

Star Wars skirmish rules

--for 15-32mm figures



Star Wars: Rebels, season 2

Version 1b

Tyneside Wargames club

April 2018

Table of contents

- (1) Introduction, Game setup, Play sequence, Groups.
- (2) Figure/Unit types, Movement.
- (3) Orders, Visibility, Random Movement.
- (4) Shooting rules, Hero shooting.
- (5) Shooting method example.
- (6) Close Combat, Wounds, Morale.
- (7) Enemy force generation.
- (8) Jedi powers.
- (9) Eliminating Portals.
- (10) Vehicle rules.
- (11) Additional Character statistics.
- (12) Advice on using Force users.

Star Wars skirmish rules

Introduction:

These rules are designed to allow players to use Star Wars figures to fight scenarios, they are a solo set, though opposed play is possible!

The rules are pitched so that players can be a single character (a Hero) and influence other figures on his side. I have balanced the rules so players can refight actions in the Film/Movies, or in the animated Star Wars: Rebels / Clone wars.

Players will need at least 1 D6, a D4 and a D8, as well as appropriate figures and terrain to use these rules

Game Setup:

Normally, a standard sized game will need a 6x4 foot table with appropriate terrain on it.

Decide which table edge point your characters will enter from, then take an appropriate number of Entry Portal markers (I use the push out sections from my X-Wing card bases!) – And place them in positions where you would site a machine gun to engage your characters! These MUST normally be placed in positions where your characters cannot see behind them, as they represent places the enemy could advance to occupy during the game. The number of Portals should normally be 1.5 times the number of figures you are using, though this may need to be raised or lowered dependant on the quality of your figures.

You should now be ready to play your game!-- Enjoy! --May the Force be with you!

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, etc, can be delayed to allow groups to combine their fire/movement.

Groups:

These consist of at least 1 figure, and must remain within 5" of at least 1 other member of the group, or attempt to get within 5" if further away.

Heroes may join groups, or leave them at will, during the order giving phase of a turn, though they need to be within 5" of them at turn start.

Groups can be merged so long as the total group is not larger than at game start.

Type	Firepower*	Defence+	Initiative	Melee	Notes
Sith Lord	(2/5/8)	10	8	12	Uses Force (15pts)
Sith	(2/5/8)	9	7	10	Uses Force (14pts)
Jedi Master	(2/5/8)	9	7	10	Uses Force (13pts)
Jedi	(2/5/8)	8	6	8	Uses Force (12pts)
Padawan/ Inquisitor	(2/4/7)	7	5	7	Uses Force (10pts)
Other Force user	-	7	4	7	Uses Force (8pts)
Bounty Hunter	2/4/7	-	4	6	
Elite trooper	2/3/5	-	3	3	
Basic trooper	1/2/3	-	2	2	
Imperial officer	1/2/4	-	3	1	
Stormtrooper	1/2/3	-	1	1	

* Firepower values are for shooting at Long/Medium/Point Blank – ranges

+ Defence values are used only if no Firepower value, but do not count in comparing firepower totals on the enemy, only on their own figures.

Additional qualities:

Figures can have special abilities.

Medic: Can heal other figures wounds if stationary and in contact with a wounded figure (5,6 – D6)

Tech: Figure can access or repair machines on a 6 (D6) if stationary and in contact with the machine. Astro-droids always have this ability.

Gifted commander: (player characters only) -These can change the order of any group within 12" by up to 2D6 instead of the usual 6" and 1D6

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

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 in any direction if flying straight.

Orders:

Order counters are placed behind groups at the start of a turn, based on the Random movement rules unless a Hero is with the unit (In which case he chooses one).

Possible orders are:

Attack	Must move at run towards one or more of the nearest enemy groups. They will enter melee if in reach.
Advance	Must move directly Half –full speed... towards an objective or enemy group. They halt at 5" from enemy figures.
Move	Must move at least Half speed in any direction, and may run.
Stand	May only move up to 2", and only to face an enemy, or for another valid reason.
Retreat	Must move at least half speed away from any enemy, and may run.
Rout	Run away from nearest enemy and end move further from all enemies.

