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STAR WARS®

Otherspace

An Adventure for use with *STAR WARS: The Roleplaying Game*

Beyond the sane normality of realspace, in a dimension one step removed from the shifting colors of hyperspace, Rebel heroes face a deadly threat from another galaxy.

STAR WARS®

Otherspace

by Bill Slavicsek

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Introduction

The theater darkens. Anticipation builds as the curtain slowly rises. Light splashes onto the silver screen, projecting images and shadows that will captivate the audience for the duration of the show. The music intensifies, the credits roll by, and another action-packed episode of *Star Wars: The Roleplaying Game* begins ...

Otherspace is a *Star Wars* adventure for two to six players and a gamemaster. Gamemasters should read the entire adventure before play begins so that the action and storyline can progress naturally, without a lot of page flipping and undramatic pauses.

Players, however, should stop reading this booklet now. The information contained herein is for gamemasters (GMs) only.

In This Adventure ...

... a group of Rebel heroes fight in a place far removed from the galaxy they are struggling to liberate. A problem with their ship's hyperdrive engine deposits the Rebels in a galaxy beyond realspace, in a dimension past the shifting colors of hyperspace. They find themselves in — otherspace.

In this strange, unexplored dimension between the hyperlanes and realspace, the Rebels discover a harbor of lost ships — of both known and unknown origin. The abandoned, deserted vessels orbit a giant craft that resembles a decaying asteroid floating upon the ebony sea of space.

Something awaits the Rebels within the dark interior of the desolate vessel, something terrible. It has waited untold ages for their arrival, planning for its eventual escape from this in-between place. And when it reaches realspace, then the galaxy will die!

Adventure Materials

In addition to the adventure booklet, *Otherspace* includes:

• *Star Wars Rules Upgrade.* This four-page folder contains important additions and clarifications for *Star Wars: The Roleplaying Game*. Be sure to incorporate the new rules into your gaming sessions.

• *The Pullout Section.* This eight-page pullout section includes the adventure script, maps of the Alliance transport *Celestial*, the gamemaster's key to the full-color map, non-player character templates, the "red mist cards" that simulate the effects of the alien nightmare gas, and the battle map that is suitable for use with *Star Wars Miniatures Sets*.

• *The Full-Color Map.* This poster-sized map details the interior of the alien vessel *Desolate*, the locale of the major action in this adventure.

• *The Battle Counters.* This strip of cut-apart counters features PC markers and other markers that can be used with the battle scenario in episode five.

• *Additional Materials.* Other items needed to play this adventure include *Star Wars: The Roleplaying Game,* pencils, paper, and lots of six-sided dice. *The Star Wars Sourcebook, The Star Wars Campaign Pack* (which features an updated gamemaster screen), and *Star Wars Miniatures Sets* are useful but not necessary for play.

Difficulty Numbers and Game Balance

As GM, you must modify this adventure to fit your particular group of players. Use the *Difficulty Number Scale* found in the rules upgrade to accomplish this.

For example, if the text says that PCs must make Easy *con* rolls to perform a given task, turn to the "Difficulty Number Scale" in the upgrade. Assign a number between 6 and 10, depending on the level of skill of your PCs.

Note that, in the text, attributes are capitalized and italicized, skills are only italicized.

Also remember that the number of PCs and what template types they use affects the outcome of each encounter. This adventure is designed for six beginning player

characters with a good mix of skills. If you have fewer PCs, you may need to scale down the encounters accordingly.

Adventure Background

Between realspace and hyperspace there exists another reality — otherspace. Here, space is slightly warped and light shines less brightly. It is a galaxy of things strange and familiar ... and deadly.

Otherspace has become a final resting place for ships that travel the hyperspace lanes and lose their way. Those that once inhabited this dimension are gone. Only the ships remain, floating silently like mausoleums in a star-filled graveyard. One such ship is the massive vessel *Desolate.* It epitomizes all that otherspace is: dark, compelling, dangerous.

Drifting like a massive castle in space, *Desolate* is a beacon silently calling to its fellow derelicts. It draws the lost vessels like a strong navpulse in the middle of an ion storm. Many of the ships are connected to the larger craft, forming a patchwork of damaged starships. Many more orbit *Desolate*, caught in its pull and decaying slowly, steadily.

Within the dark interior of the quilted craft, the Charon rule. These spider-like aliens sleep, waiting for their commander to lead them into the Void.

The Charon — violent, evil, and totally alien to the Galactic Empire — are ruled by the being named Ber'asco, he who bears the title "Final Prophet." Traveling from galaxy to galaxy, the Charon transformed every living world along the way, leaving dead and empty husks in their wake. Otherspace is the cumulative work of an ancient career.

The Void must be honored and served by destroying the living, says an old Charon proverb. The ships which circle *Desolate* have provided Ber'asco with the knowledge that other bastions of life still exist. It is to these contaminated realms that *Desolate* must go to cleanse them of the hated life. The long awakening has begun, and soon the mighty ship shall make another journey.

Recent Events

The Rebel transport *Celestial*, converted into a prison ship, held the Imperial agents Commander Bane Nothos, the bounty hunters Zardra and EL-434, the pirate Celis Mott, and Governor Moff Ravik.

The PCs were dispatched to meet the recently-loaded transport, their mission to pilot the ship to its destination and deal with any untoward incidents. But before they reached the vessel, things went wrong aboard *Celestial.* Bane Nothos broke free and released the other prisoners. The Imperials caused a power loss in the Rebel ship that damaged the *Celestial's* hyperdrive engine. The prison break turned into a mutiny when many of the Rebel crew, adrift with no immediate hope of rescue, submitted to the powerful leadership of Nothos and Ravik to see them through the crisis. Nothos promptly sent a distress call to the nearest Imperial base.

Celestial's captain, forever loyal to the Alliance, played her final gambit before the Imperial forces arrived. Plotting a jump through hyperspace, despite the obvious dangers inherent in operating a malfunctioning hyperdrive, she punched in the command code. An explosion rocked the ship as it plunged through the shifting corridors of color that mark the hyperlanes. But the ship didn't stop there. With a burst of bright darkness and a tear in the colored wall, *Celestial* was deposited into otherspace.

The Main NPCs

Here are brief explanations of the major non-player characters, including their plans and motivations. More information is available in the pullout section and in the various episodes in which they appear.

Bane Nothos: Once Bane Nothos was a District Commander with dreams of advancement up the Imperial ladder. But the event that should have been his greatest victory turned into his most bitter defeat. In the Roche asteroid field, Nothos was moving in to capture the Rebel leader Ackbar and his top-secret project when disaster struck. A group of Rebel agents actually used the secret weapon against him when Nothos ordered his flagship to attack before the rest of his blockade fleet arrived. Ackbar and the Rebels escaped, and Nothos was demoted to commander of an Outer Rim Territories patrol fleet. (See the *Star Wars* adventure *Strike Force: Shantipole* for more information.) Hoping to win back his position, Nothos again ordered his ship to move into a hostile situation without

adequate support. He was captured and placed aboard *Celestial* for transport to a safe location.

Grand Moff Ravik: Imperial Governor Grand Moff Ravik has risen rapidly in the service of the Empire, but not quickly enough to keep pace with his ambition. Ravik coveted the position and influence of the late Grand Moff Tarkin. Ravik ruled Tolonda sector with a masterful iron hand. Fear kept his planets in line, and Ravik was a grandmaster of fear. But a Rebel strike team hijacked his shuttle on its way to an Imperial conclave. He was taken to *Celestial* for a different kind of meeting. While angered by the Rebels, he desires power more than revenge.

Celis Mott: Pirate leader Celis Mott commanded a loosely associated armada that operates along the Nanth'ri space route. Recently he took an Imperial commission, sell[illegible]

nasty and enjoys what he does. His last mission was to invade a Rebel base and destroy everyone and everything. But the Rebels were ready for the Droid and subdued it. The assassin Droid overrode his self-destruct program, calculating that the Rebels will take him to an important base or safe-world. Then EL-434 will be able to accomplish his programming in grand style.

Ber'asco: The leader of the alien Charon and commander of the strange starship *Desolate*, Ber'asco leads the Charon's cult of death. He has awaited the enlightenment promised with the extermination of life, but the answers have not yet come. After a long thought-sleep in the silence of otherspace, life awakens the Charon. Ber'asco realizes his mission is not yet complete, and the word of the Void must be spread to another universe before his peoples' promise can be fulfilled.

