unlike the default cultures presented in the core Rune-Quest rulebook, which are structured to represent historical or fantasy societies, the cultures in Star Wars are extreme in their environmental, social and technological diversity. To get around this problem, the Game Master should instead permit the players to develop their own cultures, by using the following steps.

If not taking an already established world of the Galactic Empire, allow the player to select:

- Homeworld Type
- Sociological Type
- Technological Type

*For example a player who wished to create a Trandoshan character from Xandor, a multiethnic pirate base on the rim, might choose an Asteroid world, with a Lawless society and Galactic level technology; whereas somebody who wished to generate a Wookiee from Kashyyyk would be limited to a pre-defined Jungle World, with a rebellious Militaristic society and (now) Primitive technological level.*

These choices define the character's unique planetary upbringing. The requisite skills provided by each table form the basic skill set of someone from that culture. The combined total of Standard and Professional skills should be ten. Duplicate skills are not permitted.

Once the character's skill list has been defined, distribute 100 points between them, with a minimum of +5% and maximum of +15% assigned to each skill. After this add a bonus +40% to Customs and Native Tongue.

## HOMEWORLD TYPE

World Type	Default Planetary Skills	Transportation Skills
Asteroid/Space Station	Homeworld, Survival (Vacuum)	Pilot (Spaceship) and select one of Drive (Crawler) or Drive (Walker)
Cloud World	Homeworld, Survival (Poisonous Atmospheres)	Pilot (Flyer) and select one of Pilot (Airship) or Ride (Flying Beast)
Desert World	Homeworld, Survival (Deserts)	Select two from Drive (Crawler), Drive (Speeder), Drive (Walker), Pilot (Flyer), Ride (Beast)
Ice World	Homeworld, Survival (Arctic)	Select two from Drive (Crawler), Drive (Speeder), Drive (Walker), Pilot (Flyer), Ride (Beast)
Jungle World	Homeworld, Survival (Jungles)	Select two from Boating (Boats), Drive (Speeder), Drive (Walker), Pilot (Flyer), Ride (Beast)
Ocean World	Homeworld, Survival (Seas), Swim	Select one of Boating (Boats), Boating (Submersibles), Pilot (Flyer), Ride (Beast)

## SOCIOLOGICAL TYPE

Society Type	Standard Skills	Professional Skills
Militaristic	Endurance, Evade, Perception, Unarmed and one cultural Combat Style	
Bureaucratic	Influence, Insight	Bureaucracy, Oratory, Politics
Manufacturing	Brawn, Endurance	Commerce, Craft (any), Engineering
Lawless	Deceit, Stealth and one cultural Combat Style	Select two from Commerce, Disguise, Forgery, Gambling, Lockpicking, Sleight, Streetwise
Artistic	Dance, Sing	Acting, Art, Musicianship
Academic	Willpower	Culture, Language, Science, Teach



TECHNOLOGICAL TYPE

Technology Level	Professional Skills
Primitive	Select one from Craft, Lore, Navigation, Track
Industrial	Select one from Craft, Commerce, Science, Streetwise
Galactic	Select one from Electronics, Engineering, Mechanics, Science

# CAREERS

Star Wars careers are archetypal of the space opera genre. Use the following career templates as described in Careers

and Development chapter of the RQ6 core rules. Where the career offers a Transportation skill, the player may use it to either choose a new skill or use it as an opportunity to improve an already known transportation skill.

CAREERS

Star Wars Career	Standard Skills	Professional Skills
Artist	Customs, Homeworld, Influence, Insight, Perception, Willpower. One Transportation skill	Art (any), Commerce, Craft (primary), Craft (secondary), Culture (any), Language (any), Streetwise
Assassin	Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Unarmed, Concealable Weapons or Sniper style)	Culture (any), Demolitions, Disguise, Forgery, Language (any), Sleight, Streetwise
Bounty Hunter	Athletics, Endurance, Evade, Insight, Perception, Stealth; Combat Style (any)	Bureaucracy, Commerce, Culture (any), Language (any), Streetwise, Survival (any), Track
Criminal	Athletics, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Unarmed or Concealable Weapons Style)	Acting, Commerce, Disguise, Electronics, Lockpicking, Sleight, Streetwise
Detective	Customs, Evade, Influence, Insight, Perception, Stealth; Combat Style (Unarmed or Side Arms style)	Bureaucracy, Culture (any), Disguise, Language (any), Science (any), Sleight, Streetwise
Entertainer	Athletics, Brawn, Dance, Deceit, Influence, Insight, Sing	Acrobatics, Acting, Oratory, Musicianship, Seduction, Sleight, Streetwise
Explorer	Athletics or Swim; Endurance, First Aid, Perception, Willpower; Combat Style (any). One Transportation skill	Astrogation, Courtesy, Customs (any), Language (any), Navigation, Science (any), Survival (any)
Farmer	Athletics, Brawn, Endurance, Homeworld, Perception, Willpower. One Transportation skill	Commerce, Craft (any), Mechanics, Navigation, Science (Agriculture), Survival, Track
Gambler	Conceal, Deceit, Evade, Influence, Insight, Perception; Combat Style (Unarmed or Side Arms style)	Acting, Bureaucracy, Commerce, Courtesy, Gambling, Sleight, Streetwise
Hunter	Athletics or Swim; Endurance, Homeworld, Perception, Stealth; Combat Style (Hunting style)	Bureaucracy, Commerce, Craft (traps), Navigation, Science (hunting related) Survival (any), Track
Jedi/Sith	Athletics, Deceit or Influence, Evade, Insight, Perception; Combat Style (Unarmed or Lightsaber style). One Transportation skill	Acrobatics, Culture (any), Language (any), Meditation, Oratory, Survival (any), The Force



Star Wars Career	Standard Skills	Professional Skills
Journalist	Customs, Deceit, Homeworld, Influence, Insight, Native Tongue, Perception	Bureaucracy, Culture (any), Language (any), Oratory, Politics, Science (any), Streetwise
Mechanic	Brawn, Endurance, Homeworld Influence, Willpower. Two Transportation skills	Commerce, Craft (primary), Craft (secondary), Electronics, Gambling, Mechanics, Streetwise
Medic	Customs, First Aid, Homeworld, Influence, Insight, Willpower. One Transportation skill	Commerce, Culture (any), Healing, Language (any), Science (primary), Science (secondary), Streetwise
Merchant	Deceit, Homeworld, Insight, Influence, Native Tongue. Two Transportation skills	Bureaucracy, Commerce, Courtesy, Culture (any), Language (any), Navigation, Streetwise
Noble	Customs, Homeworld, Influence, Insight, Native Tongue, Perception; Combat Style (Unarmed or Side Arms style)	Art (any), Commerce, Culture (any), Courtesy, Language (any), Oratory, Politics
Pilot	Brawn, Endurance, Homeworld, Perception, Willpower. Pilot and one other Transportation skill	Astrogation, Customs (any), Electronics, Language (any), Mechanics, Sensors, Streetwise
Politician	Customs, Deceit, Homeworld, Influence, Insight, Native Tongue, Perception	Bureaucracy, Courtesy, Culture (any), Language (any), Oratory, Politics, Science (any)
Scholar/Scientist	Customs, Homeworld, Influence, Insight, Native Tongue, Perception, Willpower	Culture (any), Engineering, Language (any), Oratory, Science (primary), Science (secondary), Teach
Scout	Athletics or Swim; Endurance, First Aid, Perception, Stealth; Combat Style (any). One Transportation skill	Comms, Customs (any), Language (any), Navigation, Sensors, Survival (any), Track
Servant/Retainer	Customs, Deceit, Homeworld, Influence, Insight, Perception. One Transportation skill	Bureaucracy, Courtesy, Craft (service related), Culture (any), Language (any), Politics, Streetwise
Smuggler	Conceal, Deceit, Homeworld, Influence, Insight, Willpower. One Transportation skill	Astrogation, Bureaucracy, Commerce, Customs (any), Language (any), Navigation, Streetwise
Soldier	Athletics or Brawn, Endurance, Evade, Unarmed; Combat Style (Side Arms style), Combat Style (Heavy Weapons style). One Transportation skill	Comms, Demolitions, Electronics, Mechanics, Science (Strategy and Tactics), Sensors, Survival (any)
Spy	Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)	Comms, Culture (any), Disguise, Electronics, Forgery, Language (any), Streetwise
Technician	Endurance, Homeworld, Influence, Perception, Willpower. Two Transportation skills	Comms, Craft (any), Electronics, Gambling, Mechanics, Science (any), Sensors





# DROIDS

The Galactic Empire is awash with droids which fulfil many of the tasks found too laborious by most species. Although technically intelligent, self-aware devices, droids are forbidden the status of citizens and must be 'owned'; in effect slaves to their masters. For most droids this is of no concern, being programmed to accept their station in life.

Since droids in Star Wars obviously develop their own unique personalities any player who wishes to play a droid should be permitted to do so. Creating a droid PC is effectively the same as generating a character of another species.

If playing an existing model, characteristics and career skills should be pre-defined; reflecting a production model at its starting programming. Otherwise permit the player to develop his own droid model by rolling 3d6 seven times to assign its characteristics, then choose a suitable career from the previous examples. Once character generation is finished the Game Master should take a copy of the

droid's stats, which then form the default version of that new model.

An example is provided below:

## DROID DESIGN SPOT RULES

Obviously droids can possess a number of significant design differences depending on their purpose. Most manufacturers ensure that the droids they build do not supersede the physical capabilities of living races. A hard lesson learned from the days of the Trade Federation. Battle Droids are considered illegal throughout the Galactic Empire, although a few surviving models from the Old Republic have achieved quasi-legal status as bounty hunters or bodyguards out on the Rim. The mere presence of such droids however, especially self governing ones, is enough to strike instinctive fear in most citizens.

### R2 SERIES ASTROMECH DROID

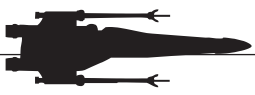
Characteristics	Attributes		1d20	Location	AP/HP
STR: 6	Action Points	3	1-4	Right Leg	5/5
CON: 13	Damage Modifier	-1d4	5-8	Left Leg	5/5
SIZ: 8	Tenacity	2	9-10	Centre Leg	5/4
DEX: 10	Movement	5m	11-14	Lower Body	5/6
INT: 15	Strike Rank	13	15-18	Upper Body	5/6
POW: 10	Natural Armour	Natural Armour: 5 AP Physical, 4 AP Ion	19-20	Head	5/5
CHA: 12	Accessories	Datalink, Holoprojector, Holorecorder, Infrared Vision, Motion Sensor, Tools			

#### Build and Programming

Chassis: Lower Body contains power storage; Upper Body holds two manipulator arms, arc welder, circular saw, datalink adaptor, holographic projector/recorder, cargo compartment and fire extinguisher; Head contains heuristic processor, personality core and sensors.

Default Programming: Astrogate 45%, Athletics 0%, Brawn 14%, Conceal 20%, Customs (Empire) 70%, Dance 22%, Deceit 42%, Drive (Wheeled) 70%, Electronics 55%, Endurance 56%, Evade 55%, First Aid 0%, Homeworld 30%, Influence 24%, Insight 35%, Mechanics 58%, Native Tongue 67%, Perception 65%, Pilot (Space Ship) 50%, Sensors 55%, Sing 0%, Stealth 35%, Swim 0%, Unarmed 16%, Willpower 65%





## MOVEMENT

Select either Walking, Wheeled, Tracked or Repulsorlift. Stationary droids are unwise choices for player characters. Movement Rate defaults to the Droid's DEX/2.