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".

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)
No enemy in sight	3-4	Advance towards objective, or nearest enemy	
	5	Advance towards nearest enemy, or objective.	

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, it may be sensible to break firefights into 2 or more separate fights, depending on who can shoot at who!

Measure ranges to the nearest enemy group.

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.)

Heroes can fire independently or as part of a group

-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. (Once enough figures to get 2:1 are discounted)							
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.

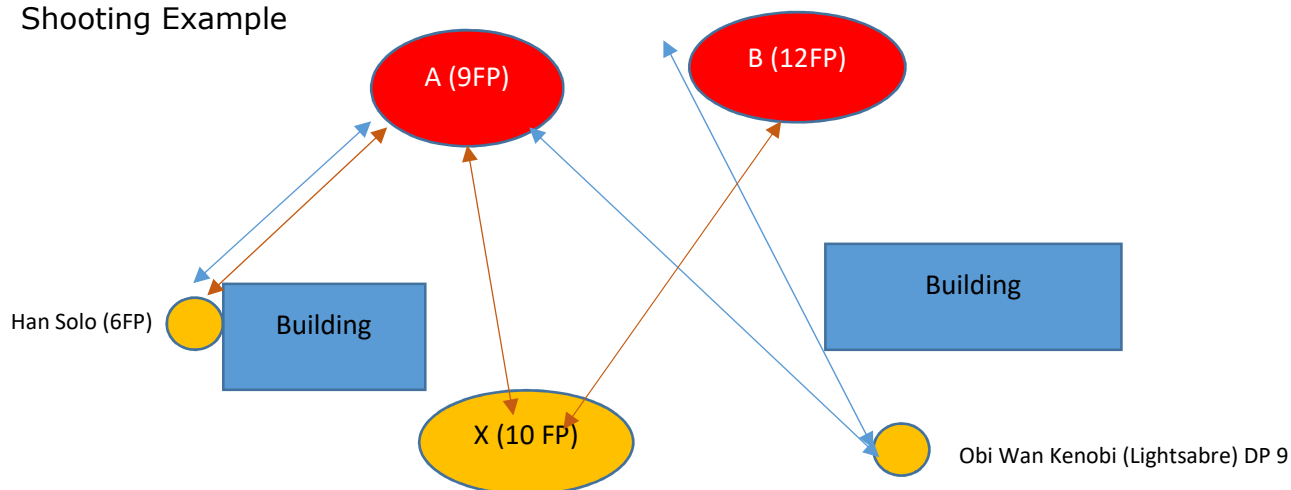
Duck Back: Figure is unable to move or shoot in their next turn, and may not be targeted if behind cover.

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.*)

Hero shooting:

Hero figures shooting is done by comparing the Firepower value of the shooter against a chosen enemy figure's Firepower value, or Defence value if they have no Firepower. Then consult the Fire results chart above as normal for the target figure. They can only do this if they have not fired this turn, and they cannot fire again later in the turn with other figures in their group, but count their firepower total as a defence value if needed.



In the above example Stormtroopers (A) and (B) can combine their fire on Rebels (X), but Obi Wan has no blaster, only a lightsabre, so only has Defence points, so only Rebels (X), and Han Solo, can shoot back, so what do we do?

- (1) Both Imperial groups can see Rebels (X) (FP10), so add both of their Firepower Point totals (9 + 12) against them.
- (2) Only Rebels (X) can see both Imperial groups, so counts its Firepower (10) against both of them.
- (3) Obi Wan can only be seen by Stormtroopers (A) so counts their Firepower (9) against his Defence points (9)
- (4) Han Solo (FP 6, at short range) -is in cover, and can only see, and be seen by Stormtroopers (A) (9FP)

Rebels (X) has 10FPS against a total of 21FPs, so roll for Rebels X figures on the 'Worse' row, this could be bad!

Han has 6FPs against the 9FPs of Stormies A, so dices on the 'less than the enemy's total' as the difference is not yet 2:1.