Celestial's Tale 1: Imperial Escape

The following information is for you, the gamemaster, only. Do not reveal any of this data unless the PCs search the appropriate areas within Celestial *and make the proper rolls.*

Bane Nothos sat waiting, impatiently twisting his massive Imperial signet ring around the first finger of his right hand. He didn't like waiting. He hadn't liked waiting when he had been an Imperial District Commander. He liked waiting even less now, as a prisoner aboard the *Celestial.* What he was waiting for finally happened. The service Droid bearing Nothos's evening meal entered the cell and proffered the dinner tray. Nothos accepted the tray a bit more slowly than usual, allowing the guards to pass by his cell. He squeezed his ring between thumb and forefinger. The ring's single-charge laser proved sufficient to disable the Droid. Nothos reprogrammed the docile mechanical, watched it leave, and sat to eat his meal. One last time, he waited.

Nothos wiped his lips, placing his napkin on his empty dinner plate. The Imperial, plate, and napkin were thrown in separate directions amid the metallic shrieks and the tumbling throes of *Celestial* being torn from its course. Nothos smiled. The reprogrammed Droid had done its work. The unsynchronized engines had heated themselves to slag and brought the vessel to a halt.

In the confusion of the disaster and in the dim light of the emergency power system, Bane pushed at the nonfunctioning lock and left his cell. He moved to Grand Moff Ravik's detention cubicle and opened the door. Ravik was standing.

"Situation report, Commander."

Nothos blinked once before replying to Ravik's order. "The *Celestial*'s crew is ordinary, Grand Moff. Ordinary men panic when their ship loses power and mobility. Survival becomes paramount."

"Scared men are easy to command," said Ravik, "given the promise of safety."

"Some will stay loyal to Gryphon."

Ravik saw EL-434 silently exit its detention cubicle. A smile twitched on the Grand Moff's face. "I am sure we will think of something, Commander."

3. Galley. Inside are scanovens, sonic cleansers, and a storage pantry. This room is strung with Charon webbing. They have taken what few stores were left for testing by their bioscientists. An Easy *Perception* roll reveals scratches and gouges on the equipment, signs of cursory Charon investigation.

4. The Engine Room. The engine room spans two levels, forming a large open area around the main engines. The gravity here is very weak. A series of catwalks and ladders connect the levels and the various stations, consoles, controls, and maintenance ports. Smoke fills this area, and scorched and shattered equipment is evident. PCs making Easy *starship repair* rolls can learn that something unsynchronized the engines, destroying them and knocking out power to the ship. Without power, the air circulation system, life support, sublight drive, and most computer operations are impossible. Backup batteries provide enough energy to the computers to maintain limited access and data retrieval. The hyperdrive is an unusable, fused hulk. Nothing from this unit is salvageable.

5. Tech Shop. The tech shop features a limited repair station that can also be used to fabricate some machinery. It is useless without ship's power.

6. Medical Bay. This rudimentary medical bay lacks most of the basic comforts. Two beds and a diagnosis computer make up the facilities. PCs searching here find that the ship's small bacta tank has been removed, with claw marks left as evidence of the Charon theft. Most of the storage lockers have been raided, and all have been webbed closed. Cutting through the webbing requires a Moderate *Strength* roll; inside the lockers are four medpacs.

7. Crew Quarters. These spartan chambers feature double bunks, desks, chairs, and storage lockers. A miniature asteroid field of crew memorabilia spins about the room. Some clothing has been taken, but much remains. With Moderate *search* rolls, the PCs uncover two medpacs, a glow rod, a coil of syntherope, a cube of detonite, and a blaster pistol.

8. The Bridge. Through the blasted door to the bridge the PCs see a deserted room made all the more eerie by blinking instruments and the strange light cast through the viewport by the nebula cloud. Battery power temporarily keeps the

monitors and computers operational. A Moderate *security* roll allows the PCs to play back the ship's log. The final log entry pops up as a holographic image, placing transparent figures on the bridge beside the PCs. The holorecord plays out as follows. Read:

Ghostly holographic images appear upon the bridge as the ship's final log entry plays back. A thin man in a severe Imperial uniform is visible through an arched doorway near the com station; crew members and a heavily armed Droid stand next to him. "Imperial emergency code three-delta-delta," he says. "This is Grand Moff Ravik. I have taken command of the Rebel vessel *Celestial* and await pickup by the *ISD Relentless*. I am broadcasting our coordinates now. Request immediate response as the situation is still fluid."

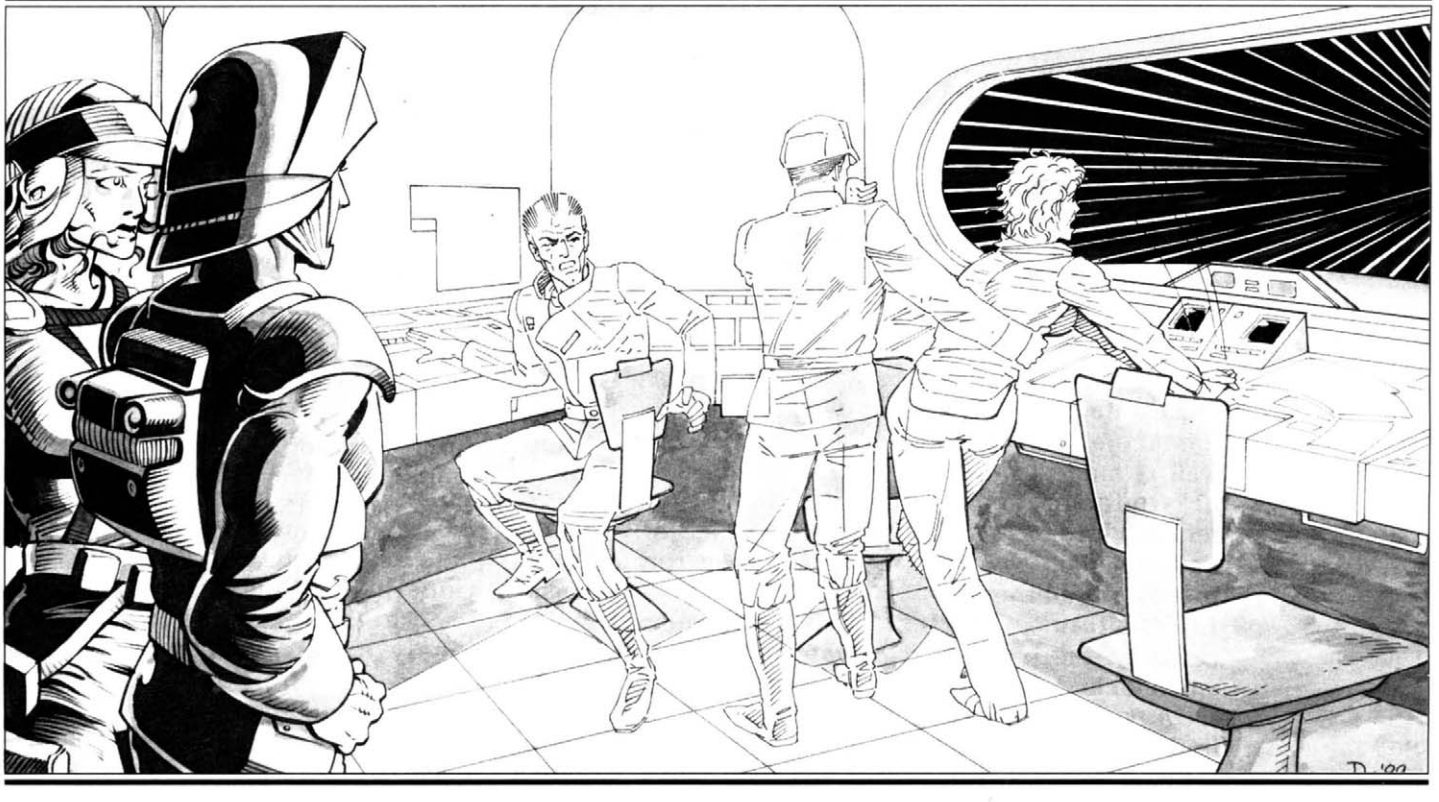
Ravik's sentence is punctuated by an explosion at the bridge door, blaster fire pouring through the breach. A woman, wearing the rank of a Rebel transport captain, leads the attack. The Droid and nearby crew members fire at the attacking party as Ravik moves out of view. A voice crackles from an unseen com: "*Celestial*, this is *Relentless*. We have your signal and are on our way."