## CHASSIS

Since most droids are constructed from synthetic materials such as plastics and metal, they come with an inherent number of physical Armour Points equal to their CON/3 and Ion Weapon Armour Points equal to POW/3. Hit Points are calculated normally although Hit Locations depend on the shape and function of the droid.

Whilst this intrinsic armour might seem to give droids an advantage, they have no Healing Rate; meaning that they cannot naturally recover hit points but must be repaired by someone with the correct technical skills and replacement parts.

## SENSORS AND PROCESSOR

All player character droids have the ability to see and hear as a human. They also possess heuristic processors which enable them to learn by doing, building upon their basic programming. I.e. they can improve their skills.

## ACCESSORIES

Depending on their model, droids gain 1d3+3 accessories. Choose from:

- 360 Degree Perception: Can 'see' in all directions simultaneously
- Armour: +3 physical Armour Points
- Comlink: Inbuilt verbal communicator
- Data Link: Plug-in adaptor to communicate with electronic devices
- Enhanced Sonic Hearing: Can hear sound frequencies above and below human norm
- Holojector: Can project holo recordings
- Holorecorder: Can record holo images or movies
- Infrared Vision: Can see into the Infrared spectrum, able to discern heat sources
- Low-light Vision: Can amplify ambient light to see in natural darkness
- Magnetic Appendages: Can adhere to metal surfaces
- Motion Sensor: Can detect low level infrasound caused by moving objects or creatures
- Radar: Detect and analyse objects at range, providing there is a clear line of sight
- Remote Processor: droid body is just a remote, the processor is elsewhere
- Shielded Internal Compartment: Hidden compartment for concealing objects
- Shielding: +3 Armour Points versus Ion weapons
- Tools: Any tools required for performing their normal functionality
- Vocabulator: Needed to 'speak' non-electronic languages such as Galactic Basic
- Weapon: Inbuilt weapon, usually not concealed

## BASIC PROGRAMMING: CULTURE (DROID)

A droids basic programming is the equivalent of cultural packages. Instead of creating their own culture as per the alternative rules presented earlier, all droids begin their existence with the same mobility and communications coding. Note that all droids are programmed to understand Galactic Basic, even if they do not utilise it to communicate with other droids.

- +20% Athletics or Drive (depending on method of mobility)
- +40% Customs (Empire)
- +20% Endurance
- +20% Evade
- +40% Native Tongue (Galactic Basic)
- +20% Perception
- +20% Willpower



## ADVANCED PROGRAMMING: CAREER

Beyond their basic programming, droids are given specialist coding to perform their duties. To reflect this, allow the player to assign their career points to a role suited to the droid type. Suggestions follow.

- Labour Droids: Crafter, Farmer
- Medical Droids: Medic
- Military Droids: Assassin, Scout, Soldier
- Protocol Droids: Diplomat, Politician, Servant
- Repair Droids: Mechanic, Technician
- Surveillance Droids: Detective, Scout

## EQUIPMENT

Something which should be stressed about playing a Star Wars campaign is that equipment are tools which permit the character to shine, not supplant the need for the character entirely. By which is meant that spaceships are only a tool to allow those aboard to travel between star systems, but are not so automated that they remove the need for the characters to know how to pilot or astrogate.

An example of this philosophy is the difference between Star Wars technology and Star Trek technology. In Star Wars it is the user of the device that is important, whereas in Star Trek it is the device itself which is the McGuffin. A fundamental aspect of all Imperial technology is its foolproof user interface and single dedicated purpose. This design philosophy enables anyone in the Empire to attempt the use of such devices, no matter their species or education level. However, no Star Wars tech replaces the need to still possess the underlying skill, only enables the character to apply it.

## ARMOUR

During the period of the Galactic Empire civilian possession and wearing of body armour is forbidden by law, except to those who acquire the correct permits – such as bounty hunters or personal guards. Most citizens have no legal use for body armour. Even within the criminal underworld it is considered more of a liability than an asset, since it sends messages of aggressive intent or distrust. For those who become entangled in firefights on a frequent basis, armour can seem an attractive proposition. However, the inherent Strike Rank penalty imposed by armour often means that the armour wearer shoots after their adversary, a risky proposition when a single shot can potentially put you down. When guns are drawn, mobility and speed tend to be better defences than restrictive armour.

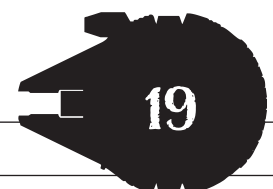
Assume that primitive societies in the Empire have access to any armour types up to mail. For more technologically advanced armours use the table overleaf. These either come as protection for a single location or for the entire body, as is reflected in the Armour Penalty value.


Armour types are summarised on page 20.

## FIREARMS

The most common type of firearm in the Galactic Empire is the Blaster. Ion weapons on the other hand are used against highly complex electronic equipment such as ships or droids. Other usual weapons exist, for example slugthrowers and bowcasters, but are regarded as archaic, overly loud and run out of ammunition quickly.

In the following tables Firing Rate is the number of shots which can be fired per attack. Blasters and Ion weapons are semi-automatic so have no reload time until the power pack is expended. For the sake of character survivability almost none of the sidearms have been given a burst or full automatic mode, which is more fitting to what is seen in the original movies. Higher firing rates in general should be limited to infantry support weapons. New Combat Effects are listed in the document 'RQ6 Firearms', also available on the downloads page of the Design Mechanism website.





Type	Description	Armour Points	Locations	Armour Penalty	Cost2	Faction
Flight Suit*	Armorweave suit nominally providing protection against decompression, G-Forces and hostile environments	2	All	2	800 Cr	Any
Armoured Flight Suit	A bulkier version of a Flight Suit, but rated for vacuum operation and provides additional protection against shrapnel	4	All	5	4,000 Cr	Imperial
Blast Helmet	Standard open faced military helmet	4	Head	1	500 Cr	Rebel
Stormtrooper**	White plastoid clamshell protection worn over an atmosphere sealed black body glove	6	All	7	8,000 Cr	Imperial
Mandalorian**	Rigid durasteel head and torso protection worn over a flight suit	7 on head and torso, 2 on limbs	All	5	30,000 Cr	No Longer Exists
Imperial Guard**	More heavily protective version of Stormtrooper armour, coloured a distinctive red	8	All	10	N/A	Imperial

\* These armours can be sealed with integral air filters providing 6 hours protection against chemical or biological taints (whether from ship damage or deliberate attack). They also incorporate a degree of thermal protection against temperatures ranging from 0 to +40 degrees Celsius.

\*\* Stormtrooper or Mandalorian armour is not available for purchase on the open market. Imperial Guard armour is not available even on the black market.

## STORMTROOPER FRAGILITY

It is often pointed out in the movies that stormtrooper armour seems to provide little protection to its wearer. This is not particularly fair, since most of the time troopers are shot in the original trilogy, it is usually at the hands of the heroes, who are often toting military spec blaster carbines. In fact during the opening scene of the first movie only three stormtroopers fall to the rebel crew armed with only pistols, who themselves lose nearly five times that number in return.

Thus trooper armour is obviously designed for use against civilian weaponry, against which it is mostly proof, and save the life of its wearer when hit by heavier firearms. Totally invulnerable armour would be far too bulky and restrictive to be any use. The ease with which an armoured stormtrooper can be taken down can be represented by the wearer suffering a Serious Wound or even the Drop Foe effect (see RQ6 Firearms). Not every telling shot needs to result in death, only incapacitation.

Note that some of the normal statistics for ranged weapons in RuneQuest have been removed. Force is no longer needed as shields are not used in the Empire. Neither are Armour Points and Hit Points required for firearms. Simply assume any direct blaster or lightsaber hit on a firearm renders it non-functional immediately.

Whilst blaster pistols are relatively ubiquitous as civilian sidearms, ownership is restricted in some systems. More powerful hand guns such as heavy blaster pistols are generally illegal. Blaster carbines and rifles are restricted to military use and are only available to purchase via the criminal underworld for vastly inflated prices.

## BLASTERS

Ranged Weapon	Damage	Range	Firing Rate	Ammo	Load	Weapon Traits	ENC	Models	Cost
Blaster Pistol	1d8	10/30/120	1	100	3	Cauterising	1	Blas Tech DL-18, DH-23, L/23	500 Cr
Blaster Pistol, Heavy	1d10	7/25/50	1	50	3	Cauterising	1	Blas Tech DL-44, DT-12	750 Cr
Blaster Carbine	2d6	15/50/220	1	50	3	Cauterising	2	SoruSuub 36T, E-11 Carbine	900 Cr
Blaster Rifle	2d6	30/100/300	1	100	3	Cauterising	3	KX-60, Blas Tech DLT-19	1,000 Cr
Light Repeating Blaster	2d6	30/100/300	3 shot burst or full auto (up to 25 shots)	25 (250 if connected to backpack generator)	15	Cauterising	7	Blas Tech T-21	2,000 Cr



*Heavy Blaster Pistol*



*Imperial Blaster Carbine*



*Light Repeating Blaster Rifle*

## ION WEAPONS

Ranged Weapon	Damage	Range	Firing Rate	Ammo	Load	Weapon Traits	ENC	Models	Cost
Ion Pistol	1d6	7/25/50	1	50	3	Paralysing	1	Blas Tech DL-18, DH-23, L/23	800 Cr
Ion Rifle	1d10	10/40/75	1	25	3	Paralysing	1	Blas Tech DL-44, DT-12	1,300 Cr

Ion weapons are designed to be used against complex electronics, temporarily rendering them dysfunctional as if struck by an EMP. They cause no actual physical damage, but if the damage roll exceeds the Ion Armour Points of the droid or vehicle hit, the user may select the Paralysis special effect – automatically rendering the target inoperable for 1d3x10 minutes.

## PROJECTILE WEAPONS

Ranged Weapon	Damage	Range	Firing Rate	Ammo	Load	Weapon Traits	ENC	Models	Cost
Tusken Cyclor	1d10+3	50/150/300	Single shot bolt action	12	2	Armour Piercing (7)	5		N/A
Wookiee Bowcaster	3d6	10/30/50	3	6	2	Ablating or Tranquilising	5		N/A
Settler Hunting Rifle	1d10+1	25/100/250	1	20	3	Hollow Point	3	Czerka 6-2Aug2, Czerka Adventurer	750 Cr

## OTHER EQUIPMENT

With an entire galaxy manufacturing goods and equipment, almost every device included on the following brief list has dozens of variations; in size, shape, ergonomics and even power supply. To try to detail every variation is pointless. So for the purposes of conciseness, only the core purpose of each is described.

### BREATHING DEVICES

#### ORGANIC GILL – 200 CR

Designed and manufactured for races visiting the sub-surface, underwater colonies, this breathing device filters out available oxygen from the surrounding waters and recycles the wearer's own breath. It comes in various shapes and sizes, from a minimalistic mouth and nose covering, to a full helmet which provides additional vision and hearing protection. The mask relies on a genetically engineered symbiont to perform the filtration and chemical recycling, giving the device a limited lifespan before the symbiont dies; usually a month or less. It cannot operate in waters deeper than 25m due to the lack of dissolved oxygen.

