STAR WARS

Introductory
ADVENTURE
GAME

An introductory roleplaying game
for *Star Wars* fans of all ages.

The Rebels have destroyed the Death Star at the Battle of Yavin. Angered by this defeat, the Empire has vowed to hunt down and extinguish the Rebel Alliance. Guided by probe droids and deep-cover spies, the Imperial Fleet has sent its powerful Star Destroyers far and wide to eliminate any Rebel activity. The Empire has at its command thousands of TIE fighters, AT-AT walkers, and dreaded Imperial stormtroopers. These forces are dedicated to the destruction of the Rebel Alliance.

Far off in the Outer Rim, Rebel X-wing starfighters have wreaked havoc on Imperial shipping. Striking from a hidden base on Edan II, the Rebels have captured valuable supplies, weapons and medicine to aid the Alliance in the Galactic Civil War. Their successes have been small. If they continue, Edan Base could pose a greater threat to the Empire. Even now an Imperial Star Destroyer is on its way to Edan II to destroy the base and take control of the planet. You will help determine whether the Rebels survive or the Empire triumphs. The Alliance needs you to strike back against Imperial tyranny. You are about to embark on a fantastic saga by playing the

STAR WARS

Introductory Adventure Game

What's in This Box?

In this box you'll find everything you need to play the *Star Wars Introductory Adventure Game*. Take a moment to look through everything, then begin your own *Star Wars* epic by reading the *Players Booklet*.

This box contains the following material:

- **Players Booklet:** This book begins with an adventure you can play right away. It also tells you everything you need to start.

- **Character Sheets:** These sheets represent the kinds of characters you can play. There's also a handy player reference sheet to remind you about the rules you learn in the *Players Booklet.*

- **Narrator Booklet:** One of your players is going to run the game, guiding the action. The narrator should read this booklet — it begins with an adventure he can run with the rest of the players, and includes additional rules for running your own *Star Wars* adventures.

- **Adventure Book:** The adventures you play in the *Players* and *Narrator Booklets* continue. Each short adventure can be run in one or two hours, and is part of a larger saga in which the players help liberate Edan II from the Empire.

- **64 Color Cards:** These cards represent allies, villains, aliens, droids, creatures, vehicles, starships, and Force powers you can use in the game. Punch them out and use them as handy reminders while you play.

- **7 Maps:** These maps show several locations for *Star Wars* adventures.

- **Stand-Up Characters:** Cut these out and stand them up on the maps to show where your heroes and their enemies are during battles.

- **6 Dice:** You use these six-sided dice to play the game.
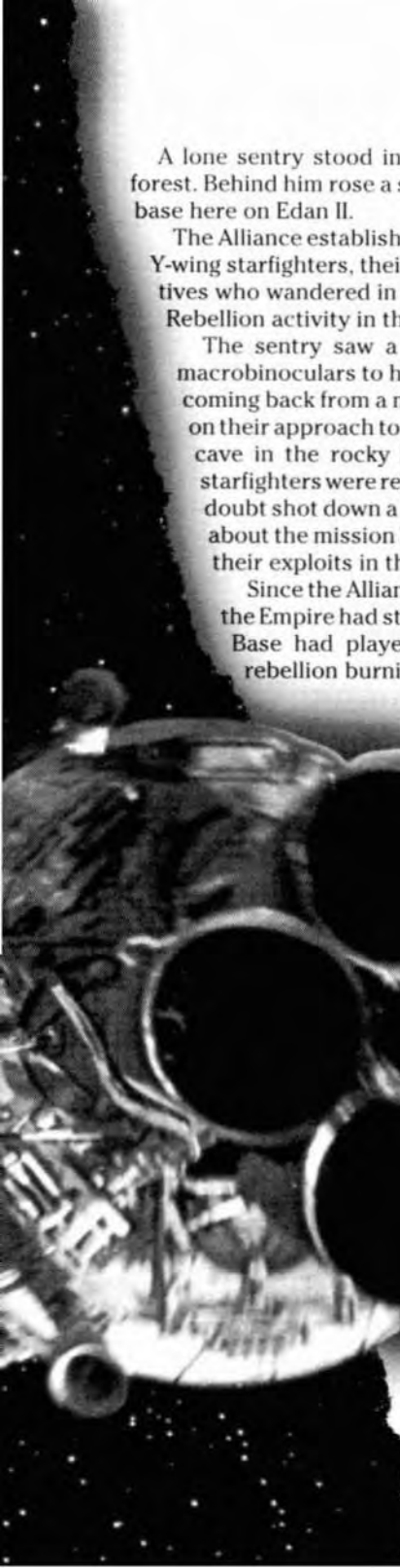
Players Booklet

Table of Contents

A lone sentry stood in the observation tower overlooking the dense forest. Behind him rose a small rocky hill which housed the Rebels' secret base here on Edan II.

The Alliance established Edan Base to house a squadron of X-wing and Y-wing starfighters, their pilots and crews, and the various Rebel operatives who wandered in and out from nearby systems. It was the hub of Rebellion activity in the sector.

The sentry saw a glint of metal on the horizon. He raised his macrobinoculars to his eyes and ranged in on the two X-wing fighters coming back from a mission. Before long they were roaring overhead on their approach to the landing bay entrance, little more than a large cave in the rocky hillside. The sentry waved to the pilots. The starfighters were returning from a nearby system, where they had no doubt shot down a few Imperial TIE fighters. The sentry would hear about the mission later, when the pilots sat around bragging about their exploits in the crew lounge.

Since the Alliance defeated the Death Star at the Battle of Yavin, the Empire had stepped up its measures to crush the Rebels. Edan Base had played an important role in keeping the flame of rebellion burning in this area. The starfighters harassed Imperial shipping in nearby systems. Smugglers stole Imperial supplies and delivered them here for Rebel resistance fighters. Free-traders transported Alliance agents to and from assignments nearby, and acted as couriers for important intelligence information.

A splinter of light in the sky caught the sentry's eye. He raised his macrobinoculars to his eyes and peered upward. Something was ripping through the atmosphere on a steep descent. It looked like an escape pod. The pod crashed into the forest about a kilometer away.

This was something Commander Drayson would want to know about. The sentry pulled a comlink from his belt and pressed the transmit switch. "This is Sentry Post A9 reporting. Something just crash-landed about a kilometer northeast of the base. Looked like an escape pod, but I couldn't be sure. You'd better send a scout to check it out. There could be survivors."

You will be that Rebel scout.

STAR WARS

Character Name: Rojo Barant
Type: Scout
Gender/Species: _____ /Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Dexterity _____ 2D+2	**Perception** _____ 2D
Blaster _____ 4D+2	Bargain _____
Dodge _____ 3D+2	Con _____
Grenade _____	Gambling _____
Lightsaber _____	Search _____ 3D
Melee _____	Sneak _____ 3D
Pick pocket _____	
Knowledge _____ 4D	**Strength** _____ 3D
Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping __ 4D
Cultures _____	Lifting _____
Languages _____	Swimming _____
Planetary systems _____	_____
Streetwise _____	_____
Survival _____	
Mechanical _____ 3D	**Technical** _____ 3D+1
Astrogation _____	Computer program-
Beast riding _____	ming/repair _____
Com-scan _____	Demolitions _____
Gunnery _____	Droid program-
Repulsorlift	ming/repair _____
operation _____ 4D	First aid _____
Shields _____	Repulsorlift repair ____
Starship piloting _____	Security _____
_____	Starship repair _____

Speed _____ 10	**Jedi Skills**
Force Points _____ 1	Control _____
Dark Side Points _____	Sense _____
Character Points ___ 5	Alter _____

Injuries

- ❏ **Stunned:** Lose the next combat turn.
- ❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
- ❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
- ❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
- ❏ **Mortally Wounded:** Unconscious until healed.

Equipment: Backpack, blaster pistol (4D damage), knife (4D damage), 2 medpacs, week's concentrated rations, 1,000 credits

Background: Never talked much. Never seen much reason to. Most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the traders, the settlers, the big corporations — civilization. But you're the one to open unexplored planets. You find out what the dangers are, and how to deal with them. You find out how to survive the strange weather, dangerous beasts and rugged terrain of a whole new world.

You'd still be doing that. But they won't let you. The Empire cut back on exploration; says it's too expensive. You know the truth, though; freedom is an artifact of a frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

Okay. So the Emperor wants to destroy your way of life. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset to the Alliance. You know a dozen planets like the back of your hand, and you know how to survive anywhere. Need to set up on, say, an ice planet? You know how.

Personality: You're close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough and proud of your abilities.

A Quote: "You call these bugs? Back on Danos V they got sting insects the size of a house."

What Is This Game About?

The *Star Wars Introductory Adventure Game* is what's known as a **roleplaying game.** A roleplaying game is just a more sophisticated version of the children's game, "Let's Pretend." It is often described as interactive storytelling. Players assume the role of characters in the story, and their choices and actions affect the tale's outcome. One player (called a **narrator**) tells the players what their characters see and hear, and portrays any "supporting characters" that the players' characters may encounter.

Combat, chases, and other conflicts are resolved by simple rules involving the rolling of dice; the better the player rolls, the more successful his character is at a particular task. Whether the character succeeds or fails at these tasks can dramatically change the overall storyline.

Any good story — in books, television or films — has characters, a setting, and conflict. The players take care of the characters. George Lucas has provided the setting in the *Star Wars* movies you've seen. The narrator creates the conflict. When mixed together, you get a good story.

You and your friends are going to create and act out your own *Star Wars* stories with the *Star Wars Introductory Adventure Game.* This *Players Booklet* will help introduce you to the rules. And the best way to understand game rules is to learn while you play. As you read, you'll find several words in boldface. These game terms are described in the text, and are summarized in a glossary at the back of the *Players Booklet.*

Take a look at Rojo — he'll be the character you'll portray in the story "Escape Pod Down." Don't worry so much about what's on the left side of his character sheet: the story will teach you what all those numbers mean. Read over the description on the right side. Once you've done that, you're ready to start.

Begin reading the section titled "Escape Pod Down," then follow the instructions. You'll be asked to read different numbered paragraphs based on your choices and several dice rolls. Ready?

Escape Pod Down

You are Rojo Barant, a Rebel scout stationed at Edan Base. Between patrols, you hang out in the landing bay, working on your speeder bike. The docking hangar's intercom speakers crackle to life. "Rojo Barant report to the command center," they blare. "Rojo Barant to the command center." You pack up your gear and head off through the underground corridors to the base's heart.

The command center is packed with Rebel officers. Captain Ellers is monitoring comm channels and sensors, while Lieutenant Commander Kai is checking the shield generator's power output. Commander Drayson, your boss, is standing near a holographic display of the planet. You step up and ask what he wants.

"We need you to run a quick patrol," Commander Drayson says. "One of our sentries spotted an escape pod which crashed into the dense forest a kilometer from the base. I need you to go out there and see if there are any survivors inside." He gives you directions to the pod's crash site, then dismisses you.

You return to your speeder bike and fly it out of the landing bay. Following Drayson's instructions, you zoom through the forest to the northeast. Soon you come to a small clearing: sitting in the center is what looks like an escape pod, with the main hatch wide open. You hop off the speeder bike and approach on foot to investigate.

You decide to check out the pod and its surroundings. Depending on how well you search, you may or may not find something important. To determine how thoroughly you look around, you're going to roll your *search* skill. Look at Rojo's character sheet. *Search* is an observation skill, so it's listed under *Perception*. There's an odd number after *search:* 3D. That's what's called a **dice score:** the "D" stands for "dice," and the number is how many dice you roll. The higher you roll, the greater your chance for success. In some skills you'll see a "+1" or "+2" after the "D" — this means you add 1 or 2 to your total after you've rolled all your dice.

You're trying to roll equal to or higher than a **difficulty number.** This number is lower for easier tasks, and higher for more complex ones. Difficulty numbers are associated with varying **difficulty levels.** For instance, a task with an Easy difficulty level has a difficulty number of 10. A Very Difficult task has a difficulty of 25. In the game, the narrator determines an action's difficulty — in this adventure, difficulty numbers have already been set.

Now roll your 3 dice and add them up to see how well you examine the pod.

- *If you rolled 10 or higher, go to 5.*
- *If you rolled 9 or lower, go to 3.*

1

You walk toward the odd sound. Something is moving through the forest nearby. You're not sure if it's friendly or hostile. You feel it's best to sneak up and see what it is instead of announcing your presence to a possible enemy.

To creep through the forest toward the sound, you'll use the *sneak* skill. Like *search*, it's a *Perception* skill. The dice score for your *sneak* is 3D. Roll 3 dice and add them up to see how good you are at slipping silently through the forest.

• *If you rolled 10 or higher, go to 6.*

• *If you rolled 9 or lower, go to 4.*

2

To shoot the probe droid, you use your *blaster* skill, under *Dexterity*. Rojo's skill has been improved to 4D+2. You still roll 4 dice, but add +2 to the total. The probe droid is not too far away —Medium Range — so this shot is a Moderate (15) difficulty. Roll your *blaster* skill dice and see what you get.

• *If you roll 15 or higher, go to 9.*

• *If you roll 14 or lower, go to 7.*

3

You carefully check out the pod and its surroundings. The pod is nestled in a crater, probably the result of a high-impact landing. Although the pod's hatch is open, you don't see any sign of survivors.

You creep up and peer inside the pod. It doesn't look like there's a lot of room inside. You might be able to fit one person in there, but he'd be pretty cramped and uncomfortable.

Suddenly you hear a sound in the forest — something is humming and snapping through branches. It seems to be coming from the direction of your base.

Please go to 1.

4

Despite your best attempts, you snap a few twigs and rustle some leaves as you creep through the dense forest undergrowth. You spot something moving ahead and hide behind a bush. Peering out over the leafy top, you see a droid hovering in a clearing. It's an Imperial probe droid! You see it's main ocular bubbles focusing through a break in the trees — it's scouting out your Rebel base!

Maybe you gasp too loudly. Perhaps it heard you sneaking up on it. The droid turns suddenly on its repulsorlift generator, swiveling its blaster cannon to face you. You've been discovered!

Please go to 11.

5

You carefully check out the pod and its surroundings. The pod is nestled in a crater, probably the result of a high-impact landing. Although the pod's hatch is open, you don't see any sign of survivors. This is strange — if someone was in the pod, you would have noticed footprints in the upturned dirt surrounding it. Unless they can fly ...

You creep up and peer inside the pod. It doesn't look like there's a lot of room inside. You might be able to fit one person in there, but he'd be pretty cramped and uncomfortable. You don't see anything like a seat, and no safety restraints at all. If there was something alive inside the pod, it would have been crushed by the impact upon landing.

Suddenly you hear a sound in the forest — something is humming and snapping through branches. It seems to be coming from the direction of your base.

Please go to 1.

6

Careful of your footing, you manage to creep silently through the dense forest undergrowth. You spot something moving ahead and hide behind a bush. Peering out over the leafy top, you see a droid hovering in a clearing. It's an Imperial probe droid! You see it's main ocular bubbles focusing through a break in the trees — it's scouting out your Rebel base!

Maybe it's too late, but you have to do something to stop that probe droid from revealing your hidden base's location to the Empire. You could sneak back to your speeder bike and fly off to warn the base. But that would leave the probe droid wandering around nearby. The Imperial droid must be destroyed. You draw your blaster and take a shot at it.

Please go to 2.

7

You fire your blaster, but the shot misses the p r o b e droid. It targets you, turns its own blaster cannon toward you and takes a shot!

• *If this was your third time shooting at the droid, the probe droid's shot hits you. You slump to the forest floor, unconscious and uncertain of your fate ... go to 10.*

• *If this was your first or second shot at the droid, go to 11.*

8

The droid's blaster shot hits you before you can get away — you're going to take some damage. To find out how badly you're hit, you'll have to roll the probe droid's blaster cannon *damage* of 4D+2. This will tell you how powerful the blast is. Roll 4 dice, add 2 and write down the total. Next, you'll roll your own *Strength* to see how well you resist this damage. Rojo's *Strength* is 3D: roll 3 dice and write down the result. Now subtract your *Strength* total from the droid's *damage* roll.

• *If the difference is 3 or lower, you've only been momentarily stunned. Check off the box on your character sheet marked* "Stunned." *You catch your breath and take a shot at the droid with your blaster: go to 2.*

• *If the difference is 4–8, you've been wounded with a nasty shot in the leg. Check off one of the boxes on your character sheet marked* "Wounded." *You'll still be on your feet after a moment of being stunned, but your injuries will affect all your other actions until you're healed. Any time you make a skill roll, you subtract one die (-1D) from your dice score before you roll. Now you can take a shot at the droid with your blaster — but remember, you have a -1D penalty to all rolls: your blaster skill is now only 3D+2. Go to 2.*

• *If the difference is 9 or higher, you've been more seriously hurt. You slump to the forest floor, unconscious and uncertain of your fate ... go to 10.*

9

Your blaster burst hits the droid's main dome. Since your shot hit, you get to roll your blaster's *damage* dice of 4D (listed under Rojo's "Equipment") and compare that to the droid's *Strength* of 4D (you'll need to make this roll, but in the regular game the narrator will roll this). Roll 4 dice for your blaster's *damage* and write down the total. Then roll 4 dice for the droid's *Strength*. Subtract the droid's roll from your *damage* roll.

• *If the difference is 3 or lower, you've only nicked the droid. It turns and fires its own blaster at you: go to 11.*

• *If the difference is from 4–8, you've lightly damaged the droid. If it's from 9–12, you've heavily damaged it. If the difference is from 13–15, you've severely damaged the droid. (These levels have different meanings in the game, but for now we'll count them as equal.) Go to 12.*

• *If the difference is 16 or more, go to 13.*

10

You don't know how much time has passed when several Rebel soldiers wake you. A field medic is patching up your wound — it's not too bad. You warn the others about the Imperial probe droid, but it's long since escaped into the forest.

Please go to 14.

11

The probe droid is going to shoot at you. Your best bet is to try and dodge out of the way. You'll need to make two rolls here, one for the probe droid's action and one for your dodge. The droid has a *blaster* skill of 4D: roll 4 dice, add them up and remember the total (in the game the narrator would normally make skill rolls for the enemy).

Now you need to make a *dodge* roll for yourself. *Dodge* is a *Dexterity* skill — Rojo's *dodge* has been improved to 3D+2. Don't let that +2 worry you: it just means that you roll 3 dice and add 2 to the total. Now compare what you rolled for *dodge* with the total you rolled for the probe droid's *blaster.*

• *If the probe droid's blaster is higher than your* dodge *roll, you've been hit: go to 8.*

• *If your* dodge *roll is equal to or higher than the droid's roll, you've dodged its blaster shot. Now you can return fire with your own blaster: go to 2.*

12

Your shot bursts against the probe droid, sending several parts and manipulator legs flying through the air. The droid is still working, though, and turns one of its ocular sensors to look at you. You're about to take another shot when it emits a high-pitched sound, then explodes in a ball of fire. It must have had some kind of self-destruct mechanism inside to keep it from falling into enemy hands. It doesn't matter. Your priority now is to return to base quickly and make your report.

Please go to 14.

13

Your shot hits the probe droid's weak center. The resulting explosion tears the droid apart, sending parts of it all over the forest clearing. Now that you've destroyed the Imperial droid, your priority is to return to base quickly and make your report.

Please go to 14.

14

You return to base quickly and report to Commander Drayson. If that probe droid was really scouting out your hidden base, you could have more trouble with the Empire very soon ...

That's the end of the adventure — you've successfully completed a story in which you were the hero. Now you have a very basic idea how your character works in the game. The rules below will help you learn even more about what you can do with your character. It's all based on the same concept you learned during this adventure:

Pick a difficulty number. If the character's skill roll is equal to or higher, he succeeds.

In "Escape Pod Down," you played a character somebody else created. Part of the fun of the *Star Wars Introductory Adventure Game* is making up your own character, somebody you'll have fun playing. To learn how to create your own *Star Wars* character, keep reading.

Creating A Character

Now that you've learned some of the basic concepts of the *Star Wars Introductory Adventure Game* during Rojo Barant's scouting mission, "Escape Pod Down," you're ready to create your own *Star Wars* character.

Selecting a Template

In the *Star Wars Introductory Adventure Game*, you don't play the main characters from the *Star Wars* films, but you can pretend to be people like them. Look over the **character sheets** included in this box. These represent the kinds of characters you can play in the game. Choose one that looks like you'd enjoy playing.

If you'd like to play someone like Han Solo, you might choose the *Smuggler* character template. Both the *Brash Pilot* and the *Young Jedi* templates could work if you want to play someone like Luke Skywalker. The *Young Senatorial* is modeled after Princess Leia, and the *Gambler* is based on Lando Calrissian. If you like *Star Wars* aliens, you have several to chose from: the *Mon Calamari, Sullustan,* and *Wookiee* templates are based on Admiral Ackbar, Nien Nunb (Lando's co-pilot in the Battle of Endor) and Chewbacca. You can even play a protocol droid like C-3PO!

There are 14 character templates to choose from — read them over and pick one you'd like to play.

What's It All Mean?

Take a look at the character template sheet you've chosen. The right side describes your character's background and personality,

with a quote you can work into your dialogue while you play the game. It also lists equipment — stuff your character begins with and can use during the game. You can only use the equipment listed on your character sheet unless you find more or borrow something from another character.

The left side of the character sheet tells you what your character is good at doing. Your character's abilities are defined by six **attributes**:

Dexterity represents eye-hand coordination and agility.

Knowledge is your character's general thinking ability and intelligence.

Mechanical is the ability to operate devices and machines, including vehicles and starships.

Perception represents your character's powers of observation and the ability to influence others.

Strength is a measure of your physical health and the ability to resist damage.

Technical is your character's ability to repair and modify machines and devices.

Each attribute has a dice score which represents the number of dice ("D") you roll when your character tries to do something. If there is a +1 or +2 after the "D," add that number to your total die roll.

> **Example:** *Dave is playing the* Scout *named Rojo from the "Escape Pod Down" adventure. His character has a* Mechanical *of 3D. When Rojo jumps into the cockpit of an X-wing fighter and tries to fly it into a TIE fighter dogfight, the narrator tells Dave to make a* Mechanical *roll. Dave rolls three dice and gets a 2, 4 and 6 — Rojo's* Mechanical *total is 12.*
>
> *If Dave were playing a* smuggler, *his character would have a* Mechanical *of 3D+2. To do the same maneuver in the X-wing, Dave would roll three dice — getting a 2, 3 and 5, for a total of 10 — then would add his +2 for a* Mechanical *total of 12.*

A dice score of 2D is average, and 4D is pretty good. Some aliens have attributes that go above 4D to represent their exceptional abilities.

An attribute's dice score applies to all the skills listed beneath it. If a character's *Dexterity* is 4D, then all his skills beneath that (*blaster, dodge, grenade, lightsaber, melee* and *pick pocket*) begin at 4D, too.

Raising Your Skills

Skills are things your character learns. With experience and practice, they can get better over time. Skills include *blaster, dodge, starship piloting, first aid* and *survival.*

All skills beneath an attribute automatically start with that attribute's dice score. For instance, if Rojo the Scout has a score of 3D in *Mechanical,* his *gunnery, shields, starship piloting* and all other *Mechanical* skills are 3D.

Of course, some people are better in some skills than others—everyone's different. Choose which skills you want to improve. You get to add more

dice to these skills to get better at certain things. If you add one die to a skill, the number in front of the "D" increases by one.

> **Example:** *Dave decides to add one die to Rojo's* repulsorlift opera- tion *skill so he can be better at flying speeder bikes. Since the attribute above* repulsorlift operation *is 3D, adding one to Rojo's* repulsorlift operation *skill makes it 4D.*

You have 7 dice to add to any skills you like — but you may only add 1 or 2 dice to a skill.

All the attributes and skills are explained on the "Attribute and Skill List." Take a moment to read it over and find out what skills cover what actions your characters can take in the game.

Then divide your 7D among those skills you want your character to be really good at. Remember, you can only add 1 or 2 dice to a skill, no more.

If you're adding dice to a skill which begins with a +1 or +2 in its dice score, just boost it by 1D. If your character has a *Dexterity* of 3D+2, and you wanted to add 2D to his *blaster* skill (which also begins at 3D+2), you'd improve it to 5D+2 (3D+2 plus 2D equals 5D+2). It might sound difficult now — keep reading and we'll show you how we created Rojo, the scout you played in "Escape Pod Down."

Let's Make A Character

Take a look at Rojo's character sheet printed in "Escape Pod Down." Watch and see how Rojo's player, Dave, created him. The scout has the following attributes: *Dexterity 2D+2, Knowledge 4D, Mechanical 3D, Percep- tion 2D, Strength 3D,* and *Technical 3D+1.*

Dave gets 7D to add to Rojo's skills. Dave knows there are a lot of blaster fights in *Star Wars,* so he decides to place 2D in *blaster* (a *Dexterity* skill which begins at 2D+2): it's now 4D+2. He adds 1D to another *Dexterity* skill, *dodge,* to make it 3D+2.

Dave wants Rojo to be good at flying speeder bikes (which scouts use a lot), so he adds 1D to *repulsorlift operation.* Rojo's *Mechanical* attribute is 3D, so his *repulsorlift operation* is now 4D.

Since Rojo's a scout, Dave wants to boost some of his *Perception* skills. He puts 1D each in *search* and *sneak,* raising each of them to 3D.

Finally, Dave decides to put 1D into the *Strength* skill *climbing/jumping.* Since Rojo's *Strength* is 3D, boosting *climbing/jumping* by 1D makes it 4D.

Important Skills

Looking over the skill list, you've probably found many things you want your character to be good at. You can't improve every skill: you need to pick the ones you think will be important when playing *Star Wars* adventures.

Combat skills are very important — heroes in *Star Wars* are always running into stormtroopers and bounty hunters. You'll probably want to boost your character's **blaster** skill, **melee** if he has hand-to-hand weapons, or **lightsaber** if he's a Jedi. **Brawling** is good to raise if you're planning on getting your character into some fist-fights. It's often a good idea to put 1D

Attribute and Skill List

This list describes all the attributes and skills used in the *Star Wars Introductory Adventure Game*. They cover a character's knowledge in a field or the ability to do the following:

DEXTERITY: eye-hand coordination.

blaster: fire blasters and other personal energy weapons, including Wookiee bowcasters. You need a blaster to use this skill.

dodge: get out of the way when people shoot at you.

grenade: arm and throw small explosives.

lightsaber: use the traditional weapon of the Jedi Knights. Your character must have a lightsaber to use this skill.

melee: fight and parry with weapons in hand-to-hand combat. To use this skill, a character must have a melee weapon, anything from a force pike and vibro-ax to a chair or club.

pick pocket: slip things from other people into your own possession.

KNOWLEDGE: general thinking ability and intelligence.

alien species: what you know about different aliens.

bureaucracy: know how big government groups work and using this information to your advantage.

cultures: what you know about other cultures and their traditions, legends, and practices.

languages: speak and understand other languages.

planetary systems: knowledge about different planets and star systems.

streetwise: what you know about criminals and how they might help you.

survival: survive in harsh environments without modern conveniences.

MECHANICAL: ability to operate devices and machines, including vehicles and starships.

astrogation: plot hyperspace jumps using a starship's nav computer.

beast riding: handle riding animals.

com-scan: use communication and sensor equipment — when using this skill, you often add a vehicle or starship's *sensors* score.

gunnery: fire weapons built into vehicles, including walker cannons and X-wing lasers — you often add it to a vehicle or starship weapon's *fire control* score.

repulsorlift operation: fly vehicles like landspeeders, speeder bikes and snowspeeders — you often add *repulsorlift operation* to the *maneuverability* of any vehicle you're driving.

shields: raise shields to protect against incoming attacks.

starship piloting: fly spaceships like X-wings, star freighters and blockade runners — you often add this skill to your starship's *maneuverability* score.

PERCEPTION: powers of observation and ability to influence others.

bargain: make deals.

con: fast-talk your way out of situations or talk people into doing things for you.

   gambling: winning at games of chance.

      search: look for things.

      sneak: move around without being seen.

   STRENGTH: physical strength, health and ability to resist damage.

brawling: fight with your bare hands. When you hit someone using *brawling*, roll your *Strength* to find out how much damage the attack inflicts.

climbing/jumping: climb and jump.

lifting: move, lift and carry heavy objects.

swimming: stay afloat and move in watery environments.

TECHNICAL: ability to repair and modify machines and devices.

computer programming/repair: use, fix and program computers.

demolition: set explosive charges.

droid programming/repair: fix and program droids your character encounters.

first aid: mend wounds and tend to injuries on the scene.

repulsorlift repair: fix repulsorlift vehicles.

security: open mechanical an electronic locks and doors.

starship repair: fix starships.

Jedi characters can have any of three Jedi skills. These are used when Jedi tap some of the awesome Force powers they learn. Check out "The Force" section in the *Narrator Booklet* for more on these powers. Here's a brief summary of the three Jedi skills:

**Control:** control your own body.

Sense: sense the Force in things beyond your own body.

Alter: change the distribution and nature of the Force.

in *dodge* so you can leap out of danger's way.

Starship and vehicle skills can be helpful when piloting these vessels. *Starship piloting* and *repulsorlift operation* represent your skill at flying such craft — when using these skills for maneuvers, you often add the vessel's *maneuverability* dice to your roll. To fire weapons mounted on these vessels, you use the *gunnery* skill. When using *gunnery*, you automatically add the weapon's *fire control* dice to your roll to represent the targeting computer assisting your aim.

There are other skills that can really help your character in a tight spot. To understand strange aliens you use your *languages* skill. You use your character's *search* skill to scout out danger, and can use *sneak* to slip away unnoticed. *First aid* is a very important skill — every character sustains injuries at some point, and it's important to know how to treat them.
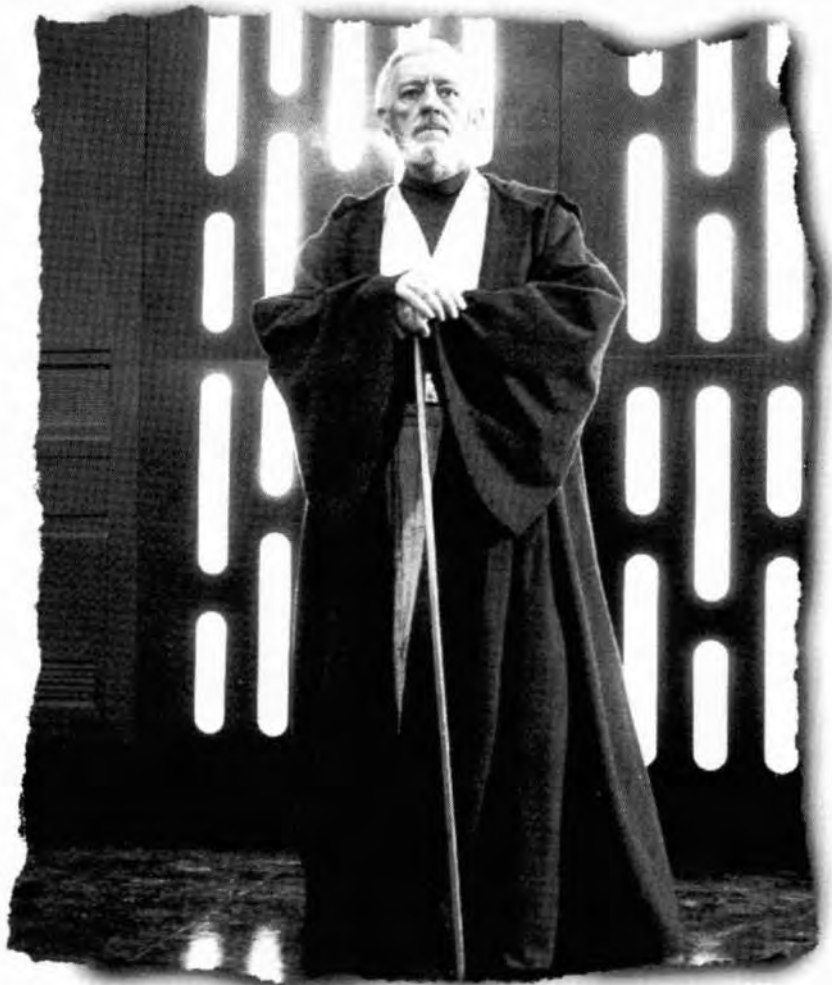
Using Your Character

You've already used a character when you played through "Escape Pod Down." Whenever your character wants to try something and there's a chance of failure, the narrator assigns a difficulty number based on the difficulty of the task. You don't need to make a skill roll if you're attempting a routine action.

Once the narrator has determined a task's difficulty, you roll the appropriate attribute or skill dice score. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

Star Wars Game Rule of Thumb

Pick a difficulty number. If the character's roll is equal or higher, he succeeds.

Example: *Rojo is at the controls of his speeder bike, racing it through the forest. Ahead there's a massive, upturned tree stump he needs to avoid.*

Rojo's repulsorlift operation is 4D. The narrator decides that avoiding the stump is a Moderate (15) task — the difficulty number is 15. Dave rolls four dice and gets a 16; Rojo veers the speeder bike to one side and narrowly misses slamming into the stump.

If Dave had rolled a 14 or less, Rojo would have failed. Maybe he only would have scraped the speeder bike against the stump. If the roll was bad enough, he might have crashed the speeder bike.

Example: *Rojo is trying to understand what a large, furry Wookiee is trying to say to him. The narrator decides the Wookiee is trying to relate a very simple concept: this is an Easy (10) task. Rojo doesn't know the Wookiee language, and he hasn't put any extra dice in his* languages *skill.* Languages *is a* Knowledge *skill, so he rolls his* Knowledge *dice of 4D instead. Rojo gets a 14, beating the difficulty number, and realizes the Wookiee's trying to tell him that his speeder bike is on fire.*

Difficulty	Number
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Heroic	30

To give you some idea of task difficulties, here's a list of difficulty levels with their numbers to meet or beat to succeed at a task:

Difficulty numbers also determine whether or not you hit your target in combat. When using blasters, grenades and other long-range weapons, the difficulty number depends on the distance from your character to the target. It's much easier to shoot something closer than farther away. Here are some ranges, difficulties and numbers needed to hit:

Range	Difficulty (# to Hit)
Point Blank	Very Easy (5)
Close	Easy (10)
Medium	Moderate (15)
Long	Difficult (20)

As a general rule, fire combat indoors is at either Point Blank or Close Range. Outdoor combat can be at any range depending on the situation and the surroundings. Ranges are illustrated on the "Range Chart" on the *Adventure Book*'s back cover.

Hitting targets in hand-to-hand combat depends on the kind of weapon you're using. The larger or more complicated the weapon, the higher you need to roll to strike your opponent. Here are some common weapons and their difficulty numbers to hit:

Weapon	Skill	Difficulty (# to Hit)
fists	*brawling*	Very Easy (5)
knife	*melee*	Very Easy (5)
vibro-axe	*melee*	Moderate (15)
vibroblade	*melee*	Moderate (15)
lightsaber	*lightsaber*	Difficult (20)

For more descriptions of melee weapons and their difficulties, see the equipment section of the *Narrator Booklet*.

If your opponent is trying to resist an attack by using his *dodge* or parrying with *melee* or *brawling*, ignore the usual difficulty number and substitute your opponent's appropriate skill. This is called an **opposed roll:** keep reading and you'll learn how this works.

Opposed Rolls

Sometimes you're not rolling to beat a set difficulty number, but an opponent's skill roll. If your character is acting against another character, you are making an opposed roll: you roll your skill dice while the other character rolls dice for a skill which opposes the one you're using. Whoever rolls higher succeeds. If a roll ties, success goes to the player.

Example: *Rojo is trying to get away from the probe droid unnoticed. The droid is searching for the scout. Rojo rolls his* sneak *score (3D) to crawl away, while the probe droid rolls its* search *score (5D+2).*

Rojo rolls an 11 for his sneak, *but the probe droid rolls a 17 for its* search. *The droid spots Rojo crawling away behind some bushes and fires its blaster cannon at him!*

Most combat skills work this way if the target is attempting to avoid the attack. For instance, if your character is shooting a stormtrooper, the Imperial might dodge your shot. While you roll your *blaster* skill dice, you

must meet or beat the stormtrooper's *dodge* roll instead of the difficulty based on range.

The same rule applies to people in hand-to-hand combat. While your character rolls his *melee* skill to strike an opponent with his force pike, your opponent could roll *melee* to parry with his own hand-to-hand weapon. The opponent's *melee* roll becomes your character's difficulty number to hit.

Example: *The probe droid has discovered Rojo trying to sneak away through the forest undergrowth and shoots at him with its blaster cannon. Rojo sees the droid aiming at him and tries to dodge the shot. Shooting Rojo at Medium Range is usually a Moderate (15) task. The probe droid rolls its* blaster *skill of 4D and gets an 11. Rojo rolls his* dodge *score of 3D+2 and gets a 16.*

Rojo's dodge *roll of 16 becomes the new difficulty number the probe droid needs to beat to hit him. Since the droid's roll of 11 did not beat Rojo's* dodge *score, the droid misses the scout. If Rojo had rolled a 10 for* dodge *and the droid had rolled 13 for* blaster*, the droid would have hit, even though the number it needed to beat was actually lower than the regular difficulty to hit a target at that range (15).*

Here are some sample skills and the skills that can be used against them:

Skill	Opposed Skill
blaster	dodge
sneak	Perception or search
con	perception
search	sneak
brawling	brawling
melee	melee
beast riding	creature's orneriness
	dice

Combined Rolls

Sometimes your character uses a starship or vehicle that gives a bonus to a skill for certain tasks. For instance, if you're using *gunnery* to fire quad laser cannons, you add the cannons' *fire control* dice to your *gunnery* dice—you roll them *all* to try to meet or beat the difficulty number to hit the target. This represents the vessel's computer systems helping you with your task. If the dice scores have bonuses tacked on—the +1 or +2—just add them all up after you've rolled the dice.

Example: *Rojo wants to make a fancy maneuver on his speeder bike. His* repulsorlift operation *score is 4D. The speeder bike's* maneuverability *is 3D+2. Since the bike's steering vanes improve the craft's handling, Rojo adds the 3D+2 maneuverability to his 4D repulsorlift operation. When rolling for this maneuver, Rojo's player Dave rolls 7D+2! If Rojo's repulsorlift operation skill was 4D+2 and the bike's maneuverability was still 3D+2, Dave would roll 7D+4.*

If a starship or vehicle system has been damaged or destroyed, the bonus may not apply. For instance, if a starship's sensors are destroyed, you can't add the *sensors* score to your *com-scan* roll. The narrator will learn more about damaged vehicles and starships in the *Narrator* Booklet.

Here are some typical actions on starships and vehicles that use combined rolls:

Action	Scores to Roll
fire vessel's weapons	gunnery plus fire control
maneuver a vessel	starship piloting or repulsorlift operation plus maneuverability
use vessel's sensors	com-scan plus sensors

Character Damage

When *Star Wars* heroes get into fights, they sometimes get hit — and they often inflict damage on their opponents. Successfully using your *blaster*, *lightsaber*, *melee* or *brawling* skills means you damage an opponent. Your skill determines whether you hit a target, and your weapon's *damage* score (listed with the weapon under "Equipment" on your character sheet) shows how much damage the attack inflicts.

Damage Minus Strength	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

To see how much damage someone takes, make an opposed roll between the weapon's *damage* dice score and the target's *Strength* dice. Subtract the *Strength* roll total from the *damage* roll and compare the difference:

Injuries have different effects on what characters can do. Those who take damage can't do as much as when they're healthy. Although the injuries are listed on each character template with their effects, they're more thoroughly described below:

Stunned characters are momentarily disoriented. They cannot act in the next combat turn — other uninjured characters get to take one action before the injured character comes to.

Wounded characters lose the next combat turn and lose -1D on all skill and attribute rolls.

Characters getting the *"wounded"* result a second time lose the next combat turn and lose a total of -2D on all skill and attribute rolls.

Incapacitated characters are knocked unconscious for 10D minutes. When they wake up, they can't do anything until healed back to *wounded* level — the character needs to be helped along everywhere. If hit again they become *mortally wounded.*

Mortally wounded characters are unconscious until healed back to *incapacitated.* If they are injured again, they are killed. If they are not healed back to *incapacitated* in one day, they die.

Killed characters are dead. Choose another template and make a new character to play.

Example: Let's say the probe droid's blaster shot hits Rojo. The droid's blaster cannon does 4D+2 damage. The narrator rolls 4 dice and adds 2 to get the damage total: in this case, 16. Now Dave, playing Rojo, rolls the scout's Strength of 3D and gets a 12. The difference between the two rolls is 4. Looking at the damage chart, the narrator determines that Rojo gets the "wounded" result. Rojo loses a combat turn — allowing the probe droid to take one free action before the scout can do anything else. Since he's wounded, Rojo has a -1D penalty to any further skill rolls he makes. If in the next combat turn he wants to shoot the droid, his blaster skill is 3D+2 instead of 4D+2. The -1D penalty continues until Rojo is healed.

Weapons Set for Stun

Most blasters have two settings: stun and kill. Assume blasters are set for kill unless a character says he's setting his for stun. Some powered melee weapons can inflict stun damage as well.

If a weapon is set for stun and the damage roll results say the target would normally be *wounded* or worse, the stun blast knocks the victim out. He can take no actions until the fight is over.

Example: Let's say the probe droid had set its blaster cannon to stun so it could capture Rojo. It hits the scout and inflicts 16 points of damage. Rojo's Strength *roll to resist the damage is 12. The difference, 4, indicates Rojo is* wounded. *Since the blaster was set for stun, the scout is knocked unconscious until the droid leaves or captures him.*

Armor

Some soldiers in the *Star Wars* universe wear armor to protect them in combat. Stormtroopers are infamous for their white battle armor, and bounty hunters like Boba Fett use armor for protection as well.

Armor gives the wearer a few more dice when rolling *Strength* to resist damage. The bonus varies depending on the kind of armor worn. The bonus is usually +1D or +2D, but can make a big difference when sustaining damage.

Example: What if Rojo was wearing a blast helmet and vest during his fight with the probe droid? A blast helmet and vest gives the wearer +1D to Strength *when resisting damage. The probe droid hits Rojo with its blaster cannon and inflicts 4D+2 damage. The narrator rolls a 16 for the droid's damage. Now Rojo's player, Dave, gets to roll his* Strength *dice. The scout's* Strength *is 3D, but since he's wearing the blast helmet and vest (with a +1D bonus), Dave gets to roll 4D for Rojo's* Strength *to resist the damage. He gets a 17 — the blast only stuns Rojo!*

Here's a list of the most common types of armor worn, and the dice score bonus they give to the wearer's *Strength* roll when resisting damage.

You can read more about each type of armor in the *Narrator Booklet.*

Armor	*Strength* Bonus Against Damage
Blast helmet and vest	+1D
Bounty Hunter Armor	+2D
Stormtrooper Armor	+2D
Scout Trooper Armor	+2

Healing

Injured characters stay hurt until their injuries heal. In some cases, nature can take its course and they can heal over time. Many times the characters are in the middle of a mission and don't have time to rest — in those cases, faster methods of healing must be used.

Characters can improve their medical condition in three ways:

Bacta Tank: A marvel of *Star Wars* technology, the bacta tank uses a biochemical compound called bacta to heal injuries. A character to be cured must be immersed in the fluid, often contained in a device called a bacta tank. Luke Skywalker was healed in a bacta tank after his encounter with a wampa ice creature on Hoth

Wounded characters must stay in a bacta tank for a few hours to be fully healed. *Incapacitated* characters need about a day to mend their injuries. *Mortally wounded* characters need a few days before they're well.

Medpac: These small emergency first aid kits can be used once to try and heal an injured character in the field. They contain only enough medicine and bandages to be used once.

Characters using medpacs to heal others must roll their *first aid* skill. The difficulty to successfully treat someone is based on their injuries:

Degree of Injury	Difficulty
Wounded, wounded twice	Easy (10)
Incapacitated	Moderate (15)
Mortally wounded	Difficult (20)

On a successful *first aid* roll, a character's injury improves by one level: *wounded* characters become fully healed, characters *wounded twice* become *wounded*, *incapacitated* characters become *wounded twice*, and *mortally wounded* characters are *incapacitated*. Injured characters can try using medpacs on themselves, but must increase the difficulty by one level. A failed *first aid* roll using a medpac does not alter the injury at all. A character's injuries can only be improved one level by a medpac: after that, only rest or a bacta tank (or full medical treatment) can help.

Natural Healing: To improve one level without any care, a character must fully rest for 5 consecutive days, and can do nothing else. Activity interrupts the healing, and the count must be started over again. There is one exception: *mortally wounded* characters must be healed to *incapacitated* by medpac or bacta tank before they can heal naturally. Otherwise, they'll die in one day.

Example: The probe droid has wounded Rojo. His injuries will heal in a few hours if he's put into a bacta tank. If another Rebel uses a medpac on him and rolls 10 or higher on his first aid skill, he'd also be healed. Since Rojo has 2 medpacs as part of his equipment, he could try healing himself. He'd roll his first aid skill (in this case, the same value as his Technical: 3D+1). Since he's healing himself, though, he needs to make a Moderate (15) roll instead of an Easy (10) roll. Don't forget that his wounded state means he has a -1D penalty to all actions, including first aid. With only 2D+1 to roll, Rojo can't possibly heal himself with a medpac. If Rojo sat around and rested, his wounds would eventually heal after 5 days of recuperating.

Combat Turns

Most of the game characters don't have to worry too much about time. If your character is patrolling the forest perimeter around a Rebel base, he has plenty of time to make a *search* roll or two, spend a moment fixing his speeder bike, and casually pilot it through a group of trees. He's in no hurry, and his actions aren't limited by the amount of time he has.

But when characters get into fights, everybody wants to do everything at once. To keep track of everyone's actions — including your opponents'

actions — fight
scenes are broken up into **combat
turns.** Each combat turn represents about five seconds of
time in the game.

