

Combat in the *Star Wars Roleplaying Game* is designed to handle most situations that crop up in conflict encounters. But players are known for coming up with interesting strategies involving creative uses of their characters' skills and abilities, nonstandard applications of their equipment, and simple devious ingenuity. Furthermore, playing groups might want combat to be just a little more gritty and realistic, or to have more of a tactical feel.

This section endeavors to provide enough additional rules to cover the kinds of questions and situations that pop up regularly—and hopefully, an idea or two you hadn't thought of yourself.

## New Combat Actions

Continued conflicts throughout the galaxy have ensured that martial training has never gone out of style. Beyond the basic combat training, however, many soldiers and commanders have developed new combat tactics and maneuvers that have become a vital part of warfare. Additionally, many of these tactics have bled over into conventional knowledge and are frequently applied in firefights and melees outside of conventional warfare.

This section deals with combat tactics not specifically covered in the *Star Wars Roleplaying Game*. GMs and players should discuss the ramifications of these additional rules before using them in play.

### Aiming

As a full-round action, you can try to zero in on a target using a ranged weapon. The weapon must not be a thrown weapon. Aiming can deny a target its Dexterity bonus to Defense and reduce range penalties. You cannot aim with a thrown weapon.

To aim, make a ranged touch attack against the target. (This touch attack is not an actual attack and causes no damage; it simply establishes the aim.) Aiming provokes attacks of opportunity and causes you to lose all Dodge and Dexterity bonuses to Defense for one round. It is a full-round action.

If the touch attack is successful, the target is denied its Dexterity bonus to Defense for your next single attack with the weapon with which you aimed. If the target moves more than 2 meters between the time you make the ranged touch attack and your next single attack, he regains his Dexterity bonus and you gain no benefit from aiming.

A target with the uncanny dodge class ability retains its Dexterity bonus to Defense, as if struck by a hidden attacker. In other words, even the best-aimed shot won't deprive a 4th-level scout of her Dexterity bonus to Defense.

The following modifiers apply only to an attack that follows a successful aim action:

**Position:** A lower center of gravity both stabilizes the weapon and reduces recoil. Kneeling decreases the range penalty on the attack by 1. Lying prone decreases the range penalty by 2. For instance, lying prone reduces a -4 range penalty to -2.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from position. The benefit of position stacks with that of support, below.

**Support:** Support holds the weapon steady, reducing variations from minute muscle movements. Improvised support (a vehicle, crate, tree, or wall) decreases the range penalty on the attack by 1. A fixed support (a bipod, tripod, or weapon mount) decreases the range penalty by 2. Preparing support is a move action provokes attacks of opportunity.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from position. The benefit of position stacks with that of position, above.

## Suppression Fire

A standard tactic when facing off against an enemy that has taken refuge behind impervious cover is to use suppression fire to force him to keep his head down and reduce the accuracy of his aim. A character on the receiving end of suppression fire has less time to peek out from behind the safety of cover, and as a result must take shots before getting a chance to target them properly.

The suppression fire action can only be performed with a ranged weapon that has multifire or autofire capability. To lay down suppression fire, a character must target a 4-meter-by-4-meter area and make an attack roll against a Defense of 10 (modified by the range increment penalty for the area he is firing on).

If the attack roll succeeds, the character now threatens the targeted area, just as if he threatened that area with a melee weapon, and may make attacks of opportunity into the targeted area with his ranged weapon. In addition, actions that normally provoke attacks of opportunity (see Table 8-2: Actions in Combat in the *Star Wars Roleplaying Game*), any melee or ranged attacks made within the targeted area also provoke attacks of opportunity from the suppressing character.

Using suppression fire is a full-round action that provokes an attack of opportunity.

**Combined Suppression Fire:** Multiple characters may combine fire to better suppress an enemy location. They can suppress adjacent areas (to increase the area covered), or overlap their areas of suppression. When an attack of opportunity is provoked in an area being suppressed by more than one character, each suppressing character may make an attack of opportunity. The penalties imposed by multiple suppressors do not stack, however; a suppressed character suffers only a -1 penalty on attack rolls no matter how many opponents are suppressing him.

## Pulling a Blow

When engaged in melee combat, some characters find the need to occasionally reduce the damage they deal with a weapon. This could be because an opponent is needed for questioning, needed alive as part of a bounty, or, in the case of the Jedi, killing the target could be the first step on the path to the dark side. Especially in the case of those who deal massive damage with their weapons, the ability to "pull" a blow and deal less damage can be valuable.