#### BREATHER MASK – 400 CR

A simple breathing mask which fits over the owner's nose and mouth, held in place with a strap. The mask is attached via a flexible tube to a waist worn filter unit, which absorbs any noxious materials harmful to the wearer for up to 12 hours. The filter unit also contains a small highly

compressed air tank, enough to provide ten minutes of breathable gas in a low pressure situation. Breather masks are species dependent, so creatures from non-standard atmospheres or possessing non-humanoid facial features cannot share masks.

#### SUPPLEMENTAL FILTERS – 25 CR

Disposable filters designed to extend the operational life of breather masks or flight suits. Each filter provides an additional 12 hours of use, removing toxic material from the ambient air. Filters are designed for particular pieces of equipment and are not interchangeable.

#### SUPPLEMENTAL TANKS – 50 CR

Additional life support for environmentally sealed suits, such as flight suits, Stormtrooper armour or even breather masks, each tank provides six hours of breathable atmosphere.

### COMMUNICATION DEVICES

#### COMLINK – 50 CR

A simple personal communicator. It works by either patching into a local communications network, or failing to discover one, broadcasts direct messages to another comlink over short distances of up to 10km. Vehicle comlinks

boost this range up to low orbit. All communication is limited to audio transmission only. When necessary, local authorities can transmit emergency warning messages to all comlinks within range. Secure comlinks with built in encryption are available to the military and the black market, but cost at least five times the base amount.

### VOXBOX – 75 CR

An inexpensive device which allows real time translation of speech. Each voxbox is hard coded to translate a single species language to Galactic Basic and back again.

### HOLO DISPLAY – 800 CR

This device enables the playback of recorded holo messages. It does not have any ability to broadcast or receive such transmissions, which require linking to a hyperspace holoNet relay; huge, energy intensive stations limited to planetary installations or capital ships. Since the HoloNet is strictly controlled by the Empire and only used for Imperial military communications, all civilian-based holo communication has ceased.

### VISUAL COMLINK – 1,500 CR

Usually manufactured as a wrist mounted flat screen device, visual comlinks permit video transmission so that the wearer can see whom they are talking to. The device also includes a basic datapad, a droid translator package, and the ability to read datacards. It has a similar range to a basic comlink, relying on the existence of planetary relay stations for longer range communication.

### SIGNAL JAMMER – 3,000 CR

A device which broadcasts across broad or specific communication bands, effectively jamming any signals transmitted in that frequency. Personal signal jammers are only designed to block comlink or data traffic in the local region, up to 100m distant. Vehicular jammers cost twice as much, but extend the range to 10km. Spaceship jammers cost five times the base cost, but extend the range to 1,000km.

## DETECTION DEVICES

As described at the beginning of the Equipment section, technical gizmos in the Galactic Empire do not substitute the necessity of having a specialist who knows how to use them. The following detection devices require monitoring by a trained operator who possesses the Sensor skill to calibrate and understand their readouts.

### THERMAL IMAGING GOGGLES – 250 CR

Enables the wearer to see into the infrared spectrum so that they can see heat sources. They are normally used by technicians to identify electrical leakages, poorly lubricated machinery, check that welding or forging is occurring at the correct temperature and so on. Whilst they don't provide night vision as such, criminals or hunters often use them to check for the presence of living creatures.

### LIFE FORM SCANNER – 250 CR


A bulky handheld device combining several different types of sensors designed to pick up life forms within range and identify them. Its range is only 100m extending in a 60 degree arc in front of the machine. However each device holds a complete database of the indigenous life forms of the world it was purchased for, including habits, threat levels and specific medical advice if injured by one. If the detected creature does not match anything in its circuits, the scanner merely indicates its size, distance and direction.

### SURVEILLANCE UNIT – 450 CR

This device has a sophisticated set of sensors which pick up quiescent transceivers, magnetic induction in wired data lines, and monitors wireless data frequencies to detect unwelcome surveillance.

### AUDIO PICKUP – 750 CR

This device is a pen sized sensor wand which can pick up sounds at range and filter out the background noise, in order to get a clear signal. An audio pickup is capable of isolating a normal conversation at a hundred meters no matter what ambient noise is drowning it out. For example



a whispered conversation across a busy bar. The sensor has a limited frequency range however, unable to detect the sub-sonic and ultrasonic bands.

### MACROBINOCULARS – 800 CR

Magnifying handheld binoculars which project an internal readout under the viewed object, showing its distance, elevation, and temperature. They also adjust for passive low-light and nighttime viewing, provided there is enough star or moonlight to illuminate the vista.

### COMMS SCANNER – 1,000 CR

A receive only handheld scanner which can intercept and record most broadcast transmissions. Military and espionage versions are backpack sized but contain an integral code-cracker to help decrypt encoded messages. These however cost an extra 3,500 Cr.

### CHEM DETECTOR – 1,500 CR

A molecular analyser which sniffs the atmosphere for compounds hazardous to the race its set for. It has a secondary function which enables it to analyse compounds and chemicals it is held over, although this requires the user to have some form of Chemistry or Biology skill to correctly interpret the information displayed.

### SNOOPERS – 2,000 CR

Communication bugs, these sophisticated little devices have a range of abilities, depending on their purpose. Audio snoopers merely record or transmit anything they hear within a 10m radius of their hidden position. Data snoopers do the same thing, except they are limited to information provided by the electronics device to which they are attached. Tracking snoopers send out a beacon, irregularly timed to avoid detection, indicating their precise position. All snoopers are considered highly illegal and are only available from criminal contacts, or must be hand built.

### VIGILANCE DRONE – 3,000 CR

A man portable sensor pack which is only 30cm in diameter when collapsed for transportation, but grows to 2m high when its numerous aerials and detector wands are extended. The sensor drone combines the features of a motion detector, heat source scanner, wide angle visual sensor and an audio pickup. Its hardware analyses the combined information to identify possible anomalies up to a kilometre distant, depending on the terrain and any interposing vegetation. Vigilance drones are primarily used as autonomous sentries to guard the perimeters of scouting camps or military bases.

### SILENCE BUBBLE GENERATOR – 3,000 CR

A small device which produces a 2m diameter bubble which suppresses sound passing through in either direction. The field prevents normal conversations from being eavesdropped on, but louder noises like explosions or gunfire can penetrate it.

### HOLOGRAPHIC IMAGE

#### DISGUISER – 25,000 CR

Originally a device designed for use in the entertainment industry it was quickly sequestered by the military and is considered illegal technology. A holographic image disguiser quite literally makes the object it is resting on (or carried by) appear to be something completely different. The device only has the memory capacity to store one false image at a time, forcing the user to scan the object it is intended to disguise and program the image data in advance.

## MEDICAL EQUIPMENT

Something immediately obvious from the Star Wars movies is that cellular regeneration technology does not exist. For example missing limbs are replaced with prosthetics, something to bear in mind with the RQ6 damage rules. Mechanical aids are also used to provide life support when the injury itself is too horrific, beyond any method of treatment.



### EMERGENCY MEDPAC – 600 CR

A sophisticated diagnostics device designed to be used by those with basic medical training, it contains a series of tailored medicines and chemicals which permits rapid treatment of Serious Wounds in emergency or battlefield situations. Its application can be performed in three Combat Rounds, requiring a roll against the user's First Aid skill. Success not only recovers damage (as per the Healing skill) but also pumps enough stimulants into the victim so that they recover functionality of the injured location. The device can also stabilise Major Wounds, although surgery is still required. Medpacs are species specific and are single use only.

### MEDISENSOR – 1,800 CR

Used by professional medics, the medisensor can detect and analyse a patient's condition, indicating precisely what is wrong. Medisensors are species specific, but possess a large enough database to be able to identify all commonly known diseases and poisons – thus aiding a doctor to devise the correct treatment.

### MEDICAL BACKPACK – 4,600 CR

This comprehensive analysis and treatment kit provides a range of equipment. It combines a diagnostics Medisensor with a range of medications, from anesthetics and anti-venoms to radiation treatments and sedatives. The unit also has a field surgery kit, artificial plasma packs, sterilisation laser, bandages and even a collapsible repulsorlift stretcher. Its primary use is for combat medics, preventing any situational penalties for performing First Aid or Healing outside of a full med-bay.

### PROSTHETIC LIMB – 25,000 CR

Replaces the injured person's missing limb with a bionic device which matches their physiology in every way. Prosthetic limbs are not made stronger or faster than the patient's own physical capabilities otherwise injuries are likely to occur when the limb attempts something the user's body cannot handle. Due to their simple electro-mechanical construction, prosthetic limbs are not subject to the effects of Ion weapons. Embedding weaponry within a prosthetic is illegal within the Galactic Empire.

### PROSTHETIC LIFE SUPPORT – 50,000 CR

Similar to prosthetic limbs, this device artificially replaces part or all of an injured victim's own vital organs; at least those contained within the torso. The prosthetic requires the permanent mounting of electro-mechanical machines within and around the affected area. Normally these can be concealed by clothing, but never quite replace the efficiency of the original biological organs. Militarised versions are expressly forbidden by the Empire, however some examples exist, such as Darth Vader's life support armour.

### BACTA TANK – 100,000 CR

This is a large, fluid filled tank into which injured victims are placed, in order to promote more rapid healing. A bacta tank is a large, immovable piece of equipment which is generally installed in hospitals and capital class spaceships. Anyone immersed in a bacta tank has their healing rate raised by one level in terms of time. So Minor Wounds heal in hours, Serious Wounds in days and Major Wounds in weeks.

## SECURITY DEVICES

### BINDERS – 100 CR

Basic durasteel handcuffs, which can be adapted to fit most species. Near impossible to break using brute force, they are normally opened by used of an electronic key. Treat the binders as having 8AP and 8HP for purposes of breaking free.

### MAGNOLOCK – 250 CR

Small, but intensely powerful, Magnolocks are used to temporarily secure a door or hatch. No larger than a datapad the unit thermally bonds itself to metallic surfaces. Whilst powered the device produces an electromagnetic field which makes both halves adhere with near unbreakable strength. The field only last six hours on an integral charge but can be turned on or off with an electronic signal.





## MONOFILAMENT SCREEN GUARD – 250 CR

A rolled up strip of plastic, which when unrolled and split apart, produces a near invisible 2m high mesh of monofilament wires which can be anchored by its integral adhesive strips across a doorway or corridor. Spotting the mesh suffers a Herculean penalty unless the observer is making a slow and methodical search. Running full pelt into the mesh inflicts 1d3 damage to every un-armoured Hit Location. A single use device, the screen guard can be affixed in two modes. The first merely blocks a passage-way, remaining as a barrier unless cut through with some sort of vibroblade (6AP, 6HP). The second uses a weaker bond, enabling the mesh to entrap the victim as its pulled from its anchor points.

## STUN CUFFS – 300 CR

Ostensibly the same as binders, this advanced version has a remotely operated circuit which inflicts pain on wearers. The first jolt forces the wearer to make an Endurance test to resist the painful neural stimulation. Failure results in the cuffed limbs being incapacitated for 1d3 Rounds. Each subsequent failure to resist a jolt imposes an additional 1d3 levels of Fatigue on the victim until they collapse in a Semi-Conscious or Comatose state. Stun cuffs cannot kill their wearer, although they are sometimes used by Imperial investigator to interrogate prisoners.