One character can perform one action during a combat turn. The skill or
attribute dice for that action are rolled normally.

Characters can try to do more than one action in a combat turn, but it's
harder to do more than one thing at a time. If a character tries two things,
lose one die (-1D) from *both* skill rolls.

If a character tries three things, lose two dice (-2D) from *every* skill roll.

If a character tries four things, they lose three dice (-3D) from every *skill roll.*

The general rule is: for each additional action past the first, lose one die
(-1D) from all skill rolls that combat turn. If your character wanted to try
seven actions in one combat turn, all his skill rolls would be made at -6D!

> **Example:** *Rojo finally gets a chance to shoot back at the probe droid
> chasing him. He wants to take two quick shots with his blaster. His
> blaster score is 4D+2. Since Rojo's making two actions in a combat turn,
> both skill rolls are made with a -1D penalty. The droid isn't dodging. Rojo
> needs a 15 to hit it at this range. Rojo rolls 3D+2 twice (his blaster skill,
> 4D+2, -1D to each roll), and gets a 12 and 16. Only one shot hits the probe
> droid.*
>
> *If Rojo decided to take two shots and then dodge any attack from the
> droid, he'd have a -2D penalty to both blaster skill rolls (making each
> only 2D+2) and his dodge roll (a very low 1D+2).*

Special Scores

Each character begins the game with five **Character Points**. When you spend a Character Point, you get to roll one extra die when your character makes a skill roll. You can spend Character Points after you've tried a skill roll, but you must do it before the narrator says whether your character succeeded or failed at the task.

> **Example:** *Rojo needs to fix his damaged speeder bike so he can race back to the Rebel base and warn it about the Imperial probe droid. Since he hasn't boosted his* repulsorlift repair *skill, he uses the dice score for his* Technical *attribute: 3D+1. Rojo rolls his three dice and adds one, but only gets a total of 11! The narrator knows that fixing the speeder bike is a Moderate (15) task. Before the narrator determines that Rojo failed to fix the bike, Rojo's player, Dave, decides to spend a Character Point. He changes the Character Point total on his character sheet from 5 to 4, then rolls his extra die. It comes up a 6, bringing his* repulsorlift repair *total to 17! Since he's rolled more than the difficulty number, Rojo's fixed the speeder bike.*

You can use up to 2 Character Points to boost any roll you make during the game, including skill, attribute damage rolls.

Character Points are also used to improve character skills, so don't spend all of them during an adventure. To see how Character Points can boost your skills permanently, check out "Improving Your Skills" below.

Using **Force Points** is another way to temporarily boost your skills and attributes in the game. Each character begins the game with one Force Point: Jedi characters begin with two. When you spend a Force Point, that means your character is using all of his concentration to succeed — and whether he knows it or not, he is drawing on the Force!

When you spend a Force Point, you get to roll *double* the
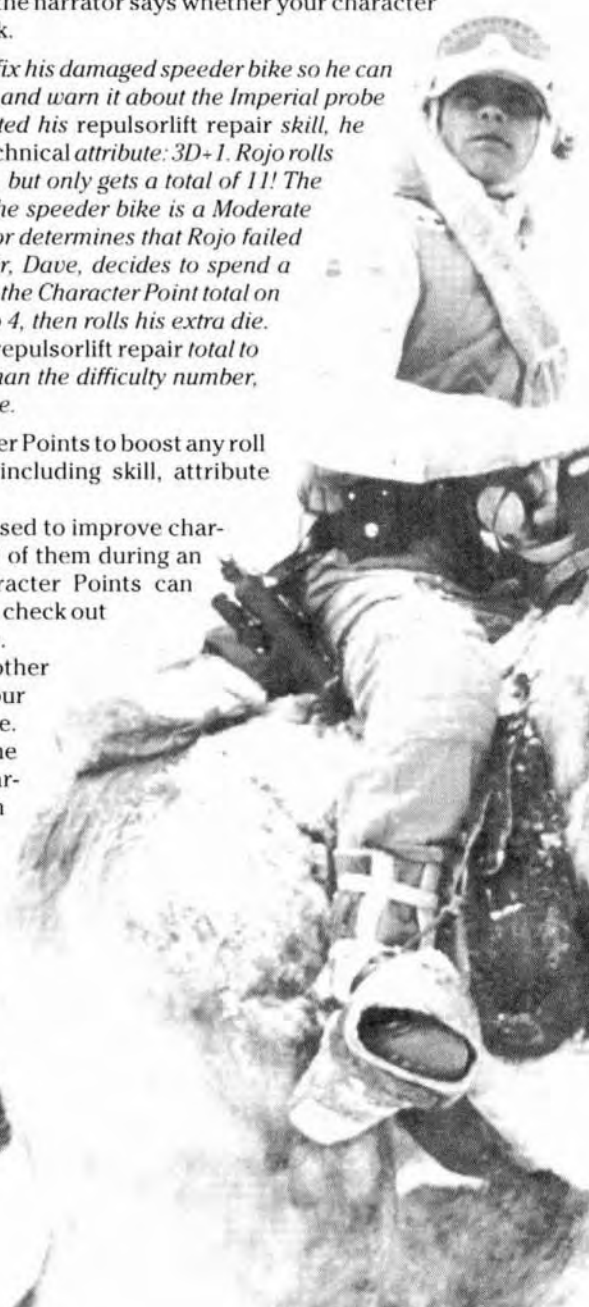
number of dice you would normally roll for your skills or attributes during one combat turn. You can only spend one Force Point per combat turn, and you have to say you're spending it *before* you roll any dice. You can't spend any Character Points in the same combat turn when you spend a Force Point.

Force Points can double the dice for any skill or attribute rolls you make that combat turn. It can allow you to use one skill at a very high dice score, or let you take several actions with a better chance of success.

Force Points do not double dice codes for weapon *damage* or starship and vehicle systems like *fire control* and *maneuverability.*

Example: *Let's say that Rojo spent a Force Point back when he was firing at the probe droid. He could take one shot with his blaster skill at 8D+2 (his score of 4D+2 doubled), or he could take two shots at 7D+2 (with the -1D penalty for an additional action). If he wanted, he could take five shots with a blaster score of 4D+2 — his doubled blaster score of 8D+2, minus the -4D penalty for taking five actions. That's why Force Points are so useful: for one combat round they let your character take some awesome actions.*

Since you don't begin with too many Force Points, you'll want to spend them wisely. It's always good to save one for the adventure's climax, or when you find your character in a tight spot.

Using a Force Point in anger or fear calls upon the dark side of the Force — characters who use the Force for evil or for selfish goals risk going over to the dark side. Characters can get **Dark Side Points** for doing evil. If a character gets enough Dark Side Points, he turns to the dark side and becomes a character under the narrator's control. The narrator will always warn a player when using a Force Point could gain him a Dark Side Point,.

When a character gets a Dark Side Point, roll one die (1D). If the roll is *less* than the number of Dark Side Points the character has, the character turns to the dark side.

Besides Character Points and Force Points, each character has some equipment — you can read about these items in the *Narrator Booklet.* Each character also has a **speed** score. A character's *speed* represents how many meters he can run during a combat turn.
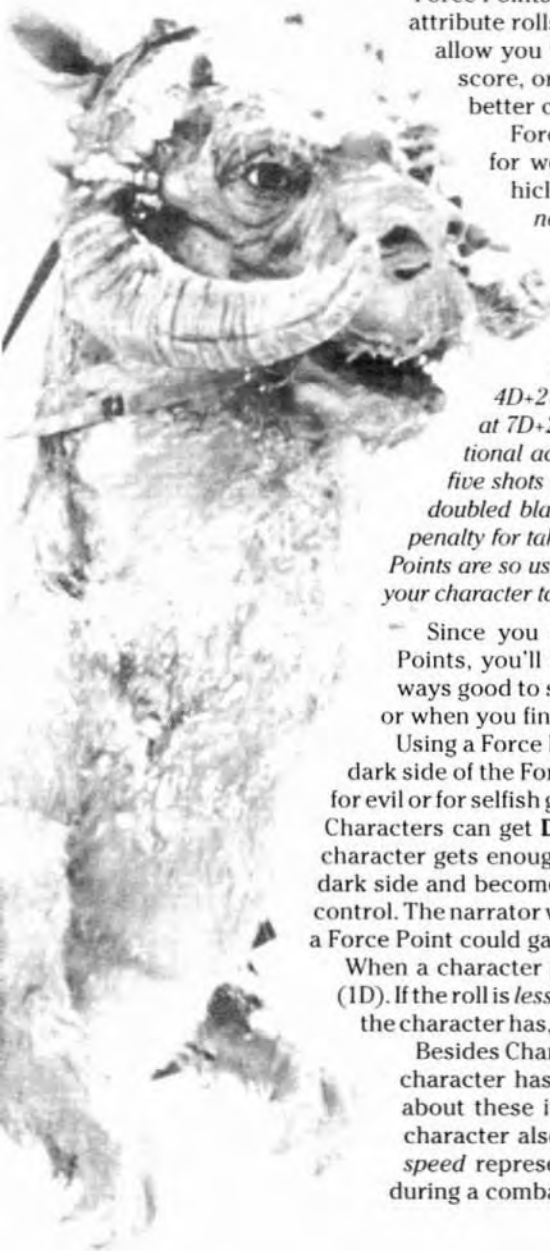
Improving Your Skills

The more you practice at a skill or task, the better you get. The same is true for characters in the *Star Wars* universe. At first Luke is somewhat awkward with his lightsaber. But through the proper training and experience, he becomes pretty good at using the Jedi weapon.

After each adventure the narrator awards each character several Character Points. The actual number varies depending on what the character did, how heroically he acted, and how well the group accomplished that adventure's goal.

You can save these Character Points to spend during the next adventure, or you could invest some in your character, using them to improve some skills.

To improve a skill, you must spend as many Character Points as the number before the "D" of that particular skill. This boosts the skill dice score by +1. A skill of 4D becomes 4D+1, a skill of 4D+1 becomes 4D+2, or a skill of 4D+2 becomes 5D. This works for all dice scores, regardless of the number in front of the "D".

> **Example:** *After his latest adventure, Dave wants to improve some of Rojo's skills. He has 10 Character Points. Dave decides to improve Rojo's* sneak *skill and his* blaster *skill. Rojo's* sneak *is 3D. Dave spends 3 Character Points to boost it to 3D+1. Rojo's* blaster *score is 4D+2. Dave spends 4 Character Points to raise it to 5D. Dave decides to save the remaining 3 Character Points to use in the next adventure.*

Remember, unless boosted earlier, all skills beneath an attribute have the same dice score as that attribute. If Dave wanted to improve Rojo's *beast riding* skill, he'd have to spend 3 Character Points to raise it to 3D+1. The scout's *beast riding* begins with the same dice score as his *Mechanical:* 3D.

You can improve any skill with Character Points, as long as you have enough to spend. Jedi characters can use this method to improve their Jedi skills: each time they improve a skill by +1D, they get to pick a new Force power to use during the game.

Players cannot improve their characters' attributes this way. *Dexterity, Knowledge, Mechanical, Perception, Strength* and *Technical* are abilities characters are born with — experience cannot change those.

You're All Set ...

Now that you've learned a bit more about how your character works, try playing through "Escape Pod Down" again. See how skills and attributes work? Try making some different choices to see how your actions result in different outcomes. If you think you really understand the rules well, chose a character template, customize

it, and run it through the adventure. Substitute your new character's skills for Rojo's skills: the difficulty numbers you need to meet or beat are still the same.

Once you're comfortable with the rules on how your character works, you or one of your friends will want to lead a game. Make sure all the players have selected and customized their own characters. Then read the *Narrator Booklet:* like the *Players Booklet,* it begins with a short adventure which teaches you the rules. "Assault on Edan Base" will show your narrator how to run a *Star Wars Adventure Game* with a group of friends.

There are a few things you'll want to keep in mind as you play adventures with the narrator. Those of you playing characters will be pretending to be people who live in the *Star Wars* universe. You need to act things out. Although there is no board or tokens to move around on, you can use the enclosed maps and counters to help show where you and your enemies are. You picture most of the action in your imagination.

One of your friends will be the narrator. He acts as a storyteller and rules referee, describing each scene to you and the other players. How would your character react to the situation? Tell the narrator what your character is going to do, and he'll tell you what skills to roll, and what happens as a result of your actions.

You, the other players and the narrator are creating your own *Star Wars* story with your characters as the heroes!

Winning. There are no winners or losers. Having fun is what counts.

Cooperate. If the charactesr are to stand any chance of succeeding in their dangerous adventures, you and the other players have to work together.

Be True to the Movies. Remember, you're playing Star Wars! Be heroes. Use snappy one-liners when you talk like your character. And above all else, have fun.

Be Your Character. Don't be afraid to ham it up a little ... you're supposed to be acting out a role. Speak like your character, or come up with some catchy phrases he uses often.

Use Your Imagination. Your character can do whatever you can imagine someone in that situation doing. If you can imagine it in the real world (or the *Star Wars* universe), it can happen in the game!

Glossary of Game Terms

attributes: abilities your character is born with. The six attributes are _Dexterity, Knowledge, Mechanical, Perception, Strength_ and _Technical._

character: the role a player creates and plays during the game. Playing a game character is like acting out that role. A character's abilities, strengths and weaknesses are defined by dice scores on a character template.

Character Points: a character's ability to push himself to the limits, sometimes using the Force. Character points have two uses. You may spend one to roll an extra die and add it to your total after you make a skill roll. You may also save some to improve your character's skills after an adventure.

character sheets: pre-made character types, like scout, Mon Calamari, and smuggler, on which the six attributes are defined by dice scores, but the skills are left up to the player to customize.

combat turn: one turn in fights, during which characters often take turns taking action. Combat turns help keep track of who's doing what when time is limited.

Dark Side Points: a measure of how close your character is to turning to the dark side of the Force.

dice score: the number of dice you roll when using a skill or attribute; it's listed as the number of dice rolled followed by "D" (for "dice") and sometimes a +1 or +2, which is added to the total rolled. An average dice score in an attribute is 3D.

difficulty level: a term generally describing how hard an action would be. Difficulty levels are Very Easy (5), Easy (10), Moderate (15), Difficult (20), Very Difficult (25), and Heroic (30). The number after each level is the difficulty number.

difficulty number: the target number a character must roll equal to or higher than to succeed at a task. The more difficult a task, the higher the difficulty number. Difficulty numbers are listed in parentheses after a difficulty level, like "Easy (10)."

Force Points: a character's ability to tap into the Force to do extraordinary things. When you say you're using a Force point before your make any rolls, you double all your dice scores for that one combat turn only.

narrator: one of the players who "directs" the action of the game. He sets the scene for the characters and plays all the other people they meet in the game, from fellow Rebel agents to stormtroopers and bounty hunters.

opposed roll: a roll where the character's skill roll is compared not to a difficulty number, but to an opponent's skill to resist an action. If a character tries to *sneak* away, the opponent — trying to find him — uses an opposed skill, *search*, to find him. Whoever rolls higher is successful.

player: one of the people playing a role or character during the game.

roleplaying game: a more advanced version of "Let's Pretend," it allows several players to create and play characters while a narrator gives them settings and conflicts … together they create an interactive story.

skills: these are things a character learns through time and training. Skills include *blaster, dodge, lightsaber, languages*, and *repulsorlift operation*. Skills begin with the same dice score as the attribute they fall under.

speed: how fast your character moves at top speed.

Creating Your Character

Creating a character for the *Star Wars Introductory Adventure Game* is easy. Just follow the five steps below:

1) Choose A Character Template

What kind of character do you want to play in the *Star Wars* universe? Look over the 14 character templates provided in this game and choose one you feel you will enjoy playing. Although you don't play the actual heroes from the *Star Wars* films, you can play characters like them.

2) Get to Know Your Character

Read the right side of the character template you've chosen. This tells you who your character is. Check out his background, personality and equipment. These are all important in the game, and they'll help you act out your character.

3) Raise Your Skills

Look at the template you've selected. The left side lists six attributes — abilities you are born with — and many skills — things you learn. The attributes are fixed dice scores. All the skills beneath a certain attribute share that attribute's dice score.

Add 7D to skills you want to be good at.

You may divide the 7D among any skills you want, but may put no more than 2D in any one skill. Write the new skill dice score next to that skill. If there's a +1 or +2 after a skill you're improving, that stays there. Only the number before the "D" is boosted.

Some good skills to improve include combat skills like *blaster, melee, lightsaber* (for Jedi characters), *brawling* and *dodge.* You should also put some of those 7D into other useful skills like *starship piloting, repulsorlift operation, languages, search, sneak,* and *first aid.*

4) Force and Character Points

Next to "Force Points" on your character template, write "1" (if you're playing the Failed Jedi or Young Jedi, write "2"). Next to "Character Points," write "5". If you're a Jedi, choose Force powers based on the Force skills listed on your sheet. Force powers are explained in the *Narrator Booklet* .

5) Now You're Ready to Begin

Get together with some friends and have one of them, the narrator, run you through a Rebel mission. Or you could test your character by running him through "Escape Pod Down," the solitaire adventure in the *Players Booklet.*

WEST END GAMES

STAR WARS

Character Name: _____

Type: Bounty Hunter

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity _____ 4D
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge __ 2D+2
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems ____
Streetwise _____
Survival _____

Mechanical __ 2D+2
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
   operation _____
Shields _____
Starship piloting ____
_____

Perception _____ 3D
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ 3D+2
Brawling _____
Climbing/jumping ____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____ 2D
Computer program-
   ming/repair _____
Demolitions _____
Droid program-
   ming/repair _____
First aid _____
Repulsorlift repair ____
Security _____
Starship repair _____

Speed _____ 10

Force Points _____

Dark Side Points _____

Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Blast vest and helmet (+1D to *Strength* when resisting damage), blaster pistol (4D damage), heavy blaster pistol (5D damage), hold-out blaster (3D damage), 2 knives (4D+2 damage), 2 medpacs, 1,000 credits

Background: Blaster for hire. That's you. You're still young at this game, but you've bagged 23 criminals. The galaxy stinks, but you've gotta make a living.

Some say you've got no morals at all. That's not true. You live by a strict code. A contract is a contract, that's all. You do your job. When someone hires you, you keep up your side of the bargain — no matter what it takes. Sometimes what it takes isn't pretty — but if you were squeamish, you wouldn't be in this line of work.

The Empire hired you. You did the job. A good man died. You fulfilled your side of the deal.

The Empire didn't. You could have taken them to court — *but they own the courts. They laughed at you.*

But not for long. Usually you work for a thousand a day. Plus expenses. But this time it's personal

You've got a contract. With the Rebellion. For the duration. Your pay is a credit a day.

And you fulfill your contracts.

Personality: You don't talk much. When you do, you mean what you say. You're dangerous. You're dependable. You're smart. You don't like being conned. If people play straight with you, you play straight with them.

A Quote: "Don't try it, buddy. I'm only going to tell you once."

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____
Type: Brash Pilot
Gender/Species: _____/Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____
_____

Dexterity _____ **3D**
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____ **2D**
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical _____ **4D**
Astrogation_____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
  operation_____
Shields _____
Starship piloting _____
_____

Perception _____ **3D**
Bargain _____
Con _____
Gambling_____
Search _____
Sneak _____
_____

Strength _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting_____
Swimming _____
_____
_____
_____

Technical _____ **3D**
Computer program-
  ming/repair _____
Demolitions _____
Droid program-
  ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Blaster pistol (4D damage), Rebel uniform, medpac, 1,000 credits

Background: You thought you'd never get off that hick planet! Ever since you were a kid, you've read about starships and generals and heroic battles. Ever since you can remember, you've wanted to be a fighter pilot. Your parents wanted you to be a farmer (or a lawyer, or a doctor, or a miner — who cares which?). But the Imperial Naval Academy has been your goal since the first time you heard of it.

Well, with this war on, it doesn't look like you'll ever get to the Academy — nor do you want to. When the Empire occupied your planet, everything fell to pieces. Friends and neighbors are dead. But you've got your chance to be a pilot! Sometimes things look pretty grim for the Rebellion — but you've got a hunch that your story is just beginning.

Personality: Enthusiastic, loyal, energetic and committed. You tend to get overly excited on a regular basis. You also tend to brag when sometimes you'd be better off keeping your opinions to yourself.

A Quote: "Stang, that flying wasn't so fancy! Back home, I used to outmaneuver XP-38s with my old Mobquet landspeeder!"

Brian Schomburg

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____
Type: Failed Jedi
Gender/Species: _____/Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____
_____

Dexterity ____ **2D+2**
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Perception ___ **3D+1**
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Knowledge _ **3D+1**
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems ____
Streetwise _____
Survival _____

Strength ____ **2D+2**
Brawling _____
Climbing/jumping ____
Lifting _____
Swimming _____
_____
_____

Mechanical ____ **2D**
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
   operation _____
Shields _____
Starship piloting ____
_____

Technical _____ **2D**
Computer program-
   ming/repair _____
Demolitions _____
Droid program-
   ming/repair _____
First aid _____
Repulsorlift repair ____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____ 1D
Sense _____ 1D
Alter _____

Equipment: Lightsaber (5D damage), robes, 250 credits

Background: A long, long time ago, back in the days of the Old Republic, you were an aspiring Jedi. Sure, you remember Skywalker and Kenobi and all that crew. But you failed. You couldn't hack it. The dark side kept calling, and things never worked quite the way you wanted them to. You turned to drink, and things went downhill from there. Then the Empire came, and suddenly it wasn't healthy to be a Jedi, or even to know anything about them.

You spent many years drinking heavily. It's not very pleasant to remember.

Now you've got one more chance. The Rebel Alliance needs people like you. You're not sure you can bring back the former honor of the Jedi, but you can try... try to do something worthwhile before you die.

Personality: Cynical, bad-tempered and pessimistic — but ultimately with a heart of gold.

A Quote: "Kids. Gah. Kids. You wanna defeat the Empire? Listen when I talk to you. (Wheeze.) Blasted kids."

Note: Choose 2 Jedi Force powers which use your training in *control* or *sense*.

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Gambler

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity	3D+2	Perception	4D
Blaster _____		Bargain _____	
Dodge _____		Con _____	
Grenade _____		Gambling _____	
Lightsaber _____		Search _____	
Melee _____		Sneak _____	
Pick pocket _____		_____	

Knowledge	3D	Strength	2D+2
Alien species _____		Brawling _____	
Bureaucracy _____		Climbing/jumping _____	
Cultures _____		Lifting _____	
Languages _____		Swimming _____	
Planetary systems _____		_____	
Streetwise _____		_____	
Survival _____		_____	

Mechanical	2D+1	Technical	2D+1
Astrogation _____		Computer program-	
Beast riding _____		ming/repair _____	
Com-scan _____		Demolitions _____	
Gunnery _____		Droid program-	
Repulsorlift		ming/repair _____	
operation _____		First aid _____	
Shields _____		Repulsorlift repair _____	
Starship piloting _____		Security _____	
		Starship repair _____	

Speed _____ 10	Jedi Skills
Force Points _____	Control _____
Dark Side Points _____	Sense _____
Character Points _____	Alter _____

Equipment: Datapad with rules for more than 2,000 games of chance, deck of sabacc cards, hold-out blaster (3D damage), one week's worth of expensive clothes, 1,000 credits

Background: The galaxy is your oyster. You can go anywhere, do anything. You're never down and out permanently—all you have to do is find a (fairly) honest game of chance, and there's gambling everywhere. Money comes and money goes, but the game goes on.

Love 'em and leave 'em, that's your philosophy. You've never seen any point in settling down ... not when there's a starship leaving in an hour, a gambling table in the lounge and new worlds to explore at the other end of the journey.

It's a good life. There's always something new to do, always another game, always a fine meal or a top-notch wine. You've seen the cream of society and the dregs of the galaxy, and you're comfortable with both.

How'd you get mixed up with the Rebellion? Well, it's more that you got mixed up with the Empire. A little misunderstanding and presto! You're wanted on a few planets (okay ... *more* than a few). It's tough to handle.

The Rebellion looks pretty hopeless right now, but it's always got a chance ... hey, you're a gambler, right? Sometimes it pays to play the long odds.

Personality: Charming, unfailingly polite, carefree and insecure. Everyone either loves your or hates you ... but absolutely no one *trusts* you.

A Quote: "It's a sure thing. Can't lose. *Trust* me. Hey, why are you all looking at me like that?"

Injuries

❏ **Stunned:** Lose the next combat turn.

❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.

❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.

❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.

❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Mon Calamari

Gender/Species: _____/Mon Calamari

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

_____

_____

_____

Dexterity ____ **3D+1**
Blaster _____
Dodge _____
Grenade_____
Lightsaber_____
Melee _____
Pick pocket _____

Knowledge __ **3D+1**
Alien species _____
Bureaucracy _____
Cultures_____
Languages_____
Planetary systems _____
Streetwise_____
Survival_____

Mechanical __ **2D+1**
Astrogation_____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
    operation_____
Shields_____
Starship piloting _____
_____

Perception ___ **2D+1**
Bargain _____
Con _____
Gambling_____
Search _____
Sneak _____
_____

Strength _____ **3D**
Brawling _____
Climbing/jumping ____
Lifting_____
Swimming _____
_____
_____
_____

Technical ____ **3D+2**
Computer program-
    ming/repair_____
Demolitions _____
Droid program-
    ming/repair_____
First aid _____
Repulsorlift repair ____
Security _____
Starship repair _____

Speed _____ 9
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Blaster pistol (4D damage), comlink, uniform, 1,000 credits

Background: The Empire taught the Mon Calamari the meaning of war. Your people are peaceful and gentle. Over the centuries you built a technological civilization and a high culture. Exploration of nearby stars was well underway — and then the Empire came.

The Imperials saw only an undefended prize — an advanced world that could be forced to feed the Imperial war machine. They invaded and enslaved your people. At first, you did not understand what had been done. The idea of slavery was incomprehensible. You tried to appease the invaders, but nothing worked. Eventually, the Mon Calamari began to fight back — and when they did, the Empire reacted with incredible ferocity. Whole cities were destroyed.

Then, virtually the whole Mon Calamari people rose as one and destroyed their oppressors. The war industries the Empire had forced its slaves to build are now used for another purpose — to fuel the Rebellion.

You were on Calamari when the Empire came; you helped when the uprising succeeded. Now you are part of the Mon Calamari armed forces, a part of the Rebel Alliance against the Empire. You work well with aliens (including humans), and are frequently assigned to fight with small groups of Rebels.

Personality: Mon Calamari are gentle, reasonable and soft-spoken, but there is much variety among them.

A Quote: "Our people have a saying: do not dive before testing the depths."

Brian Schomburg

Injuries

❏ **Stunned:** Lose the next combat turn.

❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.

❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.

❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.

❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS®

Character Name: _____

Type: Outlaw

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity _____ **4D**
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____ **3D**
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems ____
Streetwise _____
Survival _____

Mechanical __ **2D+2**
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
    operation _____
Shields _____
Starship piloting _____
_____

Perception _____ **2D**
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ **3D+1**
Brawling _____
Climbing/jumping ____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____ **3D**
Computer program-
    ming/repair _____
Demolitions _____
Droid program-
    ming/repair _____
First aid _____
Repulsorlift repair ____
Security _____
Starship repair _____

Equipment: Heavy blaster pistol (5D damage), 1,000 credits

Background: The Imperials killed your family during a raid. They torched your house. They destroyed your life. You'll make them pay for what they've done. You swore to your family that you'd *make* them pay.

Gathering what few weapons you possessed, you hopped the first transport off-planet, searching for the killers. You might not be able to find the exact Imperial unit which destroyed your life, but right now, any Imperials will do. You've already attacked several stormtroopers — now you're a criminal wanted by the Empire. Now it's too late to turn back. You've got a vendetta to pursue, and you won't stop until the Empire pays for its crimes.

Personality: You're deadly, dangerous and driven. You have no fear and no pity; you have nothing to live for and no reason not to risk your life. As far as you're concerned, no one will miss you when you're gone, but when you go, you sure as blazes aren't going alone.

A Quote:"The Empire made only one mistake. They didn't finish the job."

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS®

Character Name: _____

Type: Protocol Droid

Model: 3PO Human-Cyborg Relations Droid

Age: _____ **Height:** 1.7 meters **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Equipment: Comlink, datapad

Background: You still can't understand humans. They are very illogical, and seem to want to expose themselves to danger. Nonetheless, you continue on, despite the thankless nature of your task. Your most recent owner is a member of the Rebel Alliance, so you're both constantly trying to escape all kinds of dangerous situations.

Unlike other heroes in the Rebellion, your life preservation programming prevents you from injuring a sentient being, even in self-defense. This helps you protect your master, but doesn't always solve the problem of all those stormtroopers shooting at you. Still, you manage to faithfully serve your owner — it's just your lot in life to suffer.

Personality: You are very proper, concerned with doing things the "right" way. You tend to think that people are making fun of you all the time. Humans get upset with you, even if you are just following your programming. One of the other characters is your "master" (you chose which), whom you diligently serve and try your best to keep out of danger.

A Quote: "Mistress, they believe that you are some sort of ... deity. Oh, my!"

Note: You begin the game with 17D to add to skills, but may not improve any skill more than +2D.

Dexterity _____ **1D**	**Perception** _____ **1D**
Blaster _____	Bargain _____
Dodge _____	Con _____
Grenade _____	Gambling _____
Lightsaber _____	Search _____
Melee _____	Sneak _____
Pick pocket _____	_____

Knowledge _____ **3D**	**Strength** _____ **1D**
Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping _____
Cultures _____	Lifting _____
Languages _____	Swimming _____
Planetary systems _____	_____
Streetwise _____	_____
Survival _____	_____

Mechanical _____ **1D**	**Technical** _____ **1D**
Astrogation _____	Computer program-ming/repair _____
Beast riding _____	Demolitions _____
Com-scan _____	Droid program-ming/repair _____
Gunnery _____	First aid _____
Repulsorlift operation _____	Repulsorlift repair _____
Shields _____	Security _____
Starship piloting _____	Starship repair _____

Speed _____ 7

Force Points _____

Dark Side Points _____

Character Points _____

Jedi Skills

Control _____

Sense _____

Alter _____

Injuries

❏ **Stunned:** Lose the next combat turn.

❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.

❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.

❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.

❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Rebel Sergeant

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Dexterity _____ 4D
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____ 2D
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems ____
Streetwise _____
Survival _____

Mechanical _____ 3D
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
    operation _____
Shields _____
Starship piloting _____
_____

Perception _____ 3D
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ 3D+1
Brawling _____
Climbing/jumping ____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____ 2D+2
Computer program-
    ming/repair _____
Demolitions _____
Droid program-
    ming/repair _____
First aid _____
Repulsorlift repair ____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Blast vest and helmet (+1D to *Strength* when resisting damage), blaster pistol (4D damage), comlink, medpac, 500 credits

Background: You were a soldier aboard a transport ship, guarding cargoes from pirates and smugglers. Then one day your vessel was captured by an Imperial Star Destroyer. The Empire claimed you were transporting several Rebel passengers, and that the entire ship was allied with the Rebellion. The Empire might have been right — or it might have been more interested in making an example out of some innocent people. Either way, Imperial stormtroopers blasted aboard your ship and gunned down several of your friends before your captain finally surrendered.

You and your fellow troopers were captured and placed aboard an Imperial prison transport bound for Kessel. Luckily the Imperial ship was intercepted by real Rebels, who busted you out and invited you to join the Alliance. Now you fight against Imperial oppression, not only because the Empire branded you a fugitive, but because of its injustice to innocent citizens throughout the galaxy.

Personality: You're blunt and to-the-point — that's how things get done. You'd rather avoid a lot of debating and talking and make solid decisions. Your orders are firm and you expect them to be obeyed. When it comes to any combat situation, you're in charge.

A Quote: "Get those weapons in place, soldier. We can't let any Imperial troops get through our position."

Brian Schomburg

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Brian Schomburg

Character Name: _____

Type: Scout

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Dexterity _____ **2D+2**
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Perception _____ **2D**
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Knowledge _____ **4D**
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Strength _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Mechanical _____ **3D**
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
   operation _____
Shields _____
Starship piloting _____
_____

Technical _____ **3D+1**
Computer program-
   ming/repair _____
Demolitions _____
Droid program-
   ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Backpack, blaster pistol (4D damage), knife (4D damage), 2 medpacs, week's concentrated rations, 1,000 credits

Background: Never talked much. Never seen much reason to. Most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the traders, the settlers, the big corporations — civilization. But you're the one to open unexplored planets. You find out what the dangers are, and how to deal with them. You find out how to survive the strange weather, dangerous beasts and rugged terrain of a whole new world.

You'd still be doing that. But they won't let you. The Empire cut back on exploration; says it's too expensive. You know the truth, though; freedom is an artifact of a frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

Okay. So the Emperor wants to destroy your way of life. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset to the Alliance. You know a dozen planets like the back of your hand, and you know how to survive anywhere. Need to set up on, say, an ice planet? You know how.

Personality: You're close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough and proud of your abilities.

A Quote: "You call these bugs? Back on Danos V they got sting insects the size of a house."

Injuries

❑ **Stunned:** Lose the next combat turn.

❑ **Wounded:** Lose the next combat turn, -1D to skill rolls.

❑ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.

❑ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.

❑ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Smuggler

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity ____ 3D+1	**Perception** _____ 3D
Blaster _____	Bargain _____
Dodge _____	Con _____
Grenade_____	Gambling_____
Lightsaber_____	Search _____
Melee _____	Sneak _____
Pick pocket _____	_____

Knowledge __ 2D+1	**Strength** _____ 3D
Alien species _____	Brawling _____
Bureaucracy_____	Climbing/jumping ___
Cultures_____	Lifting_____
Languages _____	Swimming _____
Planetary systems____	_____
Streetwise _____	_____
Survival _____	_____

Mechanical __ 3D+2	**Technical** ____ 2D+2
Astrogation_____	Computer program-
Beast riding _____	ming/repair _____
Com-scan _____	Demolitions _____
Gunnery _____	Droid program-
Repulsorlift	ming/repair _____
operation_____	First aid _____
Shields _____	Repulsorlift repair ____
Starship piloting _____	Security _____
_____	Starship repair _____

		Jedi Skills
Speed _____ 10		Control _____
Force Points _____		Sense _____
Dark Side Points _____		Alter _____
Character Points _____		

Injuries

- ❏ **Stunned:** Lose the next combat turn.
- ❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
- ❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
- ❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
- ❏ **Mortally Wounded:** Unconscious until healed.

Equipment: Comlink, heavy blaster pistol (5D damage), 2,000 credits, 25,000 credits owed to a crime boss

Background: Your parents called it "gallivanting around the galaxy," but as far as you're concerned there's no better life than a free-trader's. Travelling as your fancy takes you, trading a little here and a little there, looking for a sharp deal, bargaining and selling ... new worlds to see, always a new planet at the end of the journey.

That's how it's supposed to be, anyway. But the Empire is more and more restrictive by the day. Goods that used to be legal are now contraband. Even contraband is harder and harder to come by. Customs inspectors are like bloodhounds. Bribes have become your major expense. You keep on dreaming of making one big killing and getting out ... but you don't want to get out. To you, your ship is home, transportation and freedom, all in one package. The idea of losing it kills you.

But you may very well lose it. To keep on operating, you had to borrow money from a mobster, a real slimeball crime king. You're pretty deep in debt now, and they keep on making nasty jokes about breaking your knee-caps. Curse the Empire, anyway! It's their laws and their corruption that brought this all about.

Personality: You're tough, smart, good-looking and distrustful. You're a fine pilot and a good businessman. Mostly you want to hit it big and be left alone by scum, both criminal and official.

A Quote: "I don't have the money *with* me."

STAR WARS

Character Name: _____

Type: Sullustan

Gender/Species: _____ /Sullustan

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity ____ 2D+1
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge __ 2D+2
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical __ 4D+1
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
   operation _____
Shields _____
Starship piloting _____
_____

Perception _____ 3D
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ 2D
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Technical ____ 3D+2
Computer program-
   ming/repair _____
Demolitions _____
Droid program-
   ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10

Force Points _____

Dark Side Points _____

Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Blaster pistol (4D damage), comlink, datapad, 1,000 credits

Background: You've always wanted to see the galaxy. You finally gave into your wanderlust and bought passage off your homeworld of Sullust with a free-trader. Since then you've been bounding around the Outer Rim, exploring exciting new starports, meeting all manner of spacers, and taking on jobs when you need a few credits to reach your next destination. You're particularly good at flying starships and repulsorlift vehicles — light freighters, speeder bikes, starfighters, landspeeders … if it goes fast, you can pilot it. Sometimes you take jobs flying cargo skiffs around starports. Sometimes a freighter captain needs a good co-pilot — you help fly his transport in exchange for room and board until you reach your next destination.

Your last trip brought you to a backwater planet. Little did you know the free-trader you were navigating for was a Rebel! The hidden Rebel base you reached was interesting enough, so you decided to stick around. The Alliance doesn't pay you much, but they let you help fix their vehicles, and sometimes let you fly one of their starfighters on scout patrol.

Personality: You are a very good pilot, although you like to wander around exploring now and then. You are quiet, resourceful and true to your word.

A Quote: "Give me an XP-38 and some open terrain and I'll outmaneuver anything you send after me."

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Wookiee

Gender/Species: _____ /Wookiee

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Dexterity _____ 2D+2
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____ 2D
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical _____ 3D
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
  operation _____
Shields _____
Starship piloting _____
_____

Perception _____ 2D
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ 5D
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____ 3D+1
Computer program-
  ming/repair _____
Demolitions _____
Droid program-
  ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 11
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Brian Schomburg

Equipment: Bowcaster (4D damage), 250 credits

Background: You were enslaved by the Empire when some young hot-shot freed you. Chose one of the other characters to be your friend. You two stick together through thick and thin. It's against your code of honor to abandon him — you're his buddy for life. You also need him as much as he needs you. Wookiees can't speak like everyone else, although they can understand others. As long as your friend is with you, you can speak normally and others can understand you. If you are separated from your buddy (and no protocol droids are around to translate), you must speak in growls and grumbles just like a Wookiee. Others can understand you if they make successful *languages* rolls — the more complex the thought you're trying to convey, the more difficult the roll.

Personality: You're big, furry, and hate to lose. You get angry very easily and get a lot of respect from people — mostly out of fear. You're extremely loyal to your comrades.

A Quote: "Roooarrgh ur roo." (Translation: "I have a bad feeling about this.")

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____

Type: Young Jedi

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____
_____
_____
_____

Brian Schomburg

Dexterity _____ 3D
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Perception _____ 4D
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Knowledge _____ 2D
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Strength _____ 2D
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Mechanical _____ 2D
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
  operation _____
Shields _____
Starship piloting _____
_____

Technical _____ 2D
Computer program-
  ming/repair _____
Demolitions _____
Droid program-
  ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____ 1D
Sense _____ 1D
Alter _____ 1D

Equipment: Blaster pistol (4D damage), 500 credits

Background: You were always fascinated by the tales of the Jedi Knights. Although all traces of them have vanished, you read all you could find. Eventually you befriended an old hermit who taught you more about the Force — and how to use it to bring goodness and justice back to the galaxy. The crazed hermit mysteriously disappeared before he could instruct you how to build your own lightsaber, the refined weapon of a true Jedi Knight.

You know that the Force is strong, and you must use it to restore peace. You left your home, seeking to join the Rebel Alliance to fight the Emperor's oppressive grip on the galaxy. Along the way you hope to meet someone who can teach you more about the Jedi Knights and the ways of the Force.

Personality: You are energetic and very dedicated to the ideals of the Jedi Knights. You are also very youthful, and sometimes lack maturity. Torn between your own base instincts — like anger — and your responsibilities, it is tough growing up while being able to call upon such awesome powers.

A Quote: "The Force is strong ... use it for good!"

Note: Chose 3 Jedi Force powers which use your training in *control*, *sense* or *alter*.

Injuries
❑ **Stunned:** Lose the next combat turn.
❑ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❑ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❑ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❑ **Mortally Wounded:** Unconscious until healed.

STAR WARS

Character Name: _____
Type: Young Senatorial
Gender/Species: _____/Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____
_____

Dexterity _____ **3D**
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____ **4D**
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical _____ **2D+2**
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
    operation _____
Shields _____
Starship piloting _____
_____

Perception ___ **3D+1**
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____ **2D**
Computer program-
    ming/repair _____
Demolitions _____
Droid program-
    ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Equipment: Comlink, hold-out blaster (3D damage), stylish clothing, 1,000 credits

Background: For three centuries your family served the Republic. Innumerable Senators have borne your name. For centuries your family has selflessly sacrificed for the good of the state and society. You have served loyally and well, and because of it, the citizens of your planet are loyal to your house. Since the Empire was established, your family has tried to fend off its evil ways and to hold the Emperor to his promise to promote the public good. Even now, you are reluctant to turn against the galactic government which your family supported for so long.

Yet you have no choice. The Empire has truly become a tyranny. The Imperial Senate has been disbanded. Your home planet is occupied by stormtroopers. If civilization is to be saved, you must act now. Your family will provide leadership to the Rebellion as it did to the Republic.

Personality: Intelligent, confident and energetic. You are more interested in getting things done than in discussing government theory. Sometimes others are awed by your lineage, and you are proud of it, yet you do not consider yourself class conscious. Great men and women come from all walks of life, and everyone can contribute to the Rebel Alliance.

A Quote: "Here's the plan ..."

Brian Schomburg

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

Creating Your Character

Creating a character for the *Star Wars Introductory Adventure Game* is easy. Just follow the five steps below:

1) Choose A Character Template

What kind of character do you want to play in the *Star Wars* universe? Look over the 14 character templates provided in this game and choose one you feel you will enjoy playing. Although you don't play the actual heroes from the *Star Wars* films, you can play characters like them.

2) Get to Know Your Character

Read the right side of the character template you've chosen. This tells you who your character is. Check out his background, personality and equipment. These are all important in the game, and they'll help you act out your character.

3) Raise Your Skills

Look at the template you've selected. The left side lists six attributes — abilities you are born with — and many skills — things you learn. The attributes are fixed dice scores. All the skills beneath a certain attribute share that attribute's dice score.

Add 7D to skills you want to be good at.

You may divide the 7D among any skills you want, but may put no more than 2D in any one skill. Write the new skill dice score next to that skill. If there's a +1 or +2 after a skill you're improving, that stays there. Only the number before the "D" is boosted.

Some good skills to improve include combat skills like *blaster, melee, lightsaber* (for Jedi characters), *brawling* and *dodge*. You should also put some of those 7D into other useful skills like *starship piloting, repulsorlift operation, languages, search, sneak,* and *first aid.*

4) Force and Character Points

Next to "Force Points" on your character template, write "1" (if you're playing the Failed Jedi or Young Jedi, write "2"). Next to "Character Points," write "5". If you're a Jedi, choose Force powers based on the Force skills listed on your sheet. Force powers are explained in the *Narrator Booklet.*

5) Now You're Ready to Begin

Get together with some friends and have one of them, the gamemaster, run you through a Rebel mission. Or you could test your character by running him through "Escape Pod Down," the solitaire adventure in the *Players Booklet.*

Improving Characters

After each adventure, your character is awarded several Character Points. You can save these to boost your die rolls in the next mission, or you can improve a few skills permanently.

You can improve a skill from a single dice score to +1, +1 to +2, or +2 to the next higher dice score — for instance, you could boost a 3D skill to 3D+1, a 4D+1 to 4D+2, or a 2D+2 to a 3D. To boost a skill one level, you must spend a number of Character Points equal to the number in front of the "D". If you wanted to raise a skill from 3D+1 to 3D+2, you'd spend 3 Character Points. To raise that skill from 3D+2 to 4D would still cost only 3 points, but raising it from 4D to 4D+1 would cost 4 Character Points.

Attributes cannot be improved.

If you have some extra credits, you might be able to buy some supplies or new weapons. Check with the narrator first — many times you can purchase these items during a game. For some ideas of what you can buy, check out the sections on equipment and weapons in the *Narrator Booklet.*

Using Your Character

Any time your character wants to do something, figure which skill or attribute you'll use, then follow this simple rule:

Pick a difficulty number. If the character's roll is equal or higher, he succeeds.

How does the narrator determine the difficulty? He figures out how hard the task is. For blaster attacks, the difficulty is determined by the distance to the target. For hand-to-hand combat, difficulty is based on the complexity of the weapon. The narrator checks the "Difficulty Table" to pick a difficulty number a character needs to meet or beat.

Task Difficulty	Number	Range	Melee Weapons
Very Easy	5	Point Blank	fists, knives
Easy	10	Close	
Moderate	15	Medium	force pikes, vibro-axes, vibroblades
Difficult	20	Long	lightsabers
Very Difficult	25		
Heroic	30		

Opposed Rolls

When you use some skills, an opponent may chose to oppose your roll with a skill of his own — or you may want to oppose an opponent's roll. The opponent's skill roll total is used instead of the usual difficulty number.

Here are some skills and the skills that can be used against them:

Skill	Opposed Skill
blaster	dodge
sneak	Perception or search
con	Perception
search	sneak
brawling	brawling
melee	melee
beast riding	creature's orneriness dice

Damage

When someone hits with a weapon, the target takes damage. To see how much damage someone takes, make an opposed roll between the weapon's *damage* dice score and the target's *Strength* dice. Subtract the *Strength* roll total from the *damage* roll and compare the difference:

Damage Minus Strength	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

Damage effects are described on each character template sheet under "Injuries."

Using A Character Point

When you spend a Character Point during the game, you add one extra die when you make any roll. You may choose to do this before or after you've rolled the dice, but before the narrator announces the results of your roll.

You can use up to 2 Character Points to boost any roll you make, including skill, attribute and damage rolls.

Using A Force Point

When you spend a Force Point, you get to roll *double* the number of dice you would normally roll for your skills or attributes during one combat turn. You can only spend one Force Point per combat turn, and you have to say you're spending it *before* you roll any dice. You can't use any Character Points in the same combat turn when you spend a Force Point.