When using a melee weapon, a character may opt to pull a blow. Doing so imposes a -4 penalty on the attack. The attacker can choose to deal only vitality damage or deal damage normally, but only deal half damage.



## HOW MANY SHOTS CAN I TAKE?

Probably the single most-asked question revolving around *Star Wars* combat begins with: "If I have a blaster pistol in either hand, and I have the feat Rapid Shot. . . ." With the many feats and abilities that allow multiple attacks, it's easy to get confused about how many attacks a character can make.

One easily overlooked point concerns the Rapid Shot feat and multifire attack option. Each allows one additional attack when used as part of a full attack. That's one additional attack per round, not per weapon. Thus, even if you use two weapons, the multifire attack option only lets you make one extra attack. If you have the Rapid Shot feat, that also gives you a single additional attack (even if you have two weapons).

For example, take a 6th-level Human soldier who carries two blaster pistols. He has the Rapid Shot, Two-Weapon Fighting, and Ambidexterity feats, and has a Dexterity of 15 (the minimum for Ambidexterity).

The soldier's class and level give him a base attack bonus of +6/+1; thus, he gets two attacks when making a full attack. Wielding a second blaster gives him an additional attack. Since blaster pistols have the multifire capability, he may choose to use the multifire attack option, giving him an additional attack. He can also use Rapid Shot. That brings his total up to five attacks per round when making a full attack. (When making a regular attack action, none of these bonus attacks is allowed; the soldier gets only a single attack at his highest attack bonus.)

Only two other things can increase the number of attacks a character can make in a round: additional attacks due to an increased base attack bonus (for example, the soldier gets a third attack when his base attack bonus reaches +11 and a fourth when it reaches +16) and the Improved Two-Weapon Fighting feat (which grants a second attack with an off-hand weapon). Thus, at most, a soldier can make eight attacks in a single round with a full attack action: four attributed to a high base attack bonus, one for using a second weapon, one for using the multifire attack option, and one each for the Improved Two-Weapon Fighting and Rapid Shot feats. ☼

## Ion Weapons

The question that often arises with ion guns is: Can I use an ion gun to shoot out the energy cell of a lightsaber or the power pack of a blaster? The simple answer is no. Ion weapons are not precise enough to aim at one small part of a target, and ion energy does not travel through living tissue in this fashion. (Otherwise, ion weapons would affect living tissue just like a blaster set on stun.) However, GMs who wish to allow ion weapons to affect nondroid electronics (everything from datapads to lightsabers) can use these rules to adjudicate the results. (Chapter Six: Equipment describes how ion weapons affect characters with cybernetics.)

Table 8–11: Size and Defense of Objects in the *Star Wars Roleplaying Game* gives the Defense of items under three conditions: held or carried (both conditions include the wielder's Dexterity modifier and class bonus in the object's Defense) and inanimate (objects not currently in the possession of a character). If you successfully attack an electronic item using an ion weapon on its normal setting, the item suffers damage as usual. To determine how much damage an item can take, see Table 8–13: Damaging Objects in the *Star Wars Roleplaying Game*.

If the ion weapon is set on stun, and the item is held or carried, the item's wielder must attempt a Fortitude save (with the DC set by the ion weapon), with a failure indicating that the item becomes nonfunctional for 1d4+1 rounds.

If an ion weapon set on stun is used against an inanimate electronic item, the item automatically fails the saving throw.

Weapon sizes are not compatible with size designations for other objects. (A chair, for example, is a Small object, even though it's much bigger than many large weapons.) Table 8–11 in the *Star Wars Roleplaying Game* uses the standard (nonweapon) size designations. Most handheld weapons (Small or Medium-size weapons) are considered Diminutive or Tiny for purposes of this table.

A character with the Deflect special ability can use an activated lightsaber to negate the effects of an ion gun on his weapon. See Lightsaber Deflection (later in this chapter).

## Burst of Speed in Action

Although each of the "speed feats" (Burst of Speed, Force Speed, Knight Speed, and Master Speed) requires a full-round action to use, certain situations arise from their use that call for some clarification.

**Attacks of Opportunity:** A character using a speed feat to move through or out of threatened squares is not subject to attacks of opportunity from opponents who threaten those squares.

**Using Skills or Feats:** Using any of the speed feats is a full-round action, so a speeding character cannot use skills or activate other feats while using a speed feat. The exceptions to this are feats that have already been activated (such as Force Mind, for example) or

feats that can be activated as a free action (such as Dissipate Energy).