## MAGNACUFFS – 500 CR

Individual cuffs not physically linked together, Magna-Cuffs allow some degree of functionality or freedom to the wearer. Although originally intended to provide those arrested some degree of dignity, the Empire has increasingly used these as devices to subjugate prisoners, enabling them to work as indentured labour. If the wearer attempts to escape or strike back against its oppressors, the Magnetic field of the cuffs causes them to immediately bind together. The cuffs are triggered by remote electronic key or when the wearer attempts to leave a coded area.

## SECURITY COLLAR – 1,000 CR

Worn about the neck, this device not only permits shock treatment of unruly wearers (as per Stun Cuffs), but also transmits its location to the 'owner' of the collar. This device is often combined with MagnaCuffs for additional security.

## SURVIVAL GEAR

### SYNTHEROPE – 1 CR PER METRE

A strong yet light cable capable of supporting up to 500kg. Syntherope normally comes with a spool dispenser which doubles as a handgrip if needing to swing or climb on the cable. Most dispensers come with standard 25, 50 and 100m lengths. Longer spools become increasingly bulky.

### FIRE ROD – 25 CR

A pen-sized plastic tube, which when cracked, allows two ostensibly inert chemicals to mix together, providing a short-lived but fierce flame. A foolproof method of igniting flammable materials, fire rods work even in strong winds or when attempting to light damp kindling.

### LIGHT STICK – 25 CR

Finger sized torch which can either project a beam of light over a 25m distance, or glow radically providing illumination in a 5m diameter circle. The battery lasts for a month of continuous use.

### CAMOUFLAGE NET – 50 CR

A synthetic netting able to adopt the colour and pattern of its local environment, due to the electrically stimulated Di-Chrome cloth it is formed from. Usually used to conceal parked vehicles or hidden camps.

### VIBROKNIFE – 100 CR

Vibroknives are omni-purpose tools capable of cutting most substances with 6 Armour Points or less. Thus they

can carve through wood, plastic and sheet metal, but tend to break if used against harder substances like durasteel.

### WATER FILTER – 100 CR

A simple, ubiquitous device which is able to filter and purify water. The speed of filtering depends on how contaminated the water is, but a rough guide is that it takes an hour to clean a litre of seawater. The appearance of the filter depends on the manufacturer, but either comes as a hip mounted canister subdivided into two sections, or a flattened square of multi-chambered plastic which can be rolled up. The filter needs frequent removal and washing to clean out accumulated crud, but the device itself is solar powered.

### CONDENSER UNIT – 150 CR

Basically a portable heater, able to store ambient warmth and solar energy; then release it in either short, intensive bursts for cooking or slower gentle radiance for heating shelters. The unit possesses its own energy supply for occasions when the local environment is too cold. In this case the unit might last up to a month depending on how low the temperature is.

### DISTRESS BEACON – 200 CR

A flask sized device which broadcasts a simple emergency beacon via hyperspace. It has enough range to cover an entire system and any nearby hyperspace lanes, which means it has limited use in remote or lost regions of the Empire. The integral power pack is sufficient to power the beacon for up to ten years.

### CLIMBING HARNESS – 250 CR

Simple body harness which prevents fatal falls if attached to a firmly anchored climbing line. Climbing harnesses come equipped with all necessary clips, perma-glue pitons and a rappelling device.

### THERMAL PONCHO – 300 CR

Thermal cloaks help to regulate the body temperature of the wearer. Despite its name they are able to shield the wearer from excessive heat as well as the cold. Woven from

sophisticated silks and synthetics, the weave of the material provides directional moisture wicking, changes its reflectivity, and opens or closes according to the ambient temperature. Due to their design, the ponchos are capable of being used as ground sheets or blankets. They offer protection against temperatures ranging from 0 to +40 degrees Celsius.

### VIBROSAW – 400 CR

A tool designed for multiple purposes such as felling trees, cutting plastics and so on. Vibrosaws are rarely seen in civilian hands save on the setting up of new colony worlds or as part of industrial use. They incorporate several autonomous safety systems making them near useless as weapons, but inflict 1d8 damage per Round for the purpose of cutting through inanimate objects.

### DURASHELTER – 500 CR

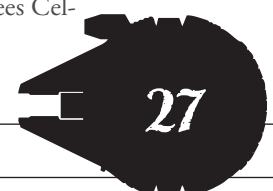
A single person, collapsible tent, the DuraShelter packs down to a small bundle which can be carried on a belt. The tent is made from thermal insulating fabrics, which are both wind-proof and water resistant. When pegged down DuraShelters are capable of resisting the most severe weather, providing they are not struck by large wind carried objects. Normally these tents are brightly coloured to ease possible search and rescue situations. However, for an extra 250 CR they come with a Di-Chrome surface granting them intrinsic camouflage.


### GRAPPLING GUN – 600 CR

The quick way of scaling an obstacle, a grappling gun launches single shot grapnels which embed themselves into the material they're fired at. Grappling guns have a range of 50m and come with three grapnels, each trailing a similar length of syntherope.

### THERMOSUIT – 800 CR

As per Thermo Ponchos but actually cut to fit a specific size of wearer, these specialised suits are intended to be worn in more extreme conditions. As part of their construction they incorporate a dual heating-cooling system which runs for 72 hours per charge. Thermosuits protect against temperatures ranging from -20 to +60 degrees Cel-





sus, but due to their inherent bulkiness impose 2 points of Armour Penalty to the wearer's Strike Rank.

### VACUUM SUIT – 1,000 CR

Archaic devices, vacuum suits are intended for surviving in the depths of space. Since most space construction and ship maintenance is performed within shielded dock yards, or upon planetary surfaces, they are rarely seen save in rim systems without direct access to Galactic tech levels.

### SURVIVAL PACK – 2,500 CR

A comprehensive survival kit containing a DuraShelter, emergency medpac, vibroknife, thermal poncho, water filter, thermal condenser, 25m of syntherope, folding grappling hook, sleeping bag, distress beacon, light stick, breather mask and two weeks of ration bars and spare filters. They are normally part of a starship or lifeboat's emergency equipment.

### ADHESION DISKS – 5,000 CR

Worn on the hands and knees, these disks permit the wearer to scale normally impossible to climb substances such as glass or sheet metal. They rely on molecular attractive forces requiring relatively smooth, particle free surfaces to cling successfully. Thus they are of no use when scaling rocky cliffs or trees.

## STARSHIPS

Spaceships are generally beyond the ability of most characters to purchase outright, unless they are so old and battered it would be wiser to abandon them at a junkyard. However, there are other methods of gaining access to starships, from hiring or being loaned a vessel, to stealing one. Thus the following ships are not assigned price values, especially those of military origin.

Starships are given Size ratings to measure their comparative dimensions. These are used in the Space Battle section.

## TIE FIGHTER

Size: Small, Crew: 1, Cargo Capacity: None, Sublight Speed: Fleet, Hyperdrive: None, Hull: 12 Armour Points, Structure: 30 Hit Points, Shields: None, Weapons: Front facing linked laser cannons (3d10)



## X-WING

Size: Small, Crew: 2 (Pilot + Droid), Cargo Capacity: None, Sublight Speed: Fast, Hyperdrive: Gentle, Hull: 10 Armour Points, Structure: 20 Hit Points, Shields: 30 Shield Points, Weapons: Front facing linked laser cannons (3d10), two single shot proton torpedo launchers (6d10 each)



## Y-WING

Size: Small, Crew: 2 (Pilot + Droid), Cargo Capacity: None, Sublight Speed: Rapid, Hyperdrive: Gentle, Hull: 10 Armour Points, Structure: 40 Hit Points, Shields: 50 Shield Points, Weapons: Front facing linked laser cannons (2d10), two six-shot proton torpedo launchers (6d10 each)



## Z-95 HEADHUNTER

Size: Small, Crew: 1, Cargo Capacity: None, Sublight Speed: Fast, Hyperdrive: None, Hull: 12 Armour Points, Structure: 50 Hit Points, Shields: 30 Shield Points, Weapons: Front facing linked laser cannons (3d8)



## YT-1300 FREIGHTER

Size: Medium, Crew: 2 (Passengers: 6), Cargo Capacity: 200 tons, Sublight Speed: Gentle, Hyperdrive: Slow, Hull: 10 Armour Points, Structure: 100 Hit Points, Shields: 50 Shield Points, Weapons: Upper and lower, light laser cannon turrets (2d10)

## CORELLIAN CORVETTE

Size: Large, Crew: 30 (Passengers: up to 600), Cargo Capacity: 3,000 tons, Sublight Speed: Mediocre, Hyperdrive: Mediocre, Hull: 16 Armour Points, Structure: 400 Hit Points, Shields: 200 Shield Points, Weapons: Six turbolaser cannon turrets (4d12)



## IMPERIAL DESTROYER

Size: Enormous, Crew: 5,000 (Passengers: up to 10,000 troops), Cargo Capacity: 40,000 tons (mostly vehicles for ground assault troops), Squadrons: 48 TIE fighters, 12 Boarding craft, 12 assault gunboats, Sublight Speed: Ponderous, Hyperdrive: Moderate, Hull: 21 Armour Points, Structure: 2000 Hit Points, Shields: 500 Shield Points, Weapons: Six heavy turbolaser turrets (6d12), sixty medium turbolaser turrets (4d12), sixty medium ion cannon turrets (4d10 – double chance of penetrating damage to temporarily inflict a level of damage on a subsystem), tractor beam projector (capable of snaring a ship of size Large or smaller if not evaded)



# VEHICLE & STAR SHIP COMBAT

Fighting between vehicles is a fundamental part of the Star Wars movies. Since there are no rules in RuneQuest to handle such situations, some very simplistic guidelines are provided to cover combat between spaceships, speeders and foot-based opponents facing transports.

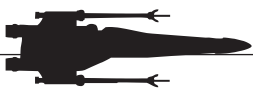
## GENERAL CONCEPTS

Primarily designed for dogfighting and strafing attacks on larger sized targets, these rules follow a similar path to that of melee combat. They are based around a unique set of Combat Actions specifically tailored to vehicular encounters.

The basic assumptions for running vehicle combat are:

- All participants are only permitted a single action per round (no matter their normal number), which in some cases may mean each member of a vehicle's crew get a single action
- Initiative is calculated normally, each pilot rolling a d10 and adding their Strike Rank
- To keep the engagement exciting, initiative is rerolled every round
- Whoever wins initiative that round has choice of a proactive action, the loser normally resisting with an accompanying reactive action
- All actions are resolved as Opposed Rolls, with special effects be awarded for gaining superior levels of success as per Evading in the core rules (see RQ page 143)
- Only a single action and reaction is permitted between each 'pair' of vehicles, thus a battle involving a Corvette engaged with three TIE Fighters would be handled as three pairs.

Although the following actions and effects adopt a vocabulary based upon space battles, remember that they are also intended for surface combat. In these cases replace



the Pilot skill with Drive instead. Battling speederbikes for instance are assumed to be dogfighting even though their engagement is limited to two dimensions!

## PROACTIVE ACTIONS

### AIM FLAK

Larger vessels unable to engage smaller attack craft in dogfights simply rely on saturating the attacker's flight path with turbolaser fire, forcing the incoming craft to either Dodge Fire or risk being blasted if they continue to strafe.

### FLEE BATTLE

An unengaged vessel or one which has broken target lock may try to escape battle entirely, avoiding any further conflict. This can be resisted by Chase Down, provided that the pursuing vehicle has a speed equal or superior to the fleeing vessel. If the craft is a starship capable of hyperjump with a course already calculated, they may flee into hyperspace instead, taking 1d3 rounds before the drives kick in.