Combined Rolls

Sometimes your character uses a starship or vehicle that gives a bonus to a skill for certain tasks. For instance, if you're using *gunnery* to fire some quad laser cannons, you add the cannons' *fire control* dice to your *gunnery* dice — you roll them *all* to try to meet or beat the difficulty number to hit the target.

Here are some typical actions that use combined rolls:

Action	Scores to Roll
fire vessel's weapons	gunnery plus *fire control*
maneuver a vessel	starship piloting or repulsorlift operation plus manueverability
use vessel's sensors	com-scan plus sensors

Combat Turns

Most of the game characters don't have to worry too much about time. But when characters get into fights, everybody wants to do everything at once. To keep track of everyone's actions — including your opponents' actions — fight scenes are broken up into combat turns. Each combat turn represents about five seconds of time in the game.

A character can perform one action during a combat turn. The skill or attribute dice for that action are rolled normally.

Characters can try to do more than one action in a combat turn, but it's harder to do. If a character tries two things, lose one die (-1D) from *both* skill rolls. A character trying three things loses -2D from all skill rolls.

The general rule is: for each additional action past the first, lose one die (-1D) from all skill rolls that combat turn.

STAR WARS

Introductory
ADVENTURE
GAME

Narrators Booklet

Table of Contents

Captain Tulimus stood on the *Havoc's* bridge. His Imperial Star Destroyer hung like a silent giant over the planet below. Behind him, officers and technicians in crew pits were working furiously at their controls.

Several TIE fighters flew past the viewport as the *Havoc* maneuvered into orbit. They had found no Rebel ships in the system, but were screening the Star Destroyer in case the Alliance tried to spring a surprise attack.

An Imperial Army officer approached the Captain. "Colonel Deers. We are orbiting Edan II, site of a hidden Rebel base and ... well, other objectives of Imperial interest."

"Sir, I have prepared my troops for a ground assault ..." the Colonel began.

Captain Tulimus raised a hand to silence the officer. "That will be unnecessary."

"But, sir, our reconnaissance probe droid showed the base is protected by a shield. They also have an ion cannon — should they choose to evacuate, we would have little chance of catching them."

"I have taken care of that," Captain Tulimus said. "We have a spy within who will ensure the shield is down and the ion cannon disabled when we begin our bombardment."

"Should I prepare a small advanced force to move in once the shields are down?" Colonel Deers asked. "Perhaps a squad of troopers with an armed shuttle — they can bottle up any fleeing Rebels until the heavier assault equipment arrives."

Tulimus stroked his chin. "Very good idea, Colonel. Make sure they stay a good distance from the base at first. My turbolaser batteries will turn the target into a pile of rubble."

"I will prepare an expeditionary force at once," Colonel Deers said.

"Yes. Keep the rest of your troops on standby. They will track down any fugitives. You are in charge of all planetside operations. All areas of strategic importance must be occupied once we have destroyed the Rebel Base."

Captain Tulimus dismissed Colonel Deers, then turned to a senior bridge officer. "Target all turbolaser batteries and stand by. You will commence the bombardment on my mark."

Let's Start Playing

In the *Players Booklet,* you learned how characters accomplished tasks — rolling skills, shooting things, getting injured and healing. You ran through the solitaire adventure, "Escape Pod Down" (hopefully a few times). Now you're ready for a group adventure.

In "Escape Pod Down," the text told you what your character saw, what skills to roll, how much damage your character took, and what your choices were. When playing with a group, one person, the narrator, does all that for the other players. Most of the players will run their characters. The narrator will run the rest of the action — describing what the others see, playing the other characters they meet, and setting difficulty numbers for the characters' actions.

"Assault on Edan Base" will help teach you how to be a narrator. It's very similar in format to "Escape Pod Down." Just follow the numbered entries depending on what the characters want to do and how well they roll their skills. This time, though, you — the narrator — are the only person who should be reading the adventure. There will be certain sections you should read aloud to the other players, but most of it is for your eyes only.

If you are a player, stop reading now! You may read this section after you've run through the adventure — this way, if you want to be the narrator next time, you'll have some idea what to do.

Setting Up

First, get your friends together to play. You can play with one narrator (you) and 2–6 players. Set a time to meet — Friday night, Saturday afternoon, whenever you'd normally get together to hang out. An individual adventure usually takes one or two hours. You'll need someplace you can gather — a living room, den, or kitchen work well. Some people like playing at a table, where you can spread out all your dice, character sheets and notes. Others like more casual settings, like lounging on the family room furniture.

The players should come prepared. Each should have chosen a template and customized it into a character they'd like to play. As the narrator, you prepare, too. Read over the adventure to be played; this way you'll know the overall plot, and be prepared for any surprises along the way. Although "Assault on Edan Base" can be played without reading it first, glancing over it ahead of time might help the game run more smoothly.

You'll also need to bring a few things. Here's a quick checklist to make sure you don't forget anything:

❑ **This Game.** You'll need rulebooks and other components. This game also contains the adventure you're running.

❑ **Character Sheets.** Make sure each player has a character he's customized from a template. Bring a few extra templates in case someone forgot.

❑ **Dice.** Every player needs a handful of dice. Six dice is a good number to have — more's always better. You can use the ones from this game, or

borrow some from board games you own.

❑ **Pencils.** Every player needs a pencil to take notes and write on his character sheet.

❑ **Scrap Paper.** Use this for taking notes, drawing maps, or making quick sketches to show what the characters see.

❑ **Chips and Soda.** Like any social occasion, playing the *Star Wars Introductory Adventure Game* is a time to hang out and eat munchies. You're here to have fun. Besides, you might get hungry or thirsty during the game.

Assault on Edan Base

In this adventure, you, the narrator, are going to help the characters escape from their Rebel Base. It's come under attack from an Imperial Star Destroyer in orbit. The *Havoc* is bombarding the base with its powerful turbolasers. The characters must find a way out!

The adventure opens when the characters are woken up by a massive explosion. When they realize the base is under attack, they must find an escape route. They may run into a cave-in, or might grab some supplies on their way out. Once they've safely reached the forest edge, they battle several Imperial Army troopers sent to capture any survivors.

At the beginning of the adventure, you set the stage for the action. Where are the characters? What are they supposed to be doing? Who are their enemies? The answers to these questions set the story in motion.

You'll need the Rebel Base map to play this scenario. This represents Edan Base, where the characters are stationed. Spread the map out in front of the players and give them a chance to examine it.

Begin "Assault on Edan Base" by reading the following paragraphs aloud. This will introduce the players to their situation and springboard them into the adventure:

You are all members of the Rebel Alliance serving at a secret base on Edan II. Some of you might serve as soldiers, scouts and pilots. Any spacefaring characters like smugglers might be stopping over at Edan Base to deliver supplies.

You all believe in fighting the Empire, but it's hard and tiring work. Each of you has been assigned to a bunk in the base's general cabins. Some of you may even be sharing a cabin with one of the other characters. You've all just gotten off your duty shifts. After a quick bite to eat in the galley, you've turned in. Since you're always so tired, you have no trouble falling into a deep sleep ...

Boom! You are all jolted from sleep by a series of massive explosions.

The base alarm siren blasts through every room. Commander Drayson's voice crackles over the intercom speakers: "Edan Base is under attack. All personnel must evacuate the base and proceed to rendezvous points. I repeat, the Empire is attacking. Evacuate the base ..." The intercom is cut off by another explosion.

You grab your belongings and stumble out of your quarters. The corridor outside is filled with base personnel running in every direction. The ground shakes with every new explosion, sending cascades of duracrete dust down from the ceiling. The illumination panels flicker on and off.

What are you going to do?

Advise the players that it's not wise to split up — they're going to need all the help they can find to get out alive. By pooling their resources and skills, they can escape the Imperial attack.

Suggest to the players that they have a few options. When they've chosen what they're going to do, go to the numbered entry indicated at the end of each option.

• *They can run for the command center to find out what's going on: go to 1.*

• *The characters can try and grab some supplies before evacuating: go to 2.*

• *They can head for the hangar bay to escape on a starship: go to 3.*

• *The characters can run for the base's "back door," the guard bunker: go to 4.*

1

To the Command Center

The players have decided that their characters are going to the base's command center to see what's happening. Along the way they pass other fleeing Rebels and continue hearing explosions hit the base.

At one point a turbolaser blast comes dangerously close to the corridor the characters are passing, cracking the walls and floor. Ask each player to make a *Dexterity* roll: any character rolling less than 10 falls to the ground. Although they're not hurt, it's a good way to give the characters an idea just how much danger they're in. After a moment, any fallen characters pick themselves up, dust themselves off, and continue through the base.

The characters finally reach the command center. Read aloud:

Chaos and fear rule the command center. Base officers are still at their posts. Some are trying to reach others on comlinks, some are repairing damaged sensor boards, and others are putting out small fires. You pass one communications officer calling into his comlink: "Shield control bunker, please respond! Lieutenant Commander Kai, report your status!" The officer turns to Commander Drayson. "Sir! We've lost Kai in the shield control bunker."

Commander Drayson steps forward. "The Star Destroyer hit the ion cannon, too. We don't have much of a chance against a concentrated
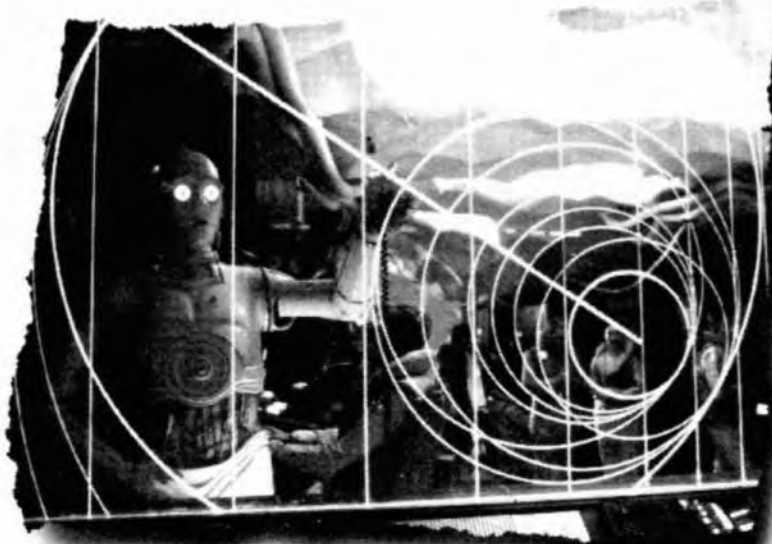
attack like this. Send the evacuation code signal. Get everyone out of the base immediately!"

Commander Drayson is obviously too busy to answer any of the characters' questions. If they are hesitant about evacuating the base, tell them the command center takes a direct hit — have them make a *Dexterity* roll again, with any character getting less than 10 falling to the ground. Control panels spark, sensor screens explode, and the lights flicker. Drayson begins shouting for everyone to get out before the main generator blows.

Let the players know what their options are, and encourage them to choose quickly by describing the chaos in the command center — more control panels exploding, small fires erupting, and Rebel officers fleeing for their lives.

- *The characters can try and grab some supplies before evacuating: go to 2.*
- *They can head for the hangar bay to escape on a starship: go to 3.*
- *The characters can run for the base's "back door," the guard bunker: go to 4.*

2

Gathering Supplies

Before fleeing Edan base, the characters want to gather some supplies. The more resources they have, the better their chances of surviving will be. Since they've been stationed at Edan Base for a while, they know the best places to find supplies. Read aloud:

There are two good places nearby where you can find supplies. The

medical bay has a cabinet filled with medpacs used to apply first aid to injuries in the field. In the opposite direction, near the armory, are some weapons lockers which have blaster rifles.

The players must decide which is more important — salvaging medical supplies or grabbing weapons.

• *If they decide to get medpacs from the medical bay, go to 6.*

• *If they choose to get the weapons from the security lockers, go to 7.*

3

To the Docking Bay

The characters decide to head to the base's hangar to find a ship to get them out of here. The main corridor will bring them right to the docking bay. Along the way, though, they run into a major problem. Read aloud:

As you dash down the main corridor to the docking bay, another turbolaser blast rumbles through the base. Stone splits overhead. The ceiling above shatters and tons of rock pour into the passage! The cave-in will seal this corridor — if you don't act fast, the rocks will crush you!

Ask the players what their characters are going to do. Most of them will want to leap out of the way of the falling rocks.

Escaping the Cave-In: Easy (10) *dodge.* Ask each player to roll their character's *dodge* dice. Don't tell them the difficulty number — only you should know what they need to roll to succeed.

Tell the characters who roll 10 or higher on their dodge that they scamper away from the cave-in, scrambling to safety. They have escaped unharmed, but are covered with dust.

Tell the characters who rolled 9 or lower that they were struck by falling rocks. The rocks do 3D damage. Tell each character hit by rocks to roll his *Strength.* Then roll 3 dice for the cave-in damage. Subtract the character's *Strength* from the damage you rolled, then check the chart below to find out what injury the character sustained:

Damage Minus Strength	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

(This chart is from the *Players Booklet* under "Character Damage" and is printed on a reference sheet at the back of the Character Sheets.)

The "Injuries" section of each character's template summarizes the effects of damage. Make sure the players check off the box that matches the result of the damage roll — this reminds them of any penalties to their dice rolls. These penalties apply until the injuries are healed.

Once you have told the players of their characters' injuries (if any), read the following aloud:

You dust yourself off and examine the main passage leading to the docking bay. The cave-in has completely sealed it off. It looks like your only chance to escape will be to take the base's personnel bunker — the back door. If you delay here any longer, the explosions above will certainly bury you alive.

• _If someone has a medpac, a character may try healing another injured character: go to 5._

• _The characters flee toward the guard bunker: go to 4._

4

Out the Back Door

The players have chosen an option that could lead their characters safely out of the base. Read aloud:

You race through the base toward the bunker guarding the personnel entrance. The blast doors have been blown away by a turbolaser hit, but you can still pick your way through the rubble and emerge into daylight. The landspeeders and speeder bikes that were kept here for patrols are gone: some are crumpled nearby in smoldering heaps of twisted wreckage. You decide to move off into the dense forest before more turbolaser blasts finish off the base.

Please go to 11.

5

Healing Injuries

If a character has a medpac, he can heal one other character. This requires a _first aid_ or _Technical_ roll, so it's a good idea if the character using the medpac has good dice scores in those areas. First, determine the injury level of the character — the more hurt he is, the harder it will be to heal him. Then have the character with the medpac roll his _first aid_ or _Technical_ dice.

If the player rolls 10 or higher, a _wounded_ character becomes fully healed. If the _first aid_ roll is 15 or higher, an _incapacitated_ character becomes _wounded twice_. If the roll is 20 or higher, a _mortally wounded_ character becomes _incapacitated_. (These rules are from the "Healing" section of the _Players Booklet_.)

After the roll is made, the medpac is used up and it should be crossed off someone's character sheet. Let the players know the results of any _first aid_ rolls so they can erase the injuries marked on their character sheets.

Now the characters continue their escape and flee toward the guard bunker: go to 4.

6

Gathering Medpacs

The players have decided that their characters are going to take whatever medpacs they can find in the medical bay. Read this section aloud to describe what they find:

You race through the corridors toward Edan Base's medical bay. The rock above you continues to tremble from the explosions on the surface. You push past base personnel trying to escape.

Eventually you reach the medical bay. Everything is in shambles. The two bacta tanks have been shattered. Storage cabinets have burst open, spewing medical supplies all over the floor. You're going to have to sift through all that debris if you want to find a good medpac or two. You don't have much time before the entire base comes crashing down around you.

The characters might want to give up and try escaping to the docking bay (entry 3) or out the back personnel entrance (entry 8). If they're determined to find some medpacs, they'll have to sift through this mess.

Searching for Medpacs: Easy (10) *search* or *Perception*. All the characters can make one *search* roll (or *Perception* roll) to look through the debris. Only those rolling 10 or higher retrieve a medpac from the piles of junk littering the floor. If they find one, make sure they write down "medpac" with the rest of their equipment.

Tell the players that if their characters stay in the base much longer, they'll be destroyed with it. They know of two escape routes.

• *They can head for the hangar bay to escape on a starship: go to 3.*

• *The characters can run for the base's "back door," the guard bunker: go to 8.*

7

Grabbing Weapons

The characters are heading for the armory area where they hope to find some weapons to help in their fight against the Empire. Read aloud:

You race through the passageway toward the armory. When you arrive in the guard room, you find it deserted. The armory blast door is sealed and locked — that's going to take some time to open, and you don't have much time. Looking around, you see a guard station with a security locker nearby. You try the locker latch, but it's sealed with a keypad code lock.

The characters might want to give up and try escaping to the docking bay (entry 3) or out the back personnel entrance (entry 8). If they're determined to break into the security locker, they can use their brains or their brawn.

Shorting Out the Locker's Code Lock: Moderate (15) *security*. If a character has the *security* skill, he can try to short circuit the keypad control lock. He can do this with a few tools lying around the guard room, but it'll

Use Character Points

Remind the players they can use one of their Character Points to roll an extra die after they've made a skill or attribute roll. Sometimes they'll roll high just on their own. If they think they roll too low, have them cross one Character Point off their sheet, roll one die, and add it to the skill total. They might want to save some Character Points for very important rolls.

be tricky. Ask the player to roll his character's *security* skill (using *Technical* will work as well). If he rolls 15 or higher, he's shorted the device and the locker opens. If it's lower, he can't short circuit the lock.

Busting the Security Locker: Moderate (15) *brawling* or *Strength*. A character might choose to force the lock open through brute strength. He can try breaking it open with his fists or might use a heavy piece of equipment. Have the character doing this roll his *brawling* or *Strength* dice. If the total is 15 or higher, he's broken open the locker. If the roll is lower, he can't bust it open.

Blasting the Security Locker: Very Easy (5) *blaster*. Using one of the weapons they're already carrying, the characters may shoot the lock. On a successful roll, the locker swings open, a hole now smoldering where the lock once was. If the character fails the roll, his shot is a little off—the locker still opens, but one of the rifles inside is damaged beyond repair.

If the characters manage to open the security locker, they find three blaster rifles inside. Each blaster rifle inflicts 5D *damage* if a shot hits an enemy. Ask the players to decide whose characters are taking a blaster rifle.

Make sure they write down "blaster rifle (5D damage)" with the rest of their equipment.

Tell the players that if their characters stay in the base much longer, they'll be destroyed with it. They know of two escape routes.

• *They can head for the hangar bay to escape on a starship: go to 3.*

• *The characters can run for the base's "back door," the guard bunker: go to 8.*

8

A Glimmer of Light

After their search for supplies, the characters are going to try and flee out the back exit, the bunker which guards an entrance into the base. Unfortunately, the Star Destroyer's turbolaser bombardment has taken its toll on the base, and many rooms and corridors have been blasted or have collapsed. Read aloud:

Unlike before, you don't see any Rebels fleeing — some of them have escaped, but many were trapped or killed by the Imperial orbital bombardment. You run faster, hoping not to become another casualty of the Empire.

You're almost to the rear bunker which guards the personnel entrance. You round a bend in the corridor and stop. A pile of stone and debris blocks the way out. A turbolaser blast must have caved in the ceiling. With the pounding the base has taken, you're afraid the corridor leading to the docking bay has collapsed, too.

Wait! There, near the top of the cave-in, you see a small glimmer of light! This passage must lead close to the surface. If you could just clear away enough rocks, you could crawl through to freedom!

Unfortunately, the passage is so narrow that only one character can climb the rubble and move away the large rocks blocking their escape.

Clearing the Rocks: Moderate (15) *Strength*. The character climbing to the top of the pile must make a *Strength* roll of 15 or more to clear enough rocks away. Several stones clatter down toward the others. If the *Strength* roll is successful, a space is cleared wide enough to let one person at a time climb out.

If the *Strength* roll fails, the character cannot move one very large rock, or perhaps other stones caved in to block the way. Allow another character to try making this roll.

• *If the characters are still unsuccessful, go to 9.*

• *If the characters clear away the stones, go to 10.*

9

A Hopeless Cause

The characters could not clear the passageway to the surface. But all is not lost:

More turbolaser blasts rock the ruined base as you sit, doomed, at the bottom of the cave-in. There seems to be no way out. Another shot hits nearby. When you look up, you see daylight. The turbolaser blasted the rubble away! You quickly climb up and pull yourself out of an immense crater. You're free of the base!

Even though they had failed at earlier actions, the characters still manage to escape. Always give the players a chance, even if they don't succeed at all their rolls. Although many times it should seem like the characters are facing deadly situations, they should always survive somehow. Remember, these are heroes. The story ends too soon if the main characters suddenly die.

To continue the story, please go to 10.

10

Climbing to Freedom

The characters emerge from the destroyed Rebel Base. Read aloud:

You climb out into daylight and survey your surroundings. The base is destroyed. You see nothing but turbolaser blast craters everywhere. Some explosions are still raining down near the docking bay. You decide to move off into the dense forest before more turbolaser blasts finish off the base.

Please go to 11.

11

Imperial Attack

The characters have escaped to safety. Behind them they leave the ruins of Edan Base. Before them waits an unseen danger:

You dash off into the dense forest, wary of another turbolaser bombardment. Peering up into the sky you see the white sliver of a Star Destroyer in orbit. Several points on it flash green, turbolaser bolts which rain down on the base, blasting the ruins with every hit.

"Halt right there!" Off to one side is a squad of four white-armored Imperial scout troopers. They're picking their way through the dense forest undergrowth, trying to catch up to you. "Stop those Rebels!" their commander shouts. The troopers open fire.

Bunker Entrance

Blast Door Control Panel

Bunker

Blast Doors

Rebels Start Here

Guard Area
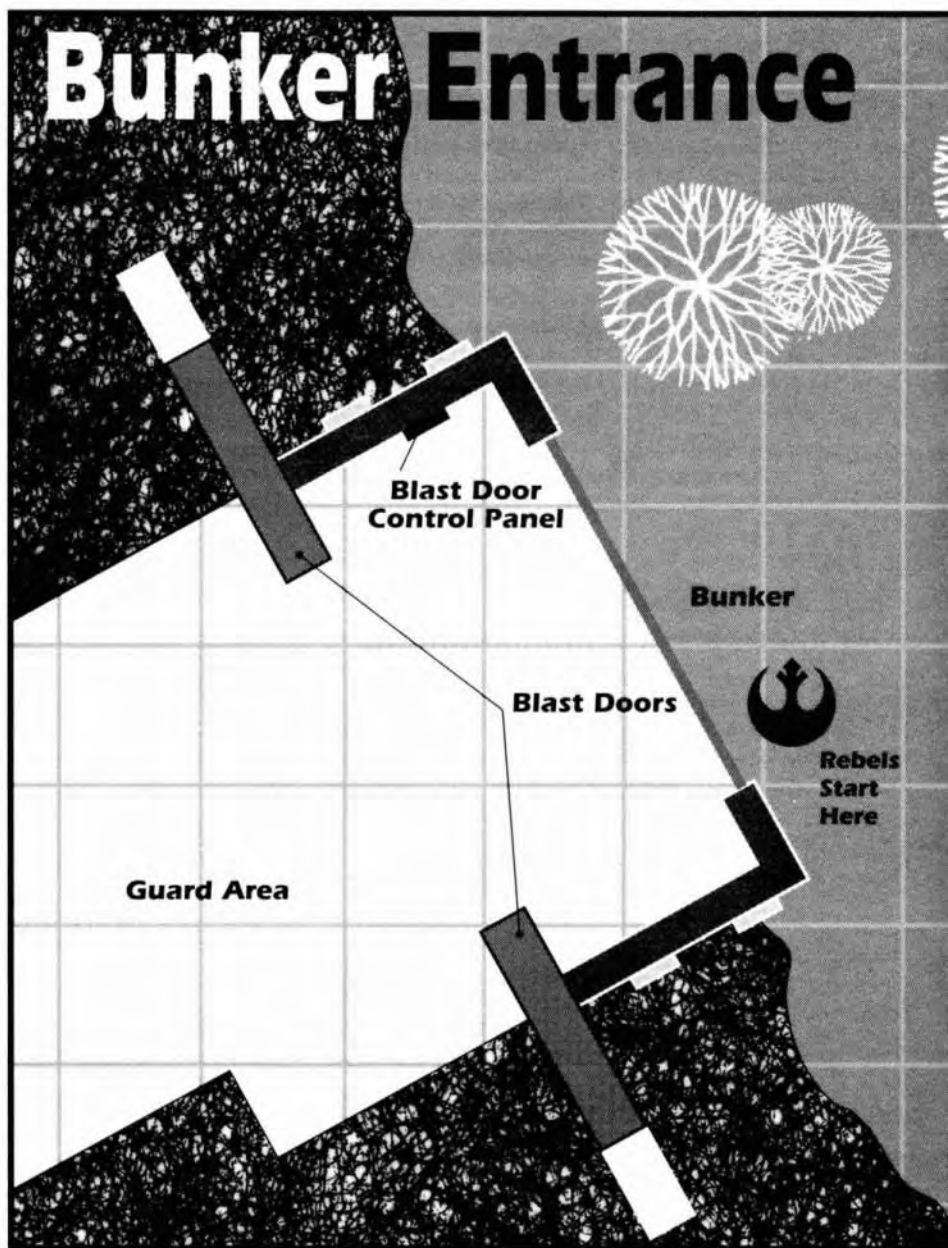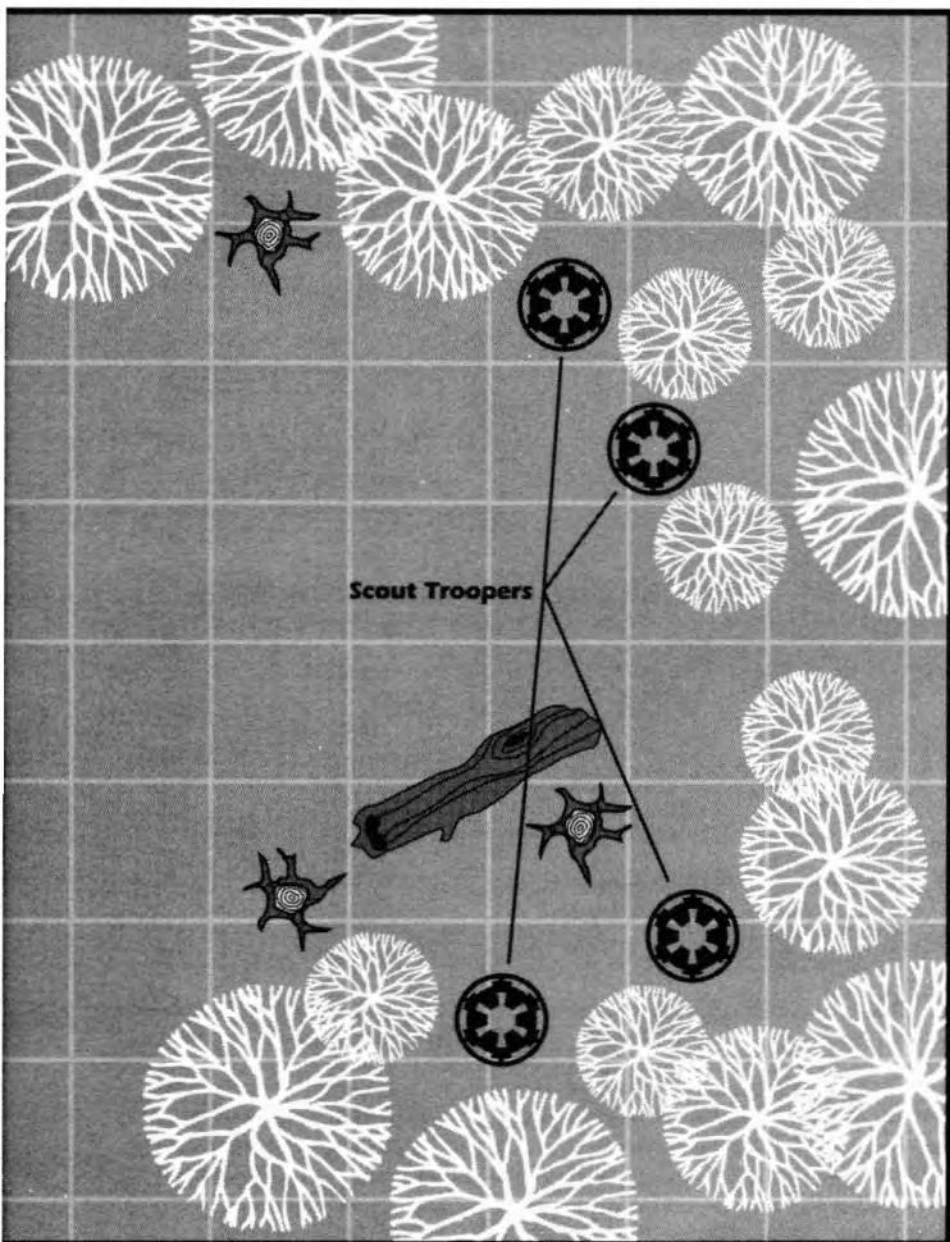
Scout Troopers

Ask the players what they want to do. The characters might surrender, but they'd be captured and sent to the spice mines of Kessel — not the best way to end the game. They'll probably decide to shoot the Imperial scout troopers. If they hesitate to attack, have one trooper fire a shot at them. The skirmish begins at Medium Range.

To help you visualize the action, set up the Bunker Entrance map, placing character and trooper stand-ups in the locations indicated on the Narrator's Map provided in this book. As the Rebels and troopers maneuver, move their stand-ups to show where they are. You might want to find the Imperial Scout Trooper reference card so you have the scouts' scores handy.

At this point, the game slows down into "combat turns." This helps keep track of what everyone's doing. Remember, everyone — including the Imperial scouts — gets to take one action every combat turn. If a character or trooper wants to take an additional action, there's a -1D penalty to all his die rolls.

Combat can be pretty confusing. There are two steps in each combat turn:

1) Players Take Their Actions.

2) You Take Actions for the Enemy.

The only time you go first with enemy actions is when the enemy *surprises* the heroes. This can happen if the characters fail a *Perception* or *search* roll to notice opponents hiding in ambush, or if they are distracted by something else. For this battle, however, the Imperial scout troopers announce their presence. Since the Rebels are aware of their opponents, the players go first.

To help make sure every player gets a chance to act, go around your players one at a time, asking each what he's going to do that turn. Make the rolls for that player's character and resolve any weapon hits and damage. Then move on to the next player. When all the players have gone, then it's your turn to make rolls for the scout troopers.

Narrator Tip #1

Using Props to Tell A Story

Remember when you used to create your own *Star Wars* adventures using the action figures, a few vehicles and the living room furniture? Roleplaying is something like that. The toys help you tell your own story.

It's the same with this game. Although you're using paper, pencils and dice to simulate what the characters can and cannot do, props help you visualize the action. Here are some ideas for toys you can use as props to add to your game:

• Use some of the stuff we've given you in this game. You have several location maps — hopefully you've been using the one for the Rebel Base to show where the characters are during their escape. Cut out and assemble the stand-ups. There's one for each character type the players could choose, and a lot more you can use to show where the Imperials are. This particular scene — where the Rebels confront the scout troopers — can be set up using pieces found in this box. Pull out the map for the bunker, have the players put their character pieces near the entrance, and then you position the scout trooper pieces in the trees. As the skirmish continues, the players might want to move their pieces, and you might want to move the troopers. This way, everyone knows where everyone else is.

• Are you running a starship battle? Perhaps you're playing out a chase involving vehicles. Grab a handful of Galoob *MicroMachines*. The miniature vehicles are great to show whose ship is where. You can use Galoob's *Battle Packs* and *Action Fleet* vehicles and figures to set up battles between ground forces with the vessels as props, goals or cover.

• Kenner action figures, accessories and vehicles are also great props to use when showing where different characters are during battles.

• West End Games manufactures metal miniatures you can collect and paint. Many show character from the films, but there are others which can represent individual characters and aliens. Combine these miniatures with model railroad trees and other toys to create a battle scene.

• You can use illustrations from *Star Wars* books, comics and trading cards to show players what they see. If they stumble onto a Y-wing starfighter, find a picture of the ship and, when they find it, hold it up and say, "This is what you see." Pictures help add life to the game.

Character Actions

Ask the players what their characters are going to do. The *blaster* and *dodge* skills are popular options in combat. Here are some options, with their difficulty number and the skills used.

Shooting the Scouts: Moderate (15) bl*aster.* In this case, all a character is doing is firing at a scout trooper. Since the player's only taking one action, he rolls *blaster* with no penalty. Once he makes the roll, the player should jot down his scores (or keep the dice they roll in front of them) so he remembers it. If the player's *blaster* roll equals or beats 15, he's hit an Imperial scout: go to "Resolving Damage" below to see how badly he hurt the scout.

Dodging the Scouts: *dodge.* Characters who are diving for cover roll their *dodge* dice. The total becomes the new difficulty number the scout troopers need to beat to hit that character.

Shooting and Dodging: Moderate (15) *blaster* with a -1D penalty, *dodge* with a -1D penalty. If the character decides to take two actions, he must roll each skill with one die less — the one additional action gives a -1D penalty to all actions. The player should roll his character's *blaster* at -1D, then his *dodge* at -1D. Remind him to jot down these numbers. If the player's *blaster* roll equals or beats 15, he's hit an Imperial scout: go to "Resolving Damage" below to see how badly he hurt the scout.

Heal Another Character: Easy (10) *first aid.* If a character is *wounded* or *wounded twice* during the battle, another character may heal him with a medpac. If a player rolls 10 or higher with the *first aid* skill, a *wounded* character is healed and suffers no more die roll penalties, or a character *wounded twice* improves to *wounded.* To heal an *incapacitated* character requires a *first aid* roll of 15 or higher — success makes that character *wounded twice,* with a -2D penalty to all skill rolls. To help a *mortally wounded* character requires a roll of 20 or higher — success improves his status to *incapacitated,* but he still can't do anything. If a character is using first aid to apply a medpac to himself, increase the difficulty number by 5.

> **Use the Force!**
>
> This climactic battle is a good place for characters to use Force Points — especially if they're doing more than one thing during a combat turn. For each action after the first, characters get a -1D penalty to all skill rolls — if they take 3 shots, they roll their *blaster* 3 times at -2D. Remind the players that if they use a Force Point, it doubles all their character's dice scores for one combat turn only.

Scout Trooper Actions

Now you get to make some rolls. Even though you're the narrator, you get to "play" all the other adversaries the characters meet. You don't have a character sheet for these enemies,

but their important scores are provided with the adventure. Here are the skills and other information you need to know for the troopers:

4 Imperial Scout Troopers. All scores are 2D except: *blaster 4D, dodge 4D, Mechanical 3D, gunnery 3D+2, repulsorlift operation 3D+2, brawling 3D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), 2 grenades (5D damage, hits 1D targets nearby), scout armor (+2 to *Strength* when resisting damage), survival gear.

You decide what each of the four scouts is doing. In most cases, they'll just fire on the characters — below are some choices with the skills and difficulties shown.

Shooting the Characters: Moderate (15) blaster, or blaster against character's dodge score. To hit a character who's not dodging, you need to roll a 15. If a character is dodging, use the number he rolls for the difficulty number you need to hit. In case you roll a tie, the character always succeeds. If your *blaster* roll equals or beats 15, or beats the character's *dodge* roll, you've hit a Rebel: go to "Resolving Damage" below to see how badly you hurt the character.

Shooting and Dodging: Moderate (15) blaster with a -1D penalty, dodge with a -1D penalty. If you'd like to make this skirmish more challenging for the players, allow some or all of the troopers to fire and dodge at the same time. Since a trooper is taking two actions, roll each skill with one die less. Roll the trooper's *blaster* at -1D (3D+1), then his *dodge* -1D (also 3D+1). Jot down these numbers. The *dodge* roll becomes the new difficulty characters need to hit that scout. If your *blaster* roll equals or beats 15, or beats the character's *dodge* roll, you've hit a Rebel: go to "Resolving Damage" below to see how badly you hurt the character.

Throw A Grenade: Moderate (15) grenade, or grenade against character's dodge score. If you really want to give the characters a challenge, you can allow a few troopers to toss grenades. This skill works just like the *blaster* skill: roll the trooper's *grenade* skill of 3D+2. To hit a character who's not dodging, you need to roll a 15. If a character is dodging, use the number he rolls for the difficulty number you need to hit. If your *grenade* roll equals or beats 15, or beats the character's *dodge* roll, you've hit a Rebel: go to "Resolving Damage" below to see how badly you hurt the character.

Resolving Damage

After one side has made its rolls, you figure out who hit and who missed. Compare the *blaster* rolls to the difficulty number (or the target's *dodge* roll). Anyone who hits their target should roll their weapon *damage* — targets roll their St*rength* dice, adding any bonuses for armor they're wearing. Subtract the *Strength* from the damage, and compare it on the damage chart. Then note whatever injuries the victim sustained. You learned how to do much of this earlier — if you're not sure how it works, take a moment to review "Character Damage" in the *Players Booklet.*

If anyone used a grenade, it affects 1D targets nearby. Roll one die — the

Narrator Tip #2

Don't Let the Rules Ruin A Good Story

The *Star Wars Introductory Adventure Game* is about telling a good story. One of the basic rules of this game is that if a rule or number or bad roll doesn't help the story along, ignore it. If a bad dice roll indicates that the players' heroes are killed, well, that makes for a pretty short — and disappointing — story. If the action slows down because you need to look up some obscure rule, make up your own rule for now.

Throughout this adventure and the scenarios in the *Adventure Book*, we provide specific numbers of opponents — three TIE fighters here, eight stormtroopers there, and so on. In this encounter, the Rebels run into four scout troopers. What if you're running this game with only two other players? Four scout troopers might be too great a challenge. Go ahead — change the numbers. Do what you need to tell a good story. It's much easier to defeat two scout troopers than four, especially when you're just beginning.

Remember: having fun telling a good story is more important than the rules. You're the narrator. If something doesn't make a good story, change it.

number you get is the number of people nearby who take the 5D *damage*. If any characters say they're sneaking away or taking cover behind some large trees, they won't be affected.

The characters want to keep careful track of their injuries, since every time they're hurt they lose dice from their skill rolls. As narrator, it's not as important to keep track of the troopers' injuries. Like stormtroopers, they're meant to be blown away. If they're *incapacitated*, assume they're out of the fight. If they're *wounded*, just apply the -1D penalty to their actions.

Keep track of how many scouts are left. Make sure they don't overwhelm the characters — this skirmish is meant to give them some combat experience, not destroy them. If the battle is going badly for the characters, let the scout troopers do something stupid: advance without dodging, stop using grenades, or allow characters to sneak up on them.

When the characters have put all four troopers out of the skirmish, they've won.

To wrap up this adventure, go to 12.

12

Epilogue

The climactic battle with the Imperial scout troopers brings "Assault on Edan Base" to a close. Read aloud:

You've finally defeated the Imperial scout troopers sent to capture you. There could be more ground patrols lurking near the ruined base, so you decide to move farther into the dense forest.

You peer back toward the smoldering remains of Edan Base. It's no use going back there — the ruins will be crawling with Imperial troops soon. The white sliver of the Star Destroyer still hovers high above the planet. Your best chance is to hike through the forest, looking for a settlement or other escaped Rebels.

It's not going to be easy surviving out here. You know the forest is home to some pretty dangerous predators, like the fierce snowcats. And with that Star Destroyer in orbit, it's a sure bet the Empire will be sending more ground troops here. Maybe they're looking to round up stray Rebels. Or perhaps the Empire is on Edan II for a much more sinister purpose.

At the end of an adventure, the characters get some rewards. Give each character 6 Character Points for escaping from Edan Base. They can save the points to use in later adventures to boost their skill rolls, or they can use them to better their characters' skills with the rules for "Improving Your Skills" in the *Players Booklet*. If anyone used a Force Point during the adventure, give them one back. If they used a Force Point during the final battle with the Imperial Scout troopers, give them an additional Force Point for using the Force at a dramatic moment.

This is the end of the adventure. The characters have completed the story. But more challenges lie ahead. Some stories are short and complete — other tales are longer, and continue in later chapters. Adventures for the *Star Wars Introductory Adventure Game* can end in one night, or can continue in episodes over several nights — just like the *Star Wars* movies. *Star Wars: A New Hope* is really the fourth episode in a much longer saga.

The story of the Rebels fleeing Edan Base is continued in the *Adventure Book*. Here you'll find several stories you can play in a few hours each. Together they form an epic tale telling how the characters survive in the forest, gather their allies, and destroy the Imperial forces imprisoning the planet.

Before continuing, though, you'll want to read the next few parts of the *Narrator Booklet*. "Becoming A Narrator" will tell you more about setting difficulties and running battles — things you'll need to know. "The Force" will teach you how Jedi characters can use the awesome powers of the Force. Everything else you can read later. The *Adventure Book* provides most of this information for you as a guide.

Becoming A Narrator

By choosing to be the narrator, you've become the chief storyteller of this game. The players run their characters and can influence the story like characters in any book or movie. You set the stage, you play all the people the characters meet, you help guide the story.
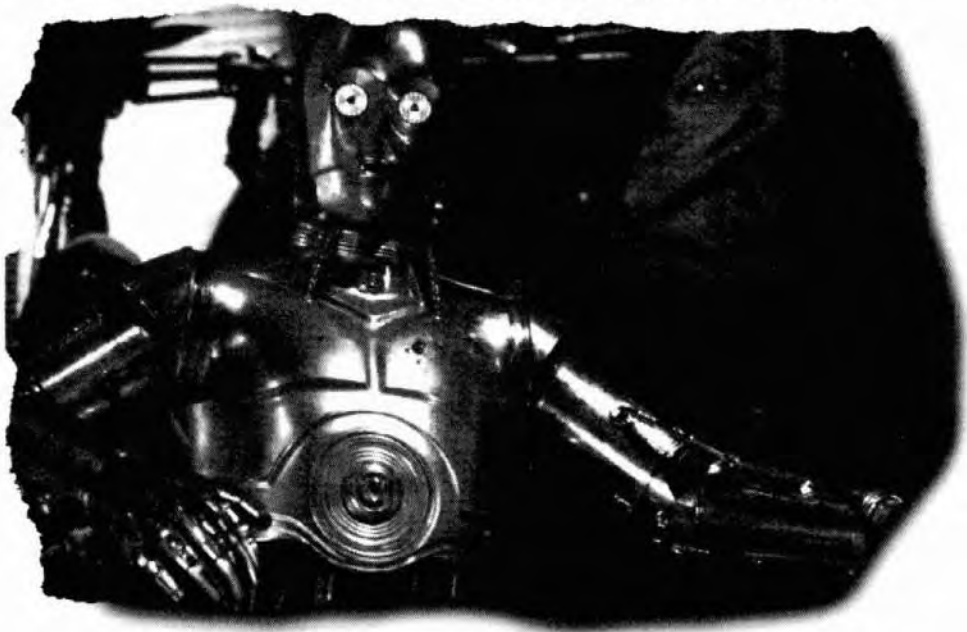
Telling any good story requires some planning. The players have already done their part by creating their characters. Now you have to get ready by reading over the adventure you're going to run, setting some difficulties, and being familiar with the rules so the game runs smoothly.

There is one main rule that defines how everything works in the game, for both the players and the narrator:

Star Wars Game Rule of Thumb

Pick a difficulty number. If the character's roll is equal or higher, he succeeds.

Everything else is an offshoot of this rule. Much of what you need to know you've already read in the *Players Booklet*. Review it now and then, especially if you're uncertain how something works in the game. You should also be familiar with the rules in the *Narrator Booklet*. When you run an adven-

ture — whether it's from the *Adventure Book* or one you make up yourself — read it over at least once before running it for the players.

Setting Difficulties

As the narrator, you set the difficulties the characters must meet or beat. Sometimes those difficulties are the opposed skill rolls of the stormtroopers, bounty hunters and other enemies the characters run into. Some difficulties are set, like those for *melee* and *brawling* — each weapon has an assigned difficulty level to use it.

Check out the range chart on the back of the *Adventure Book*. It lists the difficulty levels, then shows the ranges for shooting at people *(blaster)* and at starships and vehicles *(gunnery)*. Use these pictures as a guide in picking a difficulty level and in describing the distance between the attacker and the target. Remember that if a target makes a *dodge* roll (or a *starship piloting* or *repulsorlift operation* roll if flying a ship or vehicle), the roll becomes the new difficulty number.

How do you determine the difficulty level for actions that aren't combat, or that aren't rolled against an opposing skill total? Just figure how easy it would be: rate the difficulty yourself. If something is a piece of cake (but there's still a chance to fail), the difficulty can be Very Easy (5). If a character is climbing an average height wall, the difficulty can be Moderate (15). If a code lock is very complex, the *security* difficulty could be Very Difficult (25). Use your best judgment, and refer to the chart below to keep track of which difficulty levels have which difficulty numbers:

Difficulty	Number
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Heroic	30

Throughout the *Adventure Book*, difficulties have been provided for many actions the characters might take. Use these — and the guidelines from "Assault on Edan Base" — to assign your own difficulties when none are provided.

Running Combat

You've already had some practice at running combat in the climax to "Assault on Edan Base." Combat is an important and exciting portion of the game. Enemies are always attacking the characters.

Remember the two steps to every combat turn:

1) Players Take Their Actions.

2) You Take Actions for the Enemy.

In fights, the players usually get to act first. The only time you go first with enemy actions is when the enemy *surprises* the heroes. This can happen if the characters fail a *Perception* or *search* roll to notice opponents hiding in ambush, or if they are distracted by something else.

Actions

Find out what the characters want to do. They may shoot, dodge, heal injuries, break into locked areas, or anything else they're trying to do under the stress of combat. Set the difficulty numbers they need to meet or beat — or roll the target's opposing skills to find the new difficulty number. Have the players make all their skill and attribute rolls. Figure out if any attacks hit, then figure damage by comparing the weapon's *damage* roll with the target's *Strength*. You learned how to do this in the *Players Booklet* — if you're still not sure, review the section on "Character Damage."

