

# STAR WARS

ROLEPLAYING GAME



## MASS COMBAT RULES

by Shane A. Thelen

# Mass Combat Rules

for the

## *STAR WARS® Roleplaying Game*

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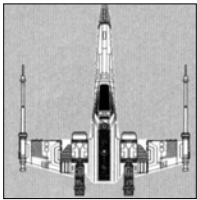
This is mainly an abstract combat method and best run when the user has a comfortable knowledge with space combat in general and the d20 combat system specifically. Any reference to the RCR = Revised Core Rulebook.

These two idioms are the foundation of gaming: If it doesn't work, ignore it. If you can modify it, change it. But before doing that, please read all rules and try a scenario or two.

In order to make mass combat go quicker, it is to be understood that pilots will do the best they can to maintain their own survival. This includes angling shields, attempting to establish pursuit, breaking pursuit, rerouting power to damaged systems, etc. Most modifiers to Attack and Defense apply in mass combat, unless specifically discussed below.

### How to read the ships as listed on the ship and scenario sheets:

	Hull/Shields/Flaws					Atk			Half	Max	no	Size	Move	Move	Init	Man
	H	S	F	Def	D+	S	M	L	Dam	Dam	lk	in m	Space	Atm	Tot	Tot
X-Wing	25	6	13	22	5	9	-	-	6	12	8	12.5	10	18	6	6
		2				10	-	-	9	18	16		2	7		



#### ➤ Hull/Shields/Flaws

**H** = Adjusted Hull Points, including Damage Reduction

**S** = Adjusted Shield Points, including Damage Reduction (the number below the "S" number indicates amount automatically regenerated to Shields per Mass Combat round)

**F** = Hull Damage Number at which Ship may develop Flaws

#### ➤ Def = Defense

A ship's Defense can be affected by a Pilot's natural ability, represented by their Dexterity modifier. For every modifier that Dexterity provides, adjust the ship's Defense by one. The modified Defense cannot exceed the ship's "D+" number. Ships piloted by an "Expert" generic crew, and "Hero" pilots already have their Defenses modified on the ship sheets.

➤ **D+** (the maximum amount a ship's defense may be affected by Dexterity bonuses)

➤ **Atk** = Attack numbers (Small, Medium, and Long Range), listed as "S" for Point Blank and Short, "M" for Medium and "L" for Long.

➤ **Half Dam** = Half Damage

➤ **Max Dam** = Maximum Damage

➤ **no lk** = Maximum Damage if weapons are fired without fire-link

➤ **Size in m** = Size in meters

➤ **Move Space** = Squares per action, number below it is the adjusted move number for mass combat.

Most capital ships and transports can move one square; starfighters two, and a few ships three squares in a round. If the move number is less than one, the ship can move one square every other turn. Example: An Ithorian Herd Ship can only move one square per turn in the regular space movement rules. In the mass combat rules, the Herd Ship could move one mass combat square in two turns (every other turn).

➤ **Move Atm** = Squares per action in an atmosphere. Number below is adjusted as explained above.

➤ **Init Tot** = Total Initiative modifier

➤ **Man Tot** = Total Maneuvering modifier

Weapons	Fire Miss			Zero Crew: X-Wing									
	Tot	Link	Tot	F	L	R	Rr	Def	S	M	L	Int	Man
Laser Cannons	4	4		*	-	-	-	22	7	-	-	2	2
Proton Torpedoes	2	2	6	*	-	-	-		10	-	-		

- **Weapons** = Weapons type, number, if they are fire-linked, total number of missiles, and facings per weapon. **F** = Front, **L** = Left, **R** = Right, **Rr** = Rear, **T** = Turret.
- **Zero Crew** = numbers if no generic crew is assigned as laid out in the RCR rules.
- 

This part is useful for use with Hero characters or unique crews and not important otherwise. The titles from left to right are: **Def** (Defense), **S M L** (Attack numbers by range), **Int** (Initiative), and **Man** (Maneuvering).

