

Star Wars skirmish Quick Reference Sheet. (Version 1b)

Play sequence:

- 1) Players place order counters behind their figure/group
- 2) Dice for Enemy Force Generation.
- 3) Calculate orders for Enemy force
- 4) Move figures/groups in order of Initiative, starting with the lowest Initiative figure/group.
- 5) Shoot/Act in Initiative order, starting with the highest Initiative figure/group. Shooting can be delayed to allow groups to combine their fire.

Enemy Force Generation:

Portal Counters are placed on corners, in cover or in the open* covering the approaches to the game objective.

When a player's figure(s) get within LOS of one or more, throw a D6:

-1: No contact today with the enemy.

+2: Imperial Officer on the table.

+1: Each other counter after the first, in LOS of the same enemy.

(* Open is any open area not in line of sight of the opposition at game start)

Result: (randomise which counter in LOS the Imperials appear at)

1-5	Nothing (unless counter is in the open, when an Imperial Probe Droid appears)
6-7	4 Stormtroopers
8-9	4 Stormtroopers and a Heavy weapon trooper
10-11	Leader and 2d4 Stormtroopers (Use an Officer instead on a result of 11)
12-13	AT:ST/DP and D4 Stormtroopers**
14+	Redice for all counters in LOS. Ignore results over 10!

NB: A natural rolled '1' is always nothing.

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

If you run out of figures, you cannot deploy any until casualties are recycled!

Figures appearing at Portals are on **Advance** orders.

** If desired, replace this selection with an Inquisitor, or another Force user!

Movement: Halve movement if in difficult terrain or crossing an obstacle.

Normally, foot figures walk at 5" an activation, and add D4" to that rate if running (Runners halve shooting values for runner, or the enemy if shot at while running across line of fire).

Figures in a group may fall back to the rate of the slowest after all members of a group have moved if desired, or run their full distance.

Imperial walkers move at the speed of any infantry with them, or 12". They may turn 45 degrees during each half of the move. They may **Retire** backwards at 6".

Jet bikes may move up to 24". They may turn 45 degrees in each quarter of the move – but move at half speed during each quarter they are turning. They shoot as Stormtroopers if not turning, in any direction.

Figures can jump across gaps up to D4+1" as part of their movement.

Random movement:

This is movement made by solo run forces, or groups out of a 6" radius of a player's character – if within 6", a player's figure can issue an order to them, unless prevented from doing so by a scenario rule.

If a player issues an order to units, the unit may add/subtract up to D6 to this score.

Under fire from greater numbers	-1	-6+	Rout
Friends within 6" retreating		-4	Retreat
No other friends within 12"		to	
Enemy vehicle within 24"		-5	
Each quarter of unit killed	+1	-1	Stand if in cover, or Retreat towards nearest cover further from the nearest visible enemy.
Advancing		to	
In cover		-3	
Per Hero/Officer within 12"		0	Stand in position
Under fire from less than half own numbers, or not under fire at all.		1-2	Stand in cover, or Advance as in (4)
		3-4	Advance towards objective, or nearest enemy
No enemy in sight		5	Advance towards nearest enemy, or objective.

Morale:

Morale is calculated by the Random Movement rules:

If half or more figures in a group containing a player's character are wounded or ducked back, they must move away from the nearest visible enemy, in such a way as not to end closer to any visible enemy, or into a building/wood etc. The shortest move option should be chosen. This move takes place at the end of the current turn and replaces the group's next activation.

Heroes, run by players, even if part of a larger group, may always ignore morale! They will act as a player wishes! (even if those around them do differently)

Vehicle rules:

Imperial walkers move at the speed of any infantry with them, or 12". They may turn 45 degrees per half move. They Retreat backwards at 6".

Jet bikes may move up to 24". They may turn 45 degrees per quarter turn – but move at half speed each quarter move if turning. They fire as Stormtroopers.

They use normal Random Movement rules, and order generation.

Shooting is invariably done by the chin turrets in the films, so will be here.