Once the players are done, you get to act for the opponents. The enemies are limited by their skills and the difficulty numbers they need to succeed.

Repeat the process until one side is defeated or has run away — players choose and roll for their characters' actions, then you decide and roll for the enemy actions.

Now You're Ready

You've played the adventures in both the *Players* and the *Narrator Booklets*. You've learned how to run shootouts. If you're itching to jump into the game and start playing, go to the *Adventure Book*. It's filled with several chapters of an ongoing saga. Each one has tips on how to run encounters, and difficulties are listed for many tasks the players might want their characters to undertake.

If you want to learn more about starships and vehicles, giving characters rewards and jazzing up your game, keep reading. You'll also find a handy section on the *Star Wars* universe which gives descriptions and scores for characters and adversaries, droids, creatures, equipment and other things you can use in the game. You don't need to know it all — when these are used in the *Adventure Book*, they're also described there.

Starships and Vehicles

Combat when the characters are flying starships and vehicles works the same way as regular fights. Begin each combat turn with the character actions, then you determine what the opponents are doing and roll the appropriate skills. Actions in a vessel could include trying to get away or advance on your opponent in a chase, dodging enemy fire, raising shields to protect the ship, or firing a weapon.

Vehicles and starships use combined rolls — some systems, like maneuverability and weapons, give characters a few bonus dice to the skill they're

using. When a character uses a starship's sensors, he adds the craft's sensors dice to his own *com-scan* roll. Characters using mounted weapons add the *fire control* dice to their *gunnery* skill. A pilot making fancy maneuvers in a freighter adds the ship's *maneuverability* dice to his own *starship piloting* skill. Attempting those maneuvers on a speeder bike would add the bike's *maneuverability* bonus to the driver's *repulsorlift operation* roll.

> **Example:** Rojo is flying his speeder bike and is trying a risky maneuver. Successfully zooming through the narrow space between two large rocks requires a Difficult (20) repulsorlift operation roll. Rojo rolls his skill dice of 4D, but, since the speeder bike's steering vanes help him maneuver, he adds the bike's 3D+2 maneuverability to his repulsorlift operation dice. Rojo rolls 7D+2 and gets a 24! His speeder bike flies through the narrow opening.

Raising Shields

Characters must make an Easy (10) *shields* roll to raise a ship's shields (once shields are up, they protect the ship until damaged or turned off). Players don't add the ship's *shields* dice to this roll — the *shields* dice are

added to the *hull* dice later if the vessel is hit.

Speed and Chases

Many times characters are in vessels to either get away from a foe or chase someone down. It's easy to figure out who's gaining or falling behind in a chase. As the narrator, you should set the range at which the chase begins — use the same range guidelines from the chart on the *Adventure Book's* back cover. This is how far apart the two vessels are when the chase begins.

The person trying to get away or catch up must make a combined roll, adding his *starship piloting* or *repulsorlift operation* roll to his vessel's speed. To succeed, he must beat an opposed roll — the other pilot's skill roll plus his craft's speed. If the player's roll succeeds, the range increases or decreases as the he wants. If the roll fails, the range does not change at all.

> **Example:** *The characters have stolen a landspeeder and are chased by a scout trooper on a speeder bike. You determine that the chase begins at Medium Range. The characters want to outrun the scout trooper. The character driving the landspeeder rolls his* repulsorlift operation *skill (let's say it's 4D) for a total of 13. Adding the landspeeder's speed of 23 brings his total to 36. You roll the scout trooper's* repulsorlift operation *skill of 3D+2 and get a 14. Adding the speeder bike's speed of 35 makes the total 49. Since the player did not roll equal to or higher than the total you rolled for the scout trooper, the range does not change. If the character had rolled higher, he could have increased the range from Medium to Long.*

If two vessels are at the same range, one catches up to the other. If one craft moves beyond Long Range, it has gotten away.

Most of the time, whichever craft has the faster *speed* will win the roll. In rare situations, though, one side might make a great roll (perhaps using a Force Point or Character Points), and turn the tables on the faster craft.

This system can work for individual chracters, too. If Rojo the scout (with a *speed* of 10) were trying to get away from a probe droid (*speed* 14) at Medium Range, each would roll his *Dexterity* and add his *speed*. Rojo rolls his *Dexterity* of 2D+2 and gets 9: adding 10 gives him a 19 total. You roll the probe droid's *Dexterity* of 3D, get 11, and add the droid's *speed* of 14 for a total of 25. Since Rojo fails to meet or beat the droid's total, the range does not change.

Don't forget, what the players can do, you as narrator can do with the charaters you control. If you're running two TIE fighters chasing a freighter, the TIE pilots can make rolls to catch up with the fleeing starship.

Starship and Vehicle Damage

In combat, a character firing a vessel's gun at a target rolls his *gunnery* skill plus the weapon's *fire control.* The difficulty to hit depends on the range. If the target ship is dodging — rolling his *repulsorlift operation* or his

starship piloting skill with the craft's *maneuverability* dice — this total becomes the new difficulty number.

Like character combat, a person shooting a vessel's gun who hits rolls the weapon's *damage*. The craft that's hit rolls its *hull* dice: if it has shields and they've been raised, add the *shields* dice as well.

Subtract the *hull* and *shields* roll from the weapon *damage* to see how badly a shot hurts the craft:

Damage Minus Hull & Shields	Effect
0–3	Shields Blown/ Controls Ionized
4–8	Lightly Damaged
9–12	Heavily Damaged
13–15	Severely Damaged
16+	Destroyed

Damaged craft have penalties just like injured characters. The effects of damage on vessels are described below:

Shields Blown/Controls Ionized "stuns" the craft. If the vessel has *shields* dice, it loses 1D until repaired. If no *shields* dice are left, the craft's controls are ionized — it "loses" one combat turn. Characters aboard cannot make any actions using the vessel's weapons, engines, sensors, or other components.

Lightly Damaged vessels lose one combat turn as if ionized, and have a -1D penalty to their *sensors, maneuverability,* and *fire control* on all weapons.

Heavily Damaged craft lose one combat turn as if ionized, and have a -2D penalty to their *sensors, maneuverability* and *fire control.* If a dice score for any of these systems goes below zero, the system can still be used, but with no bonus to characters' skills for combined rolls. The characters must rely on their own skills without the extra dice from ship's system.

Severely Damaged vessels lose one combat turn as if ionized, and lose one system completely. The narrator chooses which system is destroyed — maneuverability jets, shields, engines, sensors, or a weapon. No skill rolls can be made if such a system is lost. For instance, if the sensors are destroyed, nobody on the ship can make any *com-scan* rolls. If a weapon is destroyed, it cannot be fired. If the engines are destroyed, the pilot cannot make any rolls to chase a target or run away from an enemy.

Destroyed vessels explode in a brilliant ball of flame, killing everyone aboard.

Additional damage other than *shields blown/controls ionized* increases the vessel's damage by one level more than the higher damage level. For

instance, a *lightly damaged* ship hit with another *lightly damaged* result becomes *heavily damaged*. But a *lightly damaged* ship hit with a heavily damaged result becomes *severely damaged*.

> **Example:** *A freighter is hit by a TIE fighter's laser cannons. The player rolls the freighter's hull of 4D plus the shields (which someone raised) of 2D. The player rolls 6D and gets 15. You roll the TIE fighter's damage of 5D and get 19. The difference between the damage and the hull roll is 4. The freighter has been lightly damaged — it can't do anything the next combat turn, and loses -1D to sensors, maneuverability and fire control. If the freighter is lightly damaged again, it becomes heavily damaged.*

Ion Cannons

Shots from ion cannons don't do traditional damage — they're designed to disable ships and temporarily knock out their systems.

When an ion cannon blast hits its target, you still subtract the target starship's *hull* roll from the *damage* roll. The difference is the number of combat turns the enemy vessel suffers "controls ionized" and can take no actions — with a minimum of one combat turn.

Smuggler's Run

Many of these rules are demonstrated during the later chapters of the *Adventure Book.* To show you how a sample starship battle would work, here's a quick example.

The infamous smuggler Platt Okeefe and her crew are flying her modified light freighter, the *Last Chance.* During a smuggling run they encounter two TIE fighters on patrol. Not wanting to get caught, Platt decides to attack the Imperial starfighters. The narrator figures the Imperial ships spotted Platt's vessel at Long Range.

Platt's Actions: Platt is lucky — she has a freighter with a crew who can help her out. While Platt takes evasive maneuvers with the *Last Chance,* her gunners power up the ship's two quad laser cannons and attack the TIE fighters. Another one powers up the deflector shields.

Platt rolls for her evasive maneuvers. She adds the ship's *maneuverability* dice of 2D to her own *starship piloting* skill of 6D+2, for a total of 8D+2. Platt rolls a 27 — although she won't need this number right away, this becomes the new difficulty number the TIE fighter pilots need to beat to hit the *Last Chance.*

One of Platt's crew tries raising the deflectors. This is an Easy (10) task: the crew member rolls his *shields* skill of 3D and gets 11. The shields are up and protecting the ship.

The two people in the laser turrets target the pursuing TIE fighters. Since the TIEs aren't taking any evasive maneuvers, shooting them is Difficult (20) at Long Range. (If the TIE fighter pilots were "dodging," they'd roll their *starship piloting* of 4D+1 added to their ships' *maneuverability* of 2D — this

number becomes the new difficulty number Platt's crew needs to shoot them.)

To shoot the TIE fighters, Platt's gunners roll their *gunnery skills* of 4D each, and add their weapons' *fire control* of 2D. Each rolls 6D, one getting an 18, the other getting a 24 — at this range they needed a 20 to hit. One shot misses, the other one hits. The gunner who hits rolls his weapon's *damage* of 6D and gets a 19. The narrator rolls the TIE fighter's *hull* dice of 2D, getting a 6. The difference between the *damage* and the *hull* is 13: the TIE fighter is *severely damaged.* The narrator decides its ion drives were destroyed, so it's pretty much out of the fight.

TIE Fighter Actions: Now that Platt and her crew have had their turn, the narrator decides the remaining TIE fighter is going to shoot at Platt's fleeing freighter. Since the *Last Chance* is trying to evade the TIE fighter, the difficulty to hit is Platt's *starship piloting* roll from earlier: 27. The TIE pilot rolls his *gunnery* of 4D and the *fire control* of 2D. Rolling 6D, he gets a 28 and hits. The narrator rolls 5D for the TIE's *damage* (getting a 15), while Platt rolls her ship's *hull* of 4D+2 plus the shield dice of 2D (for a total of 21). Since the damage isn't higher than the *hull*, the *Last Chance* loses 1D of *shields.* Next time she's hit, Platt gets to roll the ship's *hull* of 4D+2 plus only 1D of *shields.*

Platt's Actions: Platt decides to make a break for it. She uses her *starship piloting* skill of 6D+2, rolling a 23, and adds it to her ship's *speed* of 28: a total of 51. She has to meet or beat the TIE pilot's *starship piloting* of 4D+1 added to the TIE fighter's *speed* of 42. The TIE pilot rolls a 14 for *starship piloting,* adds his ship's *speed* of 42, and gets a total of 56. Since Platt didn't meet or beat the TIE fighter's roll, the range does not change.

Meanwhile, Platt's gunners continue firing at the lone TIE fighter chasing them. Each rolls his *gunnery* skill of 4D plus their quad laser cannons' 2D *fire control.* Since they're still at Long Range, the difficulty to hit is Difficult (20). One gunner rolls a 17, the other a 22. Only one shot equals or beats the difficulty number and hits. The gunner rolls the weapon's *damage* of 6D, getting a total of 23. The narrator rolls the TIE fighter's *hull* of 2D and gets a 7. Since the *hull* subtracted from the damage is 16, the TIE fighter explodes in a bright ball of flame. Platt and her crew escape.

Repairing Damage

When a vessel's system is damaged, it can be repaired by using the *Technical* skills *repulsorlift repair* (for repulsorlift vehicles) or *starship repair* (for starships). The difficulty depends on the condition of the craft.

Damage	Repair Difficulty
Shields Blown	Moderate (15)
Lightly Damaged	Difficult (20)
Heavily Damaged	Very Difficult (25)

If a vessel's system has been destroyed by a *severely damaged* result, it cannot be repaired. It must be replaced by finding a repair facility, purchasing the parts, and either installing it on a Heroic (30) *starship repair* or *repulsorlift repair* roll, or by hiring a technician to install it. This could become an adventure in itself, since vehicle parts are often rare and always expensive, and repair facilities are often controlled by the Empire, rich trade guilds, or powerful crime lords.

Character Rewards

At the end of an adventure, characters should be rewarded for their heroic actions. These encourage your friends to keep playing the game, but also help their characters in the future.

Character Points

After an adventure, each character gets a number of Character Points which reflects how well he did. Award each character between 3 and 10 Character Points. The number depends on how well the group accomplished the adventure goals, whether they cooperated, if the players stayed in character, and if everyone had fun. Some characters might get a few more

Character Points than others if they performed particularly well.

Players can use Character Points to improve their character's skills as described in the *Players Booklet*. They can also save some or all of them to spend in later adventures to boost their die rolls.

Force Points

Force Points are awarded differently. If a character uses a Force Point for something unheroic, he loses it. Unheroic actions include spending the Force Point to lie or deceive someone for an unfair advantage, avoiding danger in a non-heroic situation, or grabbing at power, wealth or other personal gain.

If a Force Point is spent on a heroic action, the Force Point is gained back at the adventure's end. Heroic actions include facing great danger in the name of good, making sacrifices to help others, and fighting the forces of evil.

If a Force Point is used heroically during a climactic or exciting moment (often near the end of the adventure), the character gains it back and gains another one as well. Dramatic moments are vital to the story, when the character's success or failure will determine the outcome. Such instances include conquering a more powerful and evil foe, saving a city from destruction, or preventing millions of deaths.

A character spending a Force Point to do evil loses it and gains a Dark Side Point. These actions include killing a helpless innocent, killing except in self-defense or the defense of others, and using the Force while angry and filled with hate.

If a character gets enough Dark Side Points, he turns to the dark side and becomes a character under your control. You should always warn a player when using a Force Point could gain him a Dark Side Point.

When a character gets a Dark Side Point, roll one die (1D). If the roll is *less* than the number of Dark Side Points the character has, the character turns to the dark side.

If a character has no Force Points, you might give him one if his actions throughout the adventure deserve it. The character has to be heroic despite the risks, and without the security of using a Force Point.

Regular characters can have up to 5 Force Points. Jedi characters have no limit to the number of Force Points they may have.

Equipment

During the course of the adventure, you might allow the characters to gather equipment and vehicles to help them during the mission or in later adventures. Characters always need more medpacs. If they're facing a much more superior foe, they might find more powerful weapons. Armor can help protect them, and starships can give them the ability to move around quickly — and take on larger challenges, like TIE fighters and Star Destroyers.

The Force

Characters who have been trained in the way of the Force — the Failed Jedi and Young Jedi templates — begin with certain Force powers. All characters can use the Force through Character and Force Points, but Jedi can tap it to use special powers.

To use these powers, characters use their Jedi skills: *control, sense* and *alter* (each Force power lists which skills must be rolled to use it). Like regular skills, each has a dice score. Jedi characters begin with 1D in some or all of their Jedi skills — they can use Character Points to improve this just like any other skill.

Jedi also get Force powers related to their skills. At the beginning of the game, a player must choose which powers his character begins with. Jedi start with one power for every 1D they have in their Jedi skills. Every time they rise another 1D in a skill, they get a new Force power. Jedi can only select those Force powers which use the skills they have dice in. To get 1D in a new Jedi skill costs 10 Character Points.

Here are 10 Force powers Jedi can master. Each one is listed with its difficulty and the Jedi skill rolled to use it.

Absorb/Dissipate Energy: Very Easy (5) to Difficult (20) *control.* This power allows Jedi to ignore the harmful effects of energy: intense light, heat radiation, and even blaster bolts. The difficulty depends on the energy's intensity. Being immune to sunburn is Very Easy (5), surviving a solar wind is Moderate (15), and living through a radiation storm is Difficult (20). Jedi can use this power to dissipate blaster bolts that hit them — the difficulty is Moderate (15) plus the blaster's damage roll. Once a Jedi uses this power, it is in effect until he stops it. Darth Vader used *absorb/dissipate energy* to ignore Han Solo's blaster shots on Cloud City.

Affect Mind: Very Easy (5) to Moderate (15) *control,* victim's *control* or *Perception* roll against Jedi's *sense,* **Very Easy (5) to Very Difficult (25)** *alter.* Ben Kenobi used this power in Mos Eisley to trick the stormtrooper patrol into letting him, Luke Skywalker and their droids past an Imperial check point. It allows the Jedi to alter another person's perceptions so that he senses an illusion or fails to see what the Jedi doesn't want him to see. Before rolling any dice, the Jedi must describe exactly how he's trying to deceive the target. This power uses all three Jedi skills: the *control* difficulty depends on the complexity of the deception; the *sense* difficulty is the target's *control* or *Perception* roll to resist this Force power; the *alter* difficulty depends on how long the deception is to last.

Concentration: Easy (10) to Very Difficult (25) *control.* Through this power, the Jedi clears all negative thoughts from his mind and feels the Force flowing through him. It lets him add +4D to any *one* action in a combat turn. Luke Skywalker used it when he fired the proton torpedoes which destroyed the first Death Star. The *control* difficulty depends on how at peace the Jedi is — if he's relaxed, the difficulty is Easy (10), but if he's filled

with anger, it could be Moderate (15) or even Very Difficult (25) if the Jedi is acting on that aggression.

Control Pain: Very Easy (5) to Difficult (20) *control.* Jedi can use *control pain* to ignore the effects of injuries — the -1D and -2D penalties and other notes listed on the "Injuries" section of the character sheet. The Jedi is still hurt, but the pain does not hinder his actions. If a Jedi using this power is injured further, his wounds worsen according to the damage he takes. Once a Jedi uses this power, it is in effect until he stops it.

Hibernation Trance: Difficult (20) *control.* A Jedi can place himself into a deep trance, slowing all body functions and appearing almost dead. The Jedi must determine under what conditions he will awaken: after a certain amount of time, when someone touches him, if the temperature changes too much. This power is useful because it allows the Jedi to "play dead" and it can be used to survive when food or air supplies are low.

Life Detection: Very Easy (5) to Moderate (15) *sense.* Jedi can use *life detection* to notice live, intelligent beings up to 10 meters away who might be hidden — Jedi discover their location by feeling the Force flowing through them. The difficulty to find other Jedi or Force users is Very Easy (5). To detect non-Force users, one must make a Moderate (15) *sense* roll. Once a Jedi uses this power, it is in effect until he stops it.

Lightsaber Combat: Moderate (15) control, Easy (10) *sense.* Jedi can greatly increase the effectiveness a lightsaber's effectiveness in combat. A Jedi successfully making the *control* and *sense* rolls for this power may add his *sense* dice to his lightsaber skill and may add or subtract part or all of his *control* dice to the lightsaber's damage of 5D. This gives the Jedi a better chance to hit, and allows him to inflict more or less damage, depending on

whether he's trying to kill, disarm, subdue, or scare off a foe. Once a Jedi uses this power, it is in effect until he is injured — after he's hurt, the Jedi may try using this power again.

When using this power, the Jedi can also parry blaster bolts. The Jedi's *lightsaber* skill roll becomes the new difficulty for the attacker to hit. If the attacker's *blaster* roll is higher than the *lightsaber* roll, the shot hits the Jedi. If the *lightsaber* roll is equal to or higher than the *blaster* roll, the shot is deflected harmlessly into the air.

Magnify Senses: Very Easy (5) to Moderate (15) *sense.* This power increases a Jedi's normal senses, allowing him to see, hear, and smell things that otherwise would be impossible without artificial aids like macrobinoculars. The Jedi can hear noises too faint or far off to be heard normally. He can see things far away, and can identify faint scents and odors. The difficulty depends on distance: Very Easy (5) to detect things nearby, Easy (10) for things a little ways off, and Moderate (15) for things far away.

Sense Force: Moderate (15) to Difficult (20) *sense.* Jedi can sense the Force within a place. They can't detect intelligent beings, but there are many forms of life and many areas intertwined with the Force which can be sensed with this power. *Sense Force* will tell how strong an area is in the Force—or in the dark side of the Force. Luke Skywalker could tell the cave on Dagobah he entered was rich in the negative energies of the dark side. The Jedi can also get vague feelings about an area, such as "I sense something wrong," or "I sense a great tragedy approaching this place." The difficulty depends on the area: a smaller area has a Moderate (15) difficulty in which to accurately sense the Force, while a larger area is Difficult (20).

Telekinesis: Very Easy (5) to Heroic (30) *alter.* Telekensis allows Jedi to levitate and move objects by using the power of his mind. If used successfully, the object moves according to the Jedi's wishes. A small stone would be Easy (10) to move, while something the size of a blaster would be Moderate (15). A person would be Difficult (20). Heavier objects could be Very Difficult (25) or even Heroic (30) to move with *telekinesis.* Things can be thrown by making a *control* roll to hit a target; these attacks inflict anywhere from 1D to 10D damage depending on the object's size.

The Star Wars Universe
Another galaxy, another time.

The Old Republic was the Republic of legend, greater than distance or time. No need to note where it was or whence it came, only to know that ... it was the Republic.

Once, under the wise rule of the Senate and the protection of the Jedi Knights, the Republic throve and grew. But as often happens when wealth and power pass beyond the admirable and attain the awesome, then appear those evil ones who have greed to match.

So it was with the Republic at its height. Like the greatest of trees, able to withstand any external attack, the Republic rotted from within though the danger was not visible from outside.

Aided and abetted by restless, power-hungry individuals within the government, and the massive organs of commerce, the ambitious Senator Palpatine caused himself to be elected President of the Republic. He promised to reunite the disaffected among the people and to restore the remembered glory of the Republic.

Once secure in office he declared himself Emperor, shutting himself away from the populace. Soon he was controlled by the very assistants and boot-lickers he had appointed to high office, and the cries of the people for justice did not reach his ears.

Having exterminated through treachery and deception the Jedi Knights, guardians of justice in the galaxy, the Imperial governors and bureaucrats prepared to institute a reign of terror among the disheartened worlds of the galaxy. Many used the Imperial forces and the name of the increasingly isolated Emperor to further their own personal ambitions.

But a small number of systems rebelled at these new outrages. Declaring themselves opposed to the New Order they began the great battle to restore the Old Republic.

From the beginning they were vastly outnumbered by the systems held in thrall by the Emperor. In those first dark days it seemed certain the bright flame of resistance would be extinguished before it could cast the light of new truth across a galaxy of oppressed and beaten peoples ...

—From the First Saga, Journal of the Whills

Droids, X-wings, Aliens & More

The *Star Wars* galaxy is filled with exotic aliens, dangerous adversaries, helpful allies, fantastic technology and weapons, swift starships and strange beasts. All these elements are parts of a good story — they provide the villains which drive the conflict, and help bring the universe to life.

Read on and you'll discover some technology you and your players can use in the *Star Wars Introductory Adventure Game*. There are also characters to encounter — both enemies and allies. You'll even find the sleek vehicles and starships which made the *Star Wars* films so exciting.

Some of this equipment and the characters are used in the *Adventure Book*. Others are provided here in case you want to use them in creating your own *Star Wars* adventures.

General Equipment

Characters in *Star Wars* use all sorts of equipment during their adventures — from comlinks and breath masks to tools and macrobinoculars. Here are some items you can use in your own *Star Wars* escapades. Each is described below with a listing for their cost and any effects they have during the game.

Breath Masks

Breath masks are portable atmosphere-filtering systems that provide breathable air. They can filter out harmful atmospheric gasses, but are no substitute for a good space suit in vacuum. Breath masks only cover most of the wearer's face. Han Solo, Chewbacca and Princess Leia used breath masks when they landed the *Millennium Falcon* in the belly of a giant space slug.

Breath mask: 50 credits.

Comlinks

Comlinks are hand-held communication devices suitable for short-range transmissions. They can be adjusted to broadcast on different frequencies, and can pick up chatter on several channels at once. C-3PO and Luke Skywalker communicated on comlinks during their escape from the Death Star.

Comlink: 25 credits.

Datapads

Datapads are portable electronic data storage devices — most can fit in one hand. They can store personal data, encyclopedic entries, maps, and other basic information. Data can be accessed by controls along the datapad screen's base. Datapads cannot run computer programs.

Datapad: 100 credits.

Glow Rods

These hand-held illumination devices are powered by long-lasting energy cells. They can project a beam of light up to 50 meters.

Glow rod: 10 credits.

Macrobinoculars

Macrobinoculars are personal image-magnification devices. They can enhance vision up to one kilometer away, and provide targeting and range information. Luke Skywalker used a pair of macrobinoculars when watching the Tusken Raiders in the Jundland Wastes. When using macrobinoculars to view anything more than 100 meters away, add +1D to any *Perception* or *search* roll.

Macrobinoculars: 100 credits, +1D *Perception* or *search*.

Medpacs

Medpacs are emergency medical kits that contain basic first aid supplies. They aren't very big, and only hold enough medicine and bandages to be used once.

Characters using medpacs to heal others must roll their *first aid* skill. The difficulty to successfully treat someone is based on their injuries:

Type of injury	Difficulty
Wounded, wounded twice	Easy (10)
Incapacitated	Moderate (15)
Mortally wounded	Difficult (20)

On a succesful *first aid* roll, a character's injury improves by one level: *wounded* characters become fully healed, those who are *wounded twice* become *wounded*, *incapacitated* characters become *wounded twice*, and *mortally wounded* characters are *incapacitated*. Injured characters can try using medpacs on themselves, but must increase the difficulty by one level. A failed *first aid* roll using a medpac does not alter the injury at all.

Medpac: 100 credits.

Syntherope

Syntherope is a durable, synthetic cable tipped with a small grapple. It can be drawn from, used, and coiled back into a small dispenser which can be clipped to a belt or harness. Luke Skywalker used syntherope to swing across the Death Star chasm with Princess Leia.

Syntherope: 2 credits.

Toolkits

These boxes filled with hydrospanners, power scanners, beam drills and fusion cutters help repair damaged starships and vehicles. Characters using a toolkit when using their *repulsorlift repair* or *starship repair* skills add +1D to their roll.

Toolkit: 200 credits, +1D to *repulsorlift repair* and *starship repair.*

Blaster Weapons

Blasters are the most popular personal weapons in the galaxy. They're carried by heroes, Rebels and Imperials alike. But there are many kinds of blasters. They're described below with their cost and the number of dice *damage* they inflict.

Don't worry about running out of ammo. In the *Star Wars* films, the heroes never seem to run out of power packs. Since the characters in this game are heroes, assume they always have fully charged blaster power packs.

Hold-Out Blasters

Small enough to be concealed in the hand of a human, hold-out blasters are frequently used by Rebel operatives and other spies. Possession of hold-out blasters is illegal on many worlds. Since they're so small, hold-out blasters have custom power packs that pack enough energy for only six shots.

Hold-out blaster: 275 credits, 3D damage.

Sporting Blasters

A small, short blaster, a sporting blaster is often used for small-game hunting or personal defense. Princess Leia used a sporting blaster to fire at Imperial stormtroopers who boarded her blockade runner.

Sporting blaster: 350 credits, 3D+1 damage.

Blaster Pistols

These are the most common weapons in the galaxy. Blaster pistols are popular with urban police forces, free-traders, starport security, smugglers, Rebels, and anyone else who needs respectable firepower in a compact package.

Blaster pistol: 500 credits, 4D damage.

Heavy Blaster Pistols

Heavy blaster pistols pack more punch than regular blasters. These guns are illegal or highly restricted in many systems. Han Solo's favorite weapon is a modified heavy blaster pistol.

Heavy blaster pistol: 750 credits, 5D damage.

Blaster Rifles

Blaster rifles are commonly used by both Imperial and Rebel Alliance troops. A retractable stock allows for better aim and easier carrying. Owning blaster rifles is restricted to military personnel and Imperial stormtroopers.

Blaster rifle: 1,000 credits, 5D damage.

Light Repeating Blasters

Longer and more powerful than blaster rifles, these guns are for large-scale battles. They often support ground squads and help protect hastily constructed defensive positions. Light repeating blasters can be run off energy packs or small power generators. They are available only to military units.

Light repeating blaster: 2,000 credits, 6D damage.

Heavy Repeating Blasters

Heavy repeating blasters are the largest portable weapons available, but they cannot be fired until mounted on their tripods. Gun crews are expected to keep their weapon moving with the troops when needed. Imperial snowtroopers tried to use a heavy repeating blaster to stop the *Millennium Falcon* from leaving Echo Base on Hoth.

Heavy repeating blaster: 5,000 credits, 8D damage.

Bowcasters

These guns are unique to Wookiees, and are only available on their homeworld of Kashyyyk. Also called laser crossbows, they fire explosive quarrels wrapped in an energy cocoon.

Bowcaster: not available for purchase, 4D damage.

Melee Weapons

Although not as common as blasters, hand-to-hand weapons play a large role in *Star Wars*. Many of Jabba's skiff guards carry them, and they are common among more primitive aliens.

Below are some common melee weapons. After a brief summary, each weapon is listed with its difficulty (and difficulty number) to hit a target, the skill used (*melee* in most cases), how much the weapon costs, and what damage it does.

Knives

Knives are cheap to make and easy to conceal. Unlike long-range blaster weapons, they require no power sources other than the user's strength.

Knife: Very Easy (5) *melee*, 25 credits, *Strength*+1D damage.

Vibro-Axes

Vibro-axes are hand-held melee weapons with broad blades mounted on shafts. Ultrasonic generators in the weapon's handle generate the vibrations that give the blade its great cutting power.

Vibro-ax: Moderate (15) *melee,* 500 credits, *Strength*+3D+1 damage.

Vibroblades

Vibroblades are short swords with the same vibrating, cutting edge as vibro-axes. The ultrasonic vibrations are generated by a small energy cell in the weapon handle.

Vibroblade: Moderate (15) *melee,* 250 credits, *Strength*+3D damage.

Force Pikes

These hand-held weapons are poles topped with enhanced vibroblades and a deadly power tip. The poles are made from a light-weight yet durable material. The Emperor's royal guards carry force pikes.

Force pike: Moderate (15) *melee,* 500 credits, *Strength*+2D damage.

Lightsabers

Lightsabers are the legendary blades of the Jedi Knights. They are small, hand-held weapons that project an energy blade capable of cutting through the densest of materials. Each lightsaber was custom-built by a Jedi: no two are alike. These weapons are extremely prized artifacts, and are rarely found for sale. Possession of a lightsaber is highly illegal in the Empire.

Lightsaber: Difficult (20) *lightsaber,* not available for purchase, 5D damage.

Explosives

Heroes prefer a stand-up fight — but sometimes desperate Rebels and ruthless Imperial forces resort to using explosives on the battlefield. Most weapons injure only the target they hit — since explosives are more powerful than a blaster, they affect more than one target in the area. When an explosive hits a target, roll 1D for grenades or 3D for thermal detonators. This roll shows how many people nearby take damage from the explosion. If an explosive doesn't hit, assume it was tossed too far or bounced out of range. Here are a two kinds of explosives, each listed with their cost and damage.

Grenades

Grenades come in a variety of sizes and forms. The most common grenades require the user to press or pull an activation switch which ignites a fuse. Users have between five and 20 seconds in which to plant or throw the grenade before it goes off.

Grenade: 200 credits, 5D damage, hits 1D targets nearby.

Thermal Detonators

Thermal detonators are highly effective weapons of terror and destruction. Their variable timing device can be set to go off in 10 seconds up to one hour. These fist-sized explosives pack enough power to destroy everything within a small building.

Thermal detonator: 2,000 credits, 10D damage, hits 3D targets nearby.

Armor

Rebel troopers and stormtroopers alike rely on armor to protect them in battle. In the game, armor adds its protective dice to the wearer's _Strength_ when rolling to resist damage. Several forms of armor are described below with their cost and _Strength_ bonus.

Blast Vests and Helmets

These are the most readily available forms of personal armor. Blast vests and helmets are common among Rebel Alliance soldiers, but are also widely used by mercenaries, low-level bounty hunters, and crime lord thugs.

Blast vest and helmet: 600 credits, +1D to _Strength_ when resisting damage.

Bounty Hunter Armor

Many bounty hunters wear armor to protect themselves against their prey. These suits are often modified to give them maximum protection and mobility. Some are even equipped with utility belts, sensors and hidden weapons.

Bounty hunter armor: 2,500 credits, +2D to _Strength_ when resisting damage.

Stormtrooper Armor

Stormtroopers are the elite shock troops of the Empire, and their stark white armor is unmistakable. The suit consists of a black, two-piece, temperature-controlled body glove, and 18 pieces of white armor. Unfortunately, the armor is not very flexible, and can hinder the wearer's actions. Non-stormtroopers getting caught wearing this armor in Imperially controlled systems face immediate imprisonment. Wearing this armor in non-Imperial areas often makes one a target.

Stormtrooper armor: not available for purchase, +2D to _Strength_ when resisting damage, -1D to _Dexterity_ and related skills.

Scout Trooper Armor

Scouts wear a suit of white armor over their two-piece, temperature-controlled black body glove. The flexible armor is not as protective as stormtrooper armor, but allows the wearer to move more freely. It is illegal for non-Imperial personnel to own this armor.

Scout Trooper Armor: not available for purchase, +2 to *Strength* when resisting damage.

Characters

The *Star Wars* universe is filled with people, soldiers and aliens. Many are adversaries, some are allies. Here are some characters most often encountered in the game. Their scores are listed in a version much shorter than a full character sheet. Assume all scores are 2D unless otherwise noted. Higher attribute and skill dice are listed first, followed by the character's *speed* and any equipment carried.

Imperial Stormtroopers

The Emperor's elite soldiers, stormtroopers inspire fear anywhere the Empire seeks to assert its power. Imperial command deploys the white-armored troopers to crush resistance and neutralize opposition. Stormtroopers expect to be obeyed unquestioningly when dealing with civilians, and cannot be bribed. Failure to comply with an order from a stormtrooper typically results in incarceration or death.

Imperial Stormtrooper. All scores are 2D except: *blaster 4D, dodge 4D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), stormtrooper armor (+2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills).

Imperial Scout Troopers

These speeder bike troopers perform the Empire's reconnaissance and patrol duties in remote areas. Although they are not heavy combat soldiers, scout troopers play important roles in battles by monitoring enemy positions and reporting any activity to their superiors. They are often deployed to newly discovered planets, or scout the wilds which often surround Imperial bases. Scout troopers are rarely seen without their speeder bikes nearby.

Imperial Scout Trooper. All scores are 2D except: *blaster 4D, dodge 4D, Mechanical 3D, gunnery 3D+2, repulsorlift operation 3D+2, brawling 3D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), 2 grenades (5D damage, hits 1D targets nearby), scout armor (+2 to *Strength* when resisting damage), survival gear.

Imperial Officers

The Imperial Army and Navy is run by all ranks of officers, from lofty admirals to low lieutenants. Low-level officers carry out many duties: some serve aboard Star Destroyers, others pilot Lambda shuttles, and others command Imperial Army infantry and walker units. Most carry out their duties with cold precision, and foster a special hatred for Rebels, smugglers and other scum.

Imperial Officer. All scores are 2D except: *Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, Mechanical 3D+2, starship piloting 4D, Perception 3D+1, bargain 5D+1, Strength 2D+1, brawling 3D+2, Technical 3D, starship repair 4D+1.* Speed 10. Equipment: blaster pistol (4D damage), comlink.

Imperial Army Troopers

The Empire's standard infantry trooper is the most common and visible symbol of Imperial domination. They are confident, arrogant, eager to fight, and hate the Rebel Alliance. Squads of Imperial Army troopers are often commanded by an Imperial officer.

Imperial Army Trooper. All scores are 2D except: *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, survival 2D+2, gunnery 3D+2, repulsorlift operation 2D+1, Strength 3D+1, brawling 4D+1.* Speed 10. Equipment: blaster rifle (5D damage), field armor and helmet (+1D to *Strength* when resisting damage), 2 grenades (5D damage, hits 1D targets nearby), helmet comlink.

Bounty Hunters

Hired guns, bounty hunters work for security forces, the Empire, even crime lords. They specialize in tracking down criminals and bringing them to justice — any way they can. Bounty hunters are infamous for using excessive force to capture their prey, especially if a bounty is posted as "dead or alive." They are hard to evade, and lethal in combat.

Bounty Hunter. All scores are 2D except: *blaster 4D+2, dodge 4D+1, grenade 4D, melee 4D+2, streetwise 3D, survival 2D+2, sneak 3D+2, Strength 3D, brawling 3D+2.* Speed 10. Equipment: blaster rifle (5D damage), bounty hunter armor (+2D to *Strength* when resisting damage), 1 grenade (5D damage, hits 1D targets nearby), knife (4D damage).

Rebel Alliance Soldiers

The standard infantry trooper of the Rebellion is a dedicated volunteer who believes in the cause. Many are soldiers who mutinied against the Empire, while others are raw recruits eager to fight for

what's right. They serve as security troops on Alliance ships and as ground troops at Rebel bases.

Rebel Alliance Soldier. All scores are 2D except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Strength 3D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blast vest and helmet (+1D to *Strength* when resisting damage), comlink, 1 grenade (5D damage, hits 1D targets nearby).

Gamorrean Guards

These green, pig-like aliens often hire themselves out as mercenaries and guards for crime lords. For Gamorreans, fighting is a way of life. They are known throughout the galaxy for their great strength and brutality. Gamorreans aren't too fond of high technology — they prefer to use melee weapons rather than blasters, and foster a violent dislike for droids.

Gamorrean Guard. All scores are 2D except: *Dexterity 3D, melee 5D, survival 3D, Strength 4D, brawling 6D.* Speed 8. Equipment: force pike (7D damage), vibro-ax (7D+1 damage).

Mon Calamari Scouts

The Mon Calamari were enslaved by the Empire. Many fled their homeworld and joined the Rebel Alliance. They serve aboard massive star cruisers, but some scout out new planets for the Alliance. The Rebels are always looking for new base locations and safe worlds. Scouts survey planets, mapping entire continents, discovering new flora and fauna, and making contact with any aliens living there.

Mon Calamari Scout. All scores are 2D except: *blaster 3D+2, planetary systems 3D, Mechanical 2D+1, astrogation 4D, com-scan 3D, gunnery 3D+2, shields 3D+1, starship piloting 3D+2, Technical 2D+1, starship repair 3D+2.* Speed 10. Equipment: blaster pistol (4D damage), comlink, datapad.

Rodian Bounty Hunters

Rodians consider hunting an art form. They are notorious for their persistence and their eagerness to kill intelligent beings for a few credits. Crime lords, including the Hutts, often hire Rodian bounty hunters to track down those who owe them money or who have otherwise offended them. Not all Rodians are bounty hunters, but it's always a good idea to be suspicious of a strange Rodian until his true intentions are revealed.

Rodian Bounty Hunter. All scores are 2D except: *Dexterity 4D, blaster 6D, dodge 5D, Knowledge 2D+2, languages 3D, streetwise 4D+2, Mechanical 2D+2, gunnery 4D+2, starship piloting 4D+2, Perception 3D, bargain 4D, search 5D, Strength 3D+2, brawling 4D+2, demolition 4D, starship repair 3D.* Speed 10. Equipment: blaster pistol (4D damage).

Sullustan Smugglers

Many Sullustans are space-going traders. Since their planet's government allied itself with the Empire, many Sullustans have joined the Rebel Alliance or have become "independent" merchants. These smugglers sometimes work for the Rebellion, but always work for their own profit. Sullustans are known as exceptional pilots and navigators, and have keen senses of vision, hearing and direction.

Sullustan Smuggler. All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 4D, bureaucracy 3D, planetary systems 4D, Mechanical 4D+1, astrogation 5D, gunnery 5D+1, shields 5D, starship piloting 6D+1, Perception 3D, bargain 4D, con 4D+2, Technical 3D, starship repair 5D.* Speed 10. Equipment: blaster pistol (4D damage), Corellian YT-1300 freighter, datapad, 500 credits.

Twi'lek Merchants

Many Twi'leks seen throughout the galaxy have escaped their harsh homeworld of Ryloth and set up businesses of their own. They are used to scavenging and scraping a living from whatever they could find on Ryloth — they are even better at stocking their shops with all kinds of goods. Twi'lek merchants are hard bargainers, and are always looking to buy or sell at a profit. Twi'leks are easily recognized by their twin head-tails.

Twi'lek Merchant. All scores are 2D except: *blaster 3D, dodge 4D, Knowledge 3D, bureaucracy 4D, languages 4D, streetwise 4D+2, Perception 4D+2, bargain 6D, con 5D+2, search 5D, Technical 3D, computer programming/repair 4D, droid programming/repair 4D.* Speed 10. Equipment: comlink, datapad, 2,000 credits.

Wookiee Outlaws

Wookiees are considered slaves by the Empire; free slaves are outlaws. Some Wookiee outlaws join the Rebel Alliance, but many simply wander from system to system, avoiding the Empire and using their incredible strength to earn enough credits to get by. Wookiees make good bounty hunters and mercenaries; but outlaws like privacy, and Wookiee outlaws rarely stay in crowded starports and cities for long.

Wookiee Outlaw. All scores are 2D except: _Dexterity 3D, blaster 5D, dodge 4D, Mechanical 3D, Strength 5D, brawling 7D, climbing/jumping 6D, starship repair 3D+2._ Speed 10. Equipment: bowcaster (4D damage), satchel.

Jawa Traders

Jawas travel the sandy Tatooine wastes in their immense sandcrawlers, picking up whatever scrap they find and selling it to moisture farmers. They collect abandoned droids, broken machinery, and other discarded bits of advanced technology they can find. A good Jawa trader can refurbish and sell anything for a profit, taking parts from one machine to make another one work. Although they're good at bargaining, they're not very brave, and shy away from fights.

Jawa Trader. All scores are 2D except: _blaster 2D+2, dodge 3D, streetwise 4D, survival 4D+2, Mechanical 3D, bargain 4D, con 3D+1, climbing/jumping 2D+2, Technical 3D, computer programming/repair 4D, droid programming/repair 4D, repulsorlift repair 4D+2._ Speed 8. Equipment: Jawa demp gun (3D stun damage against droids only), tool kit, 200 credits.

Tusken Raiders

These savage nomads inhabit Tatooine's more desolate regions. Tusken Raiders often attack small moisture farms, but they avoid the larger settlements. They prey on anyone foolish enough to wander into their rugged territory. The Tusken Raiders' clothing protects them against Tatooine's hot suns, and helps them blend into their rocky surroundings. They ride across the wastes on banthas and use gaffi sticks in combat.

Tusken Raider. All scores are 2D except: *Dexterity 2D+1, blaster 3D+1, dodge 4D+1, melee 4D, survival 5D+1, beast riding 4D+2, search 2D+2, sneak 3D+1, Strength 3D+2, brawling 4D+2.* Speed 10. Equipment: blaster rifle (5D damage), breath mask, gaffi stick (5D+2 damage).

Droids

Droids are an almost everyday aspect of life in the galaxy. These robotic servants are used for tasks which are too complex, dangerous or even dull for organic beings. They are often programmed for several specific tasks. Some are shaped to interact well with humans, others are built to serve their particular function. Here are some typical droids most often encountered in the *Star Wars* universe. Assume they have 1D in all attributes and skills, although boosted scores have been listed. The droid's speed and equipment are also shown.

Protocol Droids

These human-shaped droids are programmed for etiquette and translation. The 3PO-series droids are capable of reproducing any sound that their audio sensors pick up, allowing them to speak almost any language. They are frequently used by diplomats and wealthy traders to better understand aliens they meet. These droids have pleasant personalities with emphasis on their masters' well-being.

Protocol Droid. All scores are 1D except: *Knowledge 3D, cultures 6D, languages 10D.* Speed 8. Equipped with: two visual and audio sensors, vocabulator speech/sound system.

R2 Astromech Droids

Astromech droids are designed for in-flight and post-flight starship operations and maintenance duty. They interface with starship computers during flight, and can assist computerized repairs, allowing the pilot to keep his full attention on flying. Their processors can store up to 10 pre-programmed hyperspace jumps.

R2 Astromech Droid. All scores are 1D except: *Mechanical 2D, astrogation 5D, starship piloting 3D, Technical 2D, computer programming/repair 4D, starship repair 5D.* Speed 5. Equipped with: extendable video sensor, fire extinguisher, holographic projector/recorder, small circular saw.

Probe Droids

Originally designed for peaceful exploration, pro
droids have been extensively used by the Empir
Probots search for hidden Rebel outposts, smuggl(
bases and pirate shadowports in remote areas. Imp(
rial probe droids are also used to survey asteroids
monitor starport traffic and spy on the Empire's
enemies.

Probe Droid. All scores are 1D except: *Dexterity
3D, blaster 4D, Knowledge 2D+2, planetary systems
4D, Mechanical 3D, com-scan 6D, Perception 3D,
search 5D+2, Strength 4D, Technical 2D+1.* Speed 14.
Equipped with: blaster cannon (4D+2 damage), long-
range sensors (+1D to *search* when scanning for
objects between 100 meters and 5 kilometers away)
self-destruct mechanism.

Creatures

Strange worlds and alien environments breed all kinds of creatures.
Many are used as pack animals. Creatures don't have all the scores regular
characters have. They're listed below with their *Dexterity, Perception* and
Strength (with any skills they might use), plus comments about damage they
do when attacking, and their *speed. Orneriness* measures how tame they are
to ride. Characters mounting and controlling a creature must roll their *beast
riding* skill equal to or greater than the dice rolled for an animal's *orneriness.*

Banthas

Banthas are used as pack beasts by more primitive peoples, including
the Tusken Raiders of Tatooine. These huge beasts are covered in long,
shaggy fur. Their large, spiral horns protect them from predators. Banthas
can go for weeks without water or food, and can survive in harsh environ-
ments.