**Materials:** It would be best if the GM and characters had some type of counters to mark ships and a mapboard of some kind. When playtesting, two boards are used, one as a tactical map to show the larger combat and surrounding space and then another sheet, when necessary, to show all of the ships in a square. Twelve-sided dice work well to show the number of ships in a squadron. Losses are then counted by turning the die to the number of ships remaining in the squadron. Galoob Micro Machines can be useful if your squares are big enough. The tactical map used in playtesting is a large sheet with one-inch squares. These can be purchased at office stores. They are handy to have when counting movement by squares.

Squares equal relative space. Each square on a map equals a 2500-meter cube that occupants of the square maneuver in. This cube of relative space represents five times the size of a square in the d20 system when figuring squares per action. A dogfight in a square involves a lot of movement, not all exactly in the square, but possibly spilling over slightly into adjacent squares.

One turn using the mass combat rules equals ten rounds, or one minute.

A ship may move a number of squares equal to the bottom number under the Move Space or Move Atm (Move in an Atmosphere) column. Some ships cannot move in an atmosphere just as some airspeeders cannot move in Space. Some space stations may not be able to move at all, but any ship or station that has a move number listed (as seen in the top row of the Move columns) may move if necessary.

#### Range:

PB/Short	in square	-1 to attack	atmospheric range increment: PB 50m, Short 250m
Medium	1-2 squares	-4 to attack	atmospheric range increment: 500m
Long	3-4 squares	-6 to attack	atmospheric range increment: 1000m

The square the attacker is in is not counted when calculating range. No combat occurs beyond four squares. The attack numbers for ships on the ship sheets already takes this chart into account.

Due to scale, there is no Point Blank range. Assume that ships will maneuver to Point Blank range as necessary.

The range increment for Missile Weapons (Concussion Missiles and Proton Torpedoes) is 1000m, but a ship must be in sensor range to be attacked.

#### When combat begins:

- Initiative winner moves or attacks, others move and attack according to their initiative count (add Init Tot number to d20 roll). All ships on a side use the same initiative number. This method allows mass combat to run quicker. Hero ships may use their own initiative numbers.
- Add Attack number (Atk), based on range (S,M,L), to d20 roll.
- Compare the adjusted attack number to the Target's defense (Def). Any hit causes half of maximum damage (use the Half Dam damage column of a ship's listing). Any attack roll that would hit with success of more than five over Target's defense, does full damage (use the Max Dam damage column of a ship's listing).
- A natural roll of "1" always misses

- A natural roll of “20” always hits. Re-roll the attack and if a hit is indicated, double damage for a critical hit. Damage from a critical hit bypasses Shields and is applied directly to Hull.
- To quicken mass combat, it is suggested that an attacker form Fire Groups. Fire Groups are combinations of ships that attack and move as a group. This is not the same as forming Starfighter Wings as described in the RCR. No Pilot check is needed to form a Fire Group.
- For multiple attackers, multiply the damage result by the number of ships in the fire group. This total number is distributed to the target group. Any roll that would be sufficient to hit (if combining rolls from ships not of the same type), adds their damage number. The owner of the target ships determines how damage is distributed among the ships in a target group. For example, a squadron of 12 TIEs attacks a wing of 4 X-Wings. The TIEs attack successfully for half damage (5 points), doing 60 points of damage as a fire group (12x5=60). The target group owner of X-Wings could have 31 points go to one X-Wing (destroying it) and 29 to another, or split the 60 points evenly across the four ships, for 15 points of damage each. To speed up play, damage should be all applied to one ship, then another.
- Fire groups can be combined in any amount and should be used in large combats. A TIE Fighter wing vs. several X-Wing squadrons involves a lot of ships, a lot of die rolls, and a lot of record keeping. Using fire groups will provide an attrition number to determine losses. The drawback is the roll could be all-or-nothing.

#### Actions in combat:

A ship may move and shoot or shoot and move, or move and move. If a higher-level character has multiple attacks they may use them, but the extra attacks must all be done with the same weapon system. Example, an X-Wing pilot could not fire their Laser Cannons and Proton Torpedoes in the same turn, regardless of the number of attacks the Pilot has.

