

Combat Difficulties

Point Blank	1-5
Short	6-10
Medium	11-15
Long	16+

Difficulties

Very Easy	1-5	1D
Easy	6-10	2D
Moderate	11-15	3-4D
Difficult	16-20	5-6D
Very difficult	21-30	7-8D
Heroic	31+	9D+

Difficulty Modifiers

+1-5	Slight advantage
+6-10	Good advantage
+11-15	Decisive adv.
+16+	PC knows much more.

Cover Difficulties

Light smoke	+1D
Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D
1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	FULL

Protection

Filmsy wooden door	STR 1D
Std wooden door	STR 2D
Std metal door	STR 3D
Reinforced door	STR 4D
Blast door	STR 6D

Object Damage Chart

Damage Roll > STR

0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

Cover Damage Chart

Object is	Weapon Damage
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Full

Armor Damage Chart

Armor is	Mod
Lightly damaged	-1 protection
Heavily damaged	-1D protection
Severely damaged	Not useable
Destroyed	Destroyed

Damage

0-3	Stunned
4-6	Wounded
7-9	Wounded Twice
10-12	Incapacitated
13-15	Mortally Wounded
16+	Dead

Stun Damage

0-3	Stunned
4+	Unconscious for 2D rounds

Injury Effects

Stunned

Lose 1D for rest of round and the next

Wounded

Fall prone and lose 1D until healed

Wounded Twice

Fall prone and lose 2D until healed

Incapacitated

Lose consciousness for 10D rounds, unable to act until healed

Natural Healing

A **wounded** character must rest for three standard days before rolling to heal.

Strength Roll	Result
2-4	Character worsens to wounded twice
5-6	Character remains wounded
7+	Character is fully healed

A character who is **wounded twice** must rest for three days before rolling to heal.

Strength Roll	Result
2-4	Character worsens to incapacitated
5-6	Character remains wounded twice
7+	Character improves to wounded

Incapacitated characters must rest for two weeks before making a healing roll.

Strength Roll	Result
2-6	Character worsens to mortally wounded
7-8	Character remains incapacitated
9+	Character improves to wounded twice

Mortally wounded characters must rest for one month (35 standard days) before making a healing roll.

Strength Roll	Result
2-6	Character dies
7-8	Character remains mortally wounded
9+	Character improves to incapacitated

A character who tries to work, exercise or adventure must subtract-ID from his Strength when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Strength roll to heal.

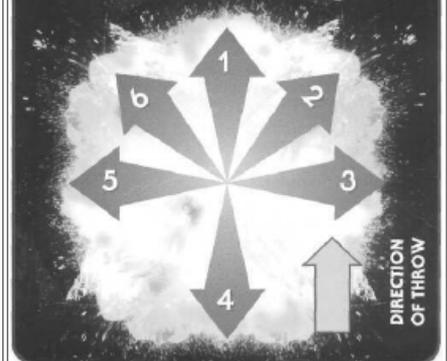
Called Shots

Size	Difficulty
>1 cm	+8D
1-10 cm	+4D
10-50 cm	+1D

Scale Charts

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

Grenade Deviation Diagram



Deviation Distance (in meters)
Short 1D Medium 2D Long 3D

Falling Damage

3-6 meters	2D
7-12 meters	3D
13-18 meters	4D
19-30 meters	5D
31-50 meters	7D
51+ meters	9D

Medpack First aid

Degree of Injury	Difficulty
Stunned, unconscious	Very Easy
Wounded, wounded twice	Easy
Incapacitated	Moderate
Mortally wounded	Difficult

Special Actions

Preparing: Time x2 = +1D

Rushing: Time /2 = 1/2 Die code

Botch Roll

Add up dice normally
Complication
Subtract wild and highest die

Weapon Damage Chart

Weapon is	Mod
Lightly damaged	-1D Damage
Heavily damaged	-2D Damage
Severely damaged	[attack +10]
Destroyed	Not useable
	Destroyed

Weapons usually roll 2D for STR