

# ORDER 66 CONVERSION GUIDE: GENESYS VEHICLE RULES IN YOUR STAR WARS GAMES

While comparable, the Genesys<sup>®</sup> Role Playing Game's vehicle combat rules differ in many aspects from their Star Wars<sup>®</sup> RPG origins. Fantasy Flight Games<sup>®</sup> (now EDGE Studio<sup>®</sup>) likely took years of feedback and playtesting into account when developing the vehicle rules in Genesys<sup>®</sup>. In many ways, the rules for Genesys<sup>®</sup> are simpler, streamlined, and exceedingly more "game friendly." The Order 66 Podcast offers several recommendations and tips for those wishing to use the Genesys<sup>®</sup> Vehicle Rules in place of those found in core Star Wars Roleplaying Game<sup>®</sup>.

This guide is the recommendation of experienced GMs and writers (some of whom have worked as professional freelancers for both systems), and our recommendations have been refined with a tremendous amount of real-world playtesting. Having said that, any such "conversion" is still a fan effort, and you may find yourself needing to perform further adjustments and tweaks based on your own group and playstyle. Our hope is that this guide gives you a well-tested, solid place to begin, and a firm foundation to make any other adjustments you find necessary.

## VEHICLE RULES: MODIFICATIONS AND UPDATES

The vehicle rules in Genesys<sup>®</sup> (pg. 220, *Genesys<sup>®</sup> Core Rulebook*) are extremely similar to the foundational rules found in the Star Wars Roleplaying Game<sup>®</sup>, with the vast majority of rules being identical. You are encouraged to read and fully understand the Genesys<sup>®</sup> vehicle rules before considering conversion in your Star Wars<sup>®</sup> games. This guide will highlight the core differences between the two rulesets, and what you should consider implementing from Genesys<sup>®</sup> into your Star Wars<sup>®</sup> games.

### VEHICLE SKILLS

Unlike Star Wars<sup>®</sup>, the Genesys<sup>®</sup> system introduces several new skills (Driving, Piloting, and Operating) that replace the Star Wars<sup>®</sup> skills of Piloting (Planetary) and

Piloting (Space). You **do not** need to bring these skills into your Star Wars<sup>®</sup> game. The existing skills of Piloting (Planetary) and Piloting (Space) will continue to work just fine.

### RANGE BANDS

The range bands presented for vehicle use in Genesys<sup>®</sup> are important and should be brought into your Star Wars<sup>®</sup> games. This includes the replacement of "Close" range with "Engaged," and the addition of the new "Strategic" range band (pg. 224, *Genesys<sup>®</sup> Core Rulebook*).

The modified range bands for vehicle encounters also impacts the ranges of vehicle weaponry and sensors, which is covered later on.

### STEERING ("FORCED MOVEMENT")

One of the largest (and by many players, most welcome) changes between the Genesys<sup>®</sup> and Star Wars<sup>®</sup> vehicle rules is the addition of Steering – or "forced movement" (pg. 221, *Genesys<sup>®</sup> Core Rulebook*). This concept is essential to include in any Genesys<sup>®</sup> vehicle rules conversion and will positively alter your vehicle encounter experiences in many ways.

### DEFENSE

The Genesys<sup>®</sup> vehicle rules did away with the concept of "shield facing" and Defensive Zones, instead having a single Defense value for the entire vehicle (pg. 223, *Genesys<sup>®</sup> Core Rulebook*). Not only does this remove confusion and a generally under-used sub-system in the vehicle ruleset, other Genesys<sup>®</sup> vehicle rules rely on a lack of Defensive Zones – so be sure to include this in your Star Wars<sup>®</sup> games if you decide to use the Genesys<sup>®</sup> vehicle rules.

Removal of "shield facing" and Defensive Zones also impacts the Defense values of vehicles' stat blocks, which will require modification, and is covered later on.

### COMBAT CHECK DIFFICULTIES

In Star Wars<sup>®</sup>, combat checks made with vehicle weapons have their difficulty determined by the silhouette differential between attacker and target, with range/distance playing no role (unlike personal-scale

combat). In Genesys<sup>®</sup>, vehicle combat check difficulties are based on range, and modified by size differential (pg. 230, *Genesys<sup>®</sup> Core Rulebook*).