The Rebel captain glances out the bridge viewport and her face tightens. She then runs to the helm and hits a button. Immediately the hyperdrive is activated and the ghostly images fade into streaks of light.

The record monitor shows that the ship entered hyperspace cold, without any astrogation calculations. This further depleted the remaining power and ended any additional recording.

As the holorecord fades, the PCs see a new sight through the bridge viewport. A large ship emerges from the swirling cloud of color that fills the steel-gray expanse. It is huge, dark, and alien to all known ship-design theories. Around it, orbiting like tiny satellites, are hundreds of smaller ships. Each appears lifeless and dead, as still and cold as the giant craft.

9. Communications Station. This sophisticated com station contains a subspace radio, a subspace monitor, recording controls, and other standard communications equipment. A PC can check the communications record (by making an Easy *computer programming* roll) to



Celestial's Tale 2: Exodus

A mutinous crew member applied a medpac to Grand Moff Ravik as the smoke cleared the damaged bridge. Zardra and EL-434 herded the Rebel prisoners to the lower loading dock while Mott and Nothos retrieved what data they could. The pirate gave a long, dramatic sigh which annoyed Ravik nearly as much as his wound.

"She's dead, Moff," said Mott, " *Celestial* has had it. We couldn't build a solid system boat out of what's left."

"Nothos, what have you got on that asteroid or planetoid...whatever...out there," asked Ravik.

Bane Nothos looked out the viewport. He looked back at his sensors. Then back out the viewport, a pause, and then a slight shake of his head. "Grand Moff, I believe the object out there is a ship."

"Abandoned like all the rest? Signs of life?"

Nothos hesitated. "It is not abandoned. But the life scanners are giving confusing readings."

Ravik rose, waving off the aid of the crewman. "Your opinion, Commander."

No hesitation from Nothos this time. "If it's a ship, I can command her."

Ravik looked Nothos over. Celis Mott shifted his attention to a dead readout as Nothos met the Grand Moff's gaze. The pirate waited until he heard a soft noise from the Grand Moff, and then glanced up to see Ravik nod curtly.

"We now have a destination for the life pods. Get us there, Commander."

discover the last com transmission was to the *ISD Relentless*.

10. Captain's Office. This well-appointed room contains a desk, chair, and couch. One wall is made of transparisteel, providing a breath-taking vista. Data pads and other records here show this to be the office of Captain Alain Gryphon, commander of the transport *Celestial*.

11. Captain's Quarters. This stateroom contains a large bed, a private bath area, and a locked storage bin. It takes a Moderate *security* roll to open the bin. Inside, the PCs find a data pad with coded information. A Difficult *security* roll breaks the data pad's code and reveals Gryphon's mission. She was to pick up a group of Imperial prisoners and prepare the transport for a two-month journey. She was to meet a group of Rebel agents who would take responsibility for and command of the transport for the duration of the journey, which was to take them on an evasive course to an Alliance safe-world. There the prisoners would be turned over to Alliance authorities, and command of *Celestial* would be returned to Gryphon.

12. Storage. Clothing, sleep gear, food, water, and other essential supplies for the long trip *Celestial* was undertaking drift throughout this chamber.

13. Detainment Cells. These storage rooms have been converted to detainment cells in order to transport the prisoners safely. While not as escape-proof as an Imperial detention block, these sealed chambers are designed to hold most normal prisoners. Unfortunately, without power for the magnetic seals, the doors can be pushed open with little trouble. Each cell is a bare chamber containing a bench/sleeping platform along the far wall. Only five of these cells were occupied: Celis Mott in A, Nothos in B, Ravik in E. C and D still have traces of their recent inhabitants.

Cell C. This cell, once occupied by the Droid EL-434, shows signs of damage. Long scrapes and gashes in the metal walls indicate something with a lot of strength was attempting to escape from the confining chamber.

Cell D. The air of this cell is redolent of a heady scent, with an underlying touch of Togorian belladonna. This was Zardra's cell. Any PCs who met her in *Tatooine Manhunt* will recognize her exotic, deadly scent.

14. Loading Area and Lower Docking Platform. The Charon entered through this platform. Charon warriors immediately set up a defensive position — the hundreds of strands of webbing are the result. Some of the strands are thinner than a man's finger by half; these resist damage with a *Strength* of 2D. Others have been braided together to form supporting cables thicker than a Wookiee's thigh. These last are tremendously strong and resistant to damage; a direct hit from a blaster pistol usually results in a scorch mark and a small divot in the webbing (they resist damage with a *Strength* of 9D+2).

Celestial's Tale 3: Probe

A voice awoke Ber'asco from thought-sleep. Not the deep, reassuring voice of the Void, but the vibrating rasp of one of the bioscientists. Ber'asco focused most of his eyes on the speaker, now hearing words as well as sound.

"...again. The disease has even invaded our vessel. Our numbers are few enough that —"

Ber'asco's synchronized three-limbed motion silenced the bioscientist. "Pull warriors from death-sleep. Have them report on the pathology of the disease within our vessel. Take warriors and your brethren to their ship. Determine metabolism, biodefenses; form evaluation for resistance to treatment. Prepare the mists. Pull me from thought-sleep when you have or need answers. Now leave me."

The bioscientist prostrated herself, genuflecting on all limbs. Before she had righted herself, Ber'asco sank again into thought-sleep.

The floor of this open area is made up of divided lift platforms. Sections of the lift can be lowered to the docking platform, or the entire floor can descend to haul up larger loads; currently webbing binds together all but one of the sections.

A computer access port in one corner shows signs of damage, and a Droid lies nearby. An Easy *Droid repair* roll shows that its power center was disabled using a low-powered laser of some sort. Its programming was altered and its computer access jack has suffered a power feedback surge that melted the Droid's circuits. A Moderate *Droid repair* roll allows a PC to get the Droid to talk for a few brief seconds. It repeats back its last programming. "Find computer access port. Plug in. Relay signal to power cells to fire simultaneously." The Droid then shudders, and its memory circuits short out.

The lower docking platform is surrounded by five escape pod berths. Four of these berths are empty. Should the Rebels want to use the last life pod, they have to free it from the criss-cross of webbing which secures it to the floor (the net of webbing resists damage with a *Strength* of 5D+1).

15. Guard Station. This control room contains detainment cell monitors and other security equipment. There are four dead guards here. The Charon have taken two others as samples, and a PC making a Moderate *Perception* roll can see that two bodies were dragged from here. A PC making an Easy *computer programming* roll can access the prisoner roster. The following information scrolls across the monitor screen. "Prisoners: Extremely Dangerous: Grand Moff Ravik; Imperial District Commander Bane Nothos; assassin Droid EL-434; the bounty hunter Zardra; Nanth'ri pirate leader Celis Mott."

16. Guards' Quarters. Six bunks and six storage bins are all that make up this chamber. Nothing of interest can be found in the personal effects.

17. Sensor Suite Station. An open archway leads from the guard station to this area, and a ladder ascends up to the communications station. Charon cannibalization has made this equipment unusable.

The Next Step

Before the Rebels travel to the *Desolate*, present the read-aloud section below.

Cut-Away to *Desolate*

Read aloud:

EXTERIOR: SWIRLING NEBULA. *The camera pans across the expanse of color and drifting mist that makes up the swirling nebula. It moves closer, passing drifting ships that have become nothing more than space debris, to settle upon the huge, dark ship that emerges from the nebula cloud. Alien in design, the ship appears as just another dead wreck in the galactic sea of otherspace.*

Then, without warning, eerie lights begin to flick on. The dead ship begins to stir ...