#### Factors that affect Attack and Defense:

Target stationary		-4 Defense
Attack speed (moved 2 squares)	-2 Attack	+2 Defense
Ramming speed (moved 3 squares)	-4 Attack	+4 Defense
Fight Defensively	-4 Attack	+2 Defense
All-out Defense	no Attack	+4 Defense
Fight Defensively with Pilot 6+	-4 Attack	+3 Defense
All-out Defense with Pilot 6+	no Attack	+6 Defense
Ram Attack	+2 Attack	
Fire into Dogfight	-4 Attack	
No Starship Operation FEAT	-4 Attack	

When a hit is scored, subtract damage first from the number (if any) in the “S” column under Hull/Shields/Flaws. This column represents a ship’s shields, including Damage Reduction. When the number in the “S” column is reduced to zero, remove any further damage from the “H” column which represents a ship’s Hull Points, including Damage Reduction. Keep in mind that a ship’s shields automatically replenish every turn.

#### Battle Damage (PCs follow rules in RCR p.216):

When a ship has taken hull damage in the amount of the number in the “F” column under Hull/Shields/Flaws, the ship will develop flaws based on the following chart.

For non-PC ships - if ship loses over half its Hull, roll d10

- |     |   |
|-----|---|
| 1-3 | no result   |
| 4-5 | non-combat ship system damaged (computers, sensors, hyperdrive in that order) <ul style="list-style-type: none"> <li>• computers lost - Astrogate checks DC30, Attack rolls -4</li> <li>• sensors damaged - Computer Use checks for sensors -4 penalty</li> <li>• hyperdrive lost - ship cannot jump to hyperspace without backup hyperdrive</li> </ul> |
| 6-7 | reduce speed by half, second time rolled, ship is dead in space   |
| 8-9 | weapon system lost (bottom listed first)  |
| 0   | ship takes an additional d20 roll of damage   |

Re-roll if necessary if no result 4-9 matches a possibility. Ex. All weapon systems knocked out.

### **Repairing shields:**

If the engines are running, ships automatically recover shield points per turn based on size. Remember that a Mass Combat turn is one minute. The recovery number is listed in the lower portion of the "S" column under Hull/Shields/Flaws. Ships cannot recover more Shield Points than their maximum listed.

### **Missiles:**

If an attack roll with a missile misses, the attacker may choose to re-attack the same target or another target in the same square. If a second miss occurs, the missile is removed from combat, the defending ship has successfully avoided the missile. In space, missiles may not leave the square from which it was fired. In an atmosphere, the range increment for Missile Weapons (Concussion Missiles and Proton Torpedoes) is 1000m, but a ship must be in sensor range to be attacked.

### **Batteries:**

These rules are described on page 214 of the RCR. Any attack roll three over success, adds damage from another battery. This is very important for capital ships.

### **Tractor Beams:**

Tractor beams may pull or push a ship. If a successful "hit" is indicated, the Pilot of the opposed ship has an opportunity to resist the tractor beam. Resisting tractor beam = a Pilot check of DC 10 + 4 for each size category difference between the attacker and defender.

Once trapped in the tractor, the target gets no armor bonus to defense. Subtract 10 from the defense of a ship trapped in a tractor beam.

To escape a tractor beam, the Pilot check DC is 20 + 4 for each size category difference between the attacker and defender.

Tractor range in squares:	Colossal/Gargantuan	2
	Huge/Large/Medium	1
	Any smaller	same square

### **Ion Cannons:**

Ion cannons inflict damage in the "Shields" portion of Hull/Shields/Flaws and then to ship systems.

Ion Damage amount = shield points lost or DC for Repair check.

Once DC is determined, the crew of the ion-damaged ship may use their next action to fix systems. A ship is dead in space until a successful Repair check is made.

### **Breaking from a dogfight:**

If a ship needs to leave a square in which they are locked in combat, this action invokes an "attack of opportunity" if the flier fails an opposed Pilot check. Pursuer gets a +5 circumstance bonus to their check. The fleeing ship may defend with appropriate turrets or rear-mounted weapons.