This brings vehicle combat into parity with personal-scale combat, making things much simpler for player and GM; and this is something you should certainly bring into your Star Wars<sup>®</sup> games if using Genesys<sup>®</sup> vehicle rules.

## NO SILHOUETTE LIMIT ON PILOT-ONLY MANEUVERS

Although both rulesets limit a ship from taking more than one Pilot-Only Action in a round, Pilot-Only Maneuvers are also limited to once per round – **unless** the ship suffers 2 System Strain. In that case, a second Pilot-Only Maneuver can be performed.

However, in Star Wars<sup>®</sup>, the ability to suffer 2 System Strain to perform a second Pilot-Only Maneuver is limited to vehicles of Silhouette 4 or smaller. The Genesys<sup>®</sup> vehicle rules do not have such a restriction, allowing even Capital Ships and Battle Stations to benefit from this rule.

We also recommend adopting this Genesys<sup>®</sup> ruling in your Star Wars<sup>®</sup> conversions. But considering the rarity of player-characters using a Silhouette 5+ vehicle in an encounter, where this rule could come into play, your game likely won't suffer any problems if you choose not to include this rule.

## VEHICLE MANEUVERS

To accommodate the Steering (“forced movement”) mechanic, changes to range band rules, the Genesys<sup>®</sup> system has introduced, removed, combined, and streamlined various Vehicle Maneuvers introduced in Star Wars<sup>®</sup>.

- **Accelerate & Decelerate** (pg. 226-227, *Genesys<sup>®</sup> Core Rulebook*): Essentially replacing the Star Wars<sup>®</sup> Vehicle Maneuvers of Accelerate/Decelerate and Punch It, these new maneuvers subsume the intent and mechanics of their Star Wars<sup>®</sup> counterparts in a simpler and less restricted way.
- **Reposition** (pg. 227, *Genesys<sup>®</sup> Core Rulebook*): This new Vehicle Maneuver is essential when utilizing the recommended Steering (“forced movement”) mechanic.
- **Brace for Impact** (pg. 227, *Genesys<sup>®</sup> Core Rulebook*): This new defensive maneuver in Genesys<sup>®</sup> is a major benefit to pilot and crew survivability, also giving additional options for pilots to use their maneuvers

(which are no longer “eaten up” thanks to the new Steering rules).

- **Evade** (pg. 228, *Genesys<sup>®</sup> Core Rulebook*): This is basically a relabel of the Evasive Maneuvers vehicle maneuver in Star Wars<sup>®</sup>. Aside from the name, they are identical.
- **REMOVAL of Stay on Target, Fly/Drive, and Angle Deflector Shields**: These three Star Wars vehicle maneuvers have been removed from the Genesys<sup>®</sup> vehicle rules, due to Genesys<sup>®</sup> changes in combat difficulty, the addition of Steering, and the removal of Defensive Zones.

In total, when using the Genesys<sup>®</sup> vehicle rules in your Star Wars<sup>®</sup> games, we recommend utilizing all the Vehicle Maneuver changes implemented in the Genesys<sup>®</sup> system. Not only are these changes important to balance PC and NPC activities to the new ruleset, but make vehicle encounters much smoother to run and play.

## VEHICLE ACTIONS

The Genesys<sup>®</sup> system has made a few modifications to the Vehicle Actions introduced in Star Wars<sup>®</sup> in order to better serve the updated ruleset, but also to make certain actions more “generic” in their usage and naming convention (as Genesys<sup>®</sup> is a generic system).

- **Dangerous Driving** (pg. 227, *Genesys<sup>®</sup> Core Rulebook*): The new action is an extremely important part of the new Steering (“forced movement”) mechanic, and gives the GM a new tool in their kit to not only make vehicle encounters more exciting, but to give piloting-focused character a greater chance to shine.
- **Additional Vehicle Actions** (pg. 229, *Genesys<sup>®</sup> Core Rulebook*): Much like Star Wars, the Genesys<sup>®</sup> system has a bevy of varied “Additional Vehicle Actions” (such as Fire Discipline, Manual Repairs, etc.) that present a good number of diverse additional options for characters aboard a vehicle. For the most part, these “Additional Actions” are identical between the two systems, aside from a fair bit of renaming (to make the actions more generic). But renaming aside, there is a mechanical change to one “Additional Action” worth noting.
  - **Intercept Projectiles**: A relabeling of the Spoof Missiles action in Star Wars<sup>®</sup>, Intercept Projectiles also has some mechanical modifications compared to its predecessor. The difficulties for performing it with Computers or Vigilance have been switched, and a third activation skill (Gunnery, which

represents being able to shoot down missiles) has been added to Intercept Projectiles. Additionally, Intercept Projectiles allows the character to apply upgrades based on ✨/✨ on the check (whereas Spoof Missiles based this on 🕸/A).