### INITIATE DOGFIGHT

A dogfight can only be instigated by use of this action. It is resisted by either the Avoid Dogfight action, or opposed by the enemy pilot also attempting to initiate the dogfight to see who gains the upper hand. In the latter case, nothing of significance happens until one or other of the pilots achieves a Special Effect to establish a target lock on the other vehicle. Only craft of Small or Medium size can dogfight.

### OPEN FIRE

If a pilot manages to establish a target lock on a dogfighting opponent, they (or a crewman) may open fire with their weapons. The skill used depends on the vehicle, with statically mounted weapons using the Pilot skill and turret mounted weapons a specific Combat Style skill. Open Fire is resisted with the Dodge Fire action.

## STRAFING RUN

Utilised by pilots of smaller craft against larger, less manoeuvrable vessels; a starfighter versus a capital ship for instance. It permits the lesser vessel to blast the target without needing to establish a target lock first. A strafing run lasts a specific number of rounds depending on the size of the target – Medium 1 round, Large 2 rounds, Huge 3 rounds and Enormous 4 rounds. Pulling out early (due to dodging fire for example) immediately ends the run. After the run concludes it takes 1d3+3 rounds to circle back for another.

## REACTIVE ACTIONS

### ANGLE SHIELDS

If unable to manoeuvre clear of incoming fire, due to being too large for dogfighting, the pilot (or a crewman) may attempt to angle the vessel's shields to deflect the energy. The result of angling shields is resolved in the same manner as Dodge Fire, the incoming blast is either deflected entirely or it damages the shields (and subsequently the ship itself if they fail), depending on who wins the opposed roll.

### AVOID DOGFIGHT

Used to try to avoid engaging with enemy vessels. If the adverse pilot wins the opposed roll they are able to break free and potentially flee on the subsequent round. Once a target lock has been established the targeted pilot may no longer use this action to depart the dogfight.

### CHASE DOWN

Permits the pursuit of a fleeing vessel, providing the pursuer has enough speed to keep up.

### DODGE FIRE

The counter to Open Fire, to avoid being hit. Treat the contest as an opposed roll to see whether the attack hits or



is dodged entirely; i.e. if both participants gain the same level of success, then whoever rolled higher wins. A superior level of success results in special effects as normal.

## SPECIAL EFFECTS

### BREAK TARGET LOCK (DEFENSIVE ONLY)

By dint of evasive manoeuvring, the pilot manages to break free of the pursuing vessel. The dogfight must be re-established afresh.

### CHOOSE LOCATION (OFFENSIVE ONLY)

The pilot (or gunner) has such a good aim they can hit any particular system of the target they desire; for example, aiming at deflector shield generators or the sublight drive. This is nominally only of use against larger vessels or static targets.

### ESTABLISH TARGET LOCK (OFFENSIVE ONLY)

The pilot achieves a secure position behind their opponent, permitting them to start firing on the enemy vessel on the following round. A target lock continues until the pursued vessel can break it (which can only be done via Break Target Lock above). Until the target lock is broken, the pursuer automatically wins initiative each round.

### JINKING (DEFENSIVE ONLY)

Generally used when pulling out from a strafing run, the pilot yaws and rolls his vessel to throw off pursuing fire; preventing the strafed target from launching any more flak fire against the jinking ship until it returns to perform another strafing run.

### LOSE CONTROL (FUMBLE ONLY)

The dogfighting or strafing pilot makes a critical error, crashing into a nearby obstacle such as a tree, capital ship

or even a wingman, effectively destroying their craft. The pilot may eject or throw themselves clear if they can succeed in a Pilot roll at Formidable difficulty.

### RAMMING SPEED (OFFENSIVE OR DEFENSIVE)

A last ditch action, the pilot directs their (usually crippled) craft in a kamikaze attack against an enemy vessel. This utterly destroys the pilot's vehicle but may inflict significant damage on whatever it strikes, depending on the relative sizes. Unless performing this as a Heroic Last Act, the pilot can attempt to eject as per Lose Control.

### REINFORCE SHIELDS (DEFENSIVE ONLY)

Redistributes power to recharge the shields (assuming it has any), recovering 10% of their full strength.

### SYSTEM FAILURE (FUMBLE ONLY)

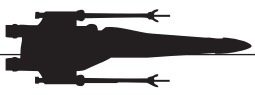
A vital part of the ship breaks down at the worst possible moment. Roll on the relevant vehicle Systems table to determine which part fails.

### TELLING DAMAGE (OFFENSIVE ONLY)

The pilot (or gunner) can roll the damage of his weapon twice, and choose the higher of the two rolls.

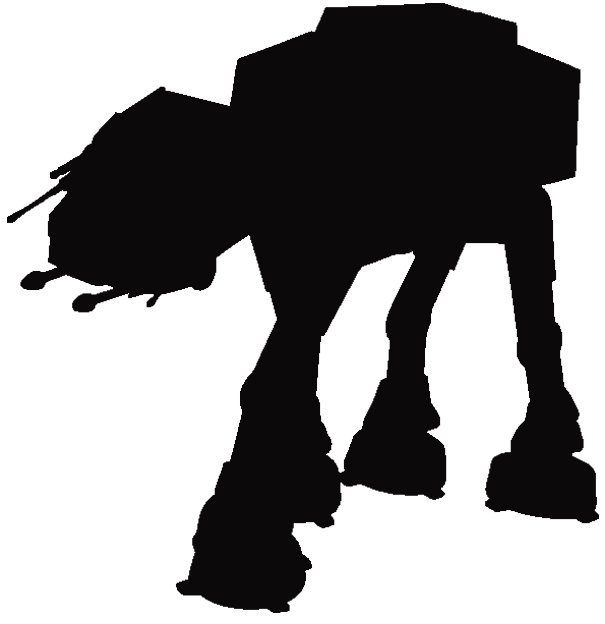
### TRICK MANOEUVRE (CRITICAL, DEFENSIVE ONLY)

Using some cunning ploy, the pilot of the target locked vessel manages to reverse the situation, so that he comes up behind his overshooting pursuer and effectively steals the target lock. On the following round the pilot can now open fire on his now inopportuned opponent.



# SPEED, HULLS, STRUCTURE, SHIELDS AND SUBSYSTEMS

All vehicles possess a basic speed rating, a hull which provides basic Armour Points and a Structure which represents its Hit Points. Some vessels also mount deflector Shields which protect the craft, but ablate under sustained fire. In addition, vehicles are comprised of vital subsystems, which when damaged, will degrade the performance of the craft.



## SPEED

Since the physics of velocity, acceleration, drag and inertia (to name but a few) are complex issues, modelling them can quickly bog down a game. So as a simplification, vehicles are given an abstract speed rating. This characteristic should only be used to see if one vehicle can overhaul another; or if in a race to reach an objective, which vehicle will arrive first.

The speed rating represents a vehicle's nominal operational rate. In emergency situations this performance can be increased by one step, at risk of wear or damage to the

engines. Although the same table is used for all vehicle types, common sense should be applied so that only vehicles of the same class are compared. For example if a Starship and a Landspeeder both have the same acceleration rate of Rapid, then it should be obvious the spaceship is comparatively faster.

## VEHICLE SPEED

Speed Rating	Notes
Ponderous	Fastest speed for Enormous vehicles
Sluggish	
Slow	Fastest speed for Huge vehicles
Mediocre	
Gentle	Fastest speed for Large vehicles
Moderate	
Rapid	Fastest speed for Medium vehicles
Fast	
Fleet	Fastest speed for Small vehicles

## HULL AND STRUCTURE

The size and purpose of a vehicle affects the thickness of its hull and resilience of its internal structure. A speeder-bike for example would have a minimal hull, built as they are for speed and agility. An AT-AT on the other hand being much larger vehicles designed for combat against ground troops have more significant hulls.

Whenever the vehicle suffers harm, the incoming damage is reduced by its Hull value. Any remaining damage is subtracted from the vehicle's Structure points and has a percentage chance (equal to the penetrating damage) of affecting a subsystem. If the vehicle is ever reduced to zero Structure it is either utterly destroyed, or so badly wrecked it must be scrapped.

Due to their larger intrinsic size and the hostile environments of space, starships have their own range of values.





## PLANETARY VEHICLE HULLS

Vehicle Size	Civilian Hull Range	Military Hull Range	Structure Range	Example
Small	1-3	4-6	1-20	Speederbike
Medium	1-6	7-9	21-40	Landspeeder, Swoop
Large	4-9	10-12	41-60	Skyhopper, Snowspeeder, AT-ST
Huge	7-12	13-15	61-80	Sail Barge, LAAT Gunship
Enormous	10-15	16-18	81-100	Sandcrawler, AT-AT

## STARSHIP HULLS

Vehicle Size	Civilian Hull Range	Military Hull Range	Structure Range	Example
Small	4-9	10-12	10-50	TIE Fighter, X-Wing
Medium	7-12	13-15	51-150	YT-1300 Freighter, Nubian Yacht, Imperial Shuttle
Large	10-15	16-18	151-450	Gallofree Transporter, CR25 Troop Carrier
Huge	13-18	19-21	451-1350	Escort Frigate, AA-9 Coruscant Freighter
Enormous	16-21	21-24	1351-4050	Star Destroyer

## SHIELDS

Deflector shields provide an additional layer of protection for those vehicles which can mount them. Shields work slightly differently than the Hull, due to their ablative nature. If incoming damage is equal or less than the value of the shields, then it is all blocked. If damage exceeds the shield value, then any excess is reduces the shield strength by that amount.

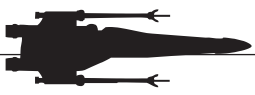
*For example, an X-Wing has a shield strength of 12 points. If the starfighter was hit by a turbolaser for 11 damage, it simply does not penetrate and has no additional effect. On the other hand, if the same fighter was hit by a blast inflicting 15 damage, the excess three points would drop the shield strength to 9.*

Once the strength of a deflector shield has dropped to zero, it collapses. Any remaining damage carries onto the hull.

## SUBSYSTEMS

Every time a vehicle suffers damage which penetrates its hull, there is a chance that a vital subsystem has been affected. Depending on which system has been hit, the effects of subsystem damage can be catastrophic. The damage a subsystem can suffer is based purely on the vehicle's size. This is modelled by the number of times it is hit, rather than the actual amount of damage. A single hit on a Small vehicle will instantly destroy that subsystem. It takes two hits to demolish a Medium sized vehicle's subsystem, three for a Large vehicle, and so on.

Subsystems which are damaged, but not yet destroyed, suffer a loss in functionality. This is equal to the proportion of current hits to its total capability. Thus an Enormous vehicle hit twice in the Shield Generators would lose 40% of its shield strength (2 hits out of a maximum of 5). The specific effect depends on what the subsystem controls.