Episode Three *Desolate* Awaits

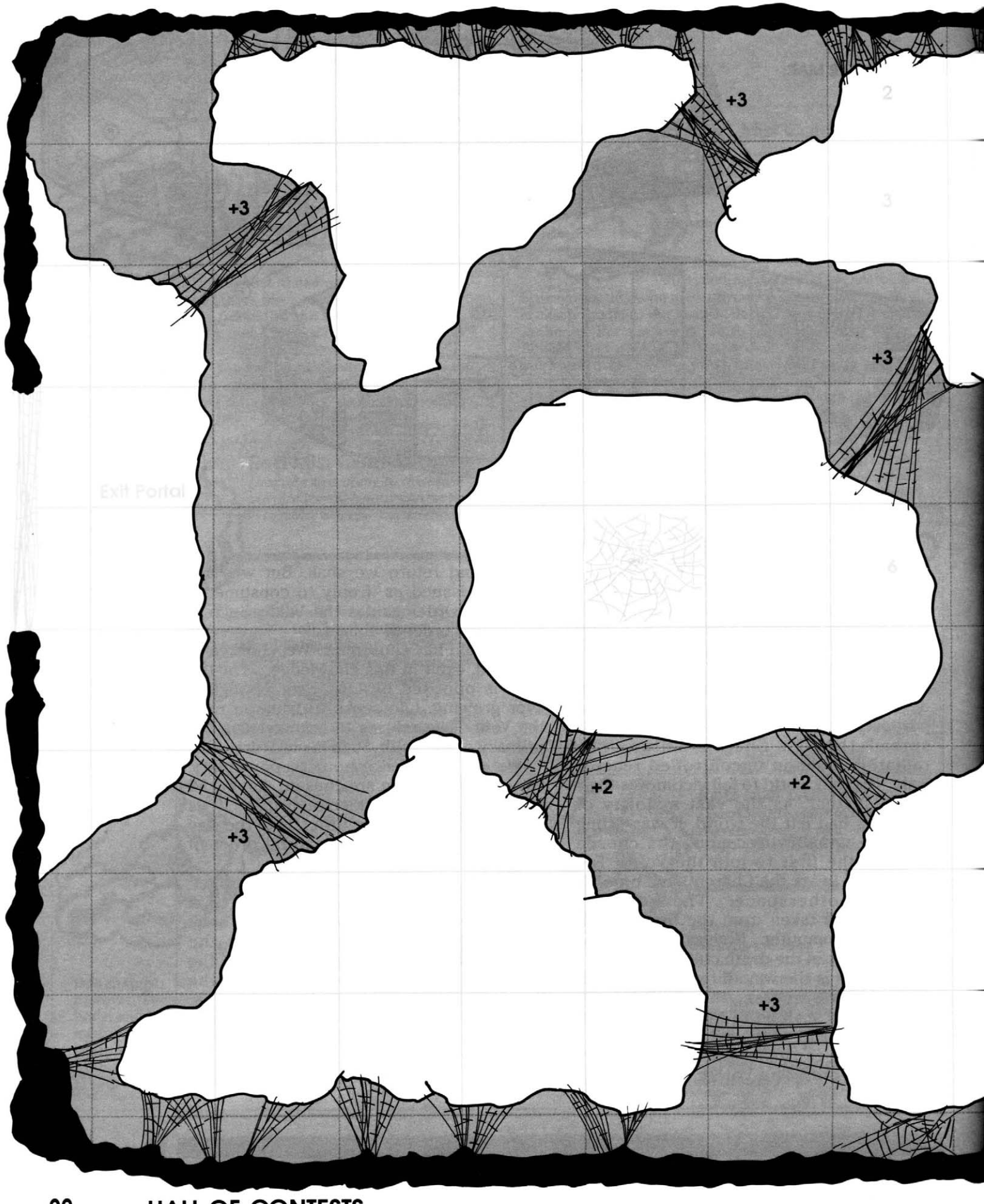
Summary

This episode takes the Rebel PCs through the sea of abandoned starships and into the alien craft *Desolate*. On the first level of the giant vessel they explore *Desolate's* strange architecture and technology, discover the fate of Captain Gryphon, battle the pirate Celis Mott, and experience the mind-altering effects of "death mist."

The Sea of Dead Ships

The approach to *Desolate* takes the Rebels through the myriad wrecked spacecraft that the Rebel ship collides with the wreck (taking 3D damage) and careens off it.

Inside the wrecks, the PCs find similarities between these ships and *Celestial*. The vessels were all deserted quickly, and only essentials have been taken. Strange strands of sticky webbing can be found, most frequently in medical and engineering sections. In the engine room, the PCs discover that the engines — specifically the hyperdrives — have sustained damage. Moreover, the equipment has been torn apart and major pieces of machinery are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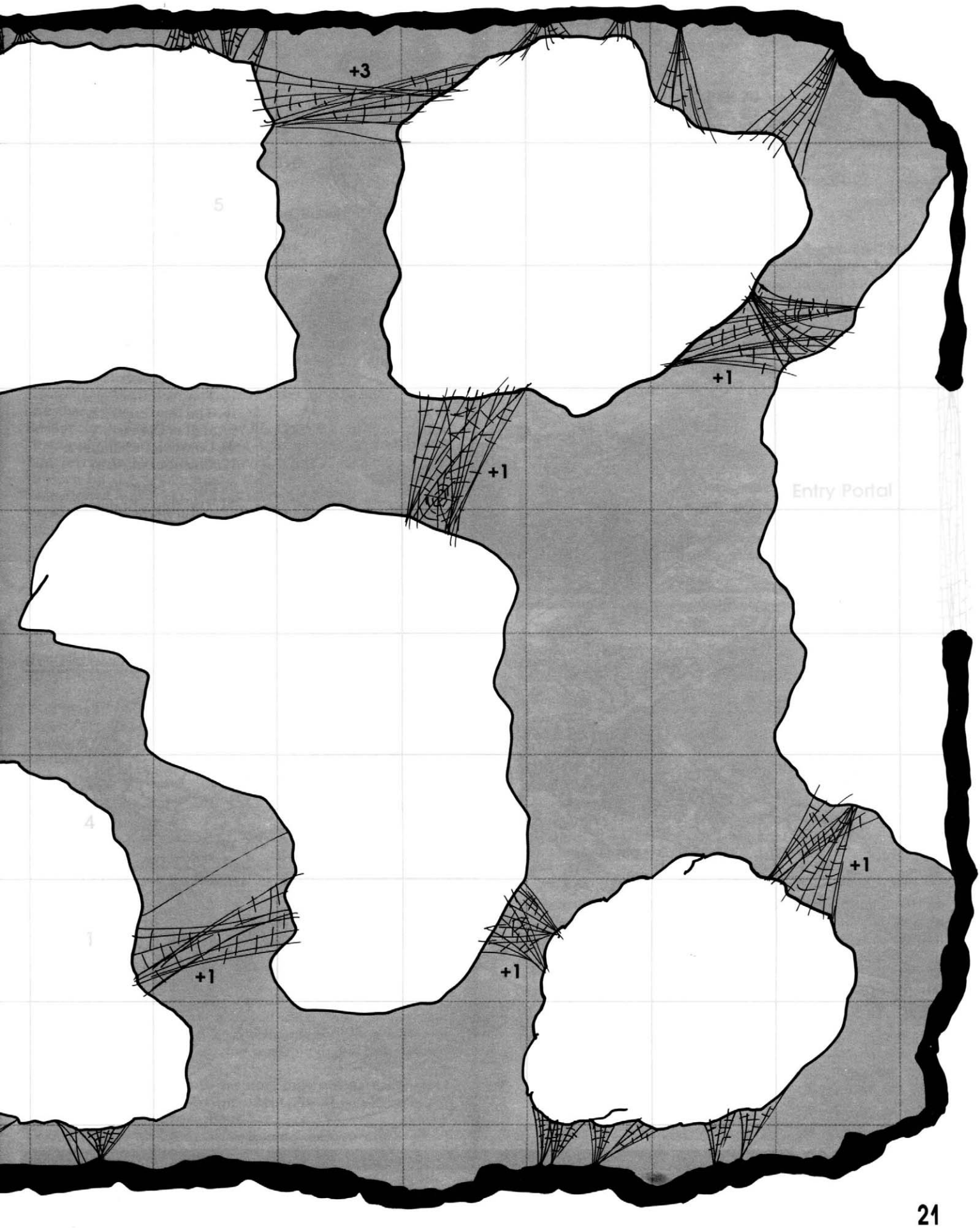
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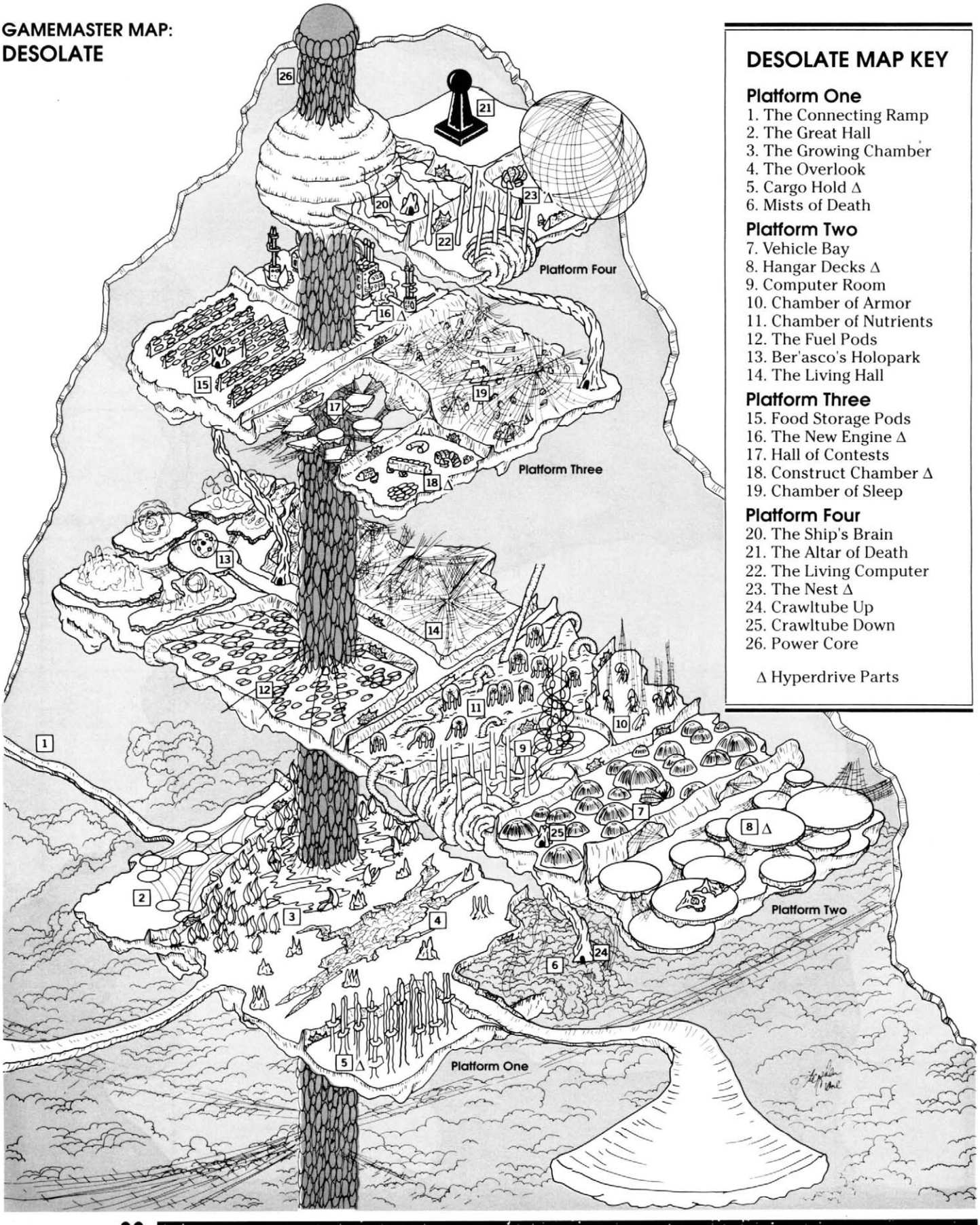
GAMEMASTER MAP:
DESOLATE