Their guns count as a Heavy Laser – with the ranges

Firepower	Long Range	Medium range	Point blank
8/10/12	50"	20"	(Min 2") 10"

Count 1 range band further away if moving and shooting, they fire at the nearest group, engaging any figures in a 3" radius, using normal firing rules. Ignore any target armour, and light cover.

Shooting rules:

Shooting is different in these rules! You calculate the total Firepower points of all the enemy figures able to shoot at your figure (s), and compare that total with the total Firepower/Defence points of your figures, this produces a ratio (equal, Twice the enemy's total etc) and this dictates the risk of injury to each figure. You don't dice 'to hit', just to survive the enemy fire.

At times, fire fights can become confusing when several groups are engaged on each side, when some units cannot see all the opposing groups, in this case, some figures will be facing more fire than others, depending on who can see who.

Measure distances to the nearest enemy group.

Ranges of weapons	NB: If figure is moving and shooting, count as using the row below's ranges (Except Stormtroopers!)		
Weapon type	Long Range	Medium range	Point blank
Heavy Lasers etc	50"	20"	10"
Heavy Blaster	45"	18"	10"
Blaster	40"	15"	8"
Pistol	30"	15"	10"
Stormtrooper*	25" (40")	10" (15")	5" (8")

(* Ranges are for Blasters, Stormtrooper heavy blasters are in brackets. NB: Stormtrooper values are used for other people wearing their helmets.)

-1 from the die roll if the target is in cover

Your side's total firepower	1	2	3	4	5	6	7	8
Twice enemies total								D
More than enemies total							D	D
Equal						D	D	W*
Less than enemies total					D	D	W*	K
Half enemies total				D	D	W*	K	K
Worse	For every extra figure shooting at the group, +1 to the die roll result.							
Results: 'D' is duck back 'W' is wound 'K' is killed or disabled								

* 'W' results are treated as 'D' if a figure is wearing armour.

Duck Back: Figure is unable to move or shoot in their next turn, and may not be targeted if behind cover.

Wound: Halve shooting/defence/Melee values. 2 wounds Disable/kill a figure.

Killed: Figure is Killed or severely wounded, or otherwise disabled (Heroes are never killed, just Disabled, unless a scenario rule allows this).

Close combat: This occurs when opposing figures are within 1" of each other.

Jedi/Sith light sabre battles.

Each side rolls D6 and add to the figure's melee value, compare the results, the loser losing the difference (up to a maximum of 4) in Force Points.

Max/Min means winner kills lower scored figure, or -8FP. When one figure reaches '0', he is considered as a normal figure, and consults the chart below (other melee).

Other melee.

If fighting occurs between figures other than light sabre armed Force users, throw a D6 for each figure in contact with an enemy figure and compare the results, added to the figure's Melee value. If a figure is fighting multiple opponents, he rolls once and compares his score with the highest D6 score rolled by his opponents, added to each opponent's melee value.

The loser of each melee compares the score difference on this chart:

	Combat result: Unarmoured	Combat result: Armoured (Unless hit by light sabre!)
-1	Retreat 1"	No effect
-2	Knocked out (recovers in D3 turns)*	Retreat 1"
-3	Continue melee normally	Knocked out (recovers in D3 turns)*
-4	Wounded*	Continue melee normally
-5	Killed	Wounded*
-6	Killed	Killed
* results mean figure is captured if the only friendly figure in contact with winner.		

Wounds:

Wounds result in halving of all values (Initiative, Attack/Defence etc – but not Force points) as above, though a medic can treat a wound if in contact with the wounded figure, the wound is healed on a 5,6 (D6) each turn treatment is given. 2 wounds Disable/kill a figure.

Visibility:

This is basically line of sight, if a figure can draw a clear line of sight from his base to an enemy base, they can see each other.

If declared hiding (or if 'ducked back' – see shooting rules – and in cover) they can neither see or be seen unless within 6".

Engaging vehicles with infantry: Only Heavy lasers and bigger weapons can hurt armoured vehicles, but the following methods are allowed:

Most figures have magnetic explosives, which may be thrown by a figure within 6" of a vehicle. To hit, throw a D6 and score equal or more than the range to the target's base in inches.