**Free Actions:** A speeding character can take free actions as normal.

**Special Attacks:** A character using a speed feat can move through another character's square and has the option of passing through harmlessly or colliding with the other character. If the speeding character chooses the latter option, treat the action as a bantha rush. The target of the bantha rush can attempt an attack of opportunity against the speeding character, but no other opponents along the speeding character's path can choose to do so.

When resolving the bantha rush, the speeding character's velocity increases his chances of successfully moving his opponent. He gains a +4 bonus if he is using Burst of Speed, a +8 bonus if he is using Force Speed or Knight Speed, and a +12 bonus if he is using Master Speed.

**Collisions:** When a speeding character collides with an immovable object, he suffers damage as though he had fallen his total declared movement distance (not the distance he actually traveled). As with a fall, the character can attempt a Reflex save (DC 10, +1 for each 4 meters of declared movement) to apply the damage to his vitality instead of his wounds.

## Lightsaber Deflection

The description of the Deflect class ability for Jedi notes that a Jedi learns to deflect blaster bolts and other projectiles. "Other projectiles" includes most ranged attacks, including:

- ⊗ Slugthrower rounds
- ⊗ Arrows, spears, and similar thrown weapons (including guided weapons such as thud bugs)
- ⊗ The discharge of ion weapons
- ⊗ Force lightning
- ⊗ Sprays of liquid (such as amphistaff venom).

Deflect cannot be used against some forms of projectiles, however, including:

- ⊗ Large thrown weapons, such as nets
- ⊗ Explosives or grenades
- ⊗ Stun attacks.

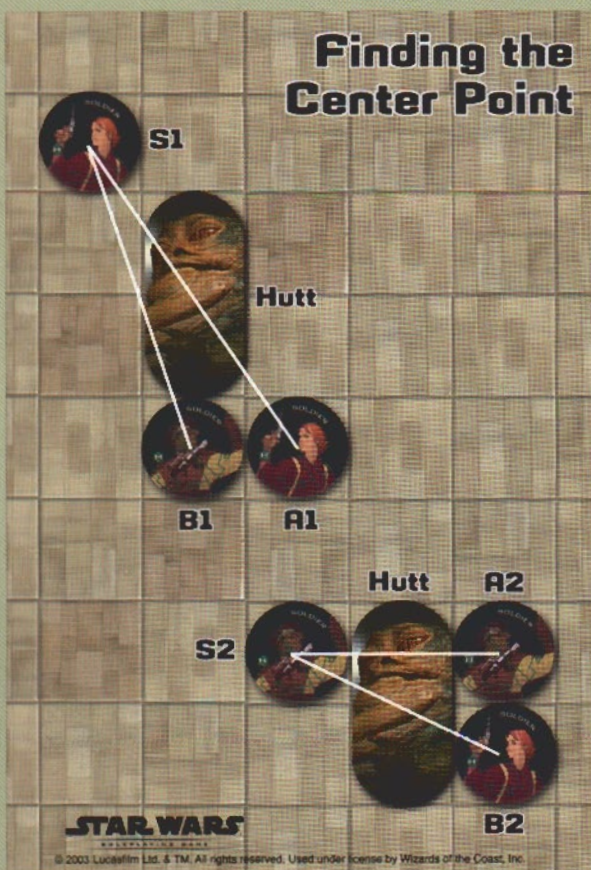
## Throwing Lightsabers

Any character can throw an ignited lightsaber as a ranged attack. This requires an attack action. The attack takes a –4 penalty for using an improvised throwing weapon. The lightsaber deals its normal damage if it is used in this fashion and has a range increment of 4 meters.

After the lightsaber hits its target, it shuts off and falls to the ground in the target's square. If the lightsaber misses its target, it shuts off before hitting the ground. Treat it as a grenadelike object to determine where it lands.



## Finding the Center Point



As a move action, a Force-user can retrieve the lightsaber with a successful Move Object check, provided the lightsaber is no more than 10 meters away.

## Clarifying Flanking

The rules for flanking in the *Star Wars Roleplaying Game* are succinct: If you are making a melee attack against an opponent and an ally directly opposite you is threatening that same opponent, you and your ally gain a +2 flanking bonus on your attack rolls.

Unfortunately, that definition can be difficult to interpret in unusual circumstances, such as those involving creatures that occupy more than one square on the grid map, weapons that have a greater than normal reach, and situations involving diagonal corners.

Here's a broader definition: If a line drawn from the center point of the area you occupy to the center point of a area your ally occupies passes through two opposite sides of the area your opponent occupies, and you both threaten that opponent, you gain the +2 flanking bonus.