Obi Wan has 9DPs against the 9FPs of Stormies A, so dices on the 'Equal' row. *(He therefore can be wounded on an 8! However, being a Jedi, he could use the Force to deflect any 'Duck back' or worse result at any chosen target figure as a standard 'Hero shooting' attack, his FP value being the ones in brackets at the range of the nearest enemy figure shooting at him)*

Stormtroopers (A) have their own firepower of 9 against Han (6FPs) and Rebels (x) (10FPS), a total of 16FPs, so the Stormies dice for each figure in the unit on the 'Less than Enemy's' row too. (Note: Obi Wan only has a Defence value, so does not count here)

Stormtroopers (B) (12FPS) are compared with Rebels (X) (10pts) – so all the figures of the Stormie unit dice on the 'More than Enemy's Total' row.

Note that if a group is massively outgunned, and is dicing on the 'Half enemy's total', any extra figures in the shooting side, whose firepower has not been needed to achieve this 'Half enemy's total' – add 1 to the die roll results of the dicing figures!

In cases where a 'Hero' shoots a target figure in an enemy unit during his own activation, and compares the FP difference between these 2 figures, he counts like Obi Wan in the above example when the rest of the enemy shoot. (IE: his (now) Defence value only counts when dicing for shooting effects on his sides figures.)

Most fire combats will be much simpler than in this example though!

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

6

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.

If one figure rolls a 6, and his opponent a 1, this means the loser loses -8FP. If this -8 makes his Force Point total 0, he is killed.

When a figure reaches '0' FPs, other than in the case above, he is considered as a normal figure, and consults the chart below (other melee).

Other melee.

If fighting occurs involving figures other than between 2 or more 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 any of his opponents, which is added to each opponent's melee value.

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

	Combat result: Unarmoured	Combat result: Armoured
-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.

NB: If facing a figure with a light sabre, count unarmoured

Wounds:

Wounds result in halving of all values (Initiative, Attack/Defence etc – but not Force points or movement), though a stationary 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.

Morale:

Morale is calculated as part of the Random Movement rules:

If half or more figures in a group containing a players 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)

Enemy Force Generation:

7

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)

A natural '1' is always nothing.

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)

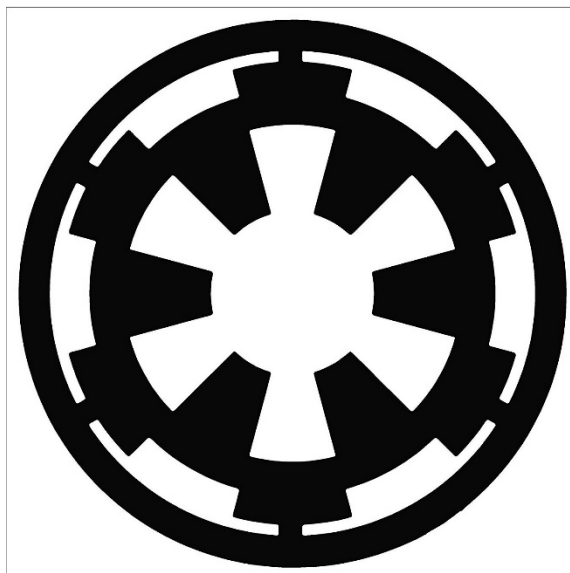
12-13: AT:ST/DP and 2d4 Stormtroopers**

14+: Redice for all counters in LOS. Ignore results over 10!

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!



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)

8

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., or deactivate them.

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

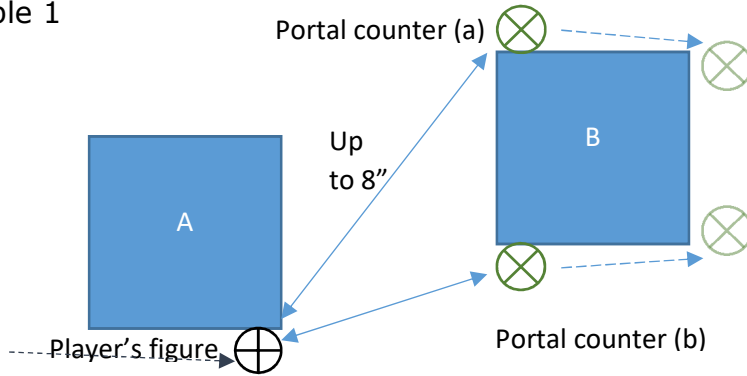
Recovering Force points:

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.