DESOLATE MAP KEY

Platform One
1. The Connecting Ramp
2. The Great Hall
3. The Growing Chamber
4. The Overlook
5. Cargo Hold Δ
6. Mists of Death

Platform Two
7. Vehicle Bay
8. Hangar Decks Δ
9. Computer Room
10. Chamber of Armor
11. Chamber of Nutrients
12. The Fuel Pods
13. Ber'asco's Holopark
14. The Living Hall

Platform Three
15. Food Storage Pods
16. The New Engine Δ
17. Hall of Contests
18. Construct Chamber Δ
19. Chamber of Sleep

Platform Four
20. The Ship's Brain
21. The Altar of Death
22. The Living Computer
23. The Nest Δ
24. Crawltube Up
25. Crawltube Down
26. Power Core

Δ Hyperdrive Parts

Bane Nothos

Template Type: Imperial Commander
Ht: 1.85m **Sex**: Male

DEX 2D+2
Blaster 3D+2
Dodge 4D
Heavy Weapons
4DMelee 4D+2
KNO 2D+1
Bureaucracy 4D+1
Cultures 3D
Technology 5D+1
MEC 3D+1
Starship Gunnery 5D
Starship Piloting 4D+1
Starship Tactics 5D+2

PER 3D+1
Command 5D+2
Hide/ Sneak 4D+1
STR 3D
Stamina 3D+2

TEC 3D+1
Comp. Prog./Repair 6D
Demolition 4D
Medicine 4D
Security 4D+2
Starship Repair 3D+2

Physical Description: Nothos has a square face lined from exposure to stellar radiation. His dark eyes sharply contrast his white-blond hair. His motions are abrupt, his speech percussive and precise.
Equipment: Blaster (damage 4D), laser ring (damage 4D+2, one charge).
Background: Bane Nothos saw his career shattered by the Shantipole Project failure. Later, as commander of an Outer Rim Territories fleet, he improved his tactical ability. His capture by the Alliance was due to a flaw in his crew's execution of his orders, not his tactics.
Personality: Nothos is ambitious, headstrong, and enjoys taking risks when the reward looks promising. He has no patience for underlings who fail to grasp his concepts.
Quote: "History has proven precision and speed decisive."

Zardra

Template Type: Bounty Hunter
Ht: 1.7m **Sex**: Female

DEX 4D
Blaster 5D+1
Dodge 4D+1
Force Pike 6D
KNO 2D+2
Cultures 4D+2
MEC 2D+2
Comp. Prog./Repair 3D

PER 3D
Con 4D
STR 3D+2
Brawling 4D+2
TEC 2D
Starship Piloting 3D+2

Physical Description: Zardra is a tall, dark-haired human, Her appearance is striking, sensual; she prides herself in projecting a hint of danger. A flowing cloak and a long force pike are her usual accessories.
Equipment: Force pike (damage 5D+2), blaster pistol (damage 4D) thermal detonator, knife, stun cloak (wraps around victim, stun damage 5D).
Background: After a disastrous performance on Tatooine, Zardra found herself the target of bounty hunters even as she continued to accept missions. She was captured by the Alliance when one of her informants decided to play both sides of the airlock.
Personality: Zardra loves violence and personal combat, and has relished the chance to reverse roles with pursuing bounty hunters. She deeply resents her betrayal and capture; the informant had best crawl into a deep crater.
Quote: "Darling, soon I shall embark on my finest hunt."
Note: If in your campaign Zardra died in the adventure *Tatooine Manhunt*, substitute another bounty hunter.

Celis Mott

Template Type: Pirate
Ht: 1.65m **Sex**: Male

DEX 3D+2
Blaster 5D
Dodge 4D+2
Melee 5D+2
Melee Parry 5D+2
KNO 2D
Bureaucracy 4D
MEC 3D+2
Astrogation 5D
Starship Piloting 4D+2
Starship Shields 5D+2

PER 3D
Bargain 5D+1
Command 4D
Con 4D+2
Gambling 4D+1
STR 2D+2
Brawling 4D+2
Stamina 3D+2
TEC 3D
Security 4D
Starship Repair 5D+1

Physical Description: Celis Mott is used to eating well; it shows in his bearded face and around his gut. He trims and dyes his eyebrows in the Peluchian style.
Equipment: blaze-cutlass (damage 4D+1), blaster pistol (damage 4D), 2 grenades, 6 medpacs.
Background: Mott's armada plies the Nanth'ri space route, or did until a Rebel fleet stopped him. Mott knows that without him, his pirate fleet will disintegrate in a series of internal squabbles; he cuts any possible deal to get himself back to Nanth'ri.
Personality: Celis Mott is dashing, only not as dashing as he believes himself to be. Mott is shrewd, a good negotiator, but not courageous.
Quote: "Please sit down...have some Corellian whiskey ... I am afraid it is time to discuss the nasty business of having to push you out an airlock."