### VEHICLE SUBSYSTEM DAMAGE TABLE

1d8	System	Partial Damage Result	Total Failure Result
1	Cargo Compartment	An amount of possessions or equipment stored in the hold, proportional to the damage, are destroyed	Everything in the cargo compartment is destroyed
2	Communications	Comms rolls suffer one additional grade of difficulty each time they are damaged	Vehicle can no longer communicate or spoof enemy sensors
3	Controls	Boating, Drive or Pilot rolls suffer one additional grade of difficulty each time they are damaged	Vehicle can no longer be steered or change course
4	Drive/Repulsorlift	Speed is reduced by an amount proportional to the damage	Vehicle can no longer propel itself (or float if supported by a repulsorlift)
5	Pilot/Passengers	A number of passengers proportional to the damage are rendered casualties. Those affected suffer a Major Wound and must succeed in an Endurance roll or be killed instantly	Everyone aboard the vehicle dies
6	Power Core	An additional (powered) subsystem goes off-line each time the power core is hit	Vehicle is destroyed in a disastrous explosion
7	Sensors	Sensor, Navigation and Weapon attack rolls suffer one additional grade of difficulty each time they are damaged	Vehicle is rendered blind
8	Weapons	A number of weapon systems proportional to the damage become inoperative	Vehicle can no longer fire weapons

### ASYMMETRIC ENCOUNTERS

Sometimes characters will find themselves engaging vehicles in combat, when they themselves are on foot. This places them at a severe disadvantage, unless carrying heavier weaponry or the vehicle is a civilian model. The biggest threats are the power of the vehicle's weaponry, which might vaporise a character with a single shot; the thickness of its hull; and the speed of the vehicle as it passes back and forth.

In such situations, treat the encounter similarly to 'Charging Through Contact' on page 151 of the RuneQuest rules. Clever players who can apply normal RuneQuest Special Effects in a creative way against the driver or vehicle itself, should be permitted to do so.



**STARSHIP SUBSYSTEM DAMAGE TABLE**

1d10	System	Partial Damage Result	Total Failure Result
1	Avionics	Piloting rolls suffer one additional grade of difficulty each time they are damaged	Ship can no longer be steered or change course
2	Communications	Comms rolls suffer one additional grade of difficulty each time they are damaged	Ship can no longer communicate or spoof enemy sensors
3	Crew	A number of crew (and passengers) proportional to the damage are rendered casualties. Those affected suffer a Major Wound and must succeed in an Endurance roll or be killed instantly	Everyone aboard the ship dies in catastrophic atmospheric and life support failure
4	Hold/Hangar Bay	An amount of cargo or carried vehicles proportional to the damage are destroyed	All ship carried cargo and vehicles are lost
5	Hyperdrive	Hyperdrive speeds are reduced by an amount proportional to the damage	Ship can no longer jump to hyperspace
6	Reactor Core	An additional (powered) subsystem goes off-line each time the reactor core is hit	Ship is destroyed in a cataclysmic explosion
7	Sensors	Sensor, Astrogation and Weapon attack rolls suffer one additional grade of difficulty each time they are damaged	Ship is rendered blind
8	Shields	Shield strength is reduced by an amount proportional to the damage. Attempts to deflect incoming fire suffer one additional grade of difficulty each time the shields are damaged	Ship can no longer project deflector shields
9	Sublight Drive	Sublight speeds are reduced by an amount proportional to the damage	Ship begins to drift and becomes a sitting duck
10	Weapons	A number of weapon systems proportional to the damage become inoperative	Ship can no longer fire weapons



# THE FORCE

One of the most important things to implement in a Star Wars game is the Force. This is easily done in RuneQuest by adopting the Mysticism rules. As in the original trilogy, Force powers are only available to those trained in the Jedi or the Sith paths, yet it would be simple enough to add other, lesser known mystical orders.

A vital aspect of Jedi or Sith is that they should remain in parity with other party characters lacking force powers, rather than becoming prodigious limelight stealers. Thus force powers are toned down to the more modest effects of the original movies (hence no Augmented skills) and require the learning of two career restricted skills: Meditation and The Force.

Depending on the particular path taken and rank achieved, those sensitive to the Force may learn special abilities, as per Learning Talents on page 223 of the RuneQuest rules.

## USING THE FORCE

As Magic Points do not exist in the setting, activating Force Talents uses points of Tenacity instead. It costs 1 point to activate the talent, plus an additional point for every level of power if boosted (see below). Otherwise use the Mysticism rules for implementation and duration, but ignore the 'Limitations to Talents' section on page 225.

Using force abilities is dangerous. Members of the Jedi Order are hunted within Imperial space. Any Jedi who utilises a Force Talent has a chance of being detected by the Emperor, who often meditates for long hours, feeling for disturbances in the force, his Sense talent spread across the galaxy.

At the conclusion of any scene or encounter where a Jedi or rogue Sith uses the Force, total the amount of expended Tenacity and then roll a d100. If the result is equal or less than the Tenacity spent, then Palpatine has detected their existence and will send agents to capture them.

Assuming they evade their pursuers, every time thereafter the Emperor detects their presence, an ever larger or more cunning team will be sent to hunt them down.

## THE JEDI PATH

Under the authority of Imperial edict, the Jedi Order has been effectively destroyed. Only a few lone members still remain hidden away at the fringes of the galaxy, hardly daring to utilise their powers in fear of drawing the Emperor's notice. Nevertheless a few still dare to pass on their secrets, maintaining the traditions of the ancient order.

Those that follow the peaceful, beneficent Jedi path may learn the following talents:

- Initiate: None, instead they are taught the skills of the Jedi career
- Apprentice: Awareness, Sense, Telekinesis
- Knight: Coerce, Deflect, Telepathy
- Master: Healing, Hibernation, Illusion
- Grand Master: Concealment, Deny, Projection

## THE SITH PATH

The Galactic Empire currently rests in the hands of a cadre of fallen Jedi (called Sith) under the command of Palpatine. Whilst pandering to the dark side of the force, corrupted by its power, Sith are not necessarily adverse to working together for personal gain. However, the Emperor is always careful to ensure his most potent underlings do not rise to a position where they can challenge his position.

The Sith path teaches the following talents:

- Acolyte: None, instead they are taught the skills of the Sith career
- Apprentice: Awareness, Sense, Telekinesis
- Adept: Conceal, Deflect, Violate
- Lord: Aura, Deny, Illusion
- Master: Leech, Lightning, Transfer



## FORCE POWERS

There are countless Force talents which have been studied, mastered then lost throughout the long history of the galaxy. The list below are merely those commonly known to the current Jedi and Sith orders.

Most of the talents have several levels of increasing power, which can be achieved if the user accepts an incrementing Difficulty Grade to The Force skill roll. Although this requires more Tenacity to use, the maximum penalty the user may attempt depends entirely on their rank; representing the higher levels of technique and training required.

*For example, a Jedi Apprentice cannot increment the power level of Telekinesis, being limited to moving just a few kilos. A Jedi Master on the other hand can attempt to move objects up to a hundred times heavier, suffering a difficulty grade of Formidable and increasing the cost to 3 points of Tenacity to do so.*

### JEDI/SITH RANK AND POWER GRADES

Jedi Rank	Sith Rank	Maximum Difficulty Grade
Initiate	Acolyte	None
Apprentice	Apprentice	None
Knight	Adept	Hard
Master	Lord	Formidable
Grand Master	Master	Herculean

Force practitioners may use a Force Point (Luck Point) to reduce the skill penalty by one step (but not the increased power level and Tenacity cost), when rolling to see if the boosted Talent succeeds.

In cases of extreme necessity a practitioner may call upon the Dark Side, using a Force Point to temporarily boost their Maximum Difficulty Grade by a single step, thus permitting them to achieve a level of power normally beyond them. This however, is addictive and will gradually increase their chances of falling to the Dark Side.

## THE DARK SIDE

Every time a Jedi character performs an evil act, or uses a Force Point to achieve more power, they gain a Dark Side Point. These accumulate over time and once the number of DSPs equals or exceeds the character's Tenacity, they turn to the Dark Side.

From this moment on, the Jedi no longer recovers Force Points at the end of every session. Instead they gain them back by performing evil, destructive deeds at dramatically appropriate moments. For instance, publically killing an important NPC who would otherwise have given the character vital information. Such acts must be done openly, not hidden away 'off-scene'.

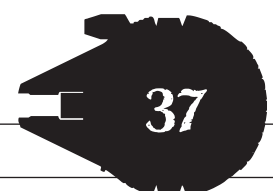
In addition, the fallen character may not learn any further skills and talents from his fellow Jedi and will probably be arrested or exiled by the remnants of the Order. This leaves them the choice of hiding away, allowing their force powers to stagnate; or seeking out a Sith to adopt them.

Once a Jedi character has fallen to the Dark Side they are subject to its corrupting influence. Whenever they use The Force and roll a fumble, they are twisted by its terrible power. Roll on the following table:

### DARK SIDE CORRUPTION

1d6	Corruption	Effect
1	Aged	Physically age by 1d6+4 years
2	Damaged	Lose 1d3 points from a physical Characteristic (STR, CON or DEX)
3	Maddened	Gain a psychosis, such as hallucinations, delusion, paranoia or the like
4	Obsessed	Increase 1d6 Passions by 1d6+4%
5	Warped	An aspect of appearance becomes twisted – eyes turn red, skin looks jaundiced, hair falls out, teeth rot and so on
6	Weakened	Lose 1d6+4% from 1d6 random skills

Recovering from the Dark Side is extremely difficult. A single Dark Side Point may be expunged by performing a notably selfless deed combined with spending as many Experience Rolls as the current total of DSPs. For many who fall into darkness, the efforts are simply too great and they resign themselves to what they have become.





## TALENTS

The majority of the Force Talents are based on those in the RuneQuest book on pages 226-227, with minor tweaks to better reflect the setting. Following each description are the effects of boosting the power to higher levels.

Any Talent that has an offensive effect on the recipient, for example Lightning or Violate, may be resisted with the appropriate skill in an opposed roll (either Endurance or Willpower depending on whether it is a physical or mental attack). If the recipient wins, then the Talent has no effect on them.

### AURA

As per Aura save that it can only project Dark Side emotions upon those in the local vicinity, such as anger, fear or hatred. Aura is resisted with Willpower. Boosting the power increases the area affected. Hard – city-wide, Formidable – continental, Herculean – planetary.

### AWARENESS

As per the same talent, save that the ability only works providing it concerns something the Jedi or Sith has a Passion for. For instance Palpatine might possess Hate (Rebellion). Boosting the power increases its range. Hard – city-wide, Formidable – planetary, Herculean – anywhere in the galactic empire.

### COERCE

Permits the user to affect the mind of the target, at its most basic, briefly misdirecting suspicions or mild attitude changes. Coerce is resisted with Willpower. Boosting the power permits more radical manipulations, something Jedi are loathe to perform. Hard – force the target to do ethically borderline acts they would normally refuse, Formidable – force the target to perform ethically repugnant acts or those which would break their own Passions, Herculean – turn the user into a self-sacrificing, dominated slave.

### CONCEALMENT

Hides the user from being perceived by other force powers such as Awareness or Sense. Boosting the power increases the area affected. Hard – city-wide, Formidable – continental, Herculean – planetary.

### CONTROL

Grants the user the ability to control their own pain, ignoring the effects of Serious Wounds. Hard – ignore the incapacitation of Major Wounds, Formidable – ignore physical torture, Herculean – ignore Force based torture.

### DEFLECT

As per Arrowcut, except the user can parry blaster bolts. Hard – may parry an additional bolt per Combat Round for free, Formidable – two additional bolts, Herculean – three additional bolts.

### DENY

As per Denial, the user can suppress a harmful energy or environmental process from inflicting injury upon themselves. The ability drains away or bolsters against the following energies: Cold, Heat, Radiation, Electricity and Light. When defending against a directed attack, the user of Deny must oppose the attack roll with their Force skill. Winning the roll negates the attack entirely, whilst losing submits them to the full effect. Boosting the power increases the number of energy types affected. Hard – one extra, Formidable – two extra, Herculean – three extra.