If approached, when a figure moves within 8" of any portal in cover, and visible, (or one that is in the open, after the 'Enemy Force Generation' phase), a portal counter will move to the next corner/cover** within 12".

(** is cover which could conceivably hold figures (Building, etc) or a point in terrain facing any of the player's figures - with 'dead ground' behind. See diagrams for more explanation.)

Example 1



Player's figure has moved to the corner of building A, It can see 2 Portal counters. PC (a) is up to 8" from the observer, so it falls back behind the building as shown.

If the distance was over 8" between the counters, PC(a) would remain.

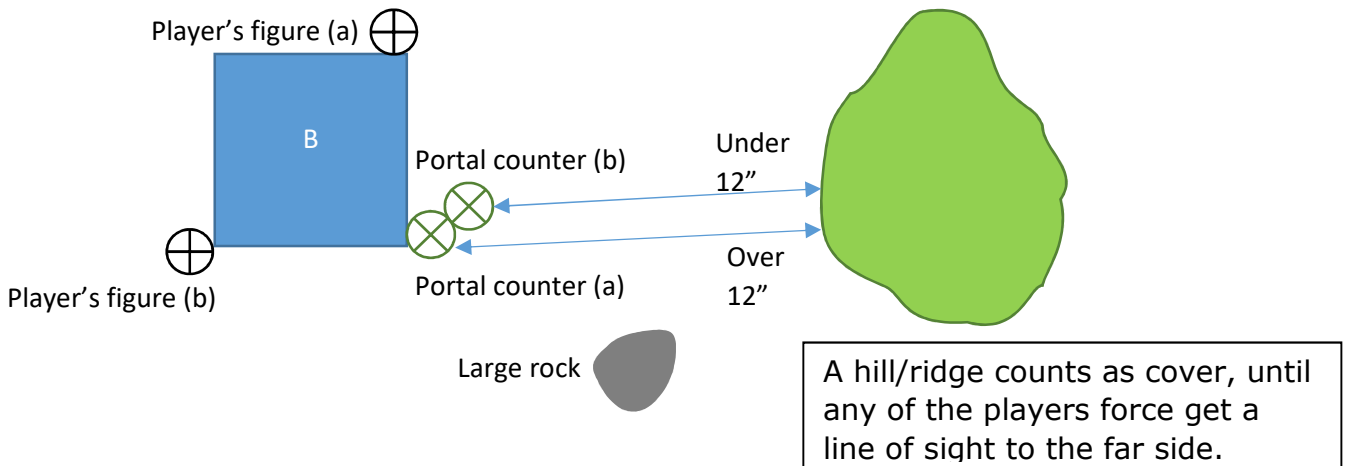
Portal counter (B) is in the open relative to the Player's figure, so will move back to the rear of the building.

Example 2

Following from the last example, the 2 portal counters have been driven back to one corner of building (B), PF (a) has followed round to look round the corner at the two portals, If PF (b) wasn't there, the 2 portals would have gone to PF (b)s position, but they are bracketed by the sneaky rebels! Portal (b) is within 12" of the wood, so goes there, but poor portal (a) has nowhere to go, and is eliminated!

The Large rock cannot be used as there is no real 'Dead Ground' behind it for figures to reach it unobserved.

The large rock may not start a game with a portal marker behind it, except in a special scenario where it can only produce figures once (They were hiding behind the rock!) -- then the portal is removed from play.



A hill/ridge counts as cover, until any of the players force get a line of sight to the far side.

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 shoot 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"

Missile launchers count the same as Heavy lasers.

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.

Engaging vehicles, etc. 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 in inches to the target's base.