Charon Bioscientists

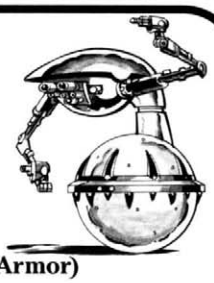
Template Type: Charon Warriors
Ht: 2.1m **Sex**: Female (Immature)

DEX 2D
Dodge 5D
Melee Parry 5D
Brawling Parry 4D
KNO 4D
Alien Races 5D
Languages 4D+2
Planetary
Systems 5D+1
Technology 6D+1
MEC 2D

PER 4D
Hide/ Sneak 6D
Search 5D+2
STR 2D
Brawling 3D+1
Climbing / Jumping 6D
TEC 4D
Comp. Prog./ Repair 5D
Construct Design 7D+1
Medicine 6D

Physical Description: Charon bioscientists are smaller then warriors. Their reactions are less quick, but their bodies are more agile. In contrast to the uniform, dull coloration of the warriors, most bioscientists have iridescent cilia on their forelegs.
Equipment: Web spinneret (traps victim, STR 4D.), clawed arms (brawling damage 4D), medprobe, diagnostic sensor, plasma scapel, neuro-replacement chips.
Background: Bioscientists use their extensive knowledge to create motile, thinking biological constructs which lack the blasphemous free will and variability of life forms.
Personality: Bioscientists display a wider range of behavior than warriors. Bioscientists are fervent about their work, and are bred and taught to think in longer term goals than warriors.
Quote: (drone and rising tone) "ss'hss'ssp'spss'okss'(claw click) swi'spss' (cilia flutter) sssa'scs."

EL-434



Template Type: Assassin Droid
Ht: 1.5m **Sex**: None

DEX 4D+1
Melee Parry 5D+1
Heavy Weapons 7D+1
KNO 1D
MEC 1D
PER 1D
Hide/Sneak 6D
Search 8D
STR 5D+2 (+1D Armor)
Brawling 6D+2
TEC 1D

Physical Description: EL-434 is made from a cerillium composite, giving him a dark sheen. His motoball forms a base for his crustacean-like upper body. All of EL-434's critical systems are well armored, and the Droid is in peak condition.
Equipment: Blaster cannon(damage 6D), concussion missile launcher (damage 7D), motoball, electro-photo receptor, infrared sensor, com-signal detector, motion sensor, chemical sensor, auditory membranes.
Background: Little is known about EL-434. The Droid has been efficient in eliminating all records and witnesses. Alliance intelligence guesses he was built in the Junquers system, and that EL-434 has been active for many years.
Personality: Cunning, ruthless and violent programming. No discernible personality.
Quote: (mechanical whisper) "Target acquired."

Grand Moff Ravik

Template Type: Imperial Grand Moff
Ht: 1.9m **Sex**: Male

DEX 3D
Dodge 4D
KNO 4D
Bureaucracy 6D
Languages 5D
Planetary Systems 6D+1
Technology 4D+2
MEC 3D
PER 4D
Command 6D+2
Con 5D
Search 4D+2
Interrogation 5D+1
Survival 5D
STR 2D
TEC 2D
Comp. Prog./Repair 4D
Security 4D+1

Physical Description: Tall, thin to the point of emaciation, Ravik looks 10 standard years older than he is. His movements are brittle and slight.
Equipment: Comlink, pocket computer, blaster pistol.
Background: Ravik rose quickly through the Imperial hierarchy, a man born with an instinct for the true nature of the New Order. His heartless rule of Tolonda sector is infamous. His sector has been given a brief reprieve with Ravik's capture, but the Grand Moff has plans enough to grind down the spirit of Tolonda when he returns.
Personality: Brutal and delighting in his brutality, Ravik shows no emotion other than anger or hatred, and shows those only rarely. Calculating and assured of his superiority, Ravik is slowly eroding the command of Bane Nothos in order to take charge.
Quote: "The tragedy of the weak is their lack of apprehension of their value as a resource for the strong."

Charon Warriors

Template Type: Charon Warriors
Ht: 2.3m **Sex**: Male (Immature)

DEX 4D
Dodge 5D
KNO 2D
Survival 3D
MEC 2D
PER 4D
Hide/ Sneak 6D
Search 4D+2
STR 4D
Brawling 4D+1
Climbing/ Jumping 5D
TEC 2D

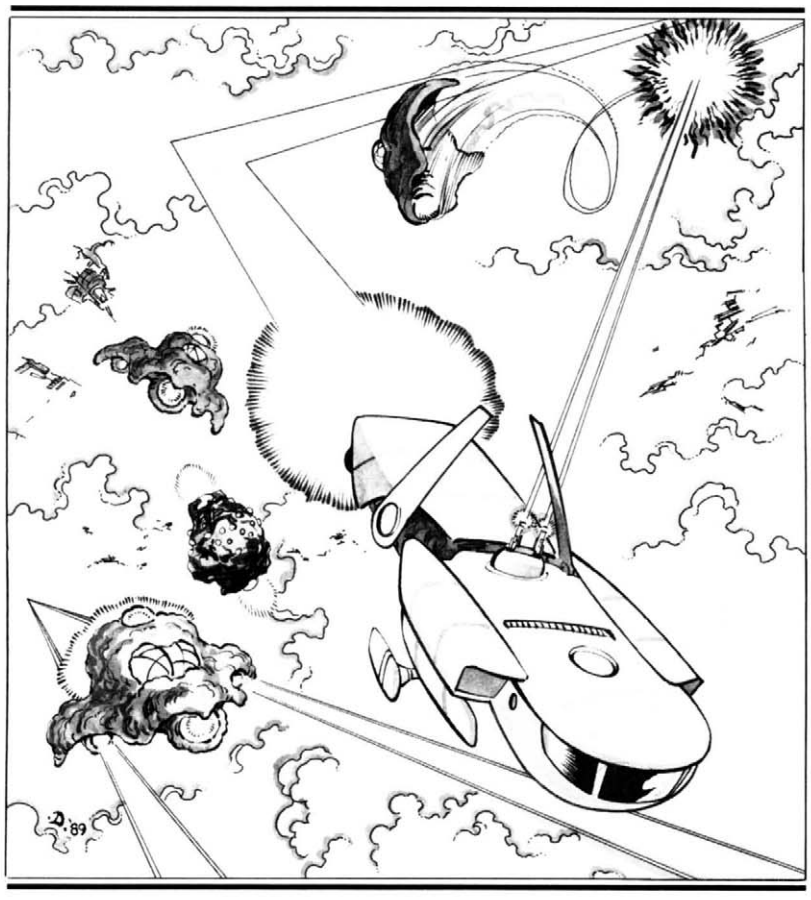
Physical Description: Charon warriors are spiderlike beings with eight appendages that can be used as both arms and legs. Usually they stand upright, towering over all but the tallest opponents. Dark, shadowy masters of stealth, Charon are not often seen unless they want to be.
Equipment: Web spinneret (traps victim, STR 3D+1), plasma blaster (damage 4D), clawed arms (brawling damage 5D); poison. Targets taking non-stun damage from poisoned claw make a Moderate *stamina* roll. Failed roll means target takes an additional wound. Charon must spend one round secreting poison.
Background: Hailing from a planet which orbited a black hole, the Charon adopted a religion which worshipped the

Ber'asco

Template Type: Charon Leader
Ht: 3.2m **Sex**: Male (Mature)

DEX 4D (reduced to 3D)
Dodge 4D
KNO 4D
Alien Races 5D
Languages 5D
Survival 4D+2
MEC 2D
PER 4D
Bargain 4D+2
Command 6D
Search 4D+2
STR 4D (+2D armor)
Brawling 5D
Climbing/ Jumping 4D+1
Stamina 5D+1
TEC 2D
Computer Prog./Repair 5D

Physical Description: A mature Charon male, his natural body armor has been augmented by his bioscientists into a formidable defense.
Equipment: None. All needs are taken care of by warriors, bioscientists, or by accessing the computer.
Background: Ber'asco led the campaign to extinguish the life on the last few living worlds in otherspace, claiming the title of Final Prophet. Now he must renew the crusade to destroy the galaxy of realspace.
Personality: Ber'asco believes that his



surface of *Desolate*, but they cannot reach the PCs before the hyperspace motivator is repaired.

Charon Starfighters: Hyperdrive Multiplier: none. Sublight speed 5D+1; Maneuverability 2D; Hull 3D+2. Weapons: Tri- laser pulse-cannon (fire linked, damage pulsed); fire control 1D+2; combined damage 7D. Shields: 1D.
Pilot: starship piloting 5D, starship shields 5D. Gunner: starship gunnery 4D+2.

Realspace or Bust!

The Charon are closing fast, but the hyperdrive engine is ready to fire. An Easy *astrogation* roll to plot a course, an Easy *piloting* roll, and:

The storm-gray expanse shifts and expands as your ship leaps forward. For long moments only black stars streak by. Then you see light and color as your ship enters hyperspace. The instruments check out and you lean back to wait. Stars move by in colored rainbows, then they shift back to normal as you emerge into realspace.