That more complicated definition can be hard to interpret as well, so this section covers some specific guidelines for complicated situations.

## The Center-to-Center Line

If, like many players, you use a grid map of some kind for combat encounters, the best test of whether or not

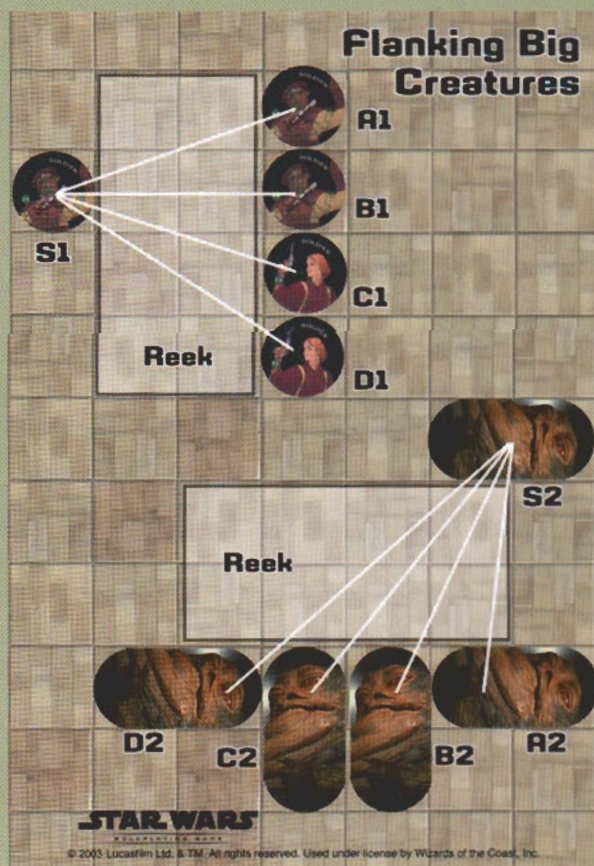
you and a friend flank an opponent is to connect the center point of your square and your ally's square. If the line passes through opposite sides of the opponent, you flank the opponent. But if the line only crosses through two adjacent sides of the opponent, you don't.

In Diagram 7-1: The Center-to-Center Line, the soldier in position S1 on the map flanks the Hutt if the soldier has an ally in position A1, because the line that connects S1 and A1 passes through opposite sides of the Hutt's position. However, the line that connects the soldier and his ally in position B1 only passes through one long side and one adjacent short side of the Hutt's position; the soldier and his ally at B1 don't flank the Hutt.

Under most circumstances, if you want to flank an opponent, your ally has to stand in a specific spot. Characters or creatures who occupy more than one space make flanking a little easier. For example, the soldier in position S2 flanks the Hutt whether the soldier's ally is standing in position A2 or B2, as both connecting lines pass through the opposite sides of the opponent. Though they aren't "directly opposite," they fit the definition for the purposes of flanking.

## Flanking Big Creatures

Creatures and species with a face of greater than 2 meters by 2 meters are a bit more vulnerable to flanking. The soldier next to the reek in position S1 on Diagram 7-2: Flanking Big Creatures is flanking if he



has an ally in position A1, B1, C1, or D1. Even better, because each of those positions can draw a line from their center points, through opposing sides of the reek, to that one soldier, they *all* get the flanking bonus.