### HEALING

As per Enhance Healing Rate, this talent raises the speed of recovery by one step. The user can also use the power to accelerate the recovery of others. Boosting the power increases the recovery rate. Hard – two steps, Formidable – three steps, Herculean – four steps.

### HIBERNATION

As per Heart Slow except that it lasts a number of days

equal to one tenth of their Force skill. Boosting the power allows the user to extend the period of hibernation. After the period finishes the user must recuperate for several days before attempting the talent again. Hard – weeks, Formidable – months, Herculean – years.

## ILLUSION

Produces an illusory sight, sound, even smell which others sense using their normal perceptions. Although the proportions of the illusion are minor (no larger than a cat, no louder than a whisper, etc), it is tangible in that it can be perceived and recorded by mechanical and electrical devices. Thus a droid can be deceived by an illusion, providing it lacks other sensors which would report an anomaly. Sith often utilise Illusion to disguise themselves. Affecting more than one sense requires additional incidences of this Talent. Boosting the power allows the scale of the illusion to be increased. Hard – human sized, Formidable – vehicle sized, Herculean – starship sized.

## LEECH

Steals the life energy from the user's surroundings so that they require no food or sleep. Its reach depends on the type of life in the nearby surroundings, sapient beings being the best source of energy, animals secondary and plant life making do if nothing else is available. Boosting the power enables the user to recuperate higher levels of life energy, which are removed from nearby victims as, and when, they are needed. Hard – recover all fatigue, Formidable – recover all Hit Points damage, Herculean – cease aging. (Note that a Sith utilising this Talent can still be killed if they suffer an instantly fatal Major Wound.)

*Ambushed by assassins, a Sith Master is shot with a blaster. Rather than collapse from the Serious Wound to his abdomen, the nearest assassin groans in horror as his own body is drained of life to heal the Sith's injury – the original 10 points damage from the blaster bolt, split evenly across all his body locations.*

## LIGHTNING

User sends out force lightning which inflicts terrible agony on the target, forcing them to resist the attack with their

Willpower in an opposed roll. If the victim loses they are overwhelmed by the pain and collapse incapacitated for 1d3 Combat Rounds. Boosting the power additionally inflicts physical damage on every Hit Location the target possesses. Hard – 1d6 damage per round, Formidable – 2d6 damage per round, Herculean – 3d6 damage per round.

## PROJECTION

As per Astral Projection, but in addition at the moment of death the user can become 'One with the Force' essentially transcending their body entirely to become an ethereal ghost. Boosting the power increases its range. Hard – city-wide, Formidable – planetary, Herculean – anywhere in the galaxy.

## SENSE


Allows the psychic sensing of living things (or loss of life), plus it also detects the presence, potential and use of the Force in the local environment. This talent even allows the user to perceive their surroundings without needing their own physical senses. Thus a Jedi blinded or deafened for whatever reason can still discern their immediate surroundings. Boosting the power increases its range. Hard – city-wide, Formidable – planetary, Herculean – anywhere in the galaxy.

## TELEKINESIS

Lift, push or grasp objects of up to one tenth of the user's Force skill in kilograms. If resisted, the STR of the telekinesis is equal to the user's POW. It can be used in a variety of ways from aiding jumps to choking opponents from afar. The latter is treated as an Unarmed attack for the purposes of damage (Suffocation or 1d3 damage per Turn), providing the user can manage its total weight. Boosting the power increases the mass which may be controlled or attacked. Hard – tens of kilos, Formidable – hundreds of kilos, Herculean – tons.

## TELEPATHY

Able to send a one sentence mental message to somebody else in the local area. Boosting the power increases the



range. However, if the user sends to a person with whom they have a Passion, the difficulty is reduced one step. Hard – city-wide, Formidable – continental, Herculean – planetary.

## TRANSFER

Permits the transference of the Sith's essence or soul into an inanimate object or new body in order to avoid death. Such efforts are acts of desperation however, the soul gradually fading or growing insane over time. At its basic level the Sith may only hold themselves together for up to one tenth of their Force skill in years. When reincarnating into somebody else's body, treat the battle as a Spirit Combat using Tenacity points. Boosting the power extends the Sith's existence without a body. Hard – decades, Formidable – centuries, Herculean – millennia.

## VIOLATE

Ransacks the mind of the target, sensing their thoughts and ripping free recent memories from within the last day. Violate is resisted with Willpower. Boosting the power extends the depth of memory plundered. Hard – memories from the last week, Formidable – from the last year, Herculean – any memory whatsoever.

## LIGHTSABER STYLES

Not all who are wise in the ways of the Force engage in physical combat, but for those that do, the lightsaber is their antiquated armament of choice. As Obi Wan says "This is the weapon of a Jedi Knight. Not as clumsy or random as a blaster. An elegant weapon for a more civilized time."

In the original trilogy there is nothing superhuman about the use of lightsabers, save perhaps their ability to parry blaster bolts. Indeed someone skilled in firearms is as dangerous as any Jedi... something which should be borne in mind when creating a party of adventurers to ensure that a Jedi character does not outshine his or her compatriots. Since lightsabers are rather difficult and dangerous to wield, they have their own individual Combat Style of

the same name. Only Jedi or Sith may learn this style, although depending on the master who teaches them, the style may possess a different trait; Luke Skywalker's lightsaber style trait would be Swashbuckling for example, whereas Darth Vader's is Throw Weapon. Beyond this there are no specific differences between styles.



## LIGHTSABER STATISTICS

Damage: 2d8

Size: Small (No Mass)

Reach: Long

Combat Effects: Damage Weapon, Sunder

AP/HP: 6/8

Traits: Cauterising (see RuneQuest Firearms, page 11)

Cost: N/A

In general, the only thing which can safely parry a lightsaber is another lightsaber.



## THE SEVEN FORMS

Whilst this article is primarily focussed towards running a Star Wars game set during the Original Trilogy, some aspects of RUNE-QUEST make it perfect for lightsaber combats portrayed in the subsequent movies. An immediate observation is that the Jedi of the prequels are so far beyond human, that they can single-handedly defeat entire battalions of war droids.

Such abilities are easily handled by simply permitting Jedi (and Sith) to augment their lightsaber combat style and enhance their number of Action Points. Several levels of either will quickly make a Jedi unstoppable to anything other than another practitioner of the force.

According to the Expanded Universe, there were also seven distinct forms of lightsaber combat. This too can be modelled by creating one unique sub-style for each form, and assigning it several Special Effects which only that sub-style can use. By default a Jedi starts off with Form I, but may add further forms to his Lightsaber style at an incrementing cost in Experience Rolls (3 for the second, 6 for the third and so on) and three months training per form. The forms can be learned in any order the Jedi desires, but Form VII can only be chosen after all the others have been mastered.

**Form I: Shii-Cho** – The first form taught to initiates within the Jedi Order. Its tuition provides the basic knowledge of the sword-fighting principles with an emphasis on sweeping strokes that is required for practice of all the other forms. Shii-Cho philosophy encourages victory without injury and as such, one of the attacks utilized by Form I practitioners is referred to as the “Disarming Slash”, consisting of a strike directed at the opponent’s weapon in an attempt to rip it out of their grasp. Special Effects: Choose Location, Disarm

**Form II: Makashi** – This form relies on precision swordplay to counter the sweeping movements demonstrated by Shii-Cho, and a focus on protecting one’s weapon to avoid being disarmed. Its minimalistic movements are encouraged by a more pronounced single-handed use, which in turn lends itself to the thrust. Special Effects: Impale, Overextend Opponent

**Form III: Soresu** – A defensive form, designed to counter blaster-wielding opponents, as the previous combat styles focus on lightsaber dueling. Becoming the most defensive of the seven forms, Soresu utilizes tight moves and evasive dodges designed to provide maximum defensive coverage, leaving the duelist less exposed to ranged fire. Special Effects: Arise, Select Target

**Form IV: Ataru** – An aggressive combat form relying on rapid movement and blinding speed. Practitioners of Ataru are always on the offensive, attacking with wide, fast, and rapid swings. It is best used against a single opponent. Special Effects: Bypass Armour, Flurry (yes, with a lightsaber)

**Form V: Djem So** – This form places a heavy focus on brute strength, utilising powerful strikes and parries to knock an opponent back just through sheer kinetic force, throwing them off balance and leaving them vulnerable to further strikes. Special Effects: Bash, Press Advantage

**Form VI: Niman** – A dual blade form balancing both attack and defence. The style has given rise to some very creative techniques such as passively blocking with one of the blades, or using the first lightsaber to bind their opponent’s weapon, rendering them defenceless against the second. Special Effects: Enhance Parry, Pin Weapon (both of which can be chosen without needing to have rolled a critical success)

**Form VII: Juyo** – Described as the most vicious form of lightsaber combat, it is said to be filled with both fury and malignant grace. It leads the user perilously close to the dark side due to its focus on the joy of physical combat. Its advantage lies in its unpredictability, such as deactivating the blade as to bypass the opponent’s block before re-igniting it in the hapless foe. Special Effects: Circumvent Parry, Maximise Damage (both of which can be chosen without needing to have rolled a critical success)





# CREATURES

A set of iconic creatures from the movies, with a few extra thrown-in for fun...

## BANTHA

The bantha are one of the most adaptable herbivorous creatures in the galaxy and could be found on several worlds. They can survive in almost any environment and go without food or water for several weeks. Although bantha subspecies have diverged from their baseline ancestors, most share similar characteristics. Bantha are quadrupeds covered with shaggy fur. An adult stands between two and three meters tall and can weigh up to

4,000 kilos. Bulls tend to be slightly larger than the cows and both genders grow a pair of very large spiral horns. Most female banthas attain just a single spiral during their lifetimes, whilst a male can achieve two.

Some sentient species have been known to ride banthas, such as Tusken Raiders.

Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+24 (31)	Action Points	2	1-2	Right Hind Leg	4/12
CON: 3d6+10 (21)	Damage Modifier	+2d6	3-4	Left Hind Leg	4/12
SIZ: 4d6+24 (38)	Tenacity	7	5-7	Hindquarters	4/13
DEX: 2d6 (7)	Movement	12m	8-10	Forequarters	4/14
INS: 2d6+4 (11)	Strike Rank	9	11-13	Right Front Leg	4/11
POW: 2d6 (7)	Natural Armour	Thick, woolly hide.	14-16	Left Front Leg	4/11
	Abilities	Intimidate, Trample	17-20	Head	4/12
Force Sensitivity		None			
Skills: Athletics 58%, Brawn 89%, Endurance 82%, Evade 34%, Perception 38%, Willpower 38%					
Combat Style: Butt and Trample 58%					
Natural Weapons:	Size/Force	Reach	Damage	AP/HP	
Horns	H	M	1d10+2d6	As for Head	
Trample	E	T	4d6	As for Legs	

## DIANOGA

Large cephalopods, dianoga are capable of growing up to ten meters in length, though most specimens grew to approximately five or six meters. They have a single eyestalk protruding from their mollusk-like bodies, and seven suckered tentacles surrounding a disconcertingly fanged maw. Almost sapient, these cunning creatures are formidable ambushers, utilising their tentacles to drag victims to its oral cavity.

evolved a form of natural camouflage to avoid the planet's large predators. Their bodies become transparent when unfed, yet conversely, adopt the tint of whatever food they have just eaten. Over many millennia, dianoga have migrated from their home-world by stowing away aboard garbage ships in their microscopic larval forms. They are commonly found in trash compactors, garbage pits and sewers across the galaxy, living off any organic matter which is flushed into their grasp.