Rewards

Give each player between 5 and 10 skill points for completing this adventure. If the PCs discovered what they could about the Charon, engaging Ber'asco and Ravik in conversation to uncover information rather than immediate gunplay, nudge the reward to the top of the range. Replace any Force Points used during the adventure and award additional Force Points for exemplary play. See page 94 of the roleplaying rulebook to refresh your memory on awarding skill and Force Points.

Cut-Away to Otherspace

Read aloud:

EXTERIOR: THE ALIEN SHIP *DESOLATE. The camera pans the dark surface, sweeping up toward the web dome. Pan to ...*

INTERIOR: THE NEST. *Ber'asco sits within the command center, idly disassembling a Rebel blaster. Bioscientists scurry by carrying surgical instruments and things which look wet and unwholesome. He addresses someone we cannot see.*

"The others of your strain have fled, running to hide in a place we cannot yet reach. The Void is disappointed. Ravik-culture is all we have left. We are taking utmost precautions in constructing you. When you are free of the disease you shall lead us to your strain. The Void is patient. Soon its patience shall be rewarded."

Cut to ...

CREDITS AND CLOSING THEME.

STAR WARS®

The Roleplaying Game

RULES UPGRADE

The following upgrades should be made to your *Star Wars: The Roleplaying Game* rulebook. They replace the previously published rules. Any rules not covered in this upgrade *remain the same* as they appear in the rulebook. These upgrades were instituted to increase enjoyment of the game, clarify certain rules questions, and to further enhance the movie-like spirit of the original rules set.

Difficulty Numbers

The difficulty numbers listed for each type of task are *guidelines*, numbers which can vary from task to task, even when the tasks are similar. They were not intended to be absolutes. Swinging across a shaft in the Death Star, one hand on a rope, the other around a princess, is a *difficult* task. So is swinging across a mine shaft while being pursued by stormtroopers. But the Death Star is the Death Star; swinging across a mine shaft is a bit easier, although it's still tougher than a *moderate* task. To reflect this in the game, the difficulty numbers are now presented as a scale.

Task Description	Difficulty Number Scale
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30

There are similar scales for combat, knowledge, general knowledge, and medpac use. See the revised "Difficulty Number Chart" at the end of this pullout.

Certain types of tasks can and should be scaled according to circumstances. Medpac difficulty numbers, for example, are based on the extent and severity of damage. Was a PC wounded by a single blaster bolt? Use 6 as the difficulty number. Was a PC wounded by a thermal detonator? Slide the difficulty number up toward the top end of the *wounded* scale, which has a maximum of 10.

Until your PCs have advanced to a great degree, use the task-related difficulty numbers at the low end of the scale. These numbers will provide exciting challenges without frustrating players with impossible tasks. Reserve the top end for exceptional circumstances.

Combat (Revised)

Sequencing

To provide a faster, simpler combat environment that makes visualization easier, we have redefined the combat sequence. The new sequence divides combat into *combat rounds*. Each round represents five seconds. Each round is divided into the following five segments. You keep on playing one combat round after another until one side is dead or has fled or surrendered.

Each combat round follows this sequence (which replaces the sequence on page 46 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full dodge option must be declared now. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. Characters declare combat dodges. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. Characters who declared the use of reaction skills (full or combat dodges) roll skill dice. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of *haste* actions taken; a character who takes three haste actions would act before a character who took one or two haste actions. Actions with the *same degree of haste* are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and strength dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of haste actions must calculate damage at that time, before lesser hastes or simultaneous actions occur. These damage results affect the outcomes of the remaining actions in the segment.

Actions

Actions, which must be declared during the first segment of a combat round, are movement, skill and attribute use, haste, and preparation.

Movement during a combat round is either a walk or a run. A character can walk up to five meters without any penalty. A running character can move up to 10 meters, but this counts as an action. Remember, every action after the first one costs 1D. Reduce any skill or attribute roll made while running by 1D. As a bonus, running characters add 1D to their full or combat dodges (see below). In these revised rules, there are no movement points.

Haste allows a character to perform his actions first during the "roll actions" segment. Every haste a character declares counts as one action. The character declaring the greatest number of haste actions performs the first actions.

Note: Actions by subsequent characters must take into account any damage results that occur due to the haste actions.

Preparing an action lets a character increase one skill code by 1D on the next combat round. During the round that a character prepares, he can do nothing else. In the next round, he makes his improved skill roll.

Dodging and Other Reaction Skills

There are now two options available when using a reaction skill — a *full* reaction and a *combat* reaction.

Full dodge is similar to the dodge rule described in the basic rules. You add the number a character rolls using his dodge skill to the difficulty number of the attacker. The character making the full dodge must move at full speed (take a running action) although he does not have to move the full distance allowed. He cannot perform any other action that round. In a starship combat situation, a *full evasion* would require the pilot to do nothing except try to attempt a fancy maneuver in hopes of decreasing his ship's chances of being hit. Other crew members, however, can use other skills this round — including starship gunnery. See "Evasion" for details. details.

Combat dodge allows a character to *substitute* his skill roll for the attacker's difficulty number. The defender rolls his dodge dice, and then chooses the difficulty number of the attack, either his dodge roll or the original difficulty number. The combat dodge lowers a character's skill codes by 1D for that combat round.

One reaction skill roll affects all combat directed at a target for the entire combat round.

Combined Actions

Two or more characters can now combine their actions for a single round in order to more effectively accomplish a single task. To perform a combined action, all characters involved must declare they are combining. One of the involved characters must be chosen to actually perform the action, using his skill code for the roll; others involved are simply adding support. For every additional character (other than the chosen one) involved in the action, *add one pip for every full die* of skill or attribute or Fire Control the supporting characters have. Then roll once for each combined action declared.

Example: Two stormtroopers and an Imperial officer declare a combined shot at one PC. One trooper is chosen to roll his blaster skill code of 3D. The other trooper (3D) and the officer (2D+1) add one pip for each full die of skill they have, for a total of +5. So the chosen trooper rolls 3D+5 to make the difficulty number determined by the gamemaster.

Every combined action counts as one action. Reduce *every involved character's* skill or attribute codes accordingly, depending on the number of actions declared in a round.

Example: The two stormtroopers and the Imperial officer declare *two* combined shots at one PC. Their skill codes are each reduced by 1D for taking two actions. The troopers now have blaster codes of 2D, and the officer has a code of 1D+1. So the chosen trooper rolls 2D+3 twice to make the difficulty number.

Combined shot damage is calculated normally. For each hit, roll the damage dice of the chosen weapon. Do *not* combine the damage dice of every weapon involved. In effect, every combined shot is actually a volley of shots directed at a specific target in order to secure a hit.

Note: When using this rule, the gamemaster must take into account the sorts of actions which can be combined. Actions which are strictly individual actions may not be combined. For inst TIE pilots may not use a combined action to increase their speeds. The speed of each TIE fighter is independent of the : of another. They may use a combined action, however, to fire a Rebel vessel.

Stance

A character can either be standing or prone. For game purp standing includes crouching, kneeling, or any position in wh character is not lying down to avoid fire. Prone is deliberate ing down to avoid fire. A character can fall prone at any time wi penalty. A character who is prone can get up and use skills i same combat round, but this counts as an action. Prone chara are harder to hit; add +2 when determining to-hit difficulty nun

Damage Effects

Stun results now reduce all skill and attribute codes of the t by 1D for the rest of this combat round and the next combat r only. However, strength codes are used at full value when res damage. Stun effects are cumulative. A character stunned times in the same combat round would reduce his codes b through the next combat round.

Grenades and Thermal Detonators

To determine distance scattered (in meters), roll 1D at short r 2D at medium range, and 3D at long range.

Optional Combat Rules — Surprise

Surprise gives a character *two free haste actions* for the co round. These actions do not lower any of his die codes.

Example of Play (Combat)

Four Rebels encounter seven Imperials in the corridor of a : station. They are at medium range to each other, and all chara are armed with blaster pistols.

The Rebel group consists of a pilot (DEX 3D, blaster 5D, c 4D, STR 3D), an engineer (DEX 2D+1, blaster 3D+1, dodge 3 STR 2D+2), a smuggler (DEX 3D+1, blaster 5D+1, dodge 4 STR 3D), and a Wookiee (DEX 2D+2, blaster 4D+2, dodge 3 STR 5D).