Note In addition, explosives can be used to demolish doors etc and may be thrown as grenades. Throwing a grenade takes a full activation. Range is 6-12" and must be to a figure, that figure and any within 3" are killed on a 4+(D6) or Duck back.

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 beginning 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!

Heavy Lasers and missile launchers used against armoured vehicles hit and destroy them on a D6 roll of 5+ (Long range) 3+ (Medium range) and 2+ (Point blank)

Add one to the dice result if firing at a vehicles rear.

Crews are not considered in these rules, they are assumed to flee, be killed or otherwise neutralised when their vehicle is destroyed.



Some characters have different stats from the ones in the main rules. I would suggest the following as a guide:

Droids

Battle Droids	These should simply advance towards the nearest enemy		
Firepower: 1/2/3	Initiative: 1	Melee: 1	Armoured
Super Battle Droids	These should simply advance towards the nearest enemy		
Firepower: 2/3/5	Initiative: 1	Melee: 3	Armoured
Heavy weapon version	Firepower 5 at any range.		
Assassin Droids	Act as normal troops.		
Firepower: 2/3/5	Initiative: 3	Melee: 3	Armoured
C3PO*	He will move in company with the player's figure, or R2D2.		
Defence value: 3	Initiative: 1	Melee: 1	Speaks any language
Imperial Probe Droid			
Firepower: 2/2/4	Initiative: 4	Melee: 1	Uses standard Blaster.
R2D2*	Always acts as player wants.		
Firepower: 4 (2")	Initiative 7	Melee 6	May fly at 24" per turn
* These droids are never targeted by Imperials, and are ignored by them.			

Type	Firepower	Defence	Initiative	Melee	Notes
Boba Fett	3/5/8	-	7	6	May fly as Jedi force jump
Dengar	2/4/7	-	5	6	
Bossk	3/4/7	-	6	6	
IG-88	2/3/6	-	4	5	
Ashoka Tano	(2/5/8)	9	7	10	Uses Force (13pts)
Hera Syndulla	2/3/6	-	5	4	
Zeb Orrilios	3/5/7	-	4	9	
Kanan Jarrus	(2/5/8)	8	5	8	Uses Force (12pts)
Ezra Bridger	(2/5/7)	7	4	7	Uses Force (10pts)
Sabine Wren	2/4/8	-	5	5	
Obi Wan Kenobi	(2/5/8)	9	8	10	Uses Force (14pts)
Luke Skywalker	(2/5/8)	8	6	9	Uses Force (12pts)
Princess Leia	2/3/6	-	5	4	
Han Solo	2/3/6	-	5	5	
Chewbacca	3/4/7	-	4	9	Moves 7" normally
Darth Vader	(2/5/8)	9	7	10	Uses Force (14pts)
Maul	(2/5/8)	9	7	10	Uses Force (13pts)
Grand Inquisitor	(2/4/7)	7	6	7	Uses Force (11pts)
Other Inquisitors	(2/4/7)	7	5	7	Uses Force (10pts)
Biv Bodhrik	2/5/7	-	5	5	Heavy Blaster
Fenn Signis	3/5/7	-	4	6	
Mak Eshka'rey	2/5/7	-	3	6	Heavy Blaster
Jyn Odan	2/3/6	-	4	4	
Diala Passil	(2/3/6)	8	5	7	Uses Force (12pts)
Gaarkhan	-	9	5	9	Moves 7" normally
Gideon Argus	2/3/6	-	7	5	Gifted Commander
Saska Teft	2/3/6	-	5	5	Tech
Royal Guard Champion	-	6	6	7	
Royal Guard	-	5	5	6	
Rebel Saboteur	2/4/7	-	5	5	
Asajj Ventress	(2/5/8)	9	8	10	Uses Force (13pts)
Anakin Skywalker	(2/5/8)	9	7	10	Uses Force (13pts)

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.

Nexu!

For those wondering what to do with one, use the following rules:

Type	Firepower	Defence	Initiative	Melee	Notes
Nexu	-	5	5	9	Attacks nearest creature.

These should be used in a scenario only, either as a denizen of the forest planet Cholganna, or as, perhaps, as an escaped pet?