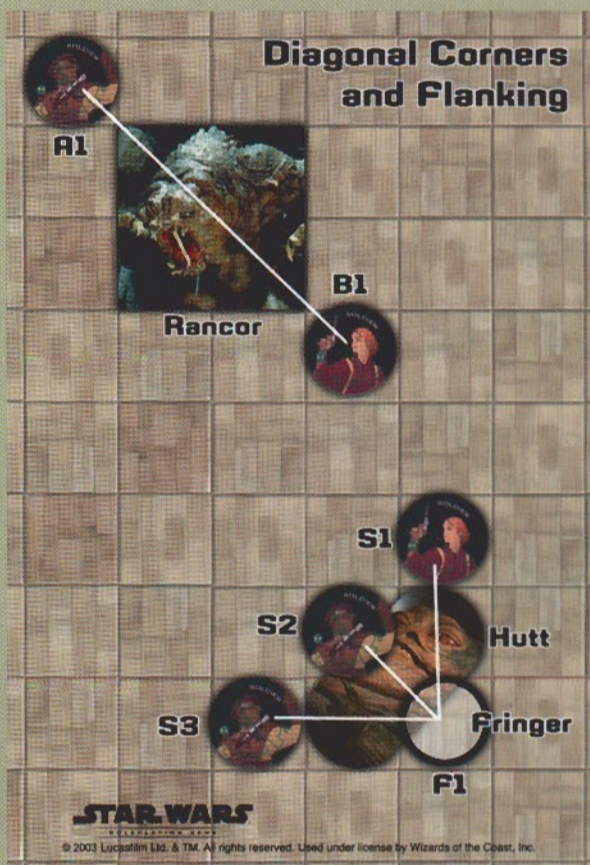
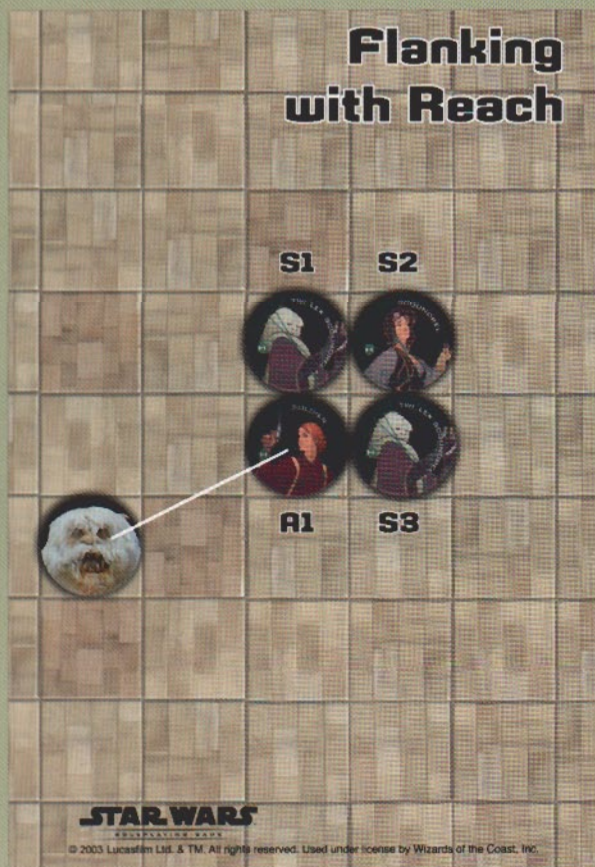
The principle is the same even if you or your ally occupy more than one square. You still find the center point of you and of your ally—the center of the whole character, not just one of the character's squares—and if it passes through two opposing sides of your opponent, you get the flanking bonus.

The Hutt soldier at position S2 does not flank the reek with the Hutt in position A2, but he does flank with the Hutts at B2, C2, and D2. The Hutts aren't tracing their lines from the centers of just any square they occupy, but from the center of the entire area they occupy. (In this case, their center points happen to be located on grid lines, which is perfectly acceptable.)

### Flanking with Reach

Although the *Star Wars Roleplaying Game* includes no weapons with reach (the ability to attack an opponent more than one square away), this book includes one (the shock whip, described in Chapter Six: Equipment), and plenty of creatures have reach, including rancors and wampa ice creatures.

In Diagram 7-3: Flanking with Reach, a soldier is surrounded by three scoundrels and a wampa. To determine whether any of the scoundrels provide flanking with the wampa, start by drawing a line from the wampa's center point to the center point of



the soldier. Look at where the line enters the Jedi's square. The wampa is considered to be attacking from the square adjacent to that point. Now, draw a line from center of that square to the center of each scoundrel to see whether any of them flank the soldier. In this case, it's the one at S3.

The scoundrel at S2 doesn't get the bonus because, even though line from the wampa enters the soldier's square fairly close to the corner, it's still entering from a side, and that side is adjacent to the side from which the attack is originating.

### Diagonal Corners and Flanking

What happens if the line between the two allies passes through opposite corners of the opponent's squares? The allies receive the flanking bonus. In Diagram 7-4: Diagonal Corners and Flanking, the characters at A1 and B1 flank the rancor because the line from the characters' center points passes through the left front and right rear corners of the rancor's squares.

Diagonal flanking becomes a bit more strange with big creatures that occupy only two diagonal squares. But the rules still apply: A fringer standing at position F1 is giving flanking bonuses to the soldiers at S1, S2, and S3. The soldiers at S1 and S3 receive the flanking bonus because the line connecting the fringer with each of them passes through opposite sides of the Hutt. The soldier at S2 receives the flanking bonus because the line between the soldier and the fringer connects opposite corners of the Hutt's squares.