Bantha. *Dexterity 2D, Perception 2D, Strength 5D.* Horns inflict 6D damage,
trample attack inflicts 5D damage. Speed 15. Orneriness 2D.

Dewbacks

These lizard-like beasts are native to Tatooine. Tamed dewbacks are
often used as patrol animals since they can withstand the desert's high
temperatures. Although they are faster and more agile than banthas during
the day, at night they become slow and inactive.

Dewback. *Dexterity 3D, Perception 2D, Strength 4D, brawling 4D+1.* Bite
inflicts 5D damage. Speed 35 (during day), 7 (at night). Orneriness 3D.

Tauntauns

Natives of the ice planet Hoth, tauntauns are used as riding beasts by the Rebel forces there. Although they are easily tamed as mounts, they are are easily startled by the unexpected. Tauntauns can withstand severely cold temperatures, but cannot do so for too long without occasional rests in warmer environments.

Tauntaun. *Dexterity 2D, Perception 3D, Strength 4D.* Charge attack inflicts 5D+1 damage. Can withstand arctic temperatures. Speed 16. Orneriness 1D.

Vehicles and Starships

The fantastic machines used for transport and combat are part of *Star Wars'* appeal. Some of the most popular vehicles and starships are described below. When players' characters aren't piloting these vessels, use the scores listed for the typical crew's skills. Each vessel's information is shown: *maneuverability, speed, sensors, hull* and *shields.* Weapons are listed with their *fire control* dice and *damage:* those which are "fire-linked" can be fired once, inflicting the combined damage shown.

AT-AT Walkers

Imperial All Terrain Armored Transports (AT-ATs) are four-legged giants that shake the ground as they plod along. The massive machines are considered virtually unstoppable. They are front-line battle vehicles used to assault enemy positions and smash opposing forces. In addition to their weapons, AT-ATs can carry up to 40 stormtroopers each.

AT-AT Walker. Crew scores: *Mechanical 4D, gunnery 5D.* Maneuverability 0D, speed 4, sensors 0D, hull 10D, shields 0D. Weapons: 2 fire-linked heavy laser cannons (fire control 2D, combined damage 10D), 2 fire-linked medium blasters (fire control 2D, combined damage 7D).

AT-ST Walkers

All Terrain Scout Transports (AT-STs) are faster and more maneuverable than their larger walker cousins. The Empire uses AT-STs for scouting and patrolling large areas and to give heavy fire support to infantry operations. They don't carry any troops, but can be operated by only two crewmen.

AT-ST Walker. Crew scores: *Mechanical 3D, gunnery 4D.* Maneuverability 1D, speed 6, sensors 0D, hull 7D, shields 0D. Weapons: twin blaster cannon (fire control 1D, damage 8D), twin light blaster cannon (fire control 1D, damage 6D), concussion grenade launcher (fire control 1D, damage 7D).

Speeder Bikes

These repulsorlift vehicles sacrifice safety and protection for speed and maneuverability. They can't carry as much as a landspeeder or skiff, but they're fast. Imperial scout troopers use speeder bikes for patrols — civilian versions are not equipped with the laser cannon.

Speeder Bike. Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2.* Maneuverability 3D+2, speed 35, sensors 0D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 5D).

Landspeeders

Landspeeders are common ground-based repulsorlift vehicles on planets throughout the galaxy. Most families and individuals have their own landspeeder, especially on remote worlds where there is very little public transportation.

Landspeeder. Crew scores: *repulsorlift operation 3D.* Maneuverability 2D, speed 23, sensors 0D, hull 4D, shields 0D. Weapons: none.

Skiffs

Skiffs are used to transport passengers and large cargoes. They tend to be slow and clumsy, and can be easily operated, even by low-intelligence labor droids. Skiffs are a common sight around starports.

Skiff. Crew scores: *repulsorlift operation 3D.* Maneuverability 0D, speed 14, sensors 0D, hull 3D, shields 0D. Weapons: none.

A-wing Fighters

A-wing starfighters were designed as fast, maneuverable interceptors for the Alliance. Their agility can compete with the most maneuverable TIE fighters. A-wing engines put the hull under great stress, and they requires constant maintenance to remain spaceworthy.
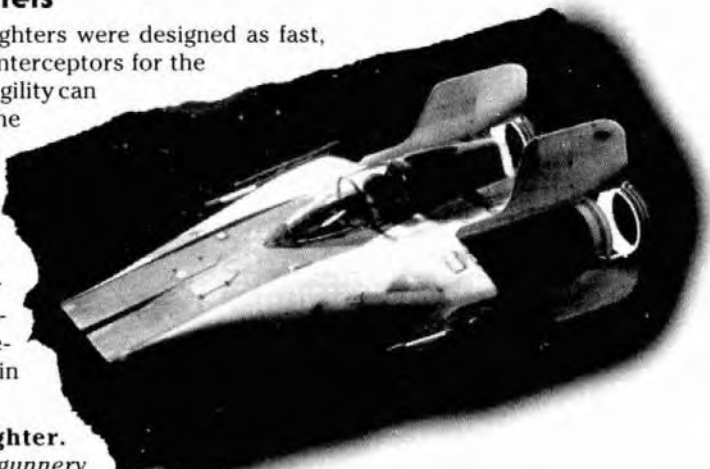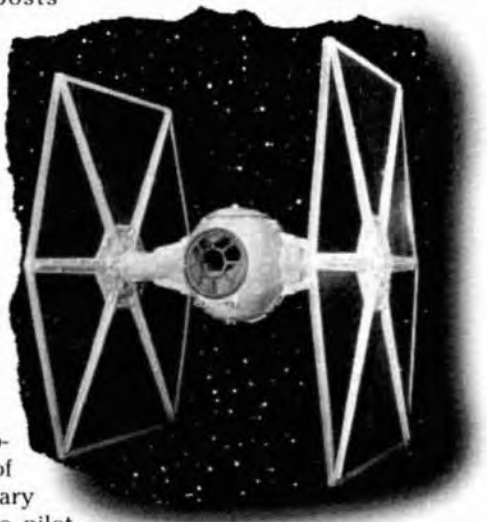
A-wing Fighter. Crew scores: *gunnery 4D+2, shields 3D+1, starship piloting 5D.* Maneuverability 4D, speed 45, sensors 1D, hull 2D+2, shields 1D. Weapons: 2 fire-linked laser cannons (fire control 3D, combined damage 5D), enemy targeting jammer (-2D from enemy ship's fire control).

B-wing Fighters

Originally developed by Admiral Ackbar's research team, the B-wing starfighters are heavily-armed escort starfighters. The hulls contain a gyroscopically balanced cockpit, and enough weapons and armor to make them formidable opponents in battle. B-wings aren't very maneuverable, though, and can be outflown by skilled TIE fighter pilots.

B-wing Fighter. Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2.* Maneuverability 1D+1, speed 33, sensors 1D, hull 3D, shields 2D. Weapons: laser cannon (fire control 1D, damage 7D), 2 proton torpedo launchers (fire control 1D, damage 9D), 3 fire-linked medium ion cannons (fire control 4D, combined damage 4D), 2 auto blasters (fire control 2D, damage 3D).

X-wing Fighters

The backbone of the Rebel Alliance starfighter fleet, X-wing fighters have seen extensive action. They're not as new as some other starfighters, but the X-wings are durable and effective in combat. Luke Skywalker piloted an X-wing when he destroyed the Death Star.

X-wing Fighter. Crew scores: *gunnery 4D+2, shields 3D, starship piloting 5D*. Maneuverability 3D, speed 37, sensors 1D, hull 4D, shields 1D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D), 2 proton torpedo launchers (fire control 2D, damage 9D).

Y-wing Fighters

Y-wings were adopted at the inception of the Rebel Alliance. These versatile fighters remain popular despite their old, almost obsolete design. The ships are easy to maintain since parts for them are much more readily available than those for newer starfighters.
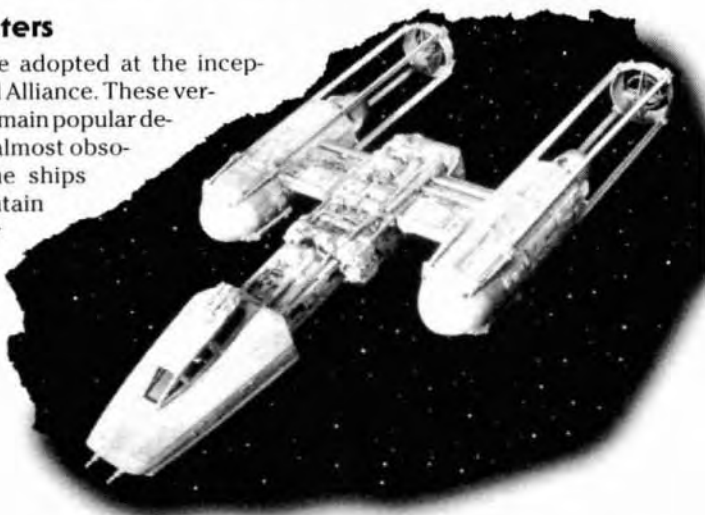
Fighter. Crew scores: _astrogation 3D+2, gunnery 4D+1, shields 3D, starship piloting 4D+2._ Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 fire-linked light ion cannons (fire control 3D, combined damage 4D).

TIE Fighters

The Twin-Ion Engine starfighter (TIE) is the prime Imperial starfighter. TIEs are designed to be fast, but they are also light and very fragile. They are stationed at Imperial outposts throughout the galaxy. Short of Star Destroyers, TIE fighters are the most visible sign of Imperial power along the space lanes.

TIE Fighter. Crew scores: _gunnery 4D, starship piloting 4D+1._ Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

TIE Bombers

The Empire uses TIE bombers for surgical bombardment of targets on asteroid and planetary surfaces. One pod carries the pilot, flight computers, life support and power regulators, while the other pod contains targeting systems and 16 concussion missiles.

TIE Bomber. Crew scores: _gunnery 5D, starship piloting 4D._ Maneuverability 0D, speed 33, sensors 1D, hull 4D+1, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 3D), concussion missiles (fire control 3D+2, damage 9D).

TIE Interceptors

TIE interceptors were designed to counter the advantages of Rebel Alliance X-wing starfighters. They feature larger engines and more powerful energy converters in their solar panels. Although TIE interceptors were introduced shortly before the Battle of Yavin, they were not put into general use until just before the Battle of Endor.

TIE Interceptor. Crew scores: _gunnery 4D+2, starship piloting 5D._ Maneuverability 3D+2, speed 44, sensors 2D, hull 3D, shields 0D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D).
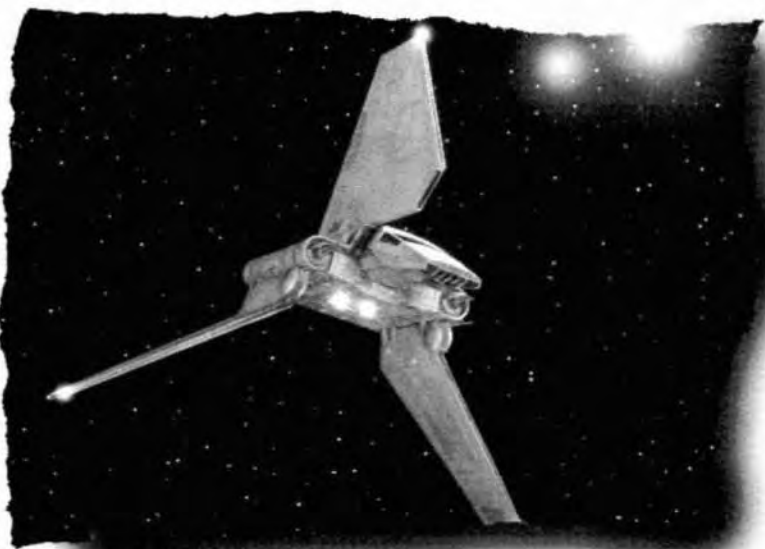
Imperial Lambda Shuttles

These personnel shuttles can ferry up to 20 passengers and their cargo. Lambda shuttles are capable of jumping to hyperspace, so they can transfer troops between starships and planet surfaces, and between different star systems.

Imperial Lambda Shuttle. Crew scores: *gunnery 5D, shields 4D, starship piloting 5D.* Maneuverability 1D, speed 30, sensors 1D, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 fire-linked double laser cannons (fire control 3D+1, combined damage 4D).

Corellian YT-1300 Freighters

YT-1300s are like thousands of other light freighters travelling the galaxy. These Corellian ship are reliable, durable and easy to modify. They are the favorites of free-traders, smugglers, and even some bounty hunters. The famous smuggler Han Solo's *Millennium Falcon* is a heavily modified Corellian YT-1300.
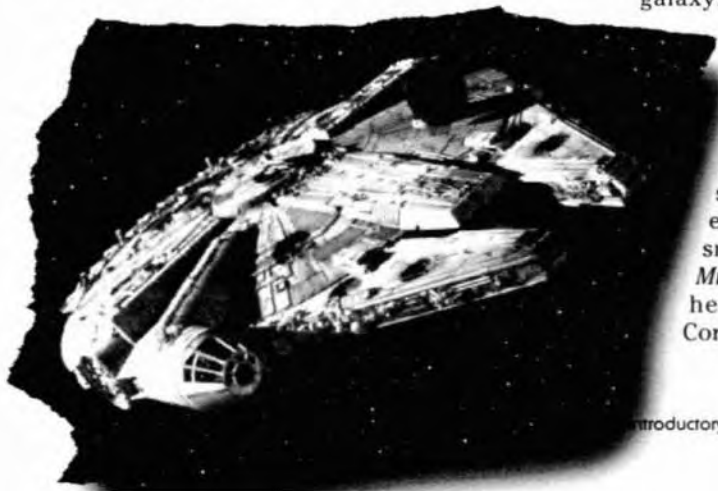
Corellian YT-1300 Freighter. Crew scores: *gunnery 4D, shields 3D, starship piloting 4D.* Maneuverability 0D, speed 28, sensors 1D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 4D).

Imperial Star Destroyers

Imperial Star Destroyers are among the most fearsome weapons of the Imperial war machine. The Emperor uses these awesome battleships to instill fear in the hearts of citizens throughout the galaxy. In addition to its weaponry, one Star Destroyer carries a wing of 72 TIE fighters, a full stormtrooper division, 20 AT-ATs and 30 AT-ST walkers.

Imperial Star Destroyer. Crew scores: *astrogation 4D, com-scan 4D, gunnery 4D+2, shields 4D+1, starship piloting 5D+1.* Maneuverability 1D, speed 33, sensors 3D, hull 13D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 11D), 60 ion cannons (fire control 2D+2, damage 9D).

Mon Calamari Star Cruisers

The Mon Calamari provided the Alliance with virtually the only star cruisers in the Rebel Fleet. Cobbled together from Mon Cal exploration vessels, the ships have proven surprisingly effective in combat. The Mon Calamari crews are better trained, and the ships are protected by extra deflector shields.

Mon Calamari Star Cruiser. Crew scores: *astrogation 4D, com-scan 3D+1, gunnery 5D, shields 5D, starship piloting 5D+2.* Maneuverability 2D, speed 33, sensors 2D, hull 12D, shields 6D. Weapons: 48 turbolaser batteries (fire control 2D, damage 10D), 20 ion cannon batteries (fire control 3D, damage 9D).

Corellian Corvettes

Corellian Corvettes are used by private corporations, pirates and the Rebel Alliance. They can be used for blockade running, heavy combat duty, and freight transport.

Corellian Corvette. Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2.* Maneuverability 2D, speed 33, sensors 2D, hull 10D, shields 2D. Weapons: 6 double turbolaser cannons (fire control 3D, damage 10D+2).

Nebulon-B Frigate

These vessels are the Alliance's best close support vessel. The Nebulon-Bs are able to escort convoys and cause damage to larger star cruisers in combat. They are well armed with turbolasers and protected by shields. Some frigates have been converted into hospital ships

Nebulon-B Frigate. Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2.* Maneuverability 1D, speed 28, sensors 1D, hull 9D+2, shields 2D. Weapons: 12 turbolaser batteries (fire control 3D, damage 10D), 12 laser cannons (fire control 2D, damage 2D).

An Exciting Universe

The *Star Wars* galaxy is filled with adventure. It's a place teeming with conflicts — situations which could easily inspire adventures for your players. The Empire is trying to put down the Alliance. Rebels battle stormtroopers, TIE fighters and other Imperial minions in a galaxy-spanning civil war. But there are others. Every day, smugglers struggle to make a profit shipping cargoes past Imperial Customs inspectors, all while dodging bounty hunters trying to collect on debts owed to powerful crime lords. Scouts push beyond the Outer Rim Territories into Unknown Space, seeking new worlds and making contact with strange and often hostile alien species.

The *Adventure Book* will bring you and your players through the story of how a handful of Rebels liberate a planet from the Empire's grasp. What happens after that?

Creating Your Own Adventures

The *Adventure Book* has some good examples of how to create scenarios. It's really very much like writing a good short story. Your players have provided the characters, you just provide an interesting setting and a conflict — usually with squads of stormtroopers and angry bounty hunters.

Give the characters a goal in each adventure. Maybe they have to find something, like stolen Rebel information. An adventure might start in an Imperial prison, and the characters have to break out. Perhaps they have to track down an Imperial spy before he betrays the location of a secret Alliance base.

The settings, villains and situations from the *Star Wars* movies, novels and comic books can give you ideas for your own adventures, too. The characters might need to rescue a smuggler friend from the dungeons of an infamous Hutt crime lord. Or they might pilot scouting missions seeking a new location for a hidden Rebel base.

STAR WARS

Using Star Wars Roleplaying Game Adventures

The *Star Wars Introductory Adventure Game* is based on the *Star Wars Roleplaying Game,* a more complicated version of the rules you're reading now. You can use published adventures from one game to continue your characters' exploits using the *Introductory Adventure Game* rules.

There are a few differences between the two games. Many skills are the same, but some are more specific. *Melee* and *brawling* are broken into *melee combat* and *melee parry,* and *brawling* and *brawling parry. Droid programming/repair* becomes two skills, one to program droids and another to repair them. Starship piloting, weapon and repair skills are divided up into skills for space transports (for freighters and shuttles), starfighters and capital ships (immense cruisers like Star Destroyers). There are some additional skills, too, like *running, forgery* and *intimidation* (most of which are self-explanatory). Don't worry too much about these skills — just use the ones that look familiar.

Scores for vehicles and starships might seem more complex. Use those scores with familiar names, like *hull, shields, maneuverability,* and *fire control.* For vehicles, *hull* becomes *body strength.* The *move* score replaces the *Introductory Adventure Game's speed* — you'll need to divide vehicle speeds by 5 and starship atmosphere speeds by 10 so they work with the introductory rules.
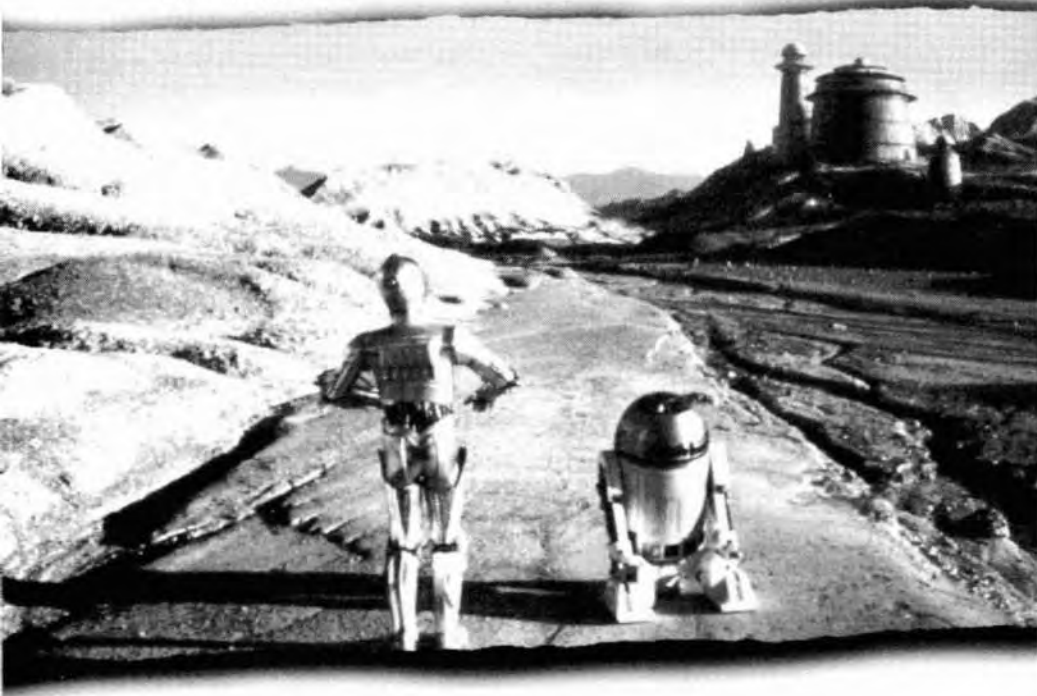
What matters most in these adventures isn't the scores, but the story. You can always substitute the ships, aliens and characters from this game's "*Star Wars* Universe" section for the ones found in published adventures.

With a few changes, you can use adventures for the *Star Wars Roleplaying Game* using these same rules for the *Introductory Adventure Game.* You can find these adventures in book stores and hobby stores.

Playing the Star Wars Roleplaying Game

If you're ready for a greater challenge, give the *Star Wars Roleplaying Game* a try. It's a bit more complicated, but the same principles apply. Use the directions above to help translate characters to the regular *Star Wars* game. If you're a narrator, you'll want to take some time and read the entire *Star Wars Roleplaying Game* to see where some things are different. Although the rules are more complicated, they allow you to do more within the exciting *Star Wars* galaxy. You can play many other characters. There are more Force skills Jedi can use. Both personal and vehicle combat give you more options and strategies.

Translating Characters

Here's how to convert characters from the *Introductory Adventure Game* into the *Star Wars Roleplaying Game* format.

Your character's attributes remain the same. Most of the skills are the same, too. Some skills in the *Introductory Adventure Game* become several more specific skills in the regular game. For instance, *melee* becomes *melee combat* and *melee parry*. For these skills, figure out how many extra dice you've put into it: just subtract the corresponding attribute's dice score from the skill. What you have left shows how much you've improved the skill. Now divide those dice among the related new skills.

Example: *A character has a* Mechanical *of 3D and a* starship piloting *of 6D+2. He's boosted his* skill 3D+2 over his attribute. In the Star Wars Roleplaying Game, *he must divide this extra 3D+2 between* capital ship piloting, space transports *and*

starfighter piloting. *He's not going to be flying any capital ships soon, so he wants to split his 3D+2 between* space transports *and* starfighter piloting. *He puts 2D in* space transports *to make it 5D, and 1D+2 in* starfighter piloting *to make it 4D+2.*

Here's a list of skills that are divided up into several more specific skills in the *Star Wars Roleplaying Game:*

Old Skill	New Skills
blaster	*blaster*
	bowcaster
melee	*melee combat*
	melee parry
com-scan	*communications*
	sensors
gunnery	*vehicle blasters*
	capital ship gunnery
	starship gunnery
starship piloting	*capital ship piloting*
	space transports
	starfighter piloting
shields	*capital ship shields*
	starship shields
droid programming/	*droid programming*
repair	*droid repair*

If you're playing an alien, check the *Star Wars Roleplaying Game* rules for any special abilities you might have.

Speed becomes your *move* score, but the number doesn't change. Force Points, Character Points and Dark Side Points all remain the same. Jedi characters and others with Force powers have a listing that "This character is Force-sensitive." Injuries are listed under "Wound Status"—the levels are the same, although the effects of injuries are not shown.

Credits

Design: Peter Schweighofer

Adventure Book Design: Stephen Luminati

Editing: Peter Schweighofer, Paul Sudlow

Proofreader: Jen Seiden

Previous Edition Designers: Greg Costikyan,
Greg Gorden, Peter Schweighofer, Bill Slavicsek, Bill Smith, Ed
Stark, George Strayton, Paul Sudlow, Eric S. Trautmann

Art Design & Graphics: Tim Bobko, Richard Hawran,
Tom ONeill, Brian Schomburg

Cover Art: Cantrell

Interior Illustrations & Photographs: Lucasfilm Ltd., Jordi Ensign,
Ron Kulp, Christopher Trevas

Card Art: Lucasfilm Ltd., Christopher Trevas

Stand-Up Art: Tim Bobko, Tom ONeill, Stephen Crane

Map Art: Tim Bobko, Peter Schweighofer

Rules Consultants: George Strayton, Paul Sudlow,
Eric S. Trautmann

Playtesters: Matt Ahearn, Ryan Besenner, Brian Blaum, Bob
Briody, Howard Butler, Brian Cousins, Jacob Crouse, Billy Culley,
Keith & Ryan Federico, Craig Levengood, Garrett Leonard, Daisy
Pilbrow, Steven Rogers, Mike Salamone, Marcella & Weston
Schreiber, Jamie Traver, Dan & Holly Verssen,
Josh Wehrmann, Ben Wood

Special Thanks to: Kathy Burdette; Liz Arneth and J.P. Sutich; Sue
Rostoni, Allan Kausch, Lucy Autrey Wilson and Julia Russo of
Lucasfilm Ltd.; Daniel Scott Palter, Richard Hawran and Jeff Kent of
West End Games.

Mountains
Hills
Forest
Desert

City/Base
Imperial Strong Point

WEST END GAMES

ADVENTURE BOOK

STAR WARS

Introductory
ADVENTURE
GAME

Adventure Book

Table of Contents

Corsair cursed as his fingers blurred over the X-wing's flight computer. The base hangar's ceiling trembled again. As several suspended conduits buckled, dust rained down on his starfighter's canopy. Corsair glanced upward. The hangar bay was littered with debris, but his launch path was still clear. If he could just get the engines warmed up ...

Six TIE bombers flying in standard echelon formation screamed over the Edan landscape. The Rebel base, already crippled by the orbital bombardment, had ceased resisting early in the siege. Now the Imperials knew the Rebel vermin would flee their nest and scatter into the wilderness. That was the reaction the TIE bombers were to stifle. The lead ship roared forward and issued commands to its escorts. "Omega group: ten seconds to target. Synchronized drop on my mark."

The X-wing was silent in the desolate hangar bay. Inside, Corsair was hoping for an engineering miracle. Without an R2 unit in back, the ship couldn't reroute his commands around the damaged components. He yelled, punching the flight computer in complete frustration. The panel sparked as two sundered wires deep within the computer connected with the force of the impact. The engines immediately started to cycle as Corsair cheered in triumph. Then he looked out of the cockpit — a tight formation of ships was flying extremely low, directly toward the base. Corsair fidgeted as he waited for the engines to build significant power to launch.

The six TIE bombers soared over the last rise before Edan Base. As the landscape blurred beneath them, the targeting computer in each starfighter beeped twice in unison. The first of the shimmering spheres dropped from their bomb bays.

The engine meter crept upward at an agonizingly slow pace. Corsair glared at it, hoping that his will alone could

influence the physics of the ion drives. Then he heard the roar of the TIEs overhead, and the unnerving whistle of multiple objects dropping from above. "Close enough," he mumbled, and jammed the X-wing's throttle to its farthest forward position. There was a roar behind him. As his ship shuddered under the sudden and premature acceleration, he saw the hangar bay begin to recede behind him.

The first high-yield proton bomb struck the back of the hangar bay. The other volleys followed, walking explosions across the once-proud Edan Base. As if it had a last request, the base spat out a lone X-wing fighter, which immediately banked hard and rocketed away from the dying base.

Gasping for breath, Corsair checked over his shoulder at the terrain swirling beneath him. He had to clear this area fast and put down before the orbital energy scanners could react to his launch. As he set a course, he thought he saw several groups of footsoldiers running from their former home, diving for cover in the lush Edan forest. Given their variety of uniforms, they could only be Rebels.

Good luck, he silently wished them, *and see you at the Rendezvous Point.*

Start Your Own Star Wars Saga

You and your friends are ready to begin creating your own series of *Star Wars* adventures. Assuming your players enjoy blasting through this exciting galaxy, you as narrator will probably be running more than just one game.

One session of a roleplaying game is often called a "scenario," "mission" or "adventure." The three words all mean the same thing — one night of gaming in which the players accomplish a short-term goal. You've seen two sample scenarios already in this boxed game. One of them was in the *Players Booklet,* and the other was in the *Narrator*

Jordi Ensign

Booklet. An adventure describes the general plot of the game session. Elements of a mission include the characters' location, their current goals, and the obstacles they face. Writing scenarios can be tricky, so we've provided a bunch of them in the *Introductory Adventure Game*, plus some ideas to help you create your own.

Some of the most popular and suspenseful adventures are those that link together to describe a grand story. Where one scenario ends, another one starts, similar to the events shown in the *Star Wars* movie trilogy. In *Star Wars: A New Hope*, we meet Luke, Leia, Han, and others in their battle against the Empire's Death Star. Along the way, horrific enemies such as Darth Vader and Jabba the Hutt are introduced. *Star Wars* ends when Luke and Han destroy the first Death Star, scoring a major victory for the Rebel Alliance. *The Empire Strikes Back* continues the story with the familiar characters from *Star Wars.* In the beginning of the movie, the mighty Imperial Fleet is hunting down the Rebel Alliance with ruthless efficiency. In typical cliff-hanger fashion, one of the heroes is captured by the Empire, and taken by Boba Fett back to Jabba on Tatooine. *Return of the Jedi* begins with the heroes rescuing their imprisoned comrade, eventually leading up to a final conformation between the Empire and the Alliance.

Missions that are linked together to tell a larger story are called a *campaign.* That's exactly what this whole book is filled with; scenarios that are tied together to form a campaign. In these adventures, your players will repeatedly run into familiar allies and old enemies. Their actions in one scenario affect their situation in the next one. If they save a Rebel technician in one mission, he'll help them fix their equipment in the next one. If they don't save the tech, well, he won't be around later, so the Rebels will have to make their own repairs or make due with what they have.

So ... what do you do now? Start by reading the campaign summary and introduction. That will show you where the saga is going, and give you a feel for what's in store for your players. While you can read the whole book cover-to-cover, its not really necessary. Before play, read the scenario your players are about to run. You'll find lots of read-alouds, maps, and other aides to help you get into the role of being the narrator. You'll see summaries before each scenario that outline the Rebels' performance in the previous adventure. These will help you remember what the players did, and how their actions will affect the next scenario.

If you're a player, *stop reading right now!* This book is for the narrator to help him create a world you can adventure in. If you don't stop reading, you'll know what challenges your character will face. As tempting as that might sound, it'll make the game much less exciting for you. Plus, narrators don't take kindly to players snooping through their books. Some mischievous narrators have been known to change things around if players read ahead to the adventures — adding some extra stormtroopers here, a bounty hunter there, an unexpected thermal detonator right beneath the heroes' noses. Consider yourself warned.

Freedom for Edan

Freedom for Edan is broken into seven missions. The first is a little shorter than the others, to provide more examples of how to run the game. Here's an overview of the events:

Adventure 1: Defeated!

The heroes have escaped the Imperial bombardment of Edan Base. Now they must struggle to survive in the wilderness. They discover an advance Imperial patrol station and have the opportunity to steal valuable vehicles and equipment.

Adventure 2: Salvation on Silver-Tipped Wings

The characters arrive in the settlement of Southview, seeking the freedom cell group mentioned in the first scenario. They may get involved in a bar fight when bitter farmhands discover their ties to the Alliance. Eventually they meet the freedom fighters, and help them discover the cause of an increasing number of strange disappearances. If they play their cards right, the cell group gives them a Y-wing starfighter that survived the Imperial assault.

Adventure 3: The Convoy

After multiple attacks by Imperial forces, the Rebels are low on power and supplies. In a desperate move to replenish their resources, the characters ambush an Imperial armored convoy. They also learn that a secret Rebel base survived the Imperial occupation on the southern continent. Rumors from Rebel sympathizers indicate the base plans to mount a counter-strike against the Imperial invaders.

Adventure 4: Bright Lights, Empty City

The Rebels make their way to the city of New East Bay, hoping to find transport across the great ocean to the southern continent. While the characters are in the city, Imperial forces become aware of their presence. The Rebels must sneak onto the transport and remain undetected during the flight over the ocean.

Adventure 5: Hope Falling

The Rebels witness an Alliance frigate careening through the atmosphere, having lost a battle with the Star Destroyer in orbit. They rush to the scene of the crash in the hopes of finding survivors and additional equipment.
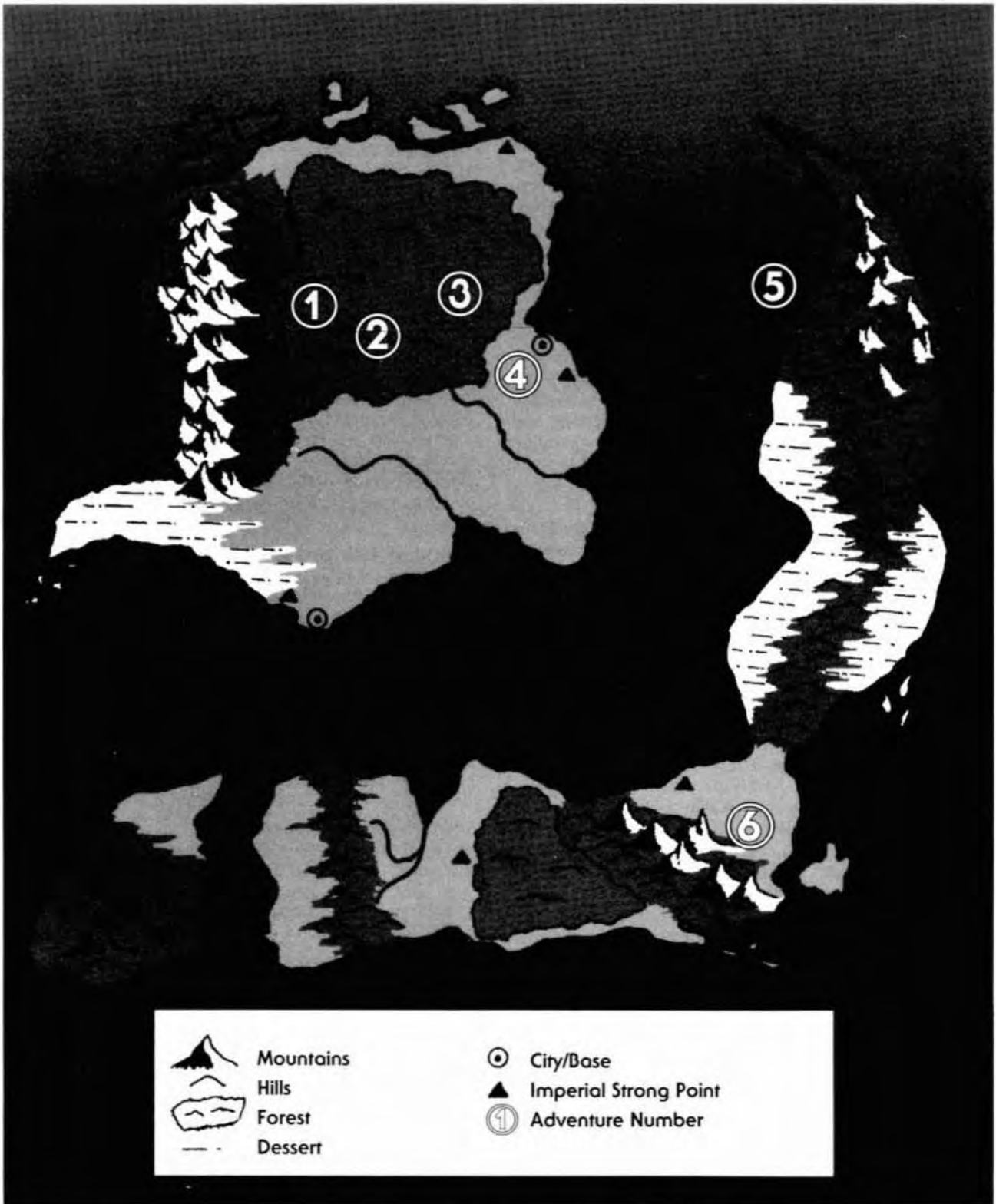
Adventure 6: Vindication

The characters discover the Rebel Base known as Rendezvous Point 4. There they play an important role in the desperate plan to destroy the Imperial Star Destroyer orbiting the planet and liberate Edan II.

More Power, More Challenges

This campaign tells the story of the characters' attempt to overthrow the Imperial occupation of Edan II. Over the seven scenarios, the Rebels build their resources and armaments from the humblest of beginnings to a sizable strike force. Keep this scale of events in mind when running *Freedom for Edan.*

At first, a small squad of stormtroopers poses a formidable challenge to the fledgling Rebels. As the campaign continues, they gain additional experience and resources that allow them to tackle greater opposition. Their first speeder bikes increase their mobility, allowing them to avoid or selectively engage foot soldiers. When they recover and repair a disabled Y-wing starfighter, they gain aerial reconnaissance and the ability to strike stronger targets. By the end of the fifth scenario, the characters may have as many as four starfighters at their command. However, the challenges must increase to match their growing capabilities. Read over the campaign summary above and you'll see. In the later stages of the campaign, they won't be

▲ Mountains		⊙ City/Base	
∧ Hills		▲ Imperial Strong Point	
∿ Forest		① Adventure Number	
— · Dessert			

attacking four lone foot soldiers, but a flood of stormtroopers and armored vehicles.

That's all the introduction you need. Remember what you learned in the *Players* and *Narrator Booklets.* Now it's time for you, the narrator, to start telling your own story. The audi-ence has filled the theater. The lights dim, the curtain recedes to unmask the silver screen. The first musical chord plays, and as the credits scroll on screen, read the introduc-tion to "Adventure 1: Defeated!" to your players.

Adventure 1:

Defeated!

Read aloud:

You gaze through the fading mist of your own breath into the Edan night. It's cold; cold and eerily silent on the edge of a deep forest. The pristine atmosphere of Edan II — unmolested by industrial pollution — lets the stars shine in perfect clarity. As you look up to the myriad of distant suns, and the war which you know is occurring between them, you wonder if you'll ever be among the stars again.

It has been four days since the Imperial siege of Edan Base. Once the main generator collapsed under a power overload, the Empire easily decimated the fragile outpost from high orbit. The base's ion cannon barely managed a single shot before being silenced by the orbiting Star Destroyer's turbolasers. Meanwhile, the Rebel Alliance's fighters were the first craft to fall from the sky — if they weren't buried in the collapsed hangar bay. Any shuttles and transports which managed to escape crashed into unyielding rock or disintegrated in mid-air. It was a desperate hour for the Alliance.

You and your friends managed to escape the base and flee into the surrounding wilderness. The retreat was chaotic at best. You have no idea if any evacuation teams survived. For the past few days you've been putting as much distance as you can from the fallen base, knowing that the Empire would establish a tight net of guard posts, speeder patrols, and fighter escorts in an attempt to catch escaping Rebels. So far, you still have your freedom; however, without starcraft, speeder bikes, or major weapons, your freedom is about the only advantage you have.

The sky slowly changes hues, lightening from a midnight black to a deep blue. The dawn is coming — and with it another day of survival on a lonely world. You've heard of major settlements on this continent and the one that lies to the south. With any luck, you'll find fuel and weapons, spare equipment, and Rebel sympathizers there.

JE 97

Jordi Ensign

You heard Commander Drayson mention five rendezvous points scattered around the planet. Perhaps your fellow Rebels are waiting for you at one of them.

But there will be no escape as long as that Star Destroyer is in orbit. In the deepest part of your mind, you know that you'll have to deal with the Imperial Star Destroyer *Havoc* before you can leave this world.

The faintest crest of the sun rises over the eastern mountain range, and the chirping of a hundred Edan birds begins to fill the silence.

Snowcat Attack

Right now the characters believe they're alone. While they're breaking camp and discussing their plans for today, four ravenous Edan tigers or snowcats are stalking them ...

Noticing A Snowcat: Moderate (15) *Perception.* Ask each player to roll his character's *Perception.* Anyone getting a 15 or higher notices a snowcat. But just don't tell them this. If a character sees one of the tigers, try being descriptive about his view of the animal. Don't say, "Oh, you see a tiger stalking you." Describe the monstrous beast, with its white and black stripes blending into the morning twilight. Mention its huge fangs and cruel, lifeless eyes. You might be able to make a tiger growling sound, or describe how one of the beasts causes the branches to rustle ever so slightly. Using these graphic descriptions will involve your players in the situation. One or two might even get spooked by the mental image you paint. Which, of course, is the whole idea.

Whether the Rebels see the creatures or not, the Edan tigers attack next round.

Chris Trevas

If a character sees an Edan tiger, he'll be able to warn the others and everyone has an opportunity to take one action before the tigers attack.

If no one sees the tigers, the tigers *surprise* the group. The tigers get to attack first while the characters gape dumbfounded at the fierce creatures pouncing on them.

4 Edan Tigers. *Dexterity 3D, Perception 2D, Strength 4D.* Claws inflict 3D damage. Bite inflicts 4D damage. Speed 15.

Here's a brief reminder on how to referee a combat situation. We'll describe this combat in detail, so you can see how to run the next one on your own.

Remember that combat is broken up into a series of combat turns. During a combat turn, each participant (that's the players' characters and the ones that you as the narrator manage) decides what he's going to do. The players roll the appropriate dice, and then the results of their actions are determined.

Narrator Tip #3

In Media Res

"In media res" is Latin for "in the middle of things." It's a great technique for introducing a story. When starting a novel or movie, it's traditional to begin with an introduction that provides background on the characters and the setting. *"In media res"* turns that rule on its ear—the story starts in the middle of an exciting scene. This throws the audience into the action, even if they don't know the reason behind the thrilling events they're observing.

Take the opening scene in *Star Wars,* for example. After the opening credits, **BAM!** A gigantic Star Destroyer rumbles overhead, pounding a fleeing starship with its massive turbolaser batteries. We don't know who's chasing who, or why, but it certainly gets our attention in the movie theater!

As a narrator, you can use the same trick to begin some of your scenarios, and we've done it here. The characters wake up and before they know it, they're under attack! There's nothing like four huge, strong, and extremely hungry Edan tigers to get the players' attention.

Character Actions

Here are some of the actions your players are likely to choose, and how to manage each one:

Shoot a Tiger: Easy (10) *blaster.* Some characters might want to shoot the tigers to save themselves or their friends. Players whose characters are shooting should roll their *blaster* dice. The tigers are already at Close range, so the difficulty to hit them is 10.

It's possible that intelligent creatures will attempt to *dodge* an attack. However, these tigers don't understand what a blaster is, so they will take no avoiding action. If the player rolls a 10 or higher, he hits the tiger he was aiming at. If he rolls a 9 or lower, he misses.

Dodge a Tiger's Attack: *dodge.* A character may spend his whole combat turn avoiding an attack. Tell the player to roll his character's *dodge* skill. Write this number down, so you'll remember what the tiger must roll to hit the dodging character.

Run Away: *Dexterity* **plus character's** *speed.* If the character tries to flee the scene, have him roll his *Dexterity* and add his *speed* (usually 10). If a tiger attacked him last round, the tiger will pursue in its next action. Ask the player to write down the result of his roll; you'll need it later to determine if the tiger caught the fleeing character.

Fighting A Tiger Hand-to-Hand: Very Easy (5) *brawling.* If an Edan tiger pounces on a hapless character, the Rebel may not be able to bring his blaster to bear. To throw a tiger off, hit it, or otherwise do damage to it with a punch (or a kick), have the player roll his character's *brawling* score. An Edan tiger, not understanding the finer points of hand-to-paw combat, will not attempt to block such an attack. A character hitting the snowcat inflicts damage equal to his *Strength* dice.

If a character's opponent is somewhat more intelligent (for example, an Imperial officer, although that fact is debated in certain Alliance circles), it might try to block the attack. If that were the case, you would roll the enemy's *brawling* dice. If the enemy's roll is higher, it succeeded in blocking the attack. If not, the character connected and inflicts damage.

Multiple Actions. A player may declare that his character is going to shoot and dodge, fire twice, or heal a companion and shoot at a tiger. In this case, each skill is rolled at -1D of the score on the character sheet. For example, if a character had *first aid* at 4D and *blaster* at 3D, the player would roll 3D to heal his companion, and 2D to shoot at the tiger. Check out "Combat Turns" on the reference sheet included with the templates for more information on multiple actions.

Other Situations. Players will never ever ever proceed through a scenario the way you expect them to. For now, your *Narrator Booklet* can be your best friend for managing untried situations. Refer to it if you have a question on rules, skills, or dice scores.

Edan Tiger Actions

When it's the tigers' turn, each one will take one of the following actions — you're the narrator, so you choose how they attack:

Close in on a Character. To attack with its paws or teeth, a snowcat must move in on its prey — one of the characters! This action succeeds automatically, and the tiger will be close enough to attack in the next combat turn.

Pounce on a Character: Easy (10) *Strength,* **or** *Strength* **against character's** *dodge* **score.** For a snowcat to pounce on a character, you'd normally roll the tiger's *climbing/jumping*

Ron Kulp

Here's How We Played It

To give you an idea of how this snowcat ambush scene works, here's the dialog from when we played it. Steve is the narrator. Pete is playing a sullen outlaw called Dirk Harkness. Heather's character is Princess Allegra Amar, a young senatorial. The young Jedi, Trent Jaspar, is controlled by Darren. Tom plays Slick, a gambler.

Narrator (Steve): Trent glances up and sees two dark eyes staring back at him from the underbrush. He hears the faintest of growls, and then four snowcats jump out from the bushes at him and his companions!

Trent (Darren): I ignite my lightsaber!

Allegra (Heather): How dare they? Do they know who I am?

Narrator (Steve): They don't seem to care from where — or from whom — their next meal comes from.

