# STELLAR WARFARE

Star Wars Adventuring System

Written and Designed by Ben Overmyer

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# Chapter 1

# Introduction

Hello, and welcome to Stellar Warfare, the game of Star Wars role playing. In this game you will use four-, six-, eight-, ten-, twelve-, and twenty-sided dice. These will be handled in a certain way; a formula (xdy), with x representing the number of times to roll the dice, and y representing the type of die used: 1d6 would be rolling a six-sided die once. Stellar Warfare is not quite a wargame, because it deals with one ship versus one or more other ships. The best part of this game is the Ship Creation Lab, where you design, build, and equip a starship with which you will be blasting enemies. Enjoy the game!

# Chapter 2

# Ship Creation

## Attribute Scores

There are six attribute scores in the game which will be randomly be generated by the roll of 3d6 for each one. The attributes are necessary for space performance rating. For example, you rolled all 18s. This is rare, but it would mean you have created the fastest, most powerful starship ever. All 3s would mean you have created a piece of junk, not worthy enough for even a rat. The following is a list of the attributes.

1. Hull Thickness: This is a measure of how much damage your ship can take before breaking apart. See the Attributes Table for bonuses and penalties due to hull thickness.

2. Weapons Payload: This attribute tells you how many weapons you can have; see the Attributes Table for more information.

3. Speed: How fast you are. See the Attributes Table for more information.

4. Maneuverability: This tells you how easily you can move around. See the Attributes Table.

5. Cargo Payload: This is a measure of how much tonnage you can carry.

6. Fuel Capacity: This attribute tells you how much fuel you can carry.

| Score | 3-6 | 7-8 | 9-12 | 13-15 | 16-18 |
|---|---|---|---|---|---|
| Hull Thickness | 3 hits allowed | 4 hits allowed | 5 hits allowed | 6 hits allowed | 7 hits allowed |
| Weapons Payload | 1 weapon allowed | 2 weapons allowed | 3 weapons allowed | 4 weapons allowed | 5 weapons allowed |
| Speed | 2d4 km/sec | 2d8 km/sec | 2d10 km/s | 3d12 km/sec | 4d20 km/sec |
| Maneuverability | 10% dodge | 20% dodge | 30% dodge | 40% dodge | 50% dodge |
| Cargo Payload | 2 tons | 4 tons | 8 tons | 16 tons | 32 tons |
| Fuel Capacity | 10 units | 15 units | 20 units | 25 units | 30 units |

Table 2.1: Attributes Table

## How To Create a Ship: Steps

The creation of a starfighter involves some simple steps which must be taken. The following is a list of them.

1. Roll 3d6 for each attribute.

2. Choose a Ship Classification.

3. Roll 3d6 x 1000 for credits.

4. Equip the ship.

5. Name the ship.

6. Sketch the ship (optional).

These steps will require nothing but paper, pencil, and dice.  Good luck!

# Equipment List

| Item | Cost |
|---|---|
| Targeting Computer, Min. Range (10 km) | $5000 |
| Targeting Computer, Med. Range (30 km) | $15000 |
| Targeting Computer, Max. Range (90 km) | $45000 |
| Escape Pod (1 person) | $100 |
| Hyperdrive Engine (for hyperspatial travel) | $20000 |
| Gun Pod* (1) | $500 |
| Cargo Pod** (1) | $750 |
| Repair Crew (1 dmg. p. per turn (5)) | $100 |
| Artificial Tactical Advisor (1) | $200 |
| Grappling Claws (2) | $150 |
| Magnetic Landing Device (1, 1 backup) | $175 |
| Customized Paint Job | $50 |
| Extra Cockpit (1) | $1250 |
| Warning System (1, 1 backup) | $250 |
| Transmitter (1) | $100 |
| Scanner, Short Range (50 km) | $1000 |
| Scanner, Medium Range (100 km) | $2000 |
| Scanner, Long Range (500 km) | $10000 |
| Tractor Beam, Short Range (20 km) | $750 |
| Tractor Beam, Medium Range (60 km) | $1500 |
| Tractor Beam, Long Range (120 km) | $3000 |

Table 2.2: Starship Equipment List

* You must have a gun pod for every weapon you have.