When implementing the Genesys<sup>®</sup> vehicle rules in your Star Wars<sup>®</sup> games, we highly encourage the usage of the new Dangerous Driving action, due to its important role in Steering. We have also found that it really lets piloting-focused player characters have major moments to shine and show off during critical encounters. As for the modifications to Additional Vehicle Actions, they are optional (though we have found the addition of Gunnery to Spoof Missiles/Intercept Projectiles to be great fun at the table).

### CRITICAL HITS

Those reading the Genesys<sup>®</sup> vehicle rules will notice a major modification in the Vehicle Critical Hits table (pg. 230, *Genesys<sup>®</sup> Core Rulebook*) compared to Star Wars<sup>®</sup>, as they are designed to be “more generic” and setting-agnostic. The Star Wars<sup>®</sup> vehicle crit chart is much more diverse and specific to the setting.

As such we **do not recommend** using the Genesys<sup>®</sup> vehicle crit chart when using the Genesys<sup>®</sup> vehicle rules in your Star Wars<sup>®</sup> games. There is no need. Furthermore, the existing vehicle crit table in Star Wars<sup>®</sup> works perfectly fine with the Genesys<sup>®</sup> vehicle rules, without modification.

## STAR WARS TALENT CONSIDERATIONS

Due to some of the core changes in the Genesys<sup>®</sup> rules for vehicles, there are a handful of talents currently available in the Star Wars<sup>®</sup> ruleset that relate to vehicle use and encounter which need modifications, as they reference Star Wars<sup>®</sup> specific vehicles rules that would be altered or affected by the Genesys<sup>®</sup> conversion.

If you make the decision to utilize the Genesys<sup>®</sup> vehicle rules, be sure your players are aware of these affected talents, and your proposed changes – ideally well before your first session. But if the group decides to make the switch mid-campaign there are (thankfully) only three relevant talents which need to be addressed, currently.

### TRICKY TARGET

The ranked Tricky Target talent (pg. 145, *Edge of the Empire Core Rulebook<sup>®</sup>*; pg. 158, *Age of Rebellion Core Rulebook<sup>®</sup>*; pg. 153, *Force and Destiny Core Rulebook<sup>®</sup>*) is one that players will likely find much less effective than they are used to, considering the changes in vehicle combat difficulty in Genesys<sup>®</sup> being based primarily on range distance.

We feel it is fine to leave this talent as-is, it just means that 1 rank in the talent will not have any in-game impact if the attacker’s vehicle and target vehicle are the same silhouette size. We do recommend “keeping an eye” on this talent if your players take it, and be prepared to modify it, replace it with an alternative in the talent tree, or simply allow the character to re-train.

### OVERWHELM DEFENSES

The ranked Overwhelm Defenses talent (pg. 154, *Age of Rebellion Core Rulebook<sup>®</sup>*) is one that requires minor adjustment in the Star Wars<sup>®</sup> rules. It can remain as-is, with a simple removal of the “Defensive Zone” verbiage. The talent should simply apply to the overall Defense of the target vehicle.

### FULL STOP

The Full Stop talent (pg. 147, *Age of Rebellion Core Rulebook<sup>®</sup>*) is the only Star Wars<sup>®</sup> talent (currently) which requires major changes and considerations when using the Genesys<sup>®</sup> vehicle ruleset. This is primarily because the talent provides a capability not available in Star Wars<sup>®</sup>, but which is fully covered in the Genesys<sup>®</sup> Decelerate vehicle maneuver (in fact, the talent is actually worse than the Decelerate maneuver).

Ultimately, if using the Genesys<sup>®</sup> vehicle rules, this talent needs to be removed or re-written. As it is currently **only** available as a part of the Commander’s Squadron Leader specialization, an easy solution would be to replace the talent in that tree with another rank in Command (or a similar talent).