If using a light sabre, a figure only needs to be in contact with a vehicles base to engage it.

Explosives wreck a vehicle at the start of the turn after being placed (and kill any figure within 2")

Light Sabre attacks cut a leg off, or damage a critical area, destroying it.

Figures on enemy vehicles can be shot at if the enemy fire cannot damage the vehicle!

Jedi powers (these prevent shooting by the user unless Jedi or better-- each action costs 1 Force point, which is immediately removed from the characters' total)

Any force user may use The Force to perform one action an activation (Sith, and Jedi Masters may use 2 an activation)

Enhance: Double any movement up or down, +50% on the level.

Lift: User may lift up to (current Force level) mass units and move at users movement speed. (NB: Mass units are normally man size items, or any size required by the scenario)

Push/pull: User may move (current Force level) figures up to 2D6", figures are stunned for 3 turns if they hit a solid object.

Force jump: Figure may jump up to (current Force level x D6") (measure distance up or over obstacles) (This includes running Force assisted)

Mind Trick: May control up to 3 figures (Basic trooper, Stormtrooper only) if within 5", or one at up to 24".

Force lightning: (Dark Side users only) May attack a figure within 24" Force lightning attacks victims – immobilising them, on a 4th continuous turn, it kills the victim.

Defend/Deflect: Light Saber users may stop a hit on themselves or another figure within 2" and deflect the shot back. Force users use their bracketed firepower values for this.

'Seeing': Force users can 'see' figures which are hidden (a good way of determining this is to say if the target figure is within 3" of a position in which it could be seen, it can be sensed by a Force user)

Wound suppression: Force user may ignore a wound this turn, all values return to normal. Throw a D6 each turn this is done and score a 6 to make the heal permanent.

Choke: Force user may choke a living opponent, choked force users can only **Block**. Dark side users may choke their target to death after 3 turns held uninterrupted.

Swipe: A Force user under fire at Point blank range from a group with Firepower 5 or more may Swipe their enemy's weapon to one side, and so miss!

Block: If a Force user is attacked with the Force, they can block the enemy action if they expend 2 Force Points themselves.

Activate: Switch switches, activate door mechanisms etc.

Force actions are declared as done, and will normally take effect during movement or combat.

Recovering Force points:

Force points can be recovered at the rate of 1 FP per activation by a user if the figure rests, and does not move more than 3". If under fire, or doing anything else, FP's cannot be recovered.

Using Force users

These rules are suggestions only, optimally, Force users will be run by players.

Some Force action are limited to Dark side users, these cannot be used by others.

(One exception is Padawans 'dabbling' with the Dark side, who can use the force to kill, or guide others to kill their friends (This should be decided before a game!))

The Force points a figure has is not fixed, it would be appropriate to raise some and reduce others dependant on the user's age, and experience.

Figures using Light Sabres may cut a hole in any surface/vehicle roof in 1 stationary turn, count half defence value while doing this!

Solo rules for Force users.

Non player Force users should use the following rules:

As a general rule, a Force user at half Force points, will halt inactive to recover the lost points, but they will only do this if no enemy are in sight.

Otherwise, they will normally use the Random movement rules above, but they will additionally use the Force in the following order, during the combat phase.

(1): If under fire, from at least equal fire points, they will use **Deflect** to try and send shots back to the nearest enemy shooter.

(NB: If a Force user cannot use a light sabre, use **Swipe** instead.)

If attacked by a Force attack, use **Block** instead if sufficiently powerful.

(2): If at 1 Force point, the figure will use the last point to **Force jump** away from the nearest threat

(3): If a friendly group within 12" is losing a firefight, use **Push** to throw the nearest enemy to that group back, if possible into a wall/trees etc.

(4): If an enemy force is blocking a move by the Force user, he will Push the enemy out of the way.

(5): If trying to get past guards stealthily, use a **Mind trick** if possible.

(6): Use other Force actions as you deem appropriate.