The Imperials include a bounty hunter (DEX 4D, blaster 6D, c 5D, STR 3D+2), and six stormtroopers (DEX 1D, blaster 3D, c 3D, STR 3D).

Both groups decide to attack, so combat must be resolved a ding to the combat sequence. We've described the first rou combat so that you can see how all the elements work tog

1. Declare Actions. Characters declare actions in DEX order, lowest to highest.

Stormtroopers #1 and #2 combine with the bounty hunter tc one shot at the Wookiee.

Stormtroopers #3 and #4 combine to take one shot at the eng

Stormtrooper #5 takes one shot at the pilot.

Stormtrooper #6 takes one shot at the smuggler.

The engineer declares a full dodge.

The Wookiee decides to take a haste action to move to c then take one shot at the bounty hunter.

The pilot falls prone (increasing the difficulty number to hit +2), then fires twice (once at trooper #2 and once at troope

The smuggler takes a haste action to shoot once at the bc hunter.

The bounty hunter combines his fire with stormtroopers #: #2 to take one shot at the Wookiee.

2. Declare Reaction Skills. The bounty hunter is the character to declare a combat dodge.

3. Roll Reaction Skills. At medium range, the difficulty nu to hit is 11. Reaction skills could increase that number. All chara

who declared reaction skills roll their dice.

The engineer rolls his full dodge. He rolls a 13 and adds that number to the difficulty number, increasing it to 24.

The bounty hunter rolls his combat dodge. He rolls a 17 and decides to substitute that for the difficulty number.

4. Roll Actions. Haste actions are rolled first, then other actions. Smuggler declared two actions, a haste and a shot at the bounty hunter. Reducing his skill by 1D, he has 4D+1 to make a difficulty 17. He rolls 16+1 for a 17, a hit! Damage for this haste action is calculated now. Smuggler rolls a 12 for damage, bounty hunter rolls a 15. The bounty hunter is stunned; his codes are reduced by 1D for the rest of this round and all of the next.

Wookiee uses his haste to move to medium cover (+2), increasing the difficulty number to hit him to 13.

All other actions, which have the same degree of haste, occur simultaneously. They can be resolved in any order.

Stormtroopers #3 and #4 take a combined shot at the engineer. The chosen trooper rolls his 3D, adding 3 pips from the other trooper. That makes it 3D+3 to get a 24. He rolls a 10, a miss!

Stormtrooper #5 shoots at the pilot. He has 3D to roll a 13. He rolls an 11, a miss!

Stormtrooper #6 shoots at the smuggler. He has 3D to roll an 11. He rolls a 12, a hit!

The bounty hunter rolls his dice, 6D reduced by 2D due to actions and stun. The two stormtroopers add 6 pips so the bounty hunter has 4D+6 to roll a 13, the difficulty number to hit the Wookiee. He rolls a 12+6 for an 18, a hit!

The Wookiee shoots at the bounty hunter with 4D+2, reduced by 1D because he took two actions. He needs a 17. He rolls an 11, a miss!

The pilot shoots twice with 5D, reduced by 1D because he took two actions. He needs an 11. He rolls a 12 and a 14, two hits!

5. Calculate Damage. Each target hit rolls STR dice against damage dice to determine the extent of damage.

The smuggler rolls 9, but the damage roll is 12. He's wounded!

The Wookiee is hit for 15 damage, but he rolls a 24. He's only stunned.

Stormtrooper #2 and stormtrooper #5 roll 10 and 11, but the damage rolls are 14 and 17 respectively. They're both wounded!

At the end of the first round of combat, the smuggler is wounded (codes reduced by 1D), the Wookiee is stunned (reduced by 1D through the end of round two), stormtroopers #2 and #5 are wounded, and the bounty hunter is stunned through the next round.

Will the Rebels win the day? Or will the Imperials combine their powers to overwhelm our heroes? Only subsequent combat rounds will tell.

Starship Combat Sequence

Each starship combat round follows this sequence (which replaces the sequence on page 61 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full evasion option must be declared now, as well as attempts to increase and decrease range during the "roll actions" segment. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. All pilots declare combat evasions. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. All pilots who declared the use of reaction skills (full or combat evasions) roll skill dice. Shield operators roll for shielding attempts. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken; a character who takes three haste actions would act before a character who took one or two haste actions. Actions with the *same degree of haste* are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and hull dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of haste actions must calculate damage at that time, before lesser hastes or simultaneous actions occur. These damage results effect the outcomes of the remaining actions in the segment.

Evasion

Full evasion is the evasion described in the rulebook. If a pilot chooses a full evasion, he may perform no other action that round. This is different from the full dodge; in full evasion, the evading ship cannot increase its range. Piloting rolls are only made to determine if the attacking ship moves closer; if the evader rolls higher, the range remains the same; if the attacker rolls higher, the range decreases by one step.

When a pilot declares a full evasion, he is desperately trying to avoid enemy fire. His efforts make it considerably more difficult to hit his ship. Such a wildly gyrating, unpredictable flight path also makes it more difficult for any gunners on the evading ship to hit their targets; add the evasion roll to the difficulty number to hit enemy ships.

Combat evasion functions exactly as a combat dodge. The pilot may choose to substitute his skill and maneuver roll for the attacker's difficulty number. A combat evasion has no effect on the fire of gunners aboard the evading ship, or on piloting rolls (except for the action cost).

Shielding

Shielding is a reaction skill, declared during the "declare reaction skills" segment of the starship combat sequence. Shield attempts are made during the "roll reaction skills" segment. The shield attempt roll is added to the difficulty number of the attacker. This sum is called the *shield number*. If the attacker rolls above the difficulty number to hit, but less than the shield number, he hits the ship but the shield dice are added to the hull dice when calculating damage.

Example: The pilot of *Silver Bolt* rolls an 18 for a combat evasion against TIE fighters at short range, choosing that number instead of the difficulty number of 6. The co-pilot, operating the shields, rolls a 16. The shield number is 34. If the TIE fighter pilots roll 17 or less, they miss *Silver Bolt*. If they roll 18 through 33 they hit the ship, but the shields help protect the hull. If the TIE pilots roll 34 or better, they hit the ship while avoiding the shields; only hull dice are rolled to resist damage.

Starship Damage

The description of ship ionization (page 63 of rulebook) is modified as follows.

If shields were not used successfully, or the ship has no shields, or all shields are blown, when a ship is lightly damaged its *controls are ionized*. All ship codes (except hull) are reduced by 1D for the rest of this round and the next combat round only. The ship and crew may take actions with the decreased die codes; they do not have to forfeit a round. The ship recovers from ionization at the end of the next combat round.

Other Vehicles

The starship combat sequence is used whenever the combatants are in vehicles. A speeder bike chase uses the same sequence as a dog-fight between starfighters.

STAR WARS CHARTS AND TABLES UPGRADE

STARSHIP COMBAT SEQUENCE

1. **Declare Actions.** Characters declare all actions for this combat round. Full evasion option, and attempts to increase or decrease range, must be declared now. Lowest DEX declares first, then others in ascending order.
2. **Declare Reaction Skills.** All pilots declare combat evasions. Lowest DEX declares first, then others in ascending order.
3. **Roll Reaction Skills.** All pilots who declared use of reaction skills (full or combat evasions) roll skill dice. Shield attempts roll now, as well. GM determines to-hit difficulty numbers for this combat round.
4. **Roll Actions.** All characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occuring first, then all movement.
5. **Calculate Damage.** Roll damage, hull, and shield dice of hit targets.

This section replaces the bottom portion of the "Astrogation Chart" on page 140 of the roleplaying game rulebook.

Difficulty	Difficulty No.
standard journey	11-15
no nav computer	21-30
hasty entry	+10
light damage	+2
heavy damage	+5
each extra day taken	−1
each day saved	+1

This section replaces the bottom portion of the "Weapons Chart" on page 139 of the roleplaying game rulebook.

Melee Weapons	Damage	Difficulty Scale
hands	str	3-5
club	str+1D	3-5
gaderffii	str+1D	3-5
spear	str+1D+1	6-10
vibroaxe	str+2D	11-15
vibroblade	str+1D+2	11-15
lightsaber	5D**	16-20

* Damage at point-blank range (see *SW:RPG* page 47). ** Characters with the control skill add skill code damage. Anything less than 3 meters away is point-blank range for ranged weapons.

OPTIONAL FIRE MODIFIERS CHART

Combat Situation	Difficulty Number