Allegra (Heather): Oh. Well, I'll draw my blaster and hit the ground.

Slick (Tom): You know, Edan mud is hard to get out of that cloth ...

[Heather gives Tom a side-long glance.]

Slick (Tom): Just trying to be helpful. My blaster's already out, so I'll shoot the closest tiger.

Dirk (Pete): Dirk mumbles about not getting any sleep, then rolls over and shoots a snowcat.

Narrator (Steve): Okay. Trent ignites his lightsaber. *Fazoooovvvv!* Its flickering blue light sheds illumination across your campsite, giving the tigers' white and black fur an unnatural hue. Allegra drops to the ground, while Dirk and Slick fire. Roll your blaster dice please ...

[There is a clattering of dice.]

Dirk (Pete): 18! Harumph. That'll teach those beasts to wake me up.

Slick (Tom): 6. I want to trade in my dice, 'cause I don't think that did it.

Narrator (Steve): You think right. Slick's blaster bolt slices the air above one of the tigers. Dirk's round catches the beast's flank. What's your weapon, Dirk?

Dirk (Pete): Hah! The heavy blaster pistol I got on Citlik IV, where the insects were ...

Narrator (Steve): Yah, yah, we know ... [Steve consults the damage table] ... Roll 5D for the heavy blaster pistol's *damage.* Meanwhile, I'll roll 4D for the tiger's *Strength* ...

[Pete rolls a 14. Steve tisks as he sees the tiger's extremely low roll ... a 6.]

Narrator (Steve): Dirk's blaster flashes. A small burst of fire explodes on the snowcat's flank, and it drops to the ground with a snarl. Nice shot.

[Steve now considers what the tigers' are going to do. One is incapacitated and out of the fight. One pounces on Allegra. Steve rolls its *Strength,* and it scores a 12, so it succeeds in jumping on top of her. One charges Slick, while the other approaches Trent. Steve decides the lightsaber is particularly frightening to the tiger, so the one confronting Trent does not attack.]

Narrator (Steve): The snowcats leap into action. One charges Slick, while the other approaches Trent. The one

on Trent hesitates when it nears the lightsaber's radiant glow. It growls loudly, but does not advance. The final tiger jumps on top of Allegra ...

Slick (Tom): Whoa.

Narrator (Steve): [Clearing his throat] ... and opens its jaws in vicious preparation for a killing blow.

Dirk (Pete): Dirk growls, "Why do I have to do everything?" and shoots the tiger on top of Allegra.

Slick (Tom): I'll blast the one in front of me.

Trent (Darren): [Covering his hands over his mouth to impersonate a stormtrooper.] "It's them! Blast 'em!" [He chuckles] Well, my Jedi believes that these creatures aren't inherently evil, but just hungry, so I'll wave the lightsaber in a manner that will scare off my tiger, while slowly moving over to Allegra's position.

Allegra (Heather): "How dare you, you filthy, unwashed monster!" I'll try to roll out from under it.

Narrator (Steve): Okay. Slick, roll your *blaster* dice. Trent, no need to roll anything. Allegra, that beast is pretty heavy. Roll your *Strength* to see if you can push it off. Dirk, roll your ...

[More dice bounce on the table ...]

Dirk (Pete): Yeah, yeah, *blaster.* 12.

Slick (Tom): I got a 17!

Allegra (Heather): Ugh! 8.

[Steve rolls the *Strength* of the snowcat perched on top of Allegra ... a 10. Since it rolled higher than she, it stays on top of her. However, Steve decides that since she almost rolled it over, she unsettles it enough so that it can't bite her this turn.]

Narrator (Steve): Allegra pushes with all her might. The snowcat lurches, but maintains its hold on her. Dirk and Slick both hit with their blaster attacks. Damage, gentlemen?

[More dice are thrown. Pete rolls the *damage* of Dirk's weapon, 5D. Slick is using a normal blaster pistol, so he only rolls 4D. Steve rolls for the *Strength* of the tigers.]

Dirk (Pete): 14.

Slick (Tom): Hey! All sixes! Well, except for one. 21.

[Steve checks the *Strength* of the two tigers, rolling 4D for each. The one Dirk fired at rolled very high, 19. Since Dirk's damage roll was lower than the tiger's *Strength* roll, the tiger is only *stunned* for a turn. However, Slick's tiger rolled a 12. After Steve checks the table, he sees that a difference of 9 (21 *damage* minus 12 *Strength*) indicates that the tiger is *incapacitated,* and effectively out of the fight.]

Narrator (Steve): Slick's blaster fires ... *fwha-blew!* Another Edan tiger falls to the ground. Meanwhile, the snowcat perched on top of Allegra shrugs off the blast from Dirk's weapon, intent only on its prey.

Allegra (Heather): [Heather squirms in her seat] "Oooooh! Get this thing off of me!"

As soon as the tiger is thrown off of Allegra, the remaining beasts will likely run. We'll leave the adventure here, though.

skill. Since it doesn't have one specifically listed, that skill falls under *Strength* — roll the tiger's *Strength* dice (an Edan tiger's *Strength* is 4D). A tiger needs to beat an Easy (10) difficulty to connect with its intended target. Unless, of course, that target has declared that it is dodging. In that case, use the character's *dodge* score as the new difficulty number.

Claw a Character: Very Easy (5) *Strength,* **or** *Strength* **against character's** *dodge* **score.** If a tiger is at Point Blank range (that includes being on top of a character), it can attack with its claws. You'd usually roll the tiger's *brawling* score — since one isn't listed, roll its *Strength* instead. The tiger needs a Very Easy (5) result to hit. If its target is dodging, the *dodge* roll becomes the tiger's new difficulty number. If it succeeds, the tiger inflicts 3D *damage.*

Bite a Character: Very Easy (5) *Strength,* **or** *Strength* **against character's** *dodge* **score.** A snowcat can bite a character only if it has pounced on him. Follow the same procedure as "Claw A Character" above. If the attack is successful, the tiger inflicts 4D *damage.*

Chase a Fleeing Character: character's *Dexterity* **plus** *speed* **against the tiger's** *Dexterity* **plus** *speed.* If a player decides his character is going to flee, an Edan tiger pursues. Roll the tiger's *Dexterity* (4D) and add its *speed* of 15 to see if it can catch the running character. Compare the tiger's roll to the character's *Dexterity* roll (made during "Run Away" under "Character Actions"). If the snowcat's total is higher, the tiger catches the character. If not, the character successfully flees the scene.

Retreat into the Forest. If two of the four tigers fall, the other two jump into the surrounding bushes and flee the scene.

Narrator Tip #4

Unexpected Player Decisions

Players never do exactly what you expect. Gamers tend to be very intelligent and creative people, so they're very likely to devise strategies and alternatives you hadn't considered. After all, there's between three and seven players, and only one of you! In fact, many troublesome players enjoy attempting to deviate from the narrator's scenario. We know. We play with these types of players every week. Want to trade groups?

Here's what one of our player groups did. This was after their ship had been shot down by a nefarious bounty hunter called Daxtorn Lethos. The narrator had spent endless hours drafting a mysterious alien city full of strange devices, devious traps, and untold wonder ...

Narrator: You estimate that the bounty hunter, intent on your complete and total destruction, will land nearby in about 20 minutes. That's just enough time to establish a defensive position, assuming he doesn't lead his assault with his ship's laser batteries. Then there's the matter of the strange, alien city that's nestled in the mountains, just over the northern rise.

Players: [After a few moments of consultation ...] We're going to set a trap for the bounty hunter.

Narrator: Oh?

Players: Sure. He won't expect us to attack his ship. We'll lie low, wait until he lands and comes out to check his "kills," and then we'll jump him and steal his ship.

Narrator: Ah ... okay. Err ... you're sure you don't want to take shelter in the alien city?

Players: Nope. We're going to set a trap.

Narrator: The strange alien city with lots of high-technology artifacts and weapons?

Players: Nah. Maybe we'll pick those up after we steal his ship.

Narrator: [Sigh ...] Can we talk about this?

Players: [Chuckling.] Nope!

At this point, the narrator resigned himself to defeat, throwing the myriad of maps and notes about the alien city over his head. As they settled to the floor, he took the scenario in a new (and unexplored) direction. Oh, and yes, they eventually succeeded in stealing Lethos' ship, and no, they never adventured inside the alien city, much to the narrator's dissatisfaction.

So what do you do if your players deviate from your scenario?

First Rule: Don't Panic.

Second Rule: Improvisation. Make something up. The player's aren't certain what you have planned, so be flexible. If they head north instead of south, well, just move all the encounters so they'll reach them anyway (as we do above). If they elect to talk to a character you hadn't planned on, fake it. Just imagine a nondescript technician or pilot in your head, and describe him to your players. You can also pull from other adventures you've either read or written. Remember that bog beast you read about in another scenario? Well, if they're on an ice planet, maybe it could be a snow beast that lives under the frozen water. It also helps to maintain a list of notable characters and ships, just for such unexpected encounters. Check out the other "Narrator Tips" in the *Adventure Book* for more ideas.

Improvisation can be difficult, but it does get easier the more you spend time as a narrator. As you run more *Star Wars* sessions, you may want to share ideas and techniques with fellow narrators.

Narrator Tip #5

Using Maps and Diagrams

A picture's worth a thousand words, and gaming is no different. Maps are wonderful aids because they visually describe a scene for the players with a minimum of effort.

In combat, one of the greatest sources of confusion is the understanding of where key players and opponents are in the scene. It can get tough for the narrator, too, since you're the one who has to keep track of where characters, equipment, and vehicles are. A map, either published like the one we've provided for you, or one sketched on some scrap paper, helps to alleviate the mystery of "Where's the guy I'm shooting at?", "How many stormtroopers are left?", and "How far are the speeder bikes from my position?"

When you have a map, mark where everyone is to show their positions. Use X's for the players, and O's for the stormtroopers and officers ... or any other system you'd like (smiling faces for the good guys? You get the idea). It's helpful to use pencils, since you can erase the marks as the positions change. You can also use extra dice, pegs from board games, or figurines and models if you want to get fancy.

Just Some Reminders

Here are some quick notes about some other rolls which come up during combat.

Evading an Attack: When two adversaries make opposing actions (for example, one *blaster* and the other *dodge*), compare the results of the rolls. Whoever rolls higher succeeds against the other's attempt. Any tied rolls go in favor of the players.

Damage: If an attack hits, have the target roll its *Strength* plus any armor bonuses. The attacker rolls the *damage* dice for its weapon. Subtract the *Strength* result from the *damage* roll. Look at the reference page included with the character sheets. Use the damage table to determine the extent of the injury and its affect on the target.

A Base in the Wilderness

After the characters recover from the snowcat attack, they'll probably want to choose a direction to travel in. When they consider their options, read aloud:

You have only seen the orbital map of Edan II a few times, and it's impossible to recall any intricate details. However, you do remember that the planet's surface is divided into two main continents, separated by a large expanse of ocean. Edan Base is on the northern continent, which is roughly oval in shape. There are two major colony efforts on this continent. One — Fortuna City — is on the far eastern shore. The other is in the southwest corner of the continent. The other land mass wraps around the first continent, along its southern and eastern edges.

Edan Base is nuzzled in the northern rolling hills, making the colony on the eastern shore closer by at least 1,000 kilometers. You also recall a Rebel rendezvous point in that area, in addition to the other four spread across the planet's surface.

The characters will likely choose the closer colony to

head towards. If they opt for the longer route, don't panic. All the events that occur along the planned eastern path can be translated to the southern one.

After several hours of hiking through the forest, the Rebels move into an area near an Imperial scout post. The encampment is little more than a mobile comlink station, two tents, and a few speeder bikes. This forward post is being established to help search for escaping Rebels; little does the Empire know that its prey is less than one kilometer away! Read aloud:

You crouch instinctively as you hear the familiar sound of a repulsorlift engine. From the sound of the device, it appears to be some sort of transport. The engine noise dims, as though it has stopped moving and is now holding its position. Then you hear several booted feet moving up and down on a metal ramp, along with the sounds of equipment being off-loaded. You try to get a glimpse of the action, but the lush green underbrush prevents any kind of view. Whoever it is, they're not far off.

If any character wishes to get a better view of the camp, he'll need to make a Moderate (15) *sneak* roll to get closer. If he succeeds (on a roll of 15 or higher), he approaches the border of the encampment undetected. If he fails the roll, read aloud:

You slowly move forward, brushing tree branches aside to clear your path. You catch a glimpse of two Imperial scout troopers standing guard while two others off-load a speeder bike from a moderately-sized repulsorlift transport. As you crouch to avoid being seen, your foot falls upon a wet rock and you slip! The scout troopers hear the crash of your body moving through the underbrush, and the two of them jog toward your location!

If the character holds still, and succeeds at an Easy (10) *sneak* roll, the scout troopers glance into the woods, but don't notice anything. If the character fails the *sneak* roll on a 9 or lower, or if he runs, the sentries spot the Rebel and

demand that he surrenders. If the character refuses, the scout troopers open fire. The fight begins at Medium range — to hit targets requires a Moderate (15) *blaster* roll.

This entire fight really isn't planned; however, you've just run a fight with the snowcats, so you're familiar with the basic actions and difficulties needed to run a firefight. Don't forget, you play the scout troopers — if you don't want them to find the character, don't. Just give the Rebels a good scare.

If the characters get a good view of the encampment, give them the map showing the "Imperial Scout Post." There are two Imperial officers in the camp, one inside the officers' tent, the other at the communications station. There are a total of six scout troopers. Two are standing guard, two are parking the third and final speeder bike, and two are by the other speeder bikes.

As soon as one character gets a good view of the camp without being detected, read aloud:

The small clearing in the forest is seeing some unusual activity. Four scout troopers are standing by a repulsorlift carrier, unloading field equipment. It appears they've already established a forward operating base. You see two drab gray tents, which you estimate could hold two to six men. Nearby the troopers have set up a mobile communications array. Behind the array are three speeder bikes, which are being guarded by scout troopers.

One trooper backs an Imperial patrol landspeeder (complete with hood-mounted repeating blaster) out of the repulsorlift carrier. As he finishes, the speeder truck hisses and disappears into the forest. In the other corner of the camp, you watch the three troopers, adorned in standard Imperial scout armor, mount their speeder bikes and race off into the forest.

Looks like they just finished with their delivery. With the speeder bikes and transport gone, you count four Imperials: two scout troopers by the landspeeder, one by the comm array, and an officer standing near the southern tent. There could be more inside the tents ...

It would take months to cross the continent on foot, but with that landspeeder, you could do it in days. Now, if only you had a plan ...

The Skirmish Begins

Allow the players plenty of time to devise a plan. If they watch carefully, and make an Easy (10) *Perception* skill check, they notice one scout trooper storing gear in the northern tent, and an officer emerge and re-enter the southern tent. That makes a total of six targets.

4 Imperial Scout Troopers. All scores are 2D except: *blaster 4D, dodge 4D, Mechanical 3D, gunnery 3D+2, repulsorlift operation 3D+2, brawling 3D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), 2 grenades (5D damage, hits 1D targets nearby), scout armor (+2 to *Strength* when resisting damage), survival gear.

2 Imperial Officers. All scores are 2D except: *Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, Mechanical 3D+2, starship piloting 4D, Perception 3D+1, bargain 5D+1, Strength 2D+1, brawling 3D+2, Technical 3D, starship repair 4D+1.* Speed 10. Equipment: blaster pistol (4D damage), comlink.

Ready to begin? We're going to let you run this fight on your own, with a little guidance. If you're not sure how to run combat, quickly check the *Narrator Booklet's* "Becoming A Narrator" section. Just remember: each combat turn the players take their actions in turn, then the Imperials take their actions. Continue the fight until all the Imperials are gone or the characters decide to flee.

Here are some things you should keep in mind:

Surprising the Imperials: If any players indicate that their characters are moving into positions, have them attempt an Easy (10) *sneak* roll. It's easier now because none of the troopers are actively looking into the forest. If they all succeed, the characters can get closer, and might be able to sneak into good cover (behind bushes, fallen logs, or trees).

Multiple Actions: Unlike the Edan tigers, the Imperials know exactly what a blaster is, so when they see one pointed at them, they're likely to dodge. If you feel an Imperial will take multiple actions in one turn, handle his rolls just like a player's character. A narrator character (remember, those are characters you control) can take two actions, but each skill is rolled with a -1D penalty.

Armor: Scout troopers wear armor that gives them a bonus when rolling *Strength* to resist damage. The scores say that stormtroopers add "+2 to *Strength* when resisting damage." That means you add 2 to their *Strength*, giving them a total of 2D+2. Remember, this only happens when they take damage.

Stray Shots: If a player misses a target standing in front of sensitive electronics, you may decide to have those electronics damaged and destroyed. For example, if a character shoots at the scout trooper in front of the communications array and misses, read:

Your fire at the trooper in front of the communications gear. The shot misses the Imperial by inches, and careens into the comm array! Sparks fly everywhere, as the electronics sizzle and pop loudly.

Fleeing Imperials: Only one scout trooper can try to flee the scene on the remaining speeder bike. If the trooper sees that things are going badly, he may try to do this. If he makes it to his bike, and spends one combat turn activating it, he'll zoom off into the forest. Since speeder bikes are so much faster than characters on foot, assume he clears the scene before the Rebels can get a shot at him.

Imperial Distress Call: If the players are foolish enough to leave the scout trooper at the comm array undistracted during the skirmish, he'll send a distress call. This would be very bad for the party, because the other Imperials will know where the escaping Rebels are located. On the fight's fourth combat turn, the trooper can send out the distress call (that is, if he's still standing).

What do you do if the characters screw up? Let's face it, sometimes players roll poorly. Sometimes they charge headlong toward the might of the Empire without a coordinated plan. If the Rebels are forced to beat a hasty retreat from the camp without acquiring the speeders, they'll have to proceed on foot. Assuming they make a safe escape into the woods, you'll skip the next section, "Forest Chase," and jump right on ahead to the next adventure. It will take them 14 days to reach the next scenario's location. Make a note of this delay in the margin of this book, or on a separate piece of paper. The more time the characters use to rendezvous with the other Rebels, the more time the Empire has to fortify its position. This will make things increasingly

Jordi Ensign

difficult in the final adventures. See how events in a campaign setting effect future scenarios?

Spoils of War

Once the Rebels have defeated the Imperial forces, they can investigate the scout camp more closely. They might be able to gather valuable equipment and supplies, and could find some clues about the Empire's plans for Edan II. If the characters dally too long in the camp, remind them that this is an Imperial post, and that someone is likely to check in on the installation soon.

Officers' Tent: Inside the Rebels find two cots, three duffel bags, and a datapad. The datapad has a map of Edan II on it. When the characters discover this item, show them the "Edan II Planetary Map *Narrator Booklet*." The duffel bags contain several personal care items, plus one spare officer's tunic. The uniform's rank is lieutenant, and fits a human about two meters tall. There isn't an encoded ID, however, so the uniform in itself won't get a character masquerading as an officer through secure check points. The Rebels also find a locked storage chest in a corner. The chest has a simple keypad combination lock on it, which requires a Moderate (15) *security* roll to open. If a character blasts it with his weapon, the lock fuses into position — it can only be opened by prying the lid off or bashing or blasting the chest to pieces. Inside the chest are six grenades (5D damage, hits 1D targets nearby).

Scout Troopers' Tent: In the larger of the two tents the characters discover six sleeping rolls along one side. In the center is a small stack of boxes and equipment. Two of the boxes contain spare repulsorlift engine parts, and aren't very useful to the Rebels. One crate contains two blaster

pistols (4D damage), while another holds four medpacs. The bottom crate contains miscellaneous supplies: 25 meters of syntherope, a grappling hook, four comlinks, two glow rods, and one pair of macrobinoculars (+1D *Perception* or *search*).

Communications Array: If the array was not hit during the battle, read aloud:

The communications array is in good condition. The control panel consists of two vidscreens, a listening piece and microphone, and a small control pad. Cables run from the array toward a small antenna. Running your fingers over the keypad, you notice that the device has been disabled. The trooper remembered to sign off the system! However, the screens haven't been cleared.

One vidscreen shows a datamap of Edan II. The map is highlighted by various icons that indicate Imperial troop deployments. It appears from the map that the Empire is establishing a strong presence planetside, including a major installation on the southern continent. You can only assume that will be their main base of operations. Smaller garrisons are planned near both of the major northern cities, and several along various mountain ranges.

The other datascreen contains a list of 41 known Rebel survivors from the initial attack. Your names are listed among them. There is a small notation that some of these Rebels are believed to be in the town of Southview, some 90 kilometers east of your current location.

Show the players a map of Edan II, if they haven't already acquired one. The comm array has been disabled from receiving or transmitting more information, but the characters could attempt to slice back into the system with a

Imperial Scout Post

Scout Troopers' Tent

Officers' Tent

Imperial Patrol Landspeeder

Imperial Scout Troopers

Communications Array

Imperial Officer

Rebels Start Here
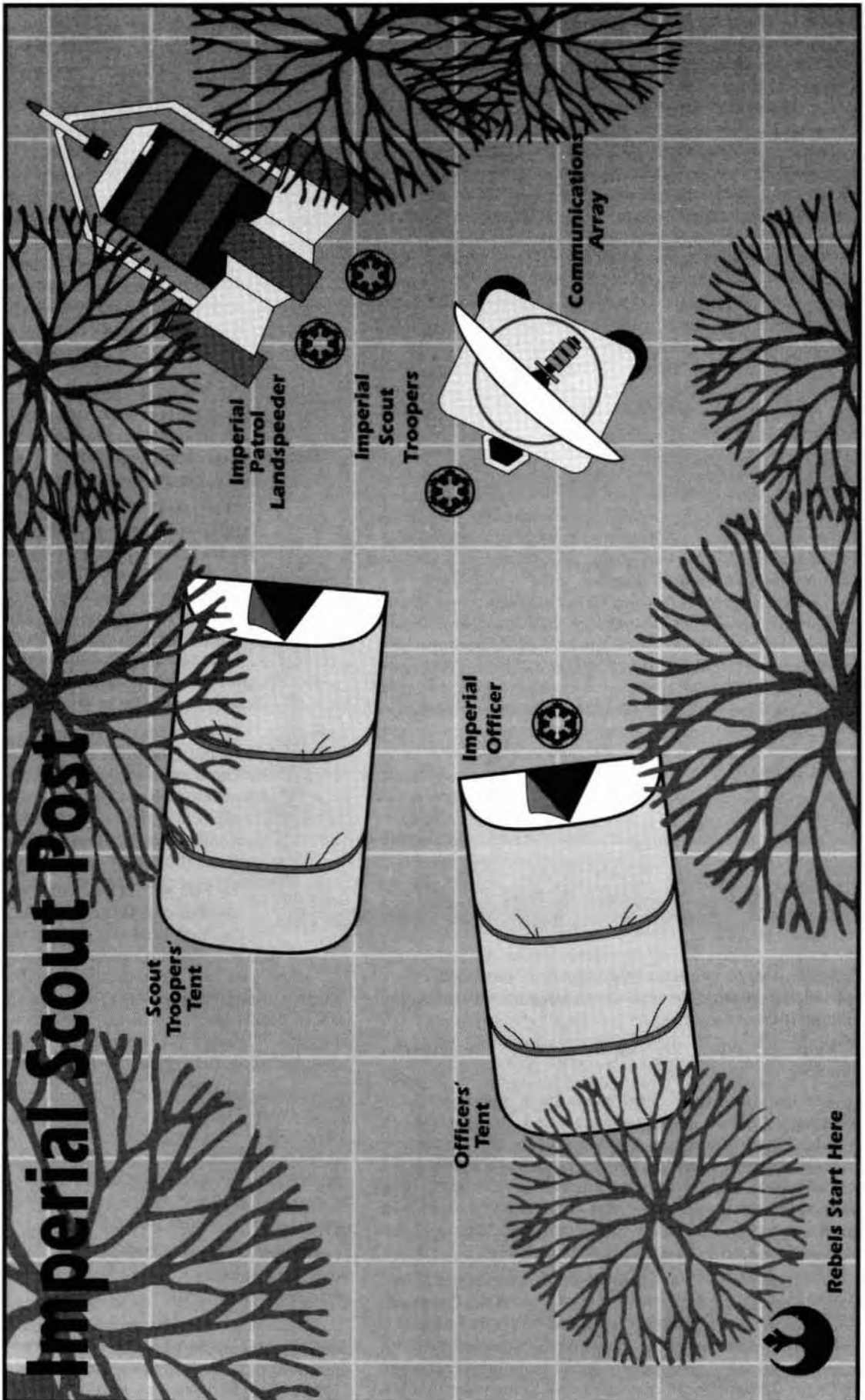
Narrator Tip #6

Exciting Adventure Soundtracks

Did you ever notice the background music that's a part of movies or TV shows? It's often present at key moments in the story, like space battles, suspenseful scenes, and romantic interludes. That music is called a soundtrack, and it's an age-old trick to draw the audience further into the story. If you watched an action movie without the soundtrack, it wouldn't seem as exciting. Music can profoundly affect viewers' emotions — even if they don't realize it.

It works in gaming, too. Many narrators like to have a music playing in the background to help emphasize the mood of the scene. We heartily recommend you use it, too. It doesn't have to be elaborate; a portable tape deck or CD player with speakers will do. When a combat sequence starts, pick out one of your favorite movie or TV soundtracks and play it in the background. Set the volume level so that you the players can hear you talking over it, but let the entire song play through. You'll be amazed the affect it has.

What music should you play? Anything instrumental will do. Movie and TV soundtracks are especially effective. You know that John Williams composed the *Star Wars* soundtrack, and that's particularly effective in setting the scene. Are you running a blaster fight? Use music from a *Star Wars* scene involving a firefight (like the scenes where Han and Chewie are shooting stormtroopers on the Death Star).

Are you a classical music fan? Pop in Holst's *The Planets*; you'll be amazed how well those selections work. Many composers use musical techniques that have existed for centuries ... and you can, too.

Before beginning a game, you may want to choose a few selections you'll use during the adventure. Don't just select music for action sequences, either. Pick out some spooky music for suspenseful moments in your scenario. Maybe one or two melancholy pieces to reinforce the tragedies the universe suffers under the Empire. Perhaps a heroic charge for when the Rebels attack.

You get the idea. Have fun with music; it can help you tell a better story.

Heroic

(30) *computer programming/repair* roll. If they do, they can listen to Imperial communication traffic until the codes change the next morning.

Vehicles: When the heroes examine the Imperial landspeeder, read aloud:

The dull-blue landspeeder has been redesigned for planetary patrol. It is well-armored, and its three repulsorlift engines are tucked within the protective chassis. A light repeating blaster rests upon a mount on the forward hood. There are rudimentary targeting controls in the front passenger seat. The entire vehicle is in good condition, including the prominent "Imperial Patrol" insignia on both sides of the vehicle.

The characters may wisely elect to remove the patrol insignia markings, which will gather a great deal of attention later in the campaign. The speeder is fully fueled.

To drive vehicles, characters use the *repulsorlift operation* skill. To start and perform basic maneuvers requires an Easy (10) *repulsorlift operation* roll. Remember that if a

character chooses to take an action while driving a vehicle, both actions' scores are reduced by -1D. For example, if a character flying a speeder bike wanted to fire its laser cannons, he would roll two skills: *repulsorlift operation* to fly the bike, and *gunnery* to use the weapons.

Forest Chase

While the Rebels zip off with their newly acquired speeder, the two Imperials who went on patrol have returned to their base and found it decimated. After making a quick report to their headquarters, the two troopers move to pursue the characters. Since the landspeeder can't move as fast as the speeder bikes, it's only a matter of time before the two biker scouts catch the fleeing Rebels.

After a few moments of peaceful interlude, have all players make a Moderate (15) *Perception* check. If one of them makes it, they happen to glance backward to see the approaching Imperial troopers. Read aloud:

The lush Edan trees blur past your landspeeder at a comfortable pace. You glance backward, and are surprised to see two white dots following you through the forest. Looking closer, you realize that they are Imperial scout troopers riding speeder bikes! And they're closing in! You scream over the din of your own repulsorlift engine to the pilot. You're not an Imperial tactician, but it looks like they're closing to weapons range ...

If none of the characters notice the pursuing Imperial biker scouts, they'll be surprised. The scout troopers get one free combat turn in which the Rebels can't act. The Imperials open fire, hitting the landspeeder once and lightly damaging it (be sure to make a note of that). Read the following aloud:

You sit back in your seat, and glance as the Edan clouds drift peacefully through the brilliant blue sky. You're beginning to think that the life of a resistance fighter isn't that bad, when you are showered by brilliant sparks. The landspeeder jerks suddenly, and you spin around to see thick, black smoke pouring from one of your craft's engines. Through the haze, you can see two Imperial speeder bikes firing their laser weapons as you!

Vehicle combat is handled just like combat between two characters. The players take their actions first, then the Imperials — each side declares its actions and makes the appropriate rolls. However, different vehicles have varying capabilities. To accommodate for this, you'll add a vehicle's scores to a skill roll. For example, here's a listing for the Imperial landspeeder that the Rebels have stolen:

Imperial Patrol Landspeeder. Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

Whenever a character takes evasive action, or turns the landspeeder in a certain way, you add the speeder's *maneuverability* of 1D to the character's *repulsorlift operation* roll. If the vessel had sensors, you'd add the vehicle's *sensors*

dice to any Rebel's attempt to use that equipment with his *com-scan* skill.

If the vehicle takes a hit, compare the damage of the weapon against the vehicle's *hull* dice roll. A vehicle's *hull* is just like a character's *Strength* score. When using weapons, the *fire control* score is added to a character's *gunnery* skill roll. This is a quick review from the information in the *Players Booklet* ("Combined Rolls") and the *Narrator Booklet* ("Starships and Vehicles"). Consult them for more information.

To compare the two vehicles, here are the scores for the pursuing speeder bikes. If the Rebels captured the remaining speeder bike after taking over the Imperial scout post, they'll have one as well.

Speeder Bike. Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2*. Maneuverability 3D+2, speed 35, sensors 0D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 5D).

Note that the crew scores are for a standard Imperial scout trooper. Ignore these scores for the character's bike. As you can see from the two vessels, the speeder bike is much faster than the landspeeder, so the biker scouts will eventually catch up with the Rebels. While the speeder bikes are more maneuverable (by two dice!), the landspeeder is tougher. Hopefully, the players will use that to their advantage.

Biker Scout Strategies

The scouts continue to fire on the landspeeder, hoping to disable it. They prefer to stay behind the landspeeder, where the hood-mounted repeating blaster can't reach them. They don't take evasive action unless the Rebels attempt to bring the blaster to bear.

Each round, roll the trooper's *gunnery* score (3D+2) and add his vehicle's *fire control* (2D). Remember though, the trooper is taking *two* actions. One is to fly the bike, the other is to shoot. So instead of rolling 5D+2 (combined *gunnery* and *fire control* dice), he rolls only 4D+2. when firing on the Rebels' landspeeder. Since the chase begins at Close range, their target difficulty is Easy (10), unless the Rebels take evasive action in the landspeeder. In that case, the character pilot's *repulsorlift operation* roll becomes the scouts troopers' new difficulty number.

The biker scouts do not retreat unless they are certain the characters have been destroyed.

Rebel Strategies

The characters have little choice but to engage the biker scouts, since the landspeeder has little chance to outdistance them. Here are some possible actions for them to take:

Shoot with Hand-Held Blasters: Easy (10) *blaster.* Each player may make a *blaster* roll to shoot at the troopers. Since the characters are on an unstable platform (the landspeeder is bucking and weaving underneath them), each roll must be made with a -1D penalty. The scouts stay at Close range, so the difficulty to hit is Easy (10).

Chris Trevas

Take Evasive Action: *repulsorlift operation* plus *maneuverability.* The Rebel pilot may attempt to take evasive action by weaving the landspeeder back and forth. If he opts to do so, he should roll his *repulsorlift operation* score, and add the vehicle's *maneuverability* of 1D. This becomes the new target difficulty for the pursuing troopers to hit the landspeeder with their bike laser cannons.

Detour into the Forest: Difficult (20) *repulsorlift operation* plus *maneuverability.* The Rebels may opt to fly into the forest, in the hopes of losing their pursuers. This is dangerous though, since the landspeeder is much larger and less maneuverable than its opponents. If the pilot decides to fly into the trees, he must make a Difficult (20) *repulsorlift operation* roll (adding the landspeeder's 1D *maneuverability*) to avoid slamming into a tree. If the pilot fails, the landspeeder takes from 3D to 7D worth of damage (you decide based on how bad the roll was, and whether it will add any suspense to the chase).

Turn the Landspeeder Around and Fire the Repeating Blaster: Very Difficult (25) *repulsorlift operation* plus *maneuverability*, then **Easy (10)** *gunnery.* The hood-mounted repeating blaster is the strongest weapon the characters have. However, the blaster can only fire in the forward 180 degrees of the landspeeder, so it can't shoot at targets behind the vehicle. To spin the speeder around so it points toward the speeder bikes, the pilot has to make a Very Difficult (25) *repulsorlift operation* roll (remember to add the 1D *maneuverability* dice). Because of the violent turn, each character must make a Very Easy (5) *Dexterity* check or be thrown from the careening landspeeder. If the pilot fails his *repulsorlift operation* roll, the speeder clips one of the trees, does not finish the turn, and takes 4D damage.

Once the speeder is turned around, the character in the forward passenger seat may use his *gunnery* skill to fire the hood-mounted blaster at the bikes. Add the weapon's *fire control* of 1D to the character's *gunnery* dice. Hitting an oncoming speeder bike is an Easy (10) task at this range. If the shot hits, it inflicts 6D *damage* on the speeder bike.

Shift the Speeder into Reverse and Fire the Repeating Blaster: Difficult (20) *repulsorlift operation*, then **Easy**

(10) gunnery. This is something only hair-on-plasma-fire bush pilots would try. This maneuver requires a Difficult (20) *repulsorlift operation* roll. If the roll succeeds, the driver throws the landspeeder controls into a hard reverse, letting the biker scouts race by ... and into the fire arc of the repeating blaster mounted on the Rebels' landspeeder. If the roll fails, the pilot burns out the repulsorlift engines and the vehicle comes to a dead stop.

Once the speeder bikes pass the heroes, the character in the forward passenger seat may use his *gunnery* skill to fire the hood-mounted blaster at the bikes. Add the weapon's *fire control* of 1D to the character's *gunnery* dice. Hitting a speeder bike is an Easy (10) task at this range. If the shot hits, it inflicts 6D *damage* on the speeder bike.

Collisions. If the characters' landspeeder hits a tree or other obstacle (for whatever reason), bizarre things can happen. The Rebels could spin the speeder around and slam it into one of its pursuers. Or the pilot could try to jam it in reverse, and the Imperials might not evade the landspeeder in time. If this occurs, each vehicle takes 7D of damage.

Taking Vehicle Damage. Remember that when a vehicle takes damage, you roll its *hull* dice against the *damage* dice of the weapon hitting it. Use the damage chart to determine the effect of the damaged vessel. Check the *Narrator Booklet* for a full description of the penalties a damaged vehicle incurs. In the case of repulsorlift vessels, ships that are damaged lose a turn, but the characters can still act. If a speeder's controls are ionized, it can't turn, but that doesn't stop a desperate Rebel from leaning out the back and shooting at his pursuers.

Jumping Ship: Very Difficult (25) or Moderate (15) *climbing/jumping.* A character may opt to jump from the side of the racing landspeeder. We didn't say it was a good option, but it's possible. The bold Rebel must make a Very Difficult (25) *climbing/jumping* roll or take 4D damage when he lands. If the pilot slows the repulsorcraft, the jumper's difficulty is reduced to Moderate (15).

Ending the Chase

The pursuit has one of two possible endings. Either the landspeeder is disabled, or the two speeder bikes are destroyed. If the characters are defeated, and their repulsorcraft destroyed, allow them the opportunity to escape into the woods. They'll need a Moderate (15) *sneak* roll to disappear into the thick forest. If they fail, a scout spots them, and attempts to blast them with his speeder bike's laser. Any equipment that was in the landspeeder (extra medpacs, blasters, and such) is lost with the destroyed vehicle. If the characters abandon a disabled landspeeder, they might have a few moments to gather some supplies.

If the heroes are the victors of the day, allow them time to repair their landspeeder. Make a note of how badly damaged the craft is, and have a character make his *repulsorlift repair* roll. The difficulty to successfully repair the landspeeder depends on how badly damaged it is — check out "Repairing Damage" in the *Narrator Booklet.* The Rebels should also use this time to patch up injuries with the appropriate *first aid* rolls (remember, they'll need a medpac to actually heal a fellow character's wounds).

This climactic speeder chase is the end of the first scenario. It wasn't that tough, was it? To give a sense of closure to this game session (and, if you wish, to gently indicate that it's time for your players to head home), read aloud:

Your landspeeder bumps to a stop on the side of the forest path. You climb out and shake off the recent combat. Further down the trail, you can see the smoking remains of the two speeder bikes. You glance over your comrades and note that your appointed medical expert is
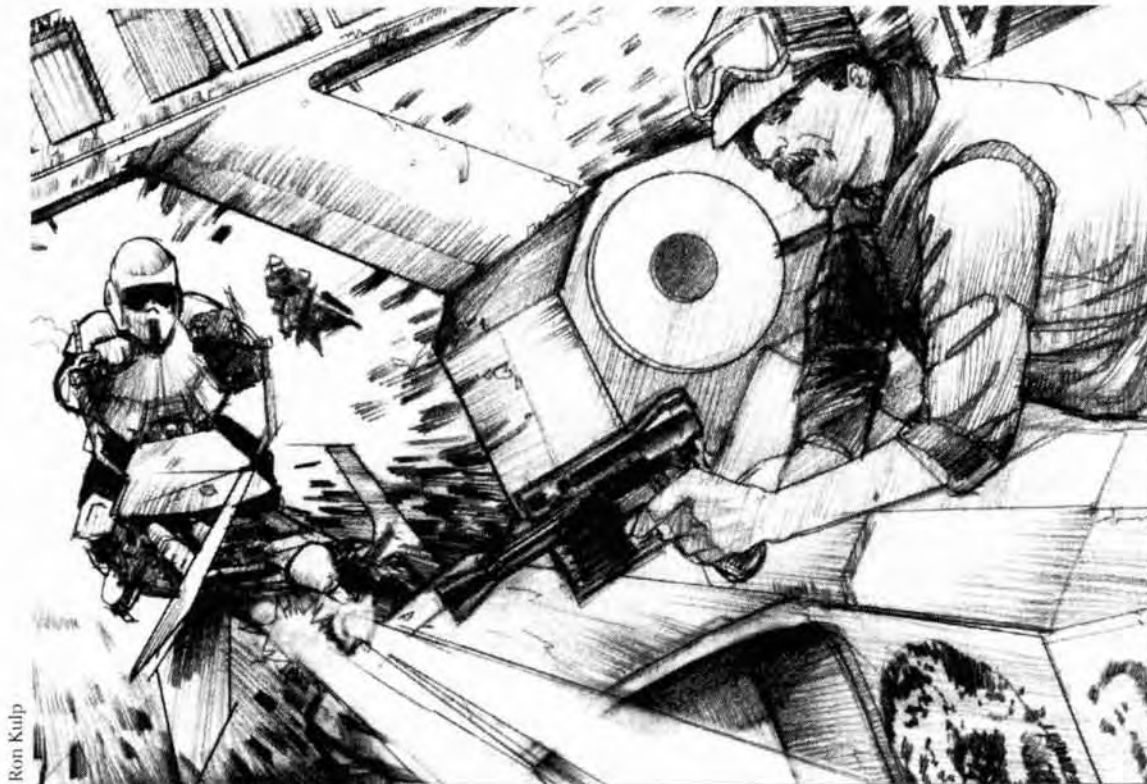
Ron Kulp

Here's How We Played It

Since this sequence is your first repulsorlift pursuit, let's see how our crew did:

Narrator (Steve): Okay. Allegra's at the controls of the landspeeder, with Slick in the shotgun seat. Dirk and Trent are in the back seat. The wind whistles by your ears, when you hear Trent call out a warning. Glancing back, you see two Imperial speeder bikes closing rapidly on your fleeing repulsorcraft.

Trent (Darren): Well, I could jump off and attack them with my lightsaber ...

Slick (Tom): Oh, good idea, and decorate a large part of the landscape while you're at it. We're moving at over 100 kilometers per hour! Allegra, can you spin this thing around so I can bring our cannon to bear?

Allegra (Heather): Uh ... okay. Hold on everyone ...

Dirk (Pete): Pah. I take a shot at the Imperials. And to make sure I hit, I'm going to use a Force Point

Narrator (Steve): Okay. Allegra, I'll need a *repulsorlift operation* roll from you. Don't forget to add the *maneuverability* dice of 1D. Everyone else, *Dexterity* check please, to keep from ... what did you say?

Slick (Tom): Decorating a big part of the landscape.

Narrator (Steve): Right. Dirk, your *blaster* roll please. Double your score for your Force Point, but subtract one die since you're on an unstable firing platform.

[Everyone rolls their dice. With sighs of relief, everyone reports they rolled *Dexterity* above the 5 they needed to stay in the landspeeder. Heather rolls her *repulsorlift operation* of 5D, and adds 1D for the speeder's *maneuverability*.]

Allegra (Heather): 26 to spin the patrol speeder around.

[Dirk's *blaster* skill is 4D. He spends a Force Point and doubles it, making it 8D. Then he subtracts the -1D penalty for the unstable firing platform, giving him a final die count of 7D. Pete rolls his 7 dice.]

Dirk (Pete): 21. Scratch one Impie. My damage was 19.

Narrator (Steve): [Grinning a sly narrator smile ...] We'll see about that.

[He bounces some dice on the table. He rolls the the hit speeder bike's *hull* (4D) and gets a 14. Dirk's shot beat the *hull* roll by 5, so by looking at the "Vehicle Damage" table, Steve determines that one bike is *lightly damaged*. He notes that all of that bike's *maneuverability* and *fire control* scores are now -1D from their normal values. Heather needed a 25 to spin the speeder around ... her roll of 26 was just enough.]

Narrator (Steve): Okay. The speeder lurches to the left, as Allegra yanks on the controls. You desperately grab on to the side of the repulsorcraft as you watch the sky and the ground turn on their sides! A blur of a moment later, and you find yourselves pointed at the speeder bikes! Dirk takes a shot at one of the bikes and hits. Sparks fly off the front of the bike, but it continues its charge toward you.

Dirk (Pete): [Acting as though he's looking down at his pistol.] What a piece of junk!

Slick (Tom): [Preparing to fire the landspeeder's repeating blaster.] Oh ... I'm going to enjoy this. Slick leers over the fire control panel and ...

Allegra (Heather): Tisk. Try not to drool, Slick. You men and your toys.

Narrator (Steve): Hang on a second. The scout troopers get their turn now ...

[Steve rolls each trooper's *gunnery* and adds it to the bike laser cannon's *fire control* dice (normally 2D). However, he subtracts one die from each trooper for a second action (the first one is flying the bike). He then removes a second die from one of the biker's rolls, since his vehicle is *lightly damaged*. All told, he rolls 4D+2 and 3D+2 for the troopers. He rules that since the troopers didn't know the speeder would make the violent turn that it did, they have to match Heather's *repulsorlift operation* roll of 26 to hit (in effect, he's treating the turn as a *dodge* roll). One clearly misses with a 14, but the other gets lucky and rolls all 6's ... a 26!]

Narrator (Steve): The bike with smoke trailing from its front section clearly misses, his laser bolt splintering the bark of a nearby tree. The other one hits the front of your vessel as you come out of your turn! Roll the landspeeder's *hull* dice!

[Tom rolls 5D+2, their patrol speeder's *hull* score.]

Slick (Tom): 19.

[Steve rolls the damage of the laser cannon (5D) and gets a 13. Since the Rebels' *hull* code beat the laser damage roll, the speeder takes no damage, but its controls are ionized — the characters can take no actions involving the speeder for one combat turn.]

Narrator (Steve): Huh! The bolt rockets toward the front of your speeder. *Kabitttzzz!* Your vehicle shakes with the impact. However, it looks like the forward armor absorbed most of the damage! Still, a blue lightning plays over the speeder's controls for a moment. You can't do anything with the speeder until you recover in one combat turn.

Even with this minor set-back, it's still looking good for our side. With that repeating blaster in play, the scout troopers won't last long. We'll leave the action at this point.

Narrator Tip #7

Death and Fates Worse Than Death

We're going to let you in on a little *Star Wars* narrator's secret. Although if you think about it, it's not that big of a mystery.

The players' characters don't die that often, unless they're either truly incompetent or amazingly self-sacrificial. Look at the movies; *Star Wars* and others. Heroic movie characters often don't die, and even if they do, they survive until the final reel. The purpose of a roleplaying game is to tell a story, and a satisfying one at that. If the characters all die in a horrific fireball in the second scene ... well, it'd be a pretty short movie.

"If the characters find out they're invulnerable," you protest, "they'll do any old thing! They'll charge into the Death Star's beam, or call Darth Vader funny names, or something!" Well, you're right. That's why the *Star Wars Introductory Adventure Game* specializes in penalties short of death.

These are situations or events that make the Rebels' jobs that much more difficult or uncomfortable. Sometimes, a character would rather die than be placed in these situations! Here are a few alternatives to killing characters:

• **Skill or Force Point Loss.** If the characters fail their mission, they don't learn as much, and won't gain as many Character Points at the end of the adventure. Force Points can fall under this penalty, too.

• **Difficulties Increase.** You've seen this technique already in the campaign. The number of enemy vessels increases, or the Empire captures a beloved friend of the characters. Or something beneficial that was going to happen later in the campaign is prevented. They arrive at the refueling base to find it destroyed, because they didn't knock out that probe droid when they had the chance.

