

ULTRA SIMPLE STAR 'WARS RULES'

Line of sight is front 180°

All characters move 20cm – expect droids which can only move 10cm.

Shooting range is 40cm for pistols – 60cm for other range weapons. Roll a D6 (numbered 1,2,3,4,5,6,) to hit. Hit on a 4 or above. Deduct 1 from score if character in cover. Add one to score if 'Hero' shooting (i.e. Vader, Skywalker, Solo, etc etc); deduct one if 'Poor' (i.e. droid army, Stormtrooper)

If hit, the character is removed, if not immediately rolling a 5 or 6 on a D6 to 'save' each hit. Force users and those with armour add 1 to their score.

When two (or more) characters meet in hand-to-hand combat each rolls a D6 (numbered 1,2,3,4,5,6,) to hit. Hit on a 4 or above. Deduct 1 from score if character droid or in armour. Add one to score if 'Hero' shooting (i.e. Vader, Skywalker, Solo, etc etc); add another 1 if using a light sabre.

If hit, the character is removed, if not immediately rolling a 5 or 6 on a D6 to 'save' each hit. Force users and those with armour add 1 to this score.

Count heavy weapons (eg. Fighter blasters) as having a range of 80cm and as if 5 X normal weapons (so roll to hit for each 'fifth'). Vehicles move at 40cm on ground – 60cm if flying. Vehicles add 3 to save each hit. If not saved crew can escape safely if rolling a 5 or 6.

There is no morale – everyone fights to the end.