### **Chance to make it extravehicular:**

When a ship's shields and hull are reduced to zero, the Pilot has a chance to make it out of the ship before it explodes. Pilot rolls a Reflex save versus DC 18 in order to successfully escape.

### **Capitals vs. Starfighters:**

- Capital ships may only fire half of the weapons they have on a facing at a medium or small target.
- Capital ships may only fire twenty percent of the weapons they have on a facing at a tiny or diminutive target.
- Capital ships will not likely use battery fire versus starfighters, opting for more opportunities for hits than a higher chance to hit. Remember to adjust the to-hit rolls by removing the modifier for battery fire.
- Capital ships will typically fly with escort starfighters deployed. A new squadron can be deployed every 1d6+4 rounds.

### **Strafing Run:**

- Requires a Pilot check vs. DC 10 to avoid collision. If that fails, make another check for control

- If successful, only point defense weapons may be used to attack strafing ship
- +2 to attack number, -2 to defense of attacker
- Damage bypasses Shields and is applied directly to Hull
- If successful, defending ship gets attack roll despite result of strafing run if the ship entered from another square.

**Recommendations for quicker combat:**

- Use fire-linked weapons, don't single fire weapons that are fire-linked
- Use batteries when available on capital ships
- Have all ships on a side use the same initiative roll
- Use Fire Groups whenever possible, especially by squadron

**Changes for Airspeeder and Vehicle Combat**

One square equals 125 meters, 2.5 times the size of a regular square.

	Hull/Flaws				Half Max no				Weapons	Fire					
	H	F	Def	D+	Atk	Dam	Dam	lk		Tot	Link	F	L	R	Rr
STAP	3	1	15	5	2	1	2	0	Double Blaster Cannon	2	2	*	-	-	-

Penalties to Attack number (Atk) and maximum range in squares

	Penalties to Attack number (Atk)									Size	Init Man			
	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	Cover in m	Move	Tot	Tot
0	-	-	-	-	-	-	1	-	-	-	1/4	1.9	2	2

The headings on stat sheets for Airspeeders and Vehicles are the same.

- **Hull/Flaws** - No Airspeeders or Vehicles have Shields, so this part of the ship sheet is left off.
- **Atk** = Base attack for attacking, before adjusting for range increments.
- The next columns, labeled from "0" to "-18," list ranges for each weapon system a vehicle has. These columns give penalties to the Attack number (Atk) and a maximum range in squares.

Example: The Double Blaster Cannon on a STAP has a Range Increment of 20m. A person on a STAP can fire into their own square (0 squares away) without penalty or into an adjacent square (1 square away) at a -12 penalty. The STAP cannot fire any further than one square away. A Bepin Motors Cloud Car's Double Blaster Cannons have a range increment of 300m. A Cloud Car Pilot could fire without penalty into their own square or up to two squares away. With a penalty of -2 the ship could fire up to four squares away and their maximum range is 22-23 squares at -18 to hit.

The Range increment chart for atmospheric air and ground combat is listed below.

Range Increment	0	-2	-4	-6	-8	-10	-12	-14	-16	-18
2	0	-	-	-	-	-	-	-	-	-
4	0	-	-	-	-	-	-	-	-	-
6	0	-	-	-	-	-	-	-	-	-
8	0	-	-	-	-	-	-	-	-	-
10	0	-	-	-	-	-	-	-	-	-
12	0	-	-	-	-	-	-	-	-	-
20	0	-	-	-	-	-	1	-	-	-
30	0	-	-	-	1	-	-	-	2	-
40	0	-	-	1	-	-	2	-	-	3
50	0	-	1	-	2	-	-	3	-	4
60	0	-	1	-	2	-	3	-	4	-
80	0	1	-	2	3	-	4	5	-	6
100	0	1	2	3	-	4	5	6	-	7-8
150	0-1	2	3	4	5	6-7	8	9	10	11
200	0-1	2-3	4	5-6	7	8-9	10-11	12	13-14	15
250	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19
300	0-2	3-4	5-7	8-9	10-11	12-14	15-16	17-19	20-21	22-23
500	0-3	4-7	8-11	12-15	16-19	20-23	24-27	28-31	32-35	36-39
1000	0-7	8-15	16-23	24-31	32-39	40-47	48-55	56-63	64-71	72-79
2000	0-15	16-32	33-49	50-66	67-83	84-100	101-117	118-134	135-151	152-168