Dianoga originated on the planet Vodran where the creatures



Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+15 (22)	Action Points	6 (Multi-Limbed)	01-02	Tentacle 1	1/10
CON: 2d6+12 (19)	Damage Modifier	+1d10	03-04	Tentacle 2	1/10
SIZ: 2d6+21(28)	Tenacity	7	05-06	Tentacle 3	1/10
DEX: 2d6+15 (22)	Movement	2m (land), 6m (swim)	07-08	Tentacle 4	1/10
INS: 2d6+7 (14)	Strike Rank	18	09-10	Tentacle 5	1/10
POW: 2d6 (7)	Natural Armour	Blubbery Skin	11-12	Tentacle 6	1/10
	Abilities	Camouflaged, Grappler, Multi-Limbed,	13-14	Tentacle 7	1/10
		Swimmer	15-18	Body	1/12
			19-20	Eyestalk	1/10

Force Sensitivity                      None

Skills: Brawn 80%, Endurance 68%, Evade 74%, Perception 61%, Stealth 76%, Swim 71%, Willpower 54%

Combat Style: Writhing Doom (Tentacles, Beak) 74%

Natural Weapons:	Size/Force	Reach	Damage	AP/HP
Tentacle	L	VL	Grapple	As for Tentacle
Beak	L	T	1d8+1d10	As for Body

## GHEST

instincts to lay cunning traps.

Ghests are reptilians from the swamps of Rodia, who alternate between a bipedal gait and slithering through the mud on their bellies. They are a pale corpse-like colour, covered with a foul, slippery slime which hides their scent. Although large compared to a Rodian they hunt as packs of 4-6 members, using their base

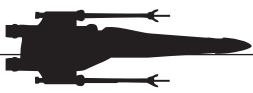
Before the technological development of the planet, ghests were feared for attacking and completely destroying primitive villages, so that the creature became an icon of death and destruction in their mythology. Some desperate Rodians work as ghestslayers, even obtaining notoriety while doing so.

Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+12 (19)	Action Points	3	1-2	Tail	2/6
CON: 2d6+9 (16)	Damage Modifier	+1d4	3-5	Right Leg	2/6
SIZ: 2d6+6 (13)	Tenacity	7	6-8	Left Leg	2/6
DEX: 2d6+12 (19)	Movement	10m	9-11	Abdomen	2/7
INS: 2d6+5 (12)	Strike Rank	16	12-14	Chest	2/8
POW: 2d6 (7)	Natural Armour	Slimy scales.	15-16	Right Arm	2/5
	Abilities	Blood Sense, Leaper	17-18	Left Arm	2/5
	Force Sensitivity	None	19-20	Head	2/6

Skills: Athletics 78%, Brawn 52%, Endurance 52%, Evade 68%, Perception 59%, Track 68%, Willpower 48%

Combat Style: Ripper (Bite, Claw) 78%

Natural Weapons:	Size/Force	Reach	Damage	AP/HP
Bite	M	T	1d4+1d4	As for Head
Claw	M	M	1d6+1d4	As for Legs



## KRAYT DRAGON

A fierce hunter, the krayt dragon is the predatory pinnacle of the Tatooine ecology, primarily feeding on bantha but more than willing to eat anything which moves, including vehicles. They grow continuously throughout their lives to an average length of 45 metres and weight of 20 tons. Longer lived specimens become so large that they grow extra pairs of legs to support their weight. The greatest recorded example was over a hundred metres in length and had ten legs.

Krayts possess a set of sharp teeth used for capturing prey, but swallow it whole, relying on ingested stones to grind the food through a series of gizzards into a digestible state. A side product of this process, worn and polished stones, known as dragon pearls, are a valuable commodity among jewellers. However, since they can only be garnered from the gizzard of krayt, few are suicidal enough to hunt them.

The following statistics are for an immature krayt dragon. For an adult increase the Armour Points to 15 points and add +10 to STR and SIZ!

Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+30 (37)	Action Points	3	1-3	Tail	12/19
CON: 2d6+18 (25)	Damage Modifier	+2d10	4-5	Right Hind Leg	12/18
SIZ: 2d6+60 (67)	Tenacity	11	6-7	Left Hind Leg	12/18
DEX: 2d6+6 (13)	Movement	10m	8-10	Hindquarters	12/20
INS: 2d6+5 (12)	Strike Rank	13	11-14	Forequarters	12/21
POW: 4d6 (14)	Natural Armour	Heavy scales.	15-16	Right Front Leg	12/18
	Abilities	Engulfing, Terrifying, Trample	17-18	Left Front Leg	12/18
	Force Sensitivity	None	19-20	Head	12/19

Skills: Brawn 124%, Endurance 90%, Evade 58%, Perception 54%, Stealth 59%, Willpower 58%

Combat Style: Doom of the Sands (Bite and Trample) 86%

Natural Weapons:	Size/Force	Reach	Damage	AP/HP
Bite	C	VL	2d6+2d10	As for Head
Trample	C	VL	4d10	As for Legs

## RANCOR

Rancors are large carnivorous 5-10m high reptomammals native to the long-lost planet of Dathomir. They were usually born a dull greenish brown, which helped them blend into a wide range of terrain types. They are used for many things, ranging from mounts for the Witches of Dathomir to pets for crime lords; they have even been transplanted to other worlds to serve as untamed guard beasts.

Rancors walk on two relatively stubby legs, with longer forelimbs utilized for catching prey, though they can lumber on all fours at times. A rancor's flat face is dominated by an oversized mouth full of razor sharp teeth. The

skin of a rancor is tough enough to deflect blaster bolts, making it an efficient killing machine – and an excellent source of leather for expensive vests and boots. The creatures possess good night-vision, but their eyesight is not as sharp as a Human's in daylight.

The example given here is for an adolescent rancor a mere four metres tall. For each additional 2 metres of height add +3 STR, +6 SIZ and +1 Armour Point.



Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+15 (22)	Action Points	2	1-3	Right Leg	8/10
CON: 2d6+12 (19)	Damage Modifier	+1d10	4-6	Left Leg	8/10
SIZ: 2d6+21 (28)	Tenacity	11	7-9	Abdomen	8/11
DEX: 3d6 (11)	Movement	8m	10-12	Chest	8/12
INS: 2d6+5 (12)	Strike Rank	12	13-15	Right Arm	8/9
POW: 3d6 (11)	Natural Armour	Thick Skin.	16-18	Left Arm	8/9
	Abilities	Death Sense, Frenzy, Intimidate, Night Sight	19-20	Head	8/10
	Force Sensitivity	None			

Skills: Athletics 53%, Brawn 80%, Endurance 68%, Evade 42%, Perception 42%, Willpower 42%

Combat Style: Grab and Chew 73%

Natural Weapons:	Size/Force	Reach	Damage	AP/HP
Clawed Hand	L	L	1d6+1d10	As for Arm
Toothy Max	L	T	1d8+1d10	As for Head

## TAUNTAUN

Tauntauns are a species of tailed, bipedal mammals 2.5m tall, indigenous to the icy world of Hoth. Strong and tough they are commonly used as pack animals or riding beasts by the few settlers who eke out a living on the planet. During the establishment of the Rebel Alliance's secret base, Tauntauns were used as patrol mounts when it was discovered that their own vehicles

could not cope with the intensely cold weather.

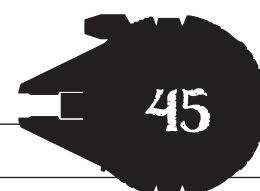
Despite their thick fur (coloured white for camouflage), tauntauns seek shelter at night to avoid the extreme temperature drop; entering a hibernation state to conserve energy. The creatures normally subsist on fungus and lichen that grow beneath the frost layer, but are not adverse to eating small rodents which cross their path.

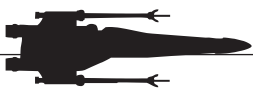
Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+18 (25)	Action Points	3	1-3	Tail	2/11
CON: 2d6+6 (13)	Damage Modifier	+1d12	4-5	Right Hind Leg	2/10
SIZ: 4d6+20 (34)	Tenacity	7	6-7	Left Hind Leg	2/10
DEX: 2d6+6 (13)	Movement	10m	8-10	Hindquarters	2/11
INS: 2d6+6 (13)	Strike Rank	13	11-14	Forequarters	2/12
POW: 2d6 (7)	Natural Armour	Thick fur, plus horns on head	15-16	Right Front Leg	2/10
	Abilities	Ice Sense (detect thickness and vibrations)	17-18	Left Front Leg	2/10
			19-20	Head	4/10
	Force Sensitivity	None			

Skills: Athletics 68%, Brawn 79%, Endurance 66%, Evade 46%, Perception 60%, Stealth 66%, Survival 60%, Willpower 44%

Combat Style: Herd Fury (Bite and Claws) 58%

Natural Weapons:	Size/Force	Reach	Damage	AP/HP
Hind Claw	H	L	1d8+1d12	As for Leg
Tail Lash	L	L	1d6+1d12	As for Tail





## WAMPA

Standing at heights of up to three meters and weighing over 200kg, wampas are lethal predatory beasts. They possess long, powerful arms, razor-sharp claws capable of carving caves and tunnels out of ice, and a fanged mouth. Aided by an acute sense of smell and a coat of thick fur (often stained by the blood and guts of slaughtered prey), carnivorous wampas roam Hoth's icy plains hunting for tauntauns or anything else they can catch.

Primarily solitary hunters, wampas occasionally hunt in packs, preferring to ambush their prey from the concealment of snow

drifts or blizzards. Stunned victims are carried back to the creatures' lair, typically large ice caves, where the wampa then eats at its leisure, or in times of glut, suspending prey from the ceiling to preserve it in the dry, icy cold.

While rarely seen away from their remote homeworld, wampas have been used in illegal gladiatorial combats or transported to remote game reserves, being highly valued among big-game hunters for the challenge that came with hunting the creatures, as well as for their pelts, stuffed heads, and other miscellaneous souvenirs.

Characteristics	Attributes		1d20	Location	AP/HP
STR: 2d6+12 (19)	Action Points	2	1-3	Right Leg	3/9
CON: 2d6+9 (16)	Damage Modifier	+1d8	4-6	Left Leg	3/9
SIZ: 2d6+18 (25)	Tenacity	7	7-9	Abdomen	3/10
DEX: 3d6 (11)	Movement	8m (all fours); 2m (snow digging)	10-12	Chest	3/11
INS: 2d6+6 (13)	Strike Rank	12	13-15	Right Arm	3/8
POW: 2d6 (7)	Natural Armour	Thick fur	16-18	Left Arm	3/8
	Abilities	Blood Sense, Burrower, Camouflaged	19-20	Head	3/9
	Force Sensitivity	None			
Skills: Athletics 50%, Brawn 84%, Endurance 62%, Evade 42%, Perception 57%, Stealth 64, Survival 53%, Track 69%, Willpower 48%					
Combat Style: Shred Apart 70%					
Natural Weapons:	Size/Force	Reach	Damage	AP/HP	
Big Claws	L	M	1d8+1d8	As for Arm	