** You must have a cargo pod for every extra piece of equipment.

NOTE: Each piece of equipment, except pods, weighs 1/2 ton. Pods weigh 1 ton.

| Item | Cost |
|---|---|
| Plasma Torpedo ((10) 1d6) | $1000 |
| Photon Torpedo ((10) 1d6+1) | $1300 |
| Blaster (1d4) | $500 |
| Turbocannon (1d4+1) | $750 |
| Megacannon (1d4+2) | $1000 |
| Magnetic Crushing Device (1d8) | $3000 |
| Rapid Fire Laser (1d6+2) | $1500 |
| Protocannon (1d4+3) | $1250 |
| Vector Cannon (no dmg., change course) | $1000 |
| Plasma Ray (1d6) | $750 |
| Disrupter (No dmg., disable ship for 1d6 turns) | $6000 |

| | |
|---|---|
| Ion Cannon (1d10) | $10000 |
| Antimatter Field Generator (1d20) | $20000 |
| Graviton Ray (1d8-1) | $2500 |
| Phaser (1d6+1) | $1250 |
| Photon Cannon (1d8+1) | $3500 |
| Particle Cannon (1d4x2) | $1750 |
| Mass Driver (1d6x3) | $2750 |

Table 2.3: Starship Weapon List

## Ship Classifications

Once you have built your ship, you must classify and register it. You may register it with any empire, federation, etc. To do this you must first classify it as either a Starfighter, a Cargo Transport, a Civilian Transport, a Military Transport, a Star Cruiser, or a Super Star Cruiser. The last in the list, the Super Star Cruiser, requires all scores of at least 16. This is nearly impossible. The Starfighter is the most common, and requires a Speed score of 13+. The Cargo Transport needs a Cargo Payload score of 14+. The Civilian Transport requires a Fuel Capacity score of 13+ and a hyperdrive. The Military Transport requires a Weapon Payload score of 13+, a Cargo Payload score of 14+, and a Speed score of 13+. Once your ship has been classified, it can then be registered.

# Chapter 3

# Character Creation

## Character Attributes

- Intelligence: This attribute measures your character's intelligence.
- Piloting: This is a measure of the character's piloting skill.
- Strength: This is a measure of physical strength.
- Gunning: This attribute is a measure of eye-hand coordination.
- Dexterity: This one is a more general form of the Gunning attribute.
- Charisma: The character's charm is measured with this attribute.
- Constitution: A character's will power and endurance are measured with this.

Character attributes are rolled with 3d6. Modifiers are given in the race descriptions.

## How To Create a Character: Steps

1. Roll attribute scores.
2. Select a race.
3. Adjust attribute scores.
4. Select a class.
5. Roll 1d8 for Hit Points.
6. Roll 2d10 for Force Proficiency, where the 1st roll is tens digit, 2nd is ones digit.
7. Roll 3d6x100 for starting funds.
8. Choose a name.
9. Write a brief history.
10. Buy equipment.

## Equipment List: Personal

| Item | Cost |
|------|------|
| Astromech Droid (R2 unit) | $300 |
| Battle Armor, Stormtrooper Issue (AC 5) | $150 |
| Battle Armor, Spacetrooper Issue (AC 3) | $250 |
| Battle Armor, Rebel Trooper Issue (AC 8) | $125 |
| Black Cloak of the Dark Lord of the Sith | $30 |
| Flight Suit | $50 |
| Food Replicator Unit, Miniature Version (1) | $300 |
| Helmet, without Blast Shield (AC+1) | $50 |
| Helmet, with Blast Shield (AC+2) | $75 |
| Holocron (Jedi Learning Device) | $1500 |
| Infrared Goggles | $30 |
| Jedi Lightsaber Crystal (1) | $90 |
| Jedi Robe | $50 |
| Long-range Infrared Binoculars | $40 |
| Medium-range Infrared Binoculars | $30 |
| Pen-lamp | $20 |
| Protocol Droid (C3 unit) | $600 |
| Short-range Infrared Binoculars | $20 |
| Sith Lightsaber Crystal | $80 |
| Sith Hieroglyphics Reading Device | $1250 |
| Tool Kit | $75 |

Table 3.1: Personal Equipment List

## Weapons List: Personal

| Item | Cost |
|------|------|
| Blaster (1d6 dmg.) | $100 |
| Disruptor (1d6+2 dmg.) | $200 |
| Megablaster (1d6+1 dmg.) | $140 |
| Protoblaster (1d8 dmg.) | $250 |

Table 3.2: Personal Equipment List

The lightsaber cannot be purchased. It must be built, using a lightsaber crystal, a metal cylinder, a circuit case, a set of circuits set in the proper pattern, and a touch-activated switch. These materials CAN be purchased, but it is difficult to find them in places other than the ancient Sith temples on Yavin 4, the Imperial capital of Coruscant, and a few black markets on Tatooine. The lightsaber does 1d8+2 damage. Each Jedi Knight must build his own lightsaber to complete his/her training.