- **Cover** - how much cover is provided to characters riding in a vehicle. Full - can't target a person in a vehicle,  $\frac{3}{4}$  +7 to Defense,  $\frac{1}{2}$  +4 to Defense,  $\frac{1}{4}$  +2 to Defense of target.
- **vs. Starfighters** - this section lists adjusted numbers if a vehicle is engaged in combat with a starfighter, adjusted for scale.

### Changes for Ground Combat

One square equals 125 meters, 2.5 times the size of a regular square, the same as with airspeeders.

	HPs	Init	Def	Move	Atk1	Atk2	Atk3	Half Max		Ranges in Squares			Weapons	
								Dam	Dam	0	1	2		3
Stormtrooper 4	2	0	12	2	4	-	-	2	3	0	-8	-16	-	Blaster Rifle Melee

- **HPs** = Hit Points, a combination of vitality points, wound points, and any damage reduction
- **Init** = Initiative
- **Move** = Maximum squares a figure can move. This is the number if a figure is running as a full-round action. Most figures can only move one square without penalty, or half their move and still attack.
- **Atk1** = Attack number for first attack, additional attacks (if any) are under the Atk2 and Atk3 columns.
- **Range in Squares** = Penalties to Attack numbers based on combat up to the maximum range of a specific weapon.
- **HS, D, PB, RS, FS** = What FEATS a figure might have that could affect combat  
 HS=Heroic Surge      D=Dodge      PB=Point Blank Shot  
 RS=Rapid Shot      FS=Far Shot
- A section on ground troops versus Starships is also included.

### Further Notes on Vehicles:

Vehicle movement modifiers for terrain can be found on p.186 of the RCR.

Vehicles are immune to critical hits from any personal weapons except blaster cannons, heavy repeating blasters, and the E-Web Blaster. Starships are immune to critical hits from personal weapons or from any vehicle weapon that is not a heavy weapon.

### **Melee Combat:**

Melee combat must take place in a square, meaning that attackers must move from their square to the square they are attacking. No considerations have been made for stacking (the maximum number of figures in a square), but since one square is 125 meters by 125 meters, there are limitations on space.

### **Entering a melee combat:**

Once an attacking force declares their intent to move into a square for melee combat, the defending force is allowed an attack of opportunity on the attacking force. The attack proceeds as normal, but a successful hit does only half damage, unless a critical hit is indicated, in which case follow the rules for critical hits as above. Melee combat then proceeds as normal. When a force wishes to withdraw from melee combat, they also provoke an attack of opportunity, but this time, the attack proceeds as normal with full damage possible.

NOTE: Opposing forces can occupy the same square and not be involved in melee combat. The range increments of blaster pistols and some other weapons require an attack from within the same square.

### **The Force in Mass Combat:**

Force use remains the same in most cases. After a Force User spends 10 vitality points on Force FEATS and skills, they lose one hit point.

### **Force Skills and FEATS:**

- Battlemind = affects last one turn
- Enhance Ability = affects last one turn
- Force Defense = affects last one turn
- Force Lightning = Half Damage is 2 (successful Save), Full Damage is 3 (no Save)
- Force Strike = Damage is 1. The Damage remains the same regardless of Save
- Force Whirlwind = Damage is 1. The Damage remains the same regardless of Save
- Heal Another/Self = Divide result and round up. This is the number of Hit Points that are restored, up to a character's maximum.

Force Points function as normal, adding bonuses until the PC's turn comes up in the initiative count.

### **One final note:**

Any other items, not mentioned in the pages above, that affect combat, may be used at the GM's discretion. No mention is made of a Noble's ability to inspire, etc. It is assumed that such bonuses and penalties would be included in a mass combat session. One is urged to use or disregard rules as they make sense. The object is to speed up combat involving large numbers of ships or ground troops. "Okay. Everybody to your stations. Let's go!"