• **Equipment Loss.** The characters lose some or all of their equipment, or it becomes horrendously damaged. If the Rebels are captured, they lose all their equipment (that includes lightsabers, much to the chagrin of would-be Jedi). If the landspeeder is damaged, it'll stay that way until they can fix it. If it's destroyed, they'll be on that 14-day walk to Fortuna City in the east.

• **A Bad Reputation.** You're the narrator. How would your characters react to the players' characters and their failings? Would they scorn them? Mock them? Give them second-rate equipment, saving the better gear for the Rebels they know will get the job done?

Of course, sometimes death is the only alternative. Just make sure that the player knows the stakes prior to his character's action, and that the death isn't a trivial one. Sure, Ben Kenobi dies, but he does it to allow his friends to escape.

Now that the adventure's over, each player receives several Character Points with which they can improve their Rebel. Give each player 2 points for his role in the Edan tiger encounter. Award 2 Character Points for each of the fights with the Imperials: the attack of the scout camp and the final speeder chase. Assign up to an additional 3 bonus Character Points to individual Rebels for good roleplaying, insightful ideas, or heroic actions.

If any player used a Force Point for a positive action, give him one back. Such actions include engaging the enemy, or doing something which ultimately helped the heroes. Any character who uses his Force Point in this manner in the final speeder chase gains it back and gains another one.

already attending to their wounds. Not bad for one day, you think as you dust off your hands. As the sun begins to set, highlighting the Edan sky with a hundred shades of purple, you smile to yourself. The Empire better brace themselves ... 'cause you're coming for them!

Adventure 2

Salvation on Silver-Tipped Wings

In the previous scenarios, our heroes may have acquired an Imperial patrol landspeeder, one speeder bike, and supplemental personal equipment. Aside from the vehicles and changes to personal equipment, the events in this scenario are not affected by the ones in "Adventure 1: Defeated!"

Welcome to Southview

In the late afternoon, the Rebels arrive on the northern edge of a small outpost known as Southview. Give them the *Players' Map* of Southview Village, then read aloud:

The small town is located on the top of a small cliff which drops off sharply toward the south end of town. The main and only significant street is a dusty, L-shaped open area that turns to the east. The buildings are worn with age, some are further scarred by blaster marks. Most of their decoration — such as shutters, fences, gutters, and guard rails — have recently fallen off. Some buildings appear to be occupied, including a very large two-story hall to the south edge of town, and three smaller homes spotted across the east-west portion of the street.

You can see one or two humans within the village confines. They move swiftly from one building to another, then disappear. Just beyond the town, in the fading twilight, you can see the testimony of this planet's recent history: a large and very fresh crater indents the surface of the earth. The rim of the crater is speckled by debris of at least three separate structures.

If the Rebels approach one of the humans, describe a downtrodden farmer. The villager mumbles something incomprehensible (no matter what the *language* skill of the character is), and shuffles along his way toward a building labeled "The K-O Bar."

There are a few buildings of importance which the characters might want to investigate:

Settlement Offices. Read aloud:

This is the largest building in town. The entire eastern side of the structure is charred black, no doubt from the orbital turbolaser volley that exploded next to it. The door is locked. Glancing in through the windows, you see datapads scattered across the floor, and almost every piece of furniture has been overturned. The pattern of the debris is very organized though: it looks like a great wind entered from the east windows — which are all shattered — and exited through the west side of the building.

Characters who make an Easy (10) *Knowledge* roll understand that this is typical evidence of an orbital laser bombardment. The majority of the building's occupants probably did not survive.

Otis' Livery. Otis' Livery is a modest-sized shop, approximately ten meters square. The interior is filled with a chaotic assortment of farming gear, most of it of little interest to the Rebels. Otis is by the back counter, working on repairs for a subsonic seed germinator. He is a squat but pleasant man, and greets the characters with a rough handshake. If asked about the devastation, he indicates that it occurred a few nights ago without warning (about the same time the Empire destroyed Edan Base).

Otis mentions that many of the farmhands heard rumor of a Rebel terrorist base that was responsible for the bombardment. He says he knows better, and hints that the characters may not be entirely welcome here ... especially dressed the way that they are (if any are wearing Rebel Alliance uniforms). Otis also says the locals are particularly on edge since the disappearances started occurring the night after the bombing. The majority of the farms lie eastward, and at least 40 people have vanished in the last two days.

The Watchman. While wandering through town, a man dressed in a colonial uniform approaches the party. He speaks with them carefully, and explains that the devastation occurred during an orbital bombardment three nights ago. He finishes the conversation by quoting the settlement law which forbids the wearing of sidearms within the "settlement limits." He's happy to check their weapons, and they can stop by his office whenever they wish to leave town. He points out the K-O Bar, where the heroes can find something to eat and drink.

Watchman Whitley. All scores 2D except: *Dexterity 3D, blaster 4D, dodge 3D+2, Knowledge 3D, Perception 4D, search 4D+2.* Equipment: 2 blaster pistols (4D damage), colonial uniform, datapad, whistle, 400 credits.

If the Rebels refuse to surrender their weapons, the Watchman ask them to leave the settlement. If they put up a fight, he blows his whistle to summon aid from the villagers. They arrive in six combat turns, armed with blasters, hand diggers, mining spanners, and other farm gear. Warn characters with Force skills that if they willingly participate in harming the Watchman, they will earn a Dark Side Point.

If the players proceed to the K-O Bar, skip ahead to "KO'ed at the K-O Bar" below. Should they decide to keep their weapons and leave town, they'll get only a little way

Southview Village

Road to Farm Circles

K-O Bar

Otis' Livery

Road to Farm Circles

Settlement Offices

Blast Crater

---
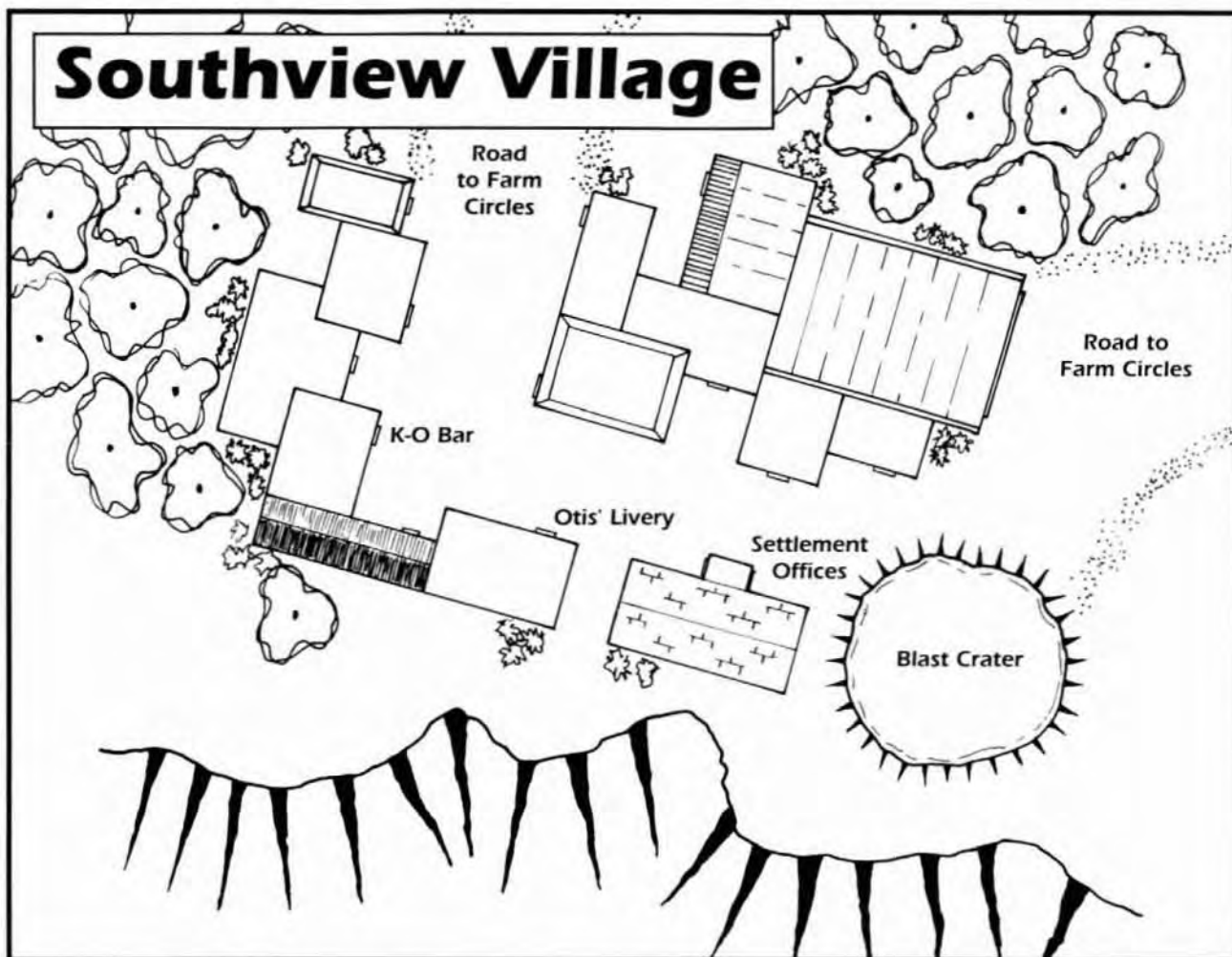
before they're followed by Dantaree (see below) who tries to enlist their help.

KO'ed at the K-O Bar

When the characters enter this establishment, read the following aloud:

The K-O Bar is the type of cantina you'd expect to find on a rimward colony world. Most of the distillery equipment is ancient, and you are not too certain about the health one can maintain by drinking the fluids it produces. Some tables are scattered about, with a primitive open flame burning in a vial on top of each. The bar is roughly half-full with various farmhands bent over their drinks. The room smells heavily of smoke, and slurred conversation provides background noise.

The Rebels have an opportunity to choose a table and order food or drink. As they do so, they notice they are being carefully watched by a good number of the bar's patrons.

During their conversation, allow each player to make an Easy (10) *Perception* check. If a character succeeds, they notice one of two items of interest: 1) six of the rougher farmers nod their heads, look over at the Rebels' table, then get up from their chairs; 2) in the opposite corner, a human woman in a scout's jumpsuit notices the farmers' actions, and subtly braces her body for trouble.

If the characters do nothing, one of the farmhands deliberately kicks a character's chair, pretending (badly) to trip on it. The farmhand turns around, curses the heroes for tripping him, and demands an apology for their carelessness.

A confrontation is inevitable, since the farmers are spoiling for a fight. They've just been bombed back into the stone age. They're angry and confused, and the characters are the first spacer-types to appear in the settlement. It hasn't occurred to the farmers that the Rebels were also devastated by the Imperial occupation. In their somewhat drunken state, however, a rational explanation of the Alliance's good motives will be lost on them.

6 Angry Farmhands. All scores are 2D except: *dodge 3D, melee 2D+2, brawling 3D+1.* Equipment: Overalls.

Since neither the farmers nor the characters have weapons, this fight should be considered non-lethal. A character or farmhand who is *incapacitated* or *mortally wounded* should be considered knocked out. They'll be okay, but have one nasty headache when the morning comes. When running a brawl like this, the damage of a successful attack is the *Strength* of the attacking character. If a clever Rebel attempts to pick up a chair or table to use as a weapon, instruct the character to use his *melee* skill to attack. The farmhand still has the opportunity to defend with a *brawling* or *melee* roll (depending on whether the farmer is using his hands or another chair to parry the blow). If the

Running "Open" Scenarios

You'll notice that in this section, the characters are given more-or-less free-reign inside the town's limits. There are fewer descriptions in the text, and no programmed responses for the characters the Rebels encounter.

It's impossible to predict the players' every action or reaction, especially in conversations. Even sophisticated computer games today can't faithfully simulate a "real" conversation, so it's definitely beyond the scope of a campaign booklet.

Again, don't panic. When a Rebel approaches a narrator character for whom there is no programmed conversation, roleplay that character. Don't respond as the narrator, but as that character in the story.

Take Otis, the livery storekeeper. He doesn't know that a Star Destroyer was responsible for the bombardment. You as the narrator do, but Otis doesn't. So he'll shrug and imagine it was some military weapon. Whether he confesses his suspicions about the Empire is up to you. Do the characters harass him, or treat him with respect? How would Otis respond to their gestures?

When writing your own scenarios, you may want to put a little more thought and description into your first narrator characters. Ask the following questions:

• Why is the character there?

• What does the character do?

• How does the character feel toward the Alliance? Toward the Empire?

• What does the character want? (theater people call this *motivation*)

• How is the character dressed? How does he talk?

Let's find some answers for Otis, just to give you some ideas. Otis is there because it's his shop, and he's lived there since Edan II was colonized ... pretty much all his life. He runs the shop for most of the day, and travels to some other towns to exchange goods. Otis likes the ideals of the Alliance, and hears rumblings about the evils of the Empire, but hasn't had direct dealings with either. At the moment, Otis wants to complete repairs to the equipment damaged in the orbital assault, and press on with his life the best he can. Finally, Otis is dressed in typical farmer overalls, accompanied by boots and gloves. He might speak slowly, or with a drawl. Try accents only if you feel comfortable doing so. Be careful of stereotypes when casting your characters, however. Not all farmers wear overalls, chew cud, and speak in monosyllables. In fact, we'll meet some farmers who are Rebel sympathizers a little later in this scenario.

By the way, you'll notice that not all adventure encounters contain a combat scene. That's true. An entire section can be devoted to investigating a town, conversing with a narrator character, or playing a holo-game. There's no hard-and-fast rule to dividing a scenario into sections; the best guideline is whatever makes your job easier. You can think of scenes as episodes in a movie, or chapters in a book.

character hits, he inflicts damage equal to his *Strength* dice plus 1D for the furniture.

Dantaree to the Rescue

The woman in the corner is Dantaree, a scout who was working for the Rebel Alliance forces based on Edan II. She watches the brawl passively, but is ready to act if anyone pulls a weapon. Should the brawl go badly for the heroes, she steps in and orders the farmhands away (possibly tossing a punch or two herself). Once the Rebels win the scuffle, Dantaree smiles knowingly and approaches the characters. Read aloud:

> The woman from the corner of the bar applauds softly as she approaches. She's dressed in a jumpsuit that scouts often wear when performing land-based reconnaissance. Her long hair is tied back in a pony tail, and her sharp, angular features paint the face of a woman who's seen a good portion of the galaxy, and has enjoyed it.
>
> "I thought I could pick out good work when I saw it," she smiles while nudging a downed farmhand with her boot. "Don't worry about these bums," she loosely gestures to the drunken and unconscious farmhands. "They haven't taken the Imperial occupation very well. Of course, many of us haven't, but we're behaving a little differently."
>
> She offers a gloved hand to you, "My name's Dantaree," she smiles.

If the characters mention that they were stationed at Edan Base, she smirks and indicates that she didn't figure them for the mud farmers — they definitely stick out against the Edan colonist population. If asked about a resistance group operating in this or other settlements, Dantaree becomes obviously uncomfortable with discussing the matter. She turns the conversation immediately to asking the group for help.

A good percentage of the farming settlement's members have disappeared, and it's made her and a number of her friends very concerned. Dantaree indicates that if the characters will help them do a little investigating, she's certain they can provide them with some useful equipment.

Yes, Dantaree is a Rebel sympathizer. She also knows how the Empire behaves during an occupation. She believes there are already Imperial undercover agents seeking to become involved with Rebel resistance groups, so they can be exposed and neutralized. The job she has in mind for them should prove the characters' loyalties.

What if the players don't trust Dantaree or choose to follow her? This, in short, is a small problem. She's a real contact with the underground movement, and if the char-

acters miss the opportunity, one won't come up again until the next scenario. While it would be interesting to have the players' group cautiously investigate potential Rebel contacts, it can be a difficult job. Since we've written this campaign for beginning narrators and players, we won't turn your adventure into a full-blown cloak-and-dagger mystery. The characters are isolated and need allies. Dantaree is the first of many.

If the characters are reluctant to accept Dantaree's offer, have them make Moderate (15) *Knowledge* or *Perception* rolls. If they succeed, she seems somewhat familiar, and the characters recall seeing her name on one or two of Commanders Drayson's daily briefings. If the characters make a Difficult (20) *Knowledge* roll, they distinctly recall seeing her in the halls of Edan Base, and remember that she was a freelance scout operating on behalf of the Alliance.

Stake-Out

Dantaree leads the Rebels out of the K-O Bar and into one of the deserted buildings. When all the characters have entered the small two-story house, the door closes behind them. They are surrounded by six farmhands, all wearing blaster pistols. One speaks with Dantaree. Read aloud:

Chris Trevas

"This is the help you bring us?" one of the armed hoods asks Dantaree. "They couldn't fight their way out of a spice freighter."

Dantaree shoots an icy glare back at her inquisitor. "They've had a rough couple of days. And right now, Jarin, you need all the help you can get."

Jarin's associates nod their heads and shuffle their feet. They know Dantaree's right.

Dantaree continues. "Whoever has been abducting the farmers has done it without witnesses.

Meet Dantaree

Dantaree has been scouting since she was old enough to charter her first starship. Her particular specialty is exploring planets' surfaces, spending weeks or months on an uncharted world with minimal or no support from her drop-ship. She finds the tight confines of a deep-space scouting vessel to be uninteresting and slightly suffocating, especially if she's partnered with a crew member she doesn't find stimulating.

Dantaree was hired by the Rebel Alliance two years ago. At first, her jobs were purely single-contract runs. She still tells her scouting buddies that's the depth of her involvement. In truth, she's seen enough to loathe the Empire, and is willing to provide the Alliance with most of the services it asks of her, at a small fraction of the standard scout's price. She was helping to reconnoiter the surface of Edan II when she learned of the orbital assault on Edan Base. Knowing that the base would almost certainly be destroyed in the bombardment, she has spent her days assessing the Imperial presence in the Edan system, and attempting to determine the Imperial Navy's interest in this rather unremarkable world.

Dantaree is energetic and spry. She has an air of confidence and knowledge that is only slightly exaggerated beyond her true abilities. By nature, Dantaree is somewhat friendly, but her years on the scouting force have taught her not to be too open with new scouting and business partners. She enjoys teasing "greenies," and has a distinct passion for holo-games when time permits.

Dantaree. All scores are 2D except: *Dexterity 3D, blaster 5D+2, dodge 5D, Knowledge 3D, cultures 4D, languages 5D, planetary systems 5D+2, streetwise 5D, survival 6D+1, Mechanical 3D, beast riding 4D, repulsorlift operation 4D+1, Perception 3D+2, bargain 4D, con 4D+2, search 5D, Strength 3D, brawling 5D, climbing/jumping 4D+1, lifting 3D+2, swimming 4D+1, Technical 2D+1, droid programming/repair 3D, repulsorlift repair 3D+2.* Speed 10. Force Points 2. Character Points 6. Equipment: comlink, datapad (with mapping program), heavy blaster pistol (5D damage), macrobinoculars, medpac, scout jumpsuit, vibroknife (4D damage), 1,000 credits.

Dantaree is a human female with dark brown eyes and shoulder-length hair. She typically wears her hair in a pony tail, and uses a headband to keep her bangs out of her eyes. She is dressed in a tan scouting uniform jumpsuit with dark brown boots and gloves. Her jumpsuit boasts multiple straps and pockets to securely hold her equipment and weaponry. She has a demeanor of an experienced scout, but is still obviously enthusiastic about her line of work.

A Quote: "Scout a planet with no orbital maps? Not a problem. Assess a horde of ferocious, carnivorous Edan tigers for use as possible mounts? Piece of glaze cake. Throwing the Empire off of a planet with six Rebels, a landspeeder, and a shredded Y-wing ... now that's a problem. But we'll figure something out."

That means they are either invisible, or are so well armed as to leave no witnesses. Either way, we'll need extra pairs of eyes and a few more trigger-fingers."

She moves over to a heavy satchel that rests on top of a table. She throws it at the feet of the party. The heavy thud it makes tells you it could only be one thing: your confiscated weapons.

"Besides," she smiles back at you, "I like their style."

Dantaree tells the characters the majority of the village's population is organized into roughly 10 farming "circles." Each member farmhouse rests on the outside of the circle, and all land and crops the circle shares are in between the 10 farmsteads. Two full circles' worth of farmers and their families have disappeared. Their plan is to stake-out the outward farming circles, and attempt to witness the disappearances first hand. They'll act if they have to, but would prefer to gather as much intelligence as possible. As Dantaree mentions, "We don't have that many resources. And those that we do," she pauses for a palpable moment, "are not easily mobilized."

6 Edan Freedom Fighters. All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 3D, Strength 3D, brawling 4D.* Equipment: blaster pistol (4D damage), 200 credits.

The freedom fighters have two old Mobquet landspeeders that can transport themselves and the characters. The Rebels may want to bring their own stolen landspeeder and their gear. If asked, the freedom fighters can spare two medpacs to give to injured characters. Before departing, Dantaree maps out where the stake-out teams will be located. She joins one of the Rebels' groups, but leaves it up to them how (or if) they wish to divide their forces.

Hiding in the Fields

When the players arrive at the farming circle, read the following:

The sky continues to darken as you pull up to your designated observation point. The farming "circle" is fairly large, at least 500 meters across. The circle is divided into roughly equal pie slices — you assume that denotes the various farms' crops.

Most of the fields have been harvested, and long Edan grass grows to waist level in most of them. The fields are encircled by a lush tree line, with a wide variety of bushes, shrubs, and tall trees. The closest farmhouse juts out from the woods about 200 meters from you. As you begin to survey possible hiding locations, a chill wind blows through the field, causing the tall grass to whisper in the moonlight.

The characters have a number of options:

Hide in a Tree: Easy (10) *climbing/jumping,* Easy (10) *sneak.* Climbing a tree gives the characters an excellent vantage point of most of the farms. This requires an Easy (10) *climbing/jumping* roll to ascend the tree safely, and an Easy (10) *sneak* roll to conceal themselves from sight.

Crouch Behind a Bush: Very Easy (5) *sneak.* The underbrush along the forest edge can provide a good hiding place. Each character choosing to do so must succeed at a Very Easy (5) *sneak* roll.

Hide in the Tall Grass: Very Easy (5) *sneak.* Sneaking into the fields gets the heroes closer to the majority of the farmhouses. It requires only a Very Easy (5) *sneak* roll to hide when lying down in the tall grass; however, they'll have no view of anything going on until they poke their head above the grassline. To do so without being seen requires a Moderate (15) *sneak* roll.

Hide in a Farmhouse. If Dantaree sees a character heading off toward a house, she asks, in very direct terms, what the Rebel thinks he's doing. She explains that they intend to watch the farmhouses, without letting the inhab-

itants know that they're there. For all they know, some of the farmhands may be connected to the disappearances.

Concealing the Landspeeder: Easy (10) *sneak*. If no one thinks of this, Dantaree hisses from her hiding position and points angrily at the landspeeder (who knows, its running lights might still be on ...). If they push the speeder further back in the forest, no *sneak* roll is necessary. If they move it to the tree line, so it will be ready for action if necessary, an Easy (10) *sneak* roll ensures that it cannot be seen from the circular field.

Enter the Empire

During the stake-out, describe to the players that a few hours pass. Give them the opportunity to change positions (making another *sneak* roll if they choose to do so), make plans, or heal injuries. It's a stake-out, and often not much happens on one.

After a while, read aloud:

The serenity of the night is broken by the whisper of multiple repulsorlift engines. Squinting in the moonlight, you scan across the empty field. In a small patch of woods you see distant flashes of red and blue light by one of the farmhouses. The flashing dies almost instantly, and then multiple speeders and transports break onto the field! Your heart immediately skips a few beats, until you realize that they are not heading for you. There are two large repulsor vehicles — armored troop transports from the look of them — with what appear to be turrets mounted on top. There are a number of smaller patrol speeders, identical to the one you borrowed a few days ago, darting around the larger transports.

Wait one combat turn. If anyone moves to act, read aloud:

Dantaree hisses at you from her position. "Don't even think of it! There are too many of them!" She raises her macrobinoculars to her eyes, and as she glances through them, she sinks her upper teeth into her lower lip. "We'll have to watch for now. Whatever they're doing, all their weapons are on stun."

The speeders (you count eight of them) proceed in groups of two toward each farmhouse. As they approach, they indiscriminately fire their repeating blasters into the farmhouses. You note with curiosity that the weapons are set for stun. After the vehicle-based barrage, stormtroopers swarm the afflicted house, and emerge seconds later with bodies draped over their shoulders.

You glance over at another pair of speeders returning to the transports with their human cargo. The farmhands are loaded onto the transports without ceremony. Some are simply dazed, and are led, cuffed, into the gaping maw of the armored repulsorlift.

It should be fairly obvious that the characters are far too outnumbered to take any action at this point. If a true-hearted yet foolish Rebel attempts to charge in and save the prisoners, he's met with at least six volleys of blaster stun bolts. The character must make a Heroic (30) *dodge* roll or be rendered unconscious.

Hey! Isn't this "fixing" the scenario?

You're right, it is. But we're doing it for a very good reason. Consider this: there are eight speeders and two transports, each with turret-mounted blasters, not to mention at least 30 stormtroopers. They're prepared for a fight, and have the weaponry to win one. If they see the Rebel

charging, the blasters can cut him down before he can get close enough to make a difference.

After a few more minutes of this macabre scene, the transports are fully loaded with prisoners. They depart into the woods, escorted by their full contingent of Imperial patrol speeders. No one is left in the farms, and anyone venturing inside finds overturned furniture, walls marked with blaster bolts, and other signs of the recent chaos.

The freedom fighters gather after the patrol has departed. Read aloud:

The freedom fighters quickly jog into a tight circle. Everyone present is either shocked or enraged by the atrocities you just witnessed. As you stare into each other's eyes, your heavy breathing exhales mist into the chill night.

One of Dantaree's group breaks the silence. He's brandishing an odd-looking rifle you hadn't noticed before. He smiles grimly, "I got one of the transports with the magnograsp transmitter ... don't think he noticed." He then offers the tracking device to Dantaree.

Dantaree and the six farmhands turned resistance members glance at each other for a few moments, as though silently conducting a debate. She shrugs. "I don't think we have a choice. This has to end." She exhales, then turns to face your group.

"Are any of you qualified starfighter pilots?"

Dantaree explains that they managed to salvage a downed Y-wing from the Imperial assault. The pilot didn't survive the impact, but the starfighter is flightworthy. Dantaree proposes a plan. One of the characters should take the signal tracer and follow the transport to its base. Meanwhile, she, her associates, and two of the Rebels will return to Southview to pick up the fighter and some "heavier gear."

Let the players decide who is best qualified to pilot the Y-wing. It's a two-seat fighter: the pilot flies the fighter, while the co-pilot handles the shields, sensors, and some of the weapon systems. All the other characters hop in their landspeeder (or one provided to them by the freedom fighters) and begin pursuing the Imperial convoy.

Dantaree suggests they develop a plan once the pursuit team discovers where the Imperial convoy is going. The Y-wing can be used to take out the heavier targets on the base. Their first goal, Dantaree stresses, is the rescue of the prisoners. After that is accomplished, they should do as much damage as possible before fleeing into the woods.

The Rebels Strike Back

Tracking the Imperial convoy is easy. The large repulsorlift transports have pushed aside bushes and tree branches. The tracking device the freedom fighters stuck to the transport is working well, leading the Rebels along through the dark forest.

After a while the group approaches a well-lit clearing. The freedom fighters and characters leave their repulsorlift vehicles behind and quietly follow Dantaree to the clearing's edge. To help the players visualize the situation, show them the "Imperial Collection Facility" map. Then read aloud:

The Empire has cut a large clearing ahead. Several buildings are gathered at the foot of a large landing pad, all brightly lit by illumination grids. What look like two prefab barracks sit on both sides of a command bunker.

On top of the bunker you see a sensor dish and communications array.

The entire base is dominated by a large landing pad. Three service buildings rest beneath the elevated docking pad, each one jutting out from underneath it. Several hydrogen fuel pods are stacked against the sides of one of the buildings. If they were struck by a blaster bolt, the explosion would cover at least a 10 meter area. That's good if the Imperials are clustered around it, but bad if the prisoners are nearby ...

From your hiding place, you can see the two transports sitting in the middle of the Imperial installation. The ground shakes slightly — looking across the base, you see an All Terrain Scout Transport (AT-ST) walking the perimeter. You glance around at your concealed companions, when a glint catches your eye. Looking up, you see an Imperial Lambda shuttle descending from the night sky. So that's how they're going to move the prisoners!

To make matters worse, you've heard comm chatter from your comrades retrieving the freedom fighters' Y-wing — the starfighter is just powering up, and won't be here for another half a minute! As you curse your luck, the first transport opens and the prisoners are shoved out by armor-clad stormtroopers.

We're about to turn you loose on your first full-fledged battle. As you can see from the situation, this involves personal combat, vehicles and a starfighter. Before running this battle, you may want to review the rules for starship operations. We'll highlight the important ones in the scenario text.

When running a complicated battle scene such as this one, the first rule is to keep in mind each side's objective. Why are they in the fight? What do they want to accomplish? These aren't deep philosophical questions, but the answers will help you decide what the narrator characters will do (or, attempt to do).

In this case, the Imperial goals are fairly straightforward: move the prisoners from the armored transports into the waiting Lambda shuttle. When the Rebels attack, the Empire's first priority will be to destroy the freedom fighters, as they pose more of a threat than 40 dazed farmhands. The players may be able to use this to their advantage. While they're pressing a full assault on the Imperial base, the stormtroopers will be paying less attention to the prisoners.

If things go badly for the Empire, the Rebels may be able to storm the landing pad. What will the Lambda shuttle do in this situation? The pilot's first priority will be to ensure the security of the ship, so he'll try to lift off. By considering all of the narrator-controlled characters and their motives, you've accomplished half the preparation needed to run a large-scale combat episode.

Where Is Everybody?

The other half of preparing is the placement of forces. Look at the "Imperial Collection Facility" map. The shuttle, transports, AT-ST and buildings are all marked, but where you put the troopers is your decision.

Make sure you have the Imperial forces' scores ready for reference. Here's a list of what the Empire has on the installation:

15 Imperial Stormtroopers. All scores are 2D except: *blaster 4D, dodge 4D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage),

Imperial Collection Facility

stormtrooper armor (+2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills).

2 Imperial Patrol Landspeeders. Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

2 Armored Repulsorlift Transports. Crew scores: *repulsorlift operation 3D, gunnery 3D.* Maneuverability 0D, speed 12, sensors 0D, hull 6D, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

1 AT-ST Walker. Crew scores: *Mechanical 3D, gunnery 4D.* Maneuverability 1D, speed 6, sensors 0D, hull 7D, shields 0D. Weapons: twin blaster cannon (fire control 1D, damage 8D), twin light blaster cannon (fire control 1D, damage 6D), concussion grenade launcher (fire control 1D, damage 7D).

1 Imperial Lambda Shuttle. Crew scores: *gunnery 5D, shields 4D, starship piloting 5D.* Maneuverability 1D, speed 30, sensors 1D, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 fire-linked double laser cannons (fire control 3D+1, combined damage 4D).

All these unit except the 15 stormtroopers are marked on the "Imperial Collection Facility" map. You can sketch the stormtroopers as little figures on the map if you wish, or use convenient markers such as dice, models, or bits of paper. The stormtroopers are divided into 5 groups of 3. One group is stationed by each ramp to the elevated landing pad, and two groups patrol near the unloading transports. Pick a reasonable location for the fifth group.

The two transports are parked near the center of the base, each one's aft end (since that's where the door opens) facing one of the landing pad's ramps. The two landspeeders are on the outside of this facility. The AT-ST is patrolling around the installation's perimeter. Finally, the Lambda shuttle is descending onto the landing pad. For the purposes of this conflict, the Lambda will not engage in combat. If the Empire appears to be losing, the shuttle begins its lift off sequence and escapes from the area.

That's a lot for the bad guys. Let's see what the Rebels have on their side:

6 Edan Freedom Fighters. All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 3D, Strength 3D, brawling 4D.* Equipment: blaster pistol (4D damage), 200 credits.

Dantaree. All scores are 2D except: *Dexterity 3D, blaster 5D+2, dodge 5D, Knowledge 3D, cultures 4D, languages 5D, planetary systems 5D+2, streetwise 5D, survival 6D+1, Mechanical 3D, beast riding 4D, repulsorlift operation 4D+1, Perception 3D+2, bargain 4D, con 4D+2, search 5D, Strength 3D, brawling 5D, climbing/jumping 4D+1, lifting 3D+2, swimming 4D+1, Technical 2D+1, droid programming/repair 3D, repulsorlift repair 3D+2.* Speed 10. Force Points 2. Character Points 6. Equipment: comlink, datapad (with mapping program), heavy blaster pistol (5D damage), macrobinoculars, medpac, scout jumpsuit, vibroknife (4D damage), 1,000 credits.

Imperial Patrol Landspeeder. Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

Salvaged Y-Wing Fighter. Maneuverability 2D, speed

Retrieving the Y-Wing.

Some of the characters might decide to split from the main group to fly the freedom fighters' Y-wing into the battle. Allow the players who aren't going back for the starfighter to take a break while you describe what the other Rebels experience.

One of the freedom fighters leads the starfighter crew back to Southview, and escorts them into an abandoned building on the very north edge of town. Read aloud:

> Jarin, one of Southview's freedom fighters, guides you into a small, dilapidated warehouse on the northern fringe of Southview. He glances to his left and right, while he punches at a security panel adjacent to the warehouse's door. He hustles you inside, then closes the door behind him. It's pitch dark until you hear Jarin shuffle off to your left. He throws a few switches.
>
> The warehouse lights warm up with a soft hum. Hanging from the ceiling in an improvised maintenance scaffolding is an Alliance Y-wing starfighter! You gasp with excitement, and immediately run toward the silent symbol of freedom.
>
> Jarin clucks behind you, "It's a beauty, though I've seen them in better shape. I had to retune the entire left engine, and the ion cannon's completely shot."
>
> You nod in his direction as you finish ascending the ladder and throw open the cockpit canopy.
>
> "Now, watch the dorsal thrusters," he urges. You give the obligatory "uh-huh" as you check on the diagnostic computer. It beeps obediently as it monitors the Y-wing's systems. To think that any starfighter survived the occupation ...
>
> "And she only has four torpedoes in her, and less than 25% of a fuel charge..." Jarin's voice trails off, or maybe you're just not listening that closely. You're already in the pilot's seat and running the pre-flight sequence.
>
> "So just be careful with her!" Jarin screams as the engines start to cycle.
>
> As the power plant's comfortable throb kicks in, you smile broadly. Boy, have you got a surprise for the Impies ...

It takes one combat turn to fully power up the Y-wing. Assuming the players push the fighter to its highest speed, the Y-wing will arrive at the Imperial installation 4 combat turns after the fight begins.

Salvaged Y-wing Fighter. Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D).

35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D).

Rebel Strategies

For this battle, the Rebels have a little time to coordinate their actions. Allow the players to note on the map where their characters are standing when the shooting starts. They'll probably want to stake out positions by or near the repulsorlift transports.

What will Dantaree and her freedom fighters do? That's up to you as the narrator. We have a few suggestions that might help you. Have the six freedom fighters act as one group; that'll make things easier for you, since the players are likely to split up.

Since Dantaree is going to be a recurring character in later adventures, have her join the players' ground team, assisting them in accomplishing whatever goals they desire. She's also present to provide advice. If the players ask for tips on how to attack the compound, don't respond as the narrator. Speak as Dantaree might: "Well, when I was on Dragos VI, we knocked out the landing pad's support structures ..." That'll feel more authentic, because Dantaree is giving them the advice ... not the narrator (remember, you're supposed to be impartial). Staying in character as Dantaree helps maintain the feeling that you're all in your own *Star Wars* movie.

Here's some advice Dantaree might offer if the heroes ask for it — read these quotes aloud as if you're playing the role of Dantaree:
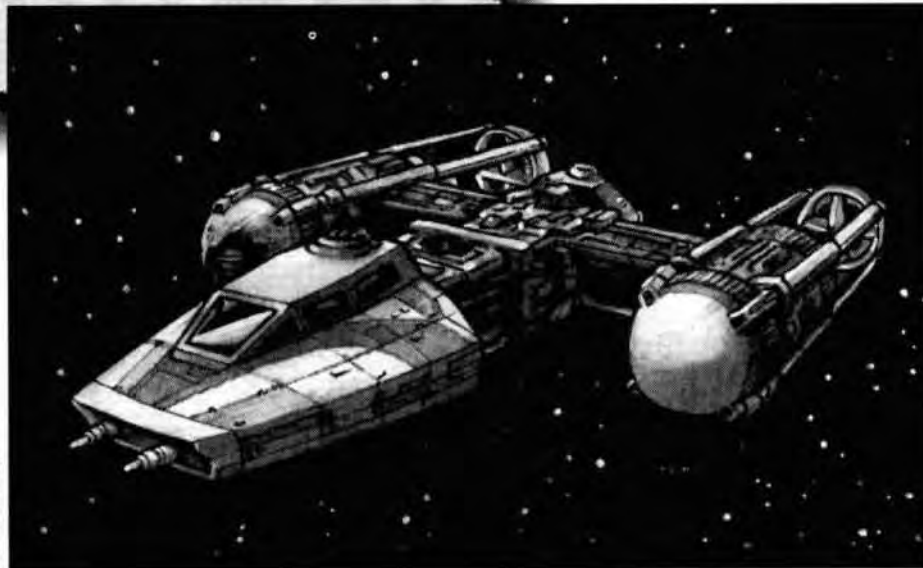
Chris Trevas

Ron Kulp

• "Use the Y-wing to take out the hardened targets, especially that AT-ST. We don't have adequate ground-based firepower to attack it directly."

• "We could try to take over the two transports before they're unloaded. That'll keep all the prisoners in one place, and it'll be easier to keep them out of danger."

• "Of course, the flip side of that is we could try to seize the Lambda shuttle. Never tried it, though, and we have to run up those ramps and get in the cockpit before the crew figures out what we're up to. That'll be tough."

• "We'll need to get a hold of some heavy weaponry fast, like what's mounted on those vehicles. We should also use your Imperial patrol speeder to help mop up the stormtroopers."

• "If the Y-wing arrives when the prisoners are already being unloaded, it will have to shoot very carefully. We don't want any friendly fire incidents."

• "I've spotted some fuel canisters underneath the landing ramps. If we don't need to get up to the landing pad, shooting one of those should wreak all kinds of havoc."

• "Commandeer the AT-ST? Not a bad idea, assuming we could get on top of it and get inside. Don't look at me like that, I'm not doing it. Besides, I'm no good in those things anyway."

This combat scene has one other factor you're not familiar with. The players have split up into two groups. One or two of the players have departed to retrieve the Y-wing fighter, while the rest have gone ahead to scout out the area. When players decide to split up, and this decision is reached at an alarmingly-high frequency, you have two options.

Each combat turn, you may swap between the two scenes. This gives each player a fair share of action, and ensures that the two scenes never "get out of synch" (one group gets ahead, time-wise, of the other by playing a greater number of turns).

Your other option is to give a fixed number of combat turns to one group, then when something climactic occurs, cut-away to the other player team. This is easier to do, since you're not constantly flipping between two scenes, but one team may feel slighted while the other gets all the action. Again, the choice is yours as the narrator.

In this battle, the prisoners are off-loaded before the Y-wing can arrive. That means the ground team has the opportunity to act before the Y-wing team can do anything in the battle sequence. You may wish to make a note to yourself, or use a die as a meter to keep track of the time until the fighter can close to weapons range (four combat turns). This helps to heighten the excitement of the battle, as the Rebels desperately await the arrival of their airborne firepower. Whether or not you announce their estimated arrival time is, once again, your decision as the narrator.

Remember the *Star Wars* gaming rule of thumb for when a character attempts an action: "Pick a difficulty number. If the character's roll is equal or higher, he succeeds." If a character tries something not listed in the scenario, pick a difficulty that makes the most sense. Have the character roll the appropriate skill. If they meet or equal the number you decided on, the character succeeds in his attempted action. If not, he fails to do what he intended.

This is where we get off, narrator. The fate of this climactic battle is now in your hands and the hands of the players' heroes. Gook luck.

When the Smoke Clears ...

The point of this battle is for the Rebels to win. They might not completely destroy the Imperial collection facility — but if they do little more than free the prisoners and shoot a few stormtroopers before fleeing into the forest, they've won a minor victory.

Remember fates worse than death. The characters should come out of the battle alive, but they might not have reached all their goals. Maybe they didn't rescue all of the prisoners. Perhaps they lost some of their vehicles.

Of course, if the battle was a victory, the Rebels might have captured some additional Imperial vehicles they can use (the patrol speeders and repulsorlift transports). They might have completely destroyed the base, a major blow to the Empire in this part of Edan II.

When the battle is over, each player should receive at least three Character Points. Grant them anywhere between one and four more Character Points, depending on how many prisoners they were able to save, and the amount of punishment they inflicted on the Imperial forces. Then award an extra one or two points for superior roleplaying or original ideas.

If anyone used a Force Point heroically during this final battle, they gain it back and get another. Force Points used for good purposes in other parts of this adventure are returned at the end.

In the next scenario, your players will be lying low, attempting to avoid Imperial reprisals for the attack on their base. Make a note of how many torpedoes the Y-wing fired (since it only had four to start with), and any damage it suffered. Dantaree will have expressed an interest in joining the characters. Unless they expressly forbade it, she'll be traveling with them in the next scenario.

Adventure 3

The Convoy

In the previous adventure, *Salvation on Silver-Tipped Wings*, the heroes may have:

• Accepted Dantaree's offer to join them. If they did, keep her score card handy, as she'll be traveling with the characters and engaging in any skirmishes they run into.

• Recovered the Y-wing from the freedom fighters. Be certain to keep track of the expendable ordnance (the proton torpedoes) that the starfighter carries, in addition to any damage it sustains. On a Rebel cruiser, the ship would be rearmed and refitted after each mission. Now that they are marooned on an Imperial-controlled world, the Rebels don't have that luxury.

It has been two days since the Rebels' daring raid on the Imperial collection facility. Give each injured character an opportunity to make a natural healing roll (if you're not sure how to do this, see "Healing" in the *Players Booklet*). In the time between adventures, any number of medpac attempts may have been made on wounded Rebels.

The heroes also have enough time to repair any damage to their Y-wing, assuming it wasn't destroyed in the battle. Without a sophisticated hangar bay, only the most basic field repairs can be made. If the characters check the Y-wing's cargo compartment, they find a two-man survival pack which contains a starship repair kit. Any character using the repair kit gains +1D to his *starship repair* roll. The kit contains various tools and diagnostic equipment, plus compounds that can patch small hull punctures. Unfortunately, the kit can not repair the damaged ion cannon or replace major components. Any torpedoes fired are lost forever, so keep an accurate count of the starfighter's expendable weapons. Lasers derive their energy from the ship's power-plant, and do not consume ammunition in the traditional sense.

Combat on a Budget

The next day, the Rebels continue on their course toward Fortuna City, the population center located on the eastern coast. Two of the heroes are flying the Y-wing ahead of the main group, scanning for Imperial patrols. Today, however, they encounter a lone TIE fighter flying a scout mission. Have one of the Rebel pilots roll his *com-scan* skill, and add the Y-wing's sensor code (1D, unless that system has been damaged in a previous battle). If the roll is a 20 or higher, they have detected the TIE fighter before it has found them. They'll get the opportunity to maneuver into a firing position on the TIE fighter. If not, the TIE detects them first and attacks.

TIE Fighter. Crew scores: *gunnery 4D, starship piloting 4D+1.* Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

Since this is your first starfighter combat, we'll describe the battle in detail for you. Starfighter dogfights are very similar to those between characters on the ground. The players declare actions for their characters and roll dice for the skills they're using. You determine the results of their attacks, and then choose actions and make die rolls for the Imperial fighters.

When using starships, players add dice to their skill rolls, depending upon the action they are attempting to undertake and any starship systems that might help. These extra dice come from the starfighter's scores, and represent the unique abilities of each craft. For example, when attempting to perform a tight turn or evade fire, a pilot rolls his *starship piloting* and adds his vessel's *maneuverability*. If you've looked over the starship scores in the *Narrator Booklet*, you'll see that a Y-wing has a 2D *maneuverability*. That's lower than an X-wing's *maneuverability* of 3D, so we know a Y-wing is, in general, less agile than its lighter X-wing cousin. However, because these scores are added to a pilot's skill rolls, a starfighter's scores aren't the last word in the battle's outcome. An ace pilot in a derelict spacecraft may still be able to beat a top-of-the-line starfighter that's flown by a rookie.

Here are some possible actions the Y-wing crew may take, and how to handle them. They may take any number of actions per turn, just remember that, for each additional action past the first, they lose 1D off all skills rolls attempted in the same round.

Move Into Firing Position: Moderate (15) *starship piloting* **plus** *maneuverability;* **or opposing** *starship piloting* **plus** *maneuverability* **rolls.** If the TIE or the Y-wing have passed each other, they'll both have to swing around to re-engage. Have the pilot roll his *starship piloting*, and add the vessel's *maneuverability* dice. To make a 180 degree turn is a Moderate (15) task. If both starfighters are attempting to get on the tail of the other, have each pilot roll his *starship piloting* score, adding *maneuverability* dice. Whoever rolls higher gets the advantage, and maneuvers in behind his opponent.

Take Evasive Action: *starship piloting* **plus** *maneuverability.* If the TIE moves behind the Y-wing, the pilot may attempt to "lose" his pursuer, or deny the TIE a good shot. This involves weaving, looping, and jerking his starfighter to make it more difficult to hit. The pilot rolls his

starship piloting skill and adds the Y-wing's *maneuverability*. The result of this number becomes the new difficulty number for the TIE pilot to shoot the Y-wing.