Alternatively, if you like the flavor of Full Stop, and want your Squadron Leaders to have a nice ability in the same spirit, we can recommend rewriting the talent of Full Stop to allow for the use of the Genesys<sup>®</sup> Decelerate maneuver at a cost of zero system strain – but the vehicle is **required** to drop to a speed of 0 when doing this. Considering the fun give-and-take of Steering in the Genesys<sup>®</sup> rules, this would make Full Stop a useful talent worthy of Tier 3 on the Squadron Leader’s tree.

# CONVERTING STAR WARS VEHICLE STAT BLOCKS

Due to the vehicle rules changes in Genesys<sup>®</sup>, the actual vehicle stat blocks found in the Star Wars Roleplaying Game<sup>®</sup> will need some modification & tweaking to bring them into balance if you want to use the Genesys<sup>®</sup> ruleset. Generally speaking, Armor and Weapon Damage values tend to be lower, while Hull Trauma Thresholds are slightly higher.

Prior to running a session that utilizes vehicles, the GM should ensure the vehicle stat blocks that will be used are converted using the guidelines below. The sections below will walk you through conversion of each area of a vehicle's stat block (if any adjustment is needed, at all). Of course, some vehicles will be exceptions to these rules, and it is incumbent on the GM to ensure that the tone and spirit of the vehicle or weapon are maintained.

## SILHOUETTE

No change required for this value.

## SPEED

Rename the "Speed" value to "Max Speed." No modification is needed unless the vehicle has a Speed (Max Speed) higher than 5. Any values higher than 5 should be lowered to 5.

## HANDLING

No change required for this value.

## DEFENSE

Add up the value listed in all Defensive Zones and divide that total by the number of actual Zones the vehicle has (Silhouette 2-4 has 2 zones, Silhouette 5+ has 4 zones), rounding up or down as needed. The resulting whole number should be the vehicle's "Defense" value.

## ARMOR

Divide the current value by half and round up, if needed. (For Civilian craft, subtract an additional -1 to a minimum of 1. For Battleships and Stations, add an additional +1 or +2.)

## HT THRESHOLD

Increase the listed value by an amount equal to the vehicle's Silhouette.

## SS THRESHOLD

No change required for this value.

## SENSOR RANGE

Sensors in Genesys<sup>®</sup> tend to work out to Strategic range. As such, sensors become more of a narrative plot device. GMs should use Computers check difficulties to make sensor-related checks based on distance to and silhouette of the target.

## WEAPONS

Due to the changes in the Genesys<sup>®</sup> vehicle rules, most of the vehicle weaponry in Star Wars<sup>®</sup> will need to be adjusted. We have provided the *Star Wars<sup>®</sup> Vehicle Weapons for Genesys<sup>®</sup> Rules* table on the next page, which provides adjusted stats for the most common vehicle weaponry used in Star Wars<sup>®</sup> games. In addition, we recommend some common adjustments (which were used to create the table) that you should generally apply to any Star Wars<sup>®</sup> vehicle weapon not included in the table.

- Reduce all weapon damages by 2.
- Weapons with the Blast and Breach qualities should have their values reduced by 2.
- Weapons with the Guided quality should have their values increased by 1.
- Weapon ranges are extremely diverse in Star Wars<sup>®</sup>, and it is difficult to set a "standard" for Genesys<sup>®</sup> conversion. But we can recommend some general range suggestions for you start from:
  - Lasers should be mostly Long range weapons.
  - Ion Cannons should be Long-to-Extreme.
  - Torpedoes and Missiles should be Extreme.
  - Turbo-Lasers (or other "planetary strike" weapons) should be Extreme-to-Strategic.

While these might seem like sharp increases, remember that vehicle combat difficulty is primarily based on distance in the Genesys<sup>®</sup> rules. This makes longer-range checks possible, but more challenging; and encourages pilots to close the range during an encounter.

## ADDITIONAL VEHICLE STATS

All remaining vehicle information (Hull Type/Class & Manufacturer, Ship's Complement, Encumbrance Capacity, Passenger Capacity, Consumables, Price/Rarity, and Customization Hard Points) require no change.