## Classes

Jedi Knight: The Jedi are a very proud group of warriors who follow the Light Side of the Force. They require 13+ in all attribute scores. They may use Force abilities with no restrictions.

Fighter Pilot: This group makes up a majority of the Imperial and Rebel forces. They are very skilled pilots. Thus, they must have a 14+ in Piloting and a 13+ in Gunning. Fighter pilots may have a free starfighter ship.

Dark Lord of the Sith: These people are Jedis who were twisted by the Dark Side of the Force. They are powerful because of their teachings from the Sith heiroglyphics on Yavin 4. They are the most evil of all the classes. Dark Lords must have a 13+ in all attributes and 6 Dark Side Points. They have access to all Force abilities with no restrictions, and gain a +1 on to-hit rolls due to the fear they instill.

Smuggler: Smugglers smuggle. When they dump shipments that cost their customer a great deal of money, they are hunted by bounty hunters. Smugglers must have a 13+ in Charisma and a 14+ in Piloting. Smugglers gain money each time they make a successful shipment.

# Races

Human: Humans are the most common race. They have no restrictions and no bonuses.

Calamarian: Calamarians are fish-people. They gain a +1 to Piloting and Constitution, but have a -2 to Charisma. +1 Hit Points.

Oss'marr: Oss'marr are reptilian methane breathers. They have a +3 to Constitution, but a -2 to Dexterity. -1 Hit Points.

Other races will be added in coming modules.

# The Force

## Force Abilities

Levitation of objects: Can only be used by Jedi.

Moving objects: Can only be used by Jedi.

Mind control: Can only be used by Jedi.

Six Sense: Can sense when to fire, etc. Gives a +1 to Gunning.

Enhanced senses: Can be used by all classes except smugglers.

## Dark Side Points

Each time a person commits an act out of rage, hate, or evil intent, he/she gains 1 Dark Side Point. When a person gains 6 Dark Side Points, he/she becomes consumed by it, and his class automatically switches to a Dark Lord of the Sith. That person will try to gain more power, eventually either destroying him/herself or becoming employed by the Emperor himself. For each Dark Side Point gained, that person will become more and more evil, becoming unable to control rage, hate, and contained evil. A Jedi who becomes a Dark Lord of the Sith is especially dangerous, becoming like Darth Vader. Dark Lords can be turned back, however, by good acts.

# Chapter 4

# Combat

## Combat Sequence: Space Combat

1. Initiative Roll (1d6, higher number reacts first)
2. First player decides on course of action:
    (a) Retreat
    (b) Communicate
    (c) Attack
3. In the course of choice C, the following steps are taken:
    (a) Attacker rolls 1d20 to hit.
    (b) If attack hits, roll damage.
    (c) Subtract amount of damage from shields and/or hull.
4. After the attack, it's the second player's turn. He/she follows steps 2 and 3.
5. Once one or both of the combatants are destroyed or retreating, combat is over.

Shields, mentioned above, are always rolled with 1d10x2 before combat. They are split evenly in two categories: Rear and Front Shields. Once either is totally gone, then the ship's Hull is damaged. See Ship Creation for information on Hull Thickness attribute.

## Combat Sequence: Ground Combat

This sequence is the same as the Space Combat one. However, there is no Shields factor included in combat. Only Hit Points is available: see the previous chapter.

## Targeting Computers and To Hit Rolls

Targeting computers are devices which lock on to enemy starships. They give a +3 modifier to hit rolls. To hit rolls, or THR, are handled with this table:

| Armor Class | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|

| THR Needed | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|

Table 4.1: To Hit Rolls

# Chapter 5

# Conclusion

Stellar Warfare was designed as a way of creating reasonable alternatives to X-wings, TIE Fighters, and other Star Wars ships for use in a Star Wars-like gaming universe. You can still obtain Star Wars ships stats for use with Stellar Warfare from Dragonlord Gaming. Thank you for playing!