Fire Weapons: Moderate (15) *gunnery* plus *fire control*, **or characters'** *gunnery* **plus** *fire control* **against the TIE fighter's** *starship piloting* **plus** *maneuverability*. Have the firing character roll his *gunnery* skill, and add that weapon's *fire control* score. His target number is the range of the TIE fighter — assume the fight is at Medium Range, a Moderate (15) shot to hit. If the TIE takes evasive action, roll the TIE pilot's starship piloting of 4D+1 plus the fighter's maneuverability of 2D — a total of 6D+1. This number becomes the new difficulty the heroes need to hit the TIE fighter.

Jam Transmissions: *com-scan* **plus** *sensors* **against the TIE's** *com-scan* **and** *sensors*. The Y-wing may attempt to prevent the TIE from reporting to its base. This involves flooding known communication channels with noise so a real signal can't cut through the interference. Roll the character's *com-scan* score, and add the starship's *sensors* dice of 1D. Do the same for the TIE fighter (rolling 3D total: 2D for the pilot's *com-scan*, and 1D for *sensors*). If the Y-wing wins, the TIE can't report in. If the TIE wins, he gets the signal off — which means the characters should get out of the area quickly, before Imperial reinforcements arrive.

Sustaining or Inflicting Damage: weapon's *damage* against target's *hull*. Roll the weapon's *damage* dice. Then roll the target starship's *hull* code. Using the chart in the *Narrator Booklet*, determine the effect on the starship. If the hit starship has raised its deflector shields, be sure to add those dice to the *hull* roll.

It might be a good idea to keep the *Narrator Booklet* open to the "Starships and Vehicles" section while you run this dogfight — that way you'll have all the information and charts at your fingertips.

At some point during the dogfight, the Y-wing computer alerts the pilot that it is running critically low on fuel. At this point the Y-wing has enough power for about 10 combat turns of dogfight maneuvering, or about 20 combat turns of normal flight. Firing weapons costs one turn of fuel, and the activation of shields doubles the fuel consumption rate. The fighter's rapidly diminishing power supply should encourage the players to end the skirmish and land the fighter quickly. Once down, the fighter barely has enough energy to start up again, let alone engage in combat.

Outlaws, All of Us

While the Y-wing is engaged in starfighter combat, the other Rebels traveling on the ground find themselves surrounded by a group of outlaws. Read aloud:

As the roar of the Y-wing fades, you hear the sounds of less powerful, but closer engines. Glancing about the thick forest, you spot three landspeeders approaching your position. You brace for combat, pulling your weapon on instinct.

One of your companions sees your reaction and tugs on your arm. While each speeder carries four men, all of whom are well-armed, you notice that the lead speeder's co-pilot is standing and waving at you. Pausing to look closer, you notice that two of the speeders have the remains of Imperial patrol markings much like yours. They are piloted by a variety of individuals, mostly humans. All are dressed in worn but rugged clothing, and have obviously been hiding out in the wilderness for some time. As the speeders close to within 40 meters, they jerk to a stop. The man who signaled you dismounts from his speeder and approaches. His blaster rifle is slung over his shoulder in a casual fashion.

The Rebels have just run into a group of 12 outlaws who have been conducting hit-and-run operations against the
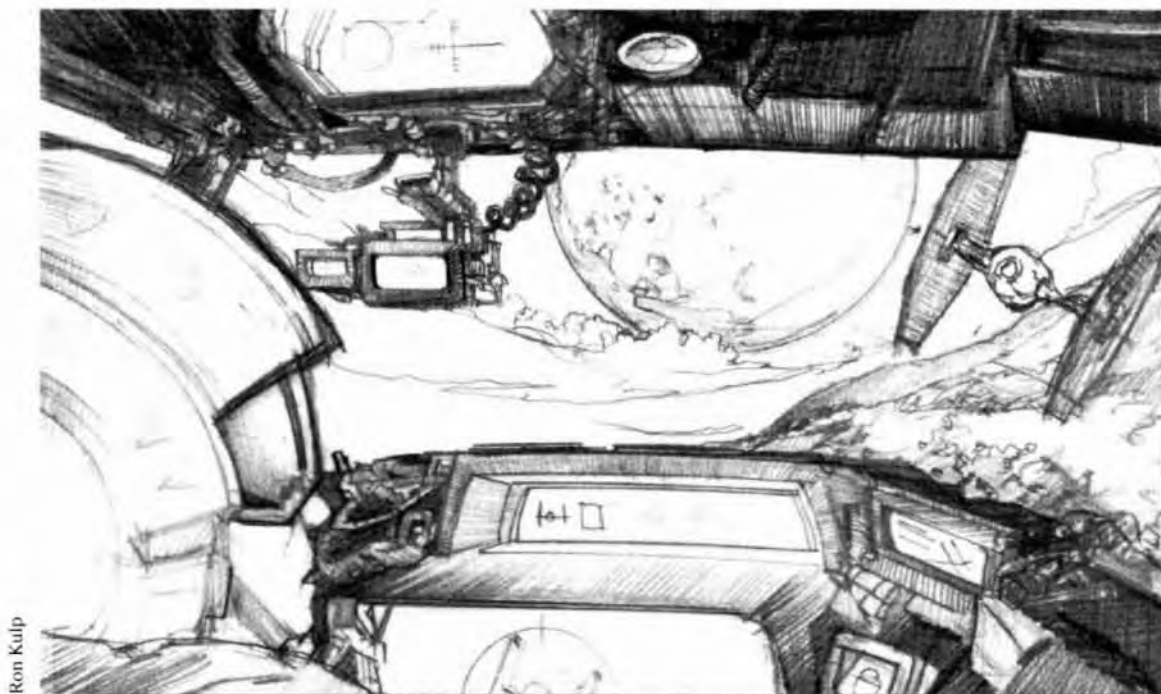
Ron Kulp

Who Controls What In A Two-Man Starfighter?

That's a good question. In a single-seat fighter, like a TIE or an X-wing, the pilot does everything. A Y-wing has two crew members. Who controls what?

That's up to you as the narrator. In general, the only hard-and-fast rule is that the front-seat crew member is the pilot. All the other roles are negotiable, and can be "swapped" between the two pilots. Here are two standard configurations for flying the Y-wing in combat:

Precision Flying. The front-seat crew member (the "pilot") flies the ship and operates sensors. The rear-seat crew member operates communications, shields, and all weapon systems.

Combat Maneuvering. The pilot flies, controlling the laser cannons and the torpedoes. The co-pilot operates the sensors, shields, communications, and the ion cannon. The co-pilot also performs emergency repair operations if possible.

The goal of a two-seat fighter is to equally share the ship's operations between its two crew members so that neither is overburdened. This is an often-overlooked advantage of two-seat fighters. While they generally are heavier, slower, and less maneuverable than their single-seat counterparts, each crew member can concentrate more on their duties. An X-wing pilot has to run every system on the ship. Just think of all those -1D penalties he takes if he tries to fly the fighter, fire its guns, use the sensors, signal his wing man, and raise his shields by himself!

Empire since it arrived. Their leader introduces himself as Scruts — he cautiously greets the Rebels.

Scruts. All scores are 2D except: *Dexterity 4D, blaster 5D, dodge 5D, pick pocket 4D+2, Technical 4D, demolitions 5D, droid programing/repair 5D, starship repair 5D.* Speed 10. Force Points 1. Character Points 4. Equipment: blaster rifle (5D damage), datapad, droid repair toolkit, glow rod, starship repair toolkit.

Edan Outlaws. All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 3D, pick pocket 3D+2, Strength 3D, brawling 4D, search 3D+1, sneak 3D+2.* Equipment: blaster pistol (4D damage), 200 credits.

Scruts has been running the band of outlaws for several months, since before the Imperial occupation of Edan II. Prior to their new-found job harassing the Empire, they acted as mercenaries and scouts for hire. More often than not, they worked on behalf of the legitimate Edan planetary government, although they were known to undertake one or two smuggling operations. Scruts is eager to throw the Imperials off Edan II, and is hoping to gain support from some of the Rebel Alliance's larger guns. However, he's yet to see any of them that survived the initial onslaught over a week ago.

Scruts also knows that the Empire is notorious for planting agents acting as resistance fighters, so he is particularly wary of the heroes. Before he offers them assistance, he demands proof of their affiliation with the Rebel Alliance. Medals and uniforms won't cut it, because those

could be easily stolen or forged. If they mention the Y-wing, he'll agree that seeing a competent Rebel pilot at the controls would set aside many of his doubts, and he demands to see it. Of course, we know it's off engaging the TIE patrol, and likely to be so low on fuel it will set down as soon as possible at a site kilometers away from the ground party's position.

Run this interpersonal encounter as you have the others in the "Freedom for Edan" campaign. Remember Scruts' motivations. Scruts is rough around the edges, but he's capable and not easily tricked. Scruts is willing to help the Rebel Alliance, as long as he gets something in return; however, he wants proof of their credentials.

If the characters prove their worth to him, either by bringing his band to the Y-wing or through other means, the Rebel characters are likely to ask for supplies. Scruts counters that he's not a charity service, and his group has to scrape by with what they can steal. He pauses for a moment, gets a wicked gleam in his eye, and then hints that he has an idea.

The outlaw band is aware of a Imperial convoy scheduled to pass through the area tomorrow. It's a munitions and supply convoy, likely to contain many of the resources that his group and the heroes need. He suggests an alliance between his group and the players. If they agree, they work out a battle plan. Scruts recommends using the Y-wing to take out some of the heavier targets. Since the starfighter no longer has enough power to effect a launch, perhaps it could be used to lay a trap of some kind.

If the players do not agree to join the ambush, Scruts does not reveal the convoy's location, gathers his outlaw band and prepares to depart.

Enter Jarus Kai

During his negotiations, Scruts introduces his demolitions expert, Jarus Kai. Jarus is a human of medium build and height. He has short, cropped blond hair and wide,

Here's How We Played the Dogfight ...

To further demonstrate starfighter combat, let's take a peek at our sample Rebels from before. As you read, notice how the narrator uses descriptive language to make the battle come alive.

Narrator (Steve): The Y-wing, dubbed *Advent One,* cruises through the Edan sky, wary of Imperial patrols. Trent is in the rear seat, while Allegra flies the ship. Trent, roll your *com-scan* please. Don't forget to add the 1D for the Y-wing's *sensors.*

[Darren picks up 4 dice for his *com-scan* score, and makes a small ceremony of adding the additional die. He rolls.]

Trent (Darren): 22.

Narrator (Steve): [Mimicking a sensor display] *Beep, beep, beep ... Dink! Dink!* Sensors report one small starfighter approaching at course 140, altitude 200 meters. Power signature and hull profile indicates an Imperial TIE fighter.

Trent (Darren): Uh-oh. Has he seen us yet?

Narrator (Steve): No. He's holding steady on his course, but his patrol pattern will bring him dangerously close to the ground party.

Allegra (Heather): We'd better take 'em out. "Hang on Trent, I'm turning to engage, and arming weapons."

Trent (Darren): "I think we should discuss this ... whoa!"

Narrator (Steve): The Y-Wing cruises slowly over the Edan forest. Suddenly, its main drives come to life! It leaps forward, and with the roar of its mighty engines, soars into the Edan sky. The sunlight glistens off its Rebel Alliance insignia as it charges forward. Lens flare abounds.

Dirk (Pete): [Somewhat sarcastically ...] Oooh pretty. I don't suppose they've told those of us on the ground anything about this.

Narrator (Steve): Nope.

Trent (Darren): [Putting one hand to his ear as if operating a comm array ...] "Ground, this is *Advent One!* We're engaging TIE fighter patrol to the northwest! Recommend you lie low until we signal you!"

Slick (Tom): [Slightly under his breath ...] Or until you eject and we have to go pick you up.

Allegra (Heather): As soon as the TIE's in range, I open up with the laser cannons.

Trent (Darren): I suppose this would be a good time to raise shields. Can I jam his transmissions in case he tries to phone home?

[Almost in unison, the entire table breaks out in impersonations of "phone home!" "phone home!"]

Narrator (Steve): Okay. Allegra, roll your *gunnery* skill, and add the *fire control* of the lasers which is [looking down at the score card] 2D. Trent, make an Easy *shields* roll to activate your defenses, then roll your *com-scan* and add the *sensor* dice of 1D. However, since you're taking two actions this turn, subtract 1D from both rolls.

[Clatter of dice. Heather rolls a 32 for her shot, obviously nailing the TIE fighter. Trent rolls a 14 for *shields,* and he needed a 10. His *com-scan* roll, including the *sensor* dice, was a 12. Steve rolls for the TIE pilot's *com-scan* attempt and he gets a 23, beating Trent!]

Narrator (Steve): Allegra, please roll *damage* for your shot ... that's 5D.

Allegra (Heather): [Rolls five dice, then looks decidedly unhappy ...] 13. Can I roll again? [It's obvious from Steve's look that, no, she can't roll again.]

[Steve rolls 2D for the TIE fighter's *hull,* and gets a 10. Since the Y-wing's lasers did 3 points damage more than the TIE *hull* roll, the TIE fighter is *lightly damaged.*]

Narrator (Steve): The Y-wing surges forward. We cut to a long-shot, and see the fighter's laser cannons launch twin streaks toward the TIE fighter. It rocks with the impact, recovers, and charges toward the Rebel fighter! As the Y-wing levels, Trent quickly flicks controls in the rear cockpit. A rising hum reassures him that *Advent One's* shields have activated. As he breathes a sigh of relief, he looks down at the comm panel. The TIE's alert signal is breaking through the interference!

[Steve rolls for the TIE pilot's attempt to fire on the Y-wing. His *gunnery* is 4D, and the *fire control* for the TIE's laser cannons is 2D. He subtracts 1D since the pilot is already flying the ship, which counts as an action. Since the Y-wing did not take evasive action, his target number is the range of the Y-wing. In this case, that's Long Range, making the difficulty number a 20. Steve rolls 5D, and scores a 27. The Y-wing is hit! He rolls the 5 dice for the *damage* of the TIE's laser cannons and gets a 22.]

Narrator (Steve): Allegra, could you roll your Y-wing's *hull,* and add its *shields* of 1D+2?

Allegra (Heather): [Rolling 5D+2, 4D for the *hull,* plus the 1D+2 in *shields* dice] 19.

Narrator (Steve): The TIE returns fire! The shields spark, but some of the volley gets through! Light smoke drifts out from the port engine!

Will the Y-wing survive the day? What will the Empire do when it receives the distress signal? We'll leave these questions unanswered ...

Ron Kulp

hazel eyes. He is dressed in a dirtied Rebel Uniform. Jarus shakes the characters' hands and smiles broadly, indicating that word of their exploits is already beginning to travel ahead of them.

Should the players somehow get on Scruts' bad side — by deciding against hitting the convoy — Jarus helps convince them the much-needed weapons and supplies would help both their groups. He doesn't seem as suspicious as Scruts, and accepts whatever the Rebels say as truth.

Jarus is the first narrator character who is not what he seems. He *is* an undercover Imperial agent. It is ironic that

he has infiltrated Scruts' group, since Scruts is so cautious of Imperial spies. Jarus wants to get close to the heroes in the hopes of traveling with them in the next scenario. He claims to be a scout, offering his services to the Alliance.

Upon meeting Jarus, Dantaree nods pleasantly, but seems suspicious. During the conversation, she's unable to find a planet or military unit Jarus knows in detail. Jarus claims he was in Fortuna City to the east bartering for trade goods when the Imperial assault began. Knowing the Empire's tactics, he headed for the wilderness in the hopes of avoiding capture.

Any character making an Easy (10) *Knowledge* roll doesn't

Narrator Tip #10

On The Good Guys

In case you haven't been paying attention, the good guys are the Rebel Alliance and its allies.

The Rebel Alliance always seems to get stuck with second-rate or salvaged equipment, with people who have a shady background or are down on their luck, and with the tougher road to travel. That's true.

The Alliance is a rebellion. It has no government that officially supports it, no corporate production facilities, no advertised recruitment centers. The Alliance has to choose its targets carefully, spend its resources with miserly efficiency, and constantly work to build a better intelligence network and recruit new members.

The Alliance represents the "good guys," though, and that carries some definite advantages. In general, the Alliance is filled with high morale and with people who are willing to sacrifice themselves to save each other. There's a purpose bred into in the Alliance's members, and although many curse their relationship with the Rebellion, they wouldn't be happy anywhere else. The Rebel Alliance fights for causes that appeal to all alien species and planets: peace, justice, and freedom. While the Alliance may not have many official sponsors, it has many supporters behind the scenes.

When building your own scenarios or describing Alliance forces, keep these facts in mind. Sure, their starfighters are almost always under repair, but a pilot doesn't need three dataforms and a 12-officer bureaucracy to get his craft serviced. The people are bonded by a higher cause, and that is the Alliance's most powerful weapon.

recall seeing Jarus Kai's name on the Alliance duty lists, but that doesn't necessarily tell him anything. If they have the opportunity to search the satchel he keeps slung over his shoulder, they find three thermal detonators, one datamap of Edan II, and two mini-transceivers. Anyone looking through the satchel who makes a Moderate (15) *search* roll discovers a hidden flap concealing a high-range comlink set to an Imperial frequency.

When the outlaws are brought to the Y-wing, or when it is used in preparation for the assault on the convoy, Jarus Kai admires the vessel. He pats the underside of the hull, saying he remembers seeing these fighters when they were the cutting-edge of starfighter technology. While he does this, he's actually planting one of his small homing transceivers on the fighter. It requires a Very Difficult (25) *Perception* roll to notice this action. The device is undetectable at a casual glance, and only a careful search of the area with a Difficult (20) *search* roll reveals its location.

Ambushing the Convoy

The Rebels and outlaws have ample time to plan their attack, since the convoy is not due until the next morning. Scruts' advanced scouts have determined the size and specifics of the convoy. Provide this information to the players before their assault so they can plan their attack strategy.

The Imperial convoy is following a wide path through the Edan forest. It is moving in a strict formation, which it will only break if it comes under attack. The formation, and recommended ambush site, can be seen in the "Convoy Ambush Map." Again, use this map to note player and enemy locations.

The Imperial convoy consists of the following vehicles:

Chris Trevas

4 Imperial Patrol Landspeeders. Crew scores: *repulsorlift operation 3D, gunnery 3D.* Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

1 Imperial Heavy Repulsortank. Crew scores: *repulsorlift operation 4D, gunnery 4D.* Maneuverability 0D, speed 15, sensors 0D, hull 7D, shields 0D. Weapons: 2 light repeating blasters (fire control 1D, damage 6D), 1 turret-mounted heavy laser cannon (fire control 1D, damage 10D), 1 grenade launcher (fire control 0D, damage 5D).

2 Repulsorlift Transports. Crew scores: *repulsorlift operation 3D.* Maneuverability 0D, speed 12, sensors 0D, hull 6D, shields 0D.

Here are some strategies you should be aware of and might suggest to the players. Use these as guidelines for running the ambush:

Surprise. Remember, if the heroes attack the Imperial convoy from hidden positions (behind trees, bushes or rocks), they surprise the convoy and gain a combat turn of free actions. The surprised Imperial forces may take no actions during that first turn of the battle.

Laying Traps: *sneak* against Imperial pilots' *Perception.* If the Rebels decide to conceal any traps or weapons in the convoy's path, they must make a sneak roll. Write down the result. When the convoy approaches the traps, have the pilots in the two lead vehicles (two of the patrol landspeeder) make *Perception* rolls (assume their *Perception* is 2D). If the *sneak* roll the players used to conceal their trap beats the *Perception* rolls, the Imperials don't see the hidden trap. If they Imperial roll beats the players' roll, they're tipped off to the trap, and either open fire on the woods or turn the convoy around.

Falling Trees. The players may decide to have trees fall to block the path of the convoy. They might even try disabling a vehicle by dropping a tree on it. The trees have thick trunks and range in height from between 8 to 40 meters. The Rebels need something to cut the trees with. Ask the players how their characters intend to cut the trees. Blasters might work, but take lots of time and generate lots of noise. Explosives work quickly, and can be set ahead of time. See how inventive the players can be finding ways to use their equipment to fell trees.

A falling tree will do 6D damage if it lands on a vehicle. A tree will block the movement of a speeder, unless its pilot makes a Difficult (20) *repulsorlift piloting* roll to jump the obstruction.

Y-wing Weapons. The Y-wing doesn't have enough power for controlled flight, but the players may be crafty in its placement and concealment to allow its weapons to be brought to bear. You should determine how many laser volleys the Y-wing has energy for, depending on how thrifty the Rebels were during the TIE fighter dogfight. A good number is four laser blasts or two torpedo launches. Since the Y-wing is a starship, its weapons do double damage against vehicle or personnel-sized targets. That means that if the Y-wing hits the repulsortank with its lasers, it rolls 10D for its damage (that's 5D doubled).

Explosive Transports. The transports are full of power generators, fuel pods, and similar explosives. If either transport is hit (damage done to it exceeds its hull roll), the transport may explode, doing 8D of damage to anyone within point-blank range, and 4D to anyone in close range.

Convoy Ambush Map

Patrol Landspeeders

Patrol Landspeeders

Repulsorlift Trasports

Imperial Heavy
Repulsortank
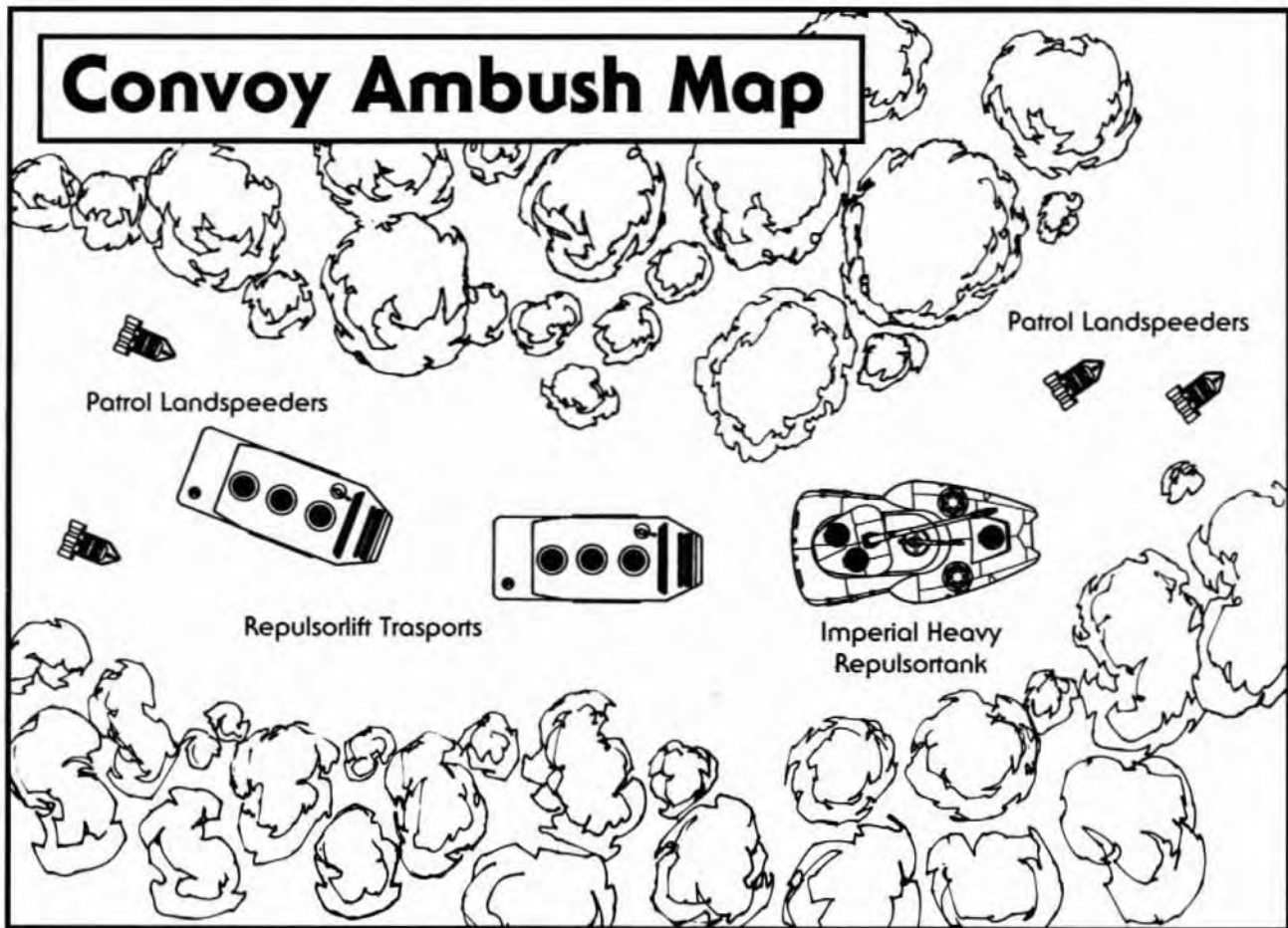
When a transport takes a hit, roll one die: if it comes up a 1, the transport explodes. The Rebels are going to have to be careful in taking these vehicles out. Strategies might include blocking their way with fallen trees, or dashing up and leaping into the boarding hatch.

Friendly Forces. Scruts has 12 outlaws at his disposal, and three landspeeders. To save you time, don't handle the dice rolls for each individual outlaw. Instead, assume that each landspeeder and party of four can attack one Imperial speeder. They'll eventually succeed, but can take no other actions that combat turn. That leaves the Imperial repulsortank, one speeder, and the two cargo transports for the heroes to handle.

During the ambush, you might have each outlaw take individual action, but we advise against it. You'll have enough to worry about with the Rebels' and the Imperials' actions. If the players tell the outlaws to do something, and it's reasonable, have them try. If you don't want to determine and roll all the actions and reactions, just make up the odds that the outlaws will succeed. Pick a number between one and five, a one representing a low chance of success and a five indicating a high probability of victory. Roll a six-sided die. If the number on the die is equal to or lower than the number you picked, the outlaws succeeded. If it isn't, the outlaws don't accomplish their objective, and may be knocked out of the fight.

Dantaree. Don't forget about her! She's a valuable narrator character with many good skills. She may choose to stick with one of the heroes, but she's not a brainless zombie. If a player tells her to do something rash and somewhat-suicidal, she'll tell the Rebel where he can put his idea, in no uncertain terms. However, there's nothing like a narrator character saving a hero's bacon to convince the players to like one of your characters.

To the Victor Goes the Spoils

Have fun running the battle. The Rebels should be successful based on their overall attack plan and how well they roll their skills.

The battle is over when all the Imperial forces have been beaten, some have run away, or the outlaws and heroes have been forced to retreat. If the Rebels are victorious, they'll be able to salvage much-needed supplies from the repulsorlift transports. Each transport contains the following items:

- 20 fuel pods, enough to completely recharge one Y-wing

- 8 proton torpedoes, compatible with most starfighters

- 6 portable generators

- 6 blaster rifles

- 12 blaster pistols

- 2 light repeating blasters (6D damage)

- 2 crates of grenades, each holding 12 grenades (5D damage, hit 1D targets nearby)

- 3 thermal detonators (10D damage, hit 3D targets nearby)

- 10 medpacs

- 2 hand-held rocket launchers, with three missiles each

Ron Kulp

(characters use their *blaster* skill to shoot the rockets, which inflict 8D damage if they hit).

The outlaws split all bounty with the Rebels evenly, except for the torpedoes. They give all of them to the Rebels, in exchange for a few of the other items. Roleplay this exchange, keeping in mind that the outlaws helped the heroes defeat the convoy and are entitled to some of the spoils.

Once the raid is complete, Scruts advises the Rebels to take their supplies and move on quickly. The Empire will probably converge on the area soon, and everyone's odds are better if they split up. Scruts thanks the heroes, and informs them of a few leads he's uncovered. He overheard on some comm-traffic that the Rebels are gathering at one of their "Rendezvous Points" on the southern continent. He doesn't know the exact location, but knows that the two large cities on their current continent both operate trans-oceanic shuttles. He suggests they try to board one, since they can't all fit on the Y-wing. He also heard word that the Empire has two dark Jedi on the planet — twins, no less — who are overseeing the interrogation of Imperial prisoners.

Jarus Kai offers to join the players. He says he's not bad with starfighter repairs, and might be able to do some work on the Y-wing for them. He indicates that he's anxious to meet up with other Rebels groups.

The Cliff-Hanger

The group spends the next few hours traveling to escape the Imperial search radius. Although the Y-wing detects several fighters closing in on the ambush location, none come close enough to warrant any concern.

When the Rebels set up camp for the night, have them decide who stands watch. Have each character on duty make a *Perception* check, just to make them nervous. When you feel that the time is right, read aloud:

You stand silently over your sleeping companions. The Y-wing is resting at silent attention at the edge of the clearing, its impromptu camouflage of leaves and bushes in place. As you look into the night sky, you see a thousand brilliant stars, each one shining down on your campsite.

Narrator Tip #11

On Cliff-Hangers

We just showed you a truly nasty example of what's called a "cliff-hanger." That's when you end a story on a climactic note, without providing a resolution. Cliff-hangers have been a storyteller's tool for centuries, and it's one you can use to great effect. In this example, the players only know that they're under attack, that the Y-wing is (seemingly) about to get creamed, and they can't see an immediate way out of it. It's guaranteed to get everyone back together for the next adventure, although several of your players may publicly state they don't like you anymore for pulling such a nasty trick.

If your players insist, and you don't need any sleep, go ahead and continue to play the next adventure. You can create a cliff-hanger from almost any situation, but don't over-use the technique. Cliff-hangers are best deployed when your players aren't expecting it, but after an already satisfying gaming session.

Streamlining Battles

Hey! You're cheating! *And* **you're speeding up the game!**

Right on both counts. Just hear us out, first.

We're cheating. Yup. No debate there. By the rules, we're supposed to roll for each outlaw, determining actions and counter-actions, damage, etc. But with 12 outlaws, 20 Imperials, *and* the players' characters, that adds up to a lot of dice rolling. Probably too much. Remember that the purpose of an adventure game is to tell a story, something you're not doing when you're rolling dice all the time. Think of the *Star Wars* movies: during the battle for Endor in *Return of the Jedi*, most of the camera time goes to Han, Leia, and company. We get a few cut-scenes of Rebels blasting stormtroopers or Ewoks getting blown away by AT-ST fire, but the story isn't about them. It's about the main characters. Likewise, you should spend most of your time on the players' characters, and a few major characters you control. Don't worry about the "extras"; they're there for background only.

Our intent is to gradually wean you of explicit instructions in a scenario. In other adventures, you'll be provided with the good guys, the bad guys, and the situation. That's it. It'll be up to you, as the narrator, to decide who does what. This may seem like we're leaving you out on a limb, but we're not. As you become more comfortable with being a narrator, you'll appreciate the flexibility an "open" scenario offers. The characters will be (more or less) living in your head, and you'll be able to spontaneously decide what they want to do. If you've already run the game to this point, you've been deciding character actions probably without really noticing. We told you that you could do it.

That's when you see the first shadow cross the southern horizon, and hear the whisper of a mechanical bird-of-prey. As you grab your macrobinoculars to get a better look, the scream suddenly becomes the deafening roar of multiple TIE fighters! You yell an alert to your comrades

You look up to see a group of fighters fly overhead, and watch with horror as two of them drop brilliant green globes from directly above you. The globes form a lethal trail of four projectiles, the first of which slams into the forest a few hundred meters from your position. The shock wave knocks you on you back, and sends tree debris everywhere. As you watch the Y-wing's crew scramble to cycle her engines, you watch one of the globes home in on the helpless fighter ...

That's it — this is the end of the adventure. Give each player four skill points. Give an extra skill point for each Imperial transport successfully raided. Finally, assign between one and three skill points for good roleplaying or outstanding ideas.

Adventure 4:

Bright Lights, Empty City

In the last adventure:

• Jarus Kai may have joined the party. He's an Imperial deep-cover spy who has joined the party unless they expressly forbade it.

• The Rebels may have picked up a host of new supplies, including energy for the Y-wing and their other weapons.

• Jarus has planted a homing device on the Y-wing. The Rebels may not have discovered its presence.

• The Rebels made camp for the night, and were soon surprised by several TIE fighters and bombers.

Flight Before the Empire

The Rebels' camp has been discovered by the Empire, which has sent a flight of TIE fighters to destroy them. The Imperial fighter contingent consists of:

4 TIE Fighters. Crew scores: *gunnery 4D, starship piloting 4D+1*. Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

2 TIE Bombers. Crew scores: *gunnery 5D, starship piloting 4D*. Maneuverability 0D, speed 30, sensors 1D, hull 4D+1, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 3D), concussion missiles (fire control 3D+2, damage 9D).

The bombers' intent is to level the encampment. They continue to bombard the area with concussion missiles as long as there is evidence that the Rebels are still alive. The TIE fighters are there to escort the bombers, and attack the Y-wing if it takes off. The TIE fighters do not strafe ground targets unless the two bombers are destroyed. If four of the six Imperial craft are destroyed, the other two attempt to flee the area and summon reinforcements.

As the narrator, you'll take care of all the TIE fighters' actions. The two actions you'll be most concerned with are listed below:

Imperial Bombing Runs: Moderate (15) *gunnery*, or *gunnery* against character's opposing score (*dodge*, or *repulsorlift operation* or *starship piloting* plus *maneuverability*). To hit any specific target (such as the Y-wing or the patrol landspeeder), the bombers

Balancing Your Game

You'll notice that no matter how desperate the situation, the Rebels always seem to have "just one more chance." This isn't an accident, it's an important element of adventure gaming called balance.

Game balance, which is of equal importance to board and computer game designers, is the level of equality between the player's side and his opponents. If a game isn't balanced, one side has it too easy. If game balance is tipped in the players' favor, the adventure isn't challenging. If the balance is too far in the other direction, situations often seem hopeless and pointless to the players.

As you begin to create and write down your own scenarios, it's important to remember the principles of game balance. While you may want to tilt things in the Empire's favor (as we have in this episode), always give the players an option — something they can either fight back with or use to escape. In this case, it's the Y-wing. But the Y-wing is vulnerable until it lifts off, so in a previous adventure, the Imperial convoy had surface-to-air missiles. And you thought we threw those in just for fun ...

Of course, the Rebels may not have recovered the rocket launchers if they didn't plan well or work together ambushing the Imperial convoy. So, they might not have the rockets, and that'll make it much harder to defeat the TIE fighters. Remember what we mentioned about events having lasting effects in a campaign? Here's one of those payoffs.

You probably won't have to worry about game balance in these adventures, since we've already tested them to be sure they're balanced. Your group may be different. You may be playing with advanced characters, or with a large number of players. Since more guns equals more power, you might want to add another TIE bomber to the Imperial flight if the players are having an easy time of things. Likewise, if you only have two players, and they've been giving it their all but are always outgunned, its okay to only have *one* TIE bomber fly overhead, with an escort of only one or two fighters. Just don't let the players know you're adjusting the game balance; that's part of the illusion that narrating is all about.

need to make a Moderate (15) *gunnery* roll, unless their target is evading. If this is so, the Rebels' evasion roll becomes the new difficulty number.

Starship Weapons Hitting Non-Starship Targets: double the *damage*. A starship's weapon *damage* scores are doubled when it successfully hits a land-based vehicle or a character. A TIE bomber's missiles do 9D *damage* to starships, and 18D to ground-based targets. Since concussion missiles are area effect weapons, have any characters at Close Range to a missile's detonation take 4D of damage. They'll be knocked backwards from the force of the blast.

Rebels on the Run

It'll be mass chaos on the ground while the Rebels scramble to erect their defenses or flee the scene. If the Y-wing is not moved, it will most certainly be destroyed.

The heroes have several strategies they can use. Although their main objective is to get away alive, they'll want to do everything they can to save the Y-wing. Here are some ideas they might come up with (or you might hint at) and how to resolve them in the game:

Firing Hand-Held Weapons. Hand-held blasters, including blaster rifles, do no significant damage against airborne fighters; however, if the party recovered the rocket launchers from the convoy in the last adventure, they can be effective against starship hulls.

Using the Rocket Launchers: Difficulty (20) *gunnery*, or *gunnery* against target's *starship piloting* and *maneuverability*. The launchers are the only hand-held weapons, excepting well-placed thermal detonators, that can damage the TIE fighters. The launcher must be reloaded after each firing, and cannot be fired the round it is reloaded. To target the weapon, the character looks through a dedicated sight along the launcher's fire tube, while holding the weapon on his shoulder. The player rolls his *blaster* skill. Hitting the target is Difficult (20), unless the target takes evasive action. If a TIE pilot rolls his *starship piloting* plus the ship's *maneuverability*, the result becomes the new difficulty number Rebels need to shoot the starfighter. The TIE fighters do not take evasive action unless they know they are under attack. The rockets inflict 8D against character-scale objects; however, they only do half damage (4D) against starfighter targets.

Hiding from the TIE Fighters: Easy (10) *sneak*. Because the Rebels are in a forest, which is packed with lifeforms, an Easy *sneak* roll conceals them from the fighters' sensors; however, they must extinguish all power sources when they do so. Trees don't radiate energy, and if a character has a repulsorlift vehicle or hand-held weapon active, the TIE fighters can target that energy signature.

Powering Up the Y-wing. It takes one combat turn for a pilot to start the Y-wing's power generator. After that turn, the ship's weapons and shields may be activated. It takes an additional turn for the engines to cycle up to a sufficient speed to permit flight. Obviously, the players have to protect the Y-wing until it can defend itself.

A Destroyed Y-wing. It's possible that the Y-wing will be destroyed in combat. If this happens, roll each crew member's *Dexterity*. If they make an Easy (10) roll, one of them reaches the ejection handle before the craft explodes. If they eject, the entire cockpit module blows clear of the fuselage, deploys several parachutes, and floats to the

Ron Kulp

surface of the planet in five combat turns.

Shooting Incoming Concussion Bombs: Heroic (30) *blaster*. Since the concussion missiles are being deployed as free-falling bombs, they may be shot with a Heroic (30) *blaster* roll. Any hit on the bomb causes the warhead to detonate prematurely, showering the explosion in all directions. All characters and land-based vehicles in Close Range take 6D damage. If the Rebels hit a bomb as it drops from the TIE bomber, the explosion inflicts 3D damage on the starship! This may be the only way to save the Y-wing while it is vulnerable — and it may be possible to knock out a TIE at the same time.

Once the Rebels have driven off the TIE attack (or retreated into the dark forest), it's probably a good idea for them to relocate their camp. Dantaree might suggest they follow rumors that Rebel survivors are gathering somewhere on Edan's southern continent. If Jarus Kai is still with the group, he suggests they find transport to the southern continent. If they head for Fortuna City in the east, they can catch a surface transport over the ocean, possibly attaching the Y-wing to the hull in a tandem link.

No matter what they decide, the players better get moving. Imperial patrols are becoming more frequent — it's only a matter of time before the Rebels are flushed from their hiding places.

On to Fortuna City

As the party nears Fortuna City, the forest begins to recede. The hills become less steep, and the trees begin to diminish both in height and number. Read aloud:

You stand at the edge of a clearing, overlooking a small valley filled with long grass that whispers in the Edan wind. By the late afternoon sun, you can see the tall structures of Fortuna City, largest population center on this continent's eastern coast. Beyond the city, you can see the deep gray of the ocean, its powerful crests visible even at this distance. As the grass murmurs unknown messages, you watch a lone airspeeder transport depart the city, and rise toward the silky Edan clouds.

Dantaree says she knows someone who might help them. As she remembers, a Captain Harrin was operating one of the trans-oceanic shuttles. They might be able to book passage on his ship, and perhaps arrange a rendezvous to carry the Y-wing as well. Dantaree assures the players that they can hide the Y-wing here outside the city, so she can arrange to have it transported across the ocean with the Rebels.

Jarus Kai joins in the conversation, saying he has some underground connections in the city. He suggests he contact them, since they are extremely distrustful of strangers. Jarus proposes to gather his friends, then meet back with the Rebels at the northern fountain plaza outside the spaceport. It's a deserted part of the city, he says, and not likely to be carefully patrolled by the Empire. Jarus wanders off to meet his contacts as soon as the group enters Fortuna City.

Before entering the city, the Rebels should take measures to ensure they blend in with the population. Obviously, they shouldn't bring their ex-Imperial patrol

Following Jarus Kai

If any character attempts to follow Jarus, have him roll his *Perception* against Jarus' *sneak* score of 3D+2. If the Rebel succeeds, he sees Jarus skulk into an apparently closed storefront. Inside, he meets with a woman dressed in black robes. The observing Rebel needs to make a Moderate (15) *sneak* roll to leave the scene without being detected. If he is, he's pursued by Shela Jalahafi, a Dark Jedi-in-training. The combat is similar to that as presented in the "Northern Fountain Plaza" section below.

landspeeder in, unless they have completely removed all traces of its former markings — including removing the light repeating blaster. All blaster rifles and rocket launchers should be left behind. Hand-held weapons can be concealed under jackets, coats and in gear bags. Each character hiding a sidearm must roll his *sneak* skill. Write down the number each Rebel rolls — this becomes the difficulty number for others to successfully spot their weapons using *Perception*.

Any Jedi characters with Force powers get a bad feeling about entering the city. It's as if a dark cloud has covered the area. The group should proceed with caution.

Once the Rebels enter, they find the city is a shadow of its former self. The streets are barren stretches of duracrete and metal alloys, lit only by ghostly light-tubes hanging from derelict buildings. Some of the dwellings show blast damage, although the weapons responsible appear to have been hand-held.

Most of the inhabitants of this battle zone are broken-spirited survivors of the Imperial occupation, and make no effort to interact with the Rebels. There are very few businesses open, and those that are close at sunset as the rigid curfew demands. There are a few cantinas, a scattering of shops, and one or two hotels that still operate inside the decimated city. The Imperial presence is prominent, and players often see an Imperial patrol speeder cruising through the streets. Unless the heroes do something to draw attention to themselves, the patrols pay no special attention to them.

Fortuna Spaceport

Soon after the group enters the city, Dantaree marches off toward the spaceport. She does not object if any characters wish to follow her.

Fortuna Spaceport was never very large. It's passenger and cargo terminals handled a few transports a day, plus most of the freighter traffic.

The spaceport's role has changed in recent days. All flights leaving Edan have been postponed indefinitely. The facility's only traffic is generated by the atmospheric shuttles that cruise between the two major continents. There are three ticket counters for the various shuttle services, manned by a skeleton crew. There are two exits that lead to the landing clusters, both of which have a security station. Each station is equipped with a full-body energy/weapons scanner, and is guarded by three stormtroopers and an Imperial officer.

Dantaree approaches the first ticketing window for "Edan Spaceways" and speaks quietly with the clerk. She winks at the players as the clerk retreats behind the curtain after their brief conversation. When he returns, he hands a

> Dantaree,
>
> Thank you for booking passage with Edan Spaceways, and with my vessel, the *Bothan Whale*. I'm pleased to report that we can accommodate your entire party. Our flight time will be approximately three hours, and will pass the scenic vistas at grid co-ordinates 134 by 152 roughly ten minutes into the flight.
>
> Thank you once again for your choice of vessels. I and my crew will strive to make your flight a peaceful one.
>
>   Capt J. M. Harrin
>   EAV Bothan Whale
>
> Time-delete this message? (Yes)

datapad over to Dantaree. Dantaree makes an obvious show of paying him a handful of hard credits, as if paying for a passenger ticket. She then checks the flight board, and moves to the exit.

When asked what the transaction was about, Dantaree smiles and shows the datapad to the Rebels, claiming that she and the captain are "old associates."

If the players can't divine the hidden meaning of the message, Dantaree mumbles something about "greenies," then explains in hushed tones that those coordinates are in the middle of the ocean — there's nothing to see there. That would be the location the *Bothan Whale* would allow the Y-wing to dock for a tandem flight. Should the party mention the possibility of flying the Y-wing over themselves, Dantaree shows obvious signs of annoyance. She explains, using very colorful language, that without the metal-rich terrain of the Edan surface to mask their ship's sensor readings, the Y-wing would act as a homing beacon to a swarm of Imperial patrol fighters.

Northern Fountain Plaza

Once the characters are finished at the spaceport, they should head toward the northern fountain plaza to meet Jarus and his underworld contacts. Meanwhile, Jarus has proceeded to the fountain plaza ahead of the party, as described earlier. He has a nasty surprise waiting for them...

When the party approaches the fountain, read aloud:

Several of Fortuna's streets merge to form this large, oval-shaped plaza. In the center of the paved intersection is a lit fountain, which is highlighted by glow rods in the base of its structure. The fountain's bright illumination is in ironic contrast with the dark, drab gray you've come to expect from the city. Jarus stands in front of the glistening cascades of water, and waves as you approach.

Suddenly, a group of stormtroopers jumps from the back of the fountain, their blasters at the ready. You quickly spin around, only to find a similar group of the Empire's armored soldiers behind you! It's a trap!

With a growing sense of anxiety, you notice that Jarus is unconcerned. A woman dressed in black robes strides up to Jarus and gives him a prolonged and sultry caress before turning to smile at her caged prey.

The woman in dark robes is Shela Jalahafi, a Dark Jedi adept who installed Jarus and other counter-intelligence agents into the ranks of the Alliance. She praises the Rebels on their exploits, and wants to introduce them to her "favorite killing machine." If Dantaree is with them, Shela confiscates Dantaree's datapad she got from the starport, but notes with a smirk that the pad has automatically erased itself.

Shela Jalahafi. All scores 2D except: *Dexterity 3D+2, blaster 5D, dodge 4D+2, lightsaber 5D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 5D, climbing/ jumping 4D, control 3D, sense 3D, alter 4D.* Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 4. Character Points 8. Equipment: hold-out blaster (3D damage), lightsaber (5D damage).

Shela calls over her shoulder, and a man with a crazed grimace frozen on his face strides out of a nearby building. She introduces him as Locux Hyen, one of the Empire's more-successful experiments. After commanding him to "terminate the Rebels," she turns her back and walks away, while Locux approaches the party and aims a very large and imposing gun at them.

Chris Trevas