**TABLE: STAR WARS® VEHICLE WEAPONS FOR GENESYS® RULES**

Name	Range	Dam	Crit	Qualities
Auto-Blaster	Medium	2	5	Auto-fire
Blaster Cannon (Light)	Long	2	4	
Blaster Cannon (Heavy)	Long	3	4	
Concussion Missile Launcher	Extreme	4	3	Blast 3, Breach 3, Guided 4, Limited Ammo 3 (or as desired), Slow-firing 1
Ion Cannon (Light)	Long	3	4	Ion
Ion Cannon (Medium)	Extreme	4	4	Ion
Ion Cannon (Heavy)	Extreme	5	4	Ion, Slow-firing 1
Laser Cannon (Light)	Long	3	3	
Laser Cannon (Medium)	Long	4	3	
Laser Cannon (Heavy)	Extreme	5	3	
Proton Torpedo Launcher	Extreme	6	2	Blast 4, Breach 4, Guided 3, Limited Ammo 3 (or as desired), Slow-firing 1
Quad Laser Cannon	Long	3	3	Accurate, Linked 3
Tractor Beam (Light)	Medium	-	-	Tractor 2
Tractor Beam (Medium)	Long	-	-	Tractor 4
Tractor Beam (Heavy)	Long	-	-	Tractor 6
Turbolaser (Light)	Extreme	7	3	Breach 1, Slow-Firing 1
Turbolaser (Medium)	Strategic	8	3	Breach 2, Slow-Firing 1
Turbolaser (Heavy)	Strategic	9	3	Breach 3, Slow-firing 2

## EXAMPLE VEHICLE CONVERSIONS

These example vehicle conversions were used in the actual play encounter example in Episode 135 of The Order 66 Podcast. They have been converted to the Genesys® vehicle rules using this guide.

### TIE/LN STARFIGHTER



**Hull Type/Class:** Starfighter/TIE Series  
**Manufacturer:** Sienar Fleet Systems  
**Hyperdrive:** None.  
**Navicomputer:** None.  
**Sensor Range:** Strategic.  
**Ship's Compliment:** One pilot.  
**Encumbrance Capacity:** 4.  
**Passenger Capacity:** 0.  
**Consumables:** Two days.  
**Price/Rarity:** 50,000 credits (R)/4.  
**Customization Hard Points:** 0.  
**Weapons:** Forward-mounted medium laser canons (Fire Arc Forward; Damage 4; Critical 3; Range [Long]; Linked 1)

### IMPERIAL REMNANT-MODIFIED GOZANTI-CLASS TIE TRANSPORT



**Hull Type/Class:** TIE Transport/Gozanti  
**Manufacturer:** Gallofree Yards Incorporated and Corellian Engineering Corporation  
**Hyperdrive:** Primary: Class 3, Backup: Class 12.  
**Navicomputer:** Yes.  
**Sensor Range:** Strategic.  
**Ship's Compliment:** One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, four gunners, four TIE pilots.  
**Encumbrance Capacity:** 400, four externally mounted TIE fighters.  
**Passenger Capacity:** 10.  
**Consumables:** One month.  
**Price/Rarity:** 200,000 credits/6.  
**Customization Hard Points:** 4.  
**Weapons:** Two port and two starboard retractable twin heavy laser canons (Fire Arc Port or Starboard; Damage 5; Critical 3; Range [Extreme]; Linked 1)  
 Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 6; Critical 2; Range [Extreme]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Linked 1, Slow-Firing 1)

## T-65B "X-WING" MULTI-ROLE STARFIGHTER



**Hull Type/Class:** Starfighter/T-65B X-wing

**Manufacturer:** Incom Corporation

**Hyperdrive:** Primary: Class 1, Backup: None.

**Navicomputer:** None-astromech droid socket.

**Sensor Range:** Strategic.

**Ship's Compliment:** One pilot, one astromech droid.

**Encumbrance Capacity:** 10.

**Passenger Capacity:** 0.

**Consumables:** One week.

**Price/Rarity:** 120,000 credits/5.

**Customization Hard Points:** 1.

**Weapons:** S-foil-mounted medium laser canons (Fire Arc Forward; Damage 4; Critical 3; Range [Long]; Linked 3)

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 6; Critical 2; Range [Extreme]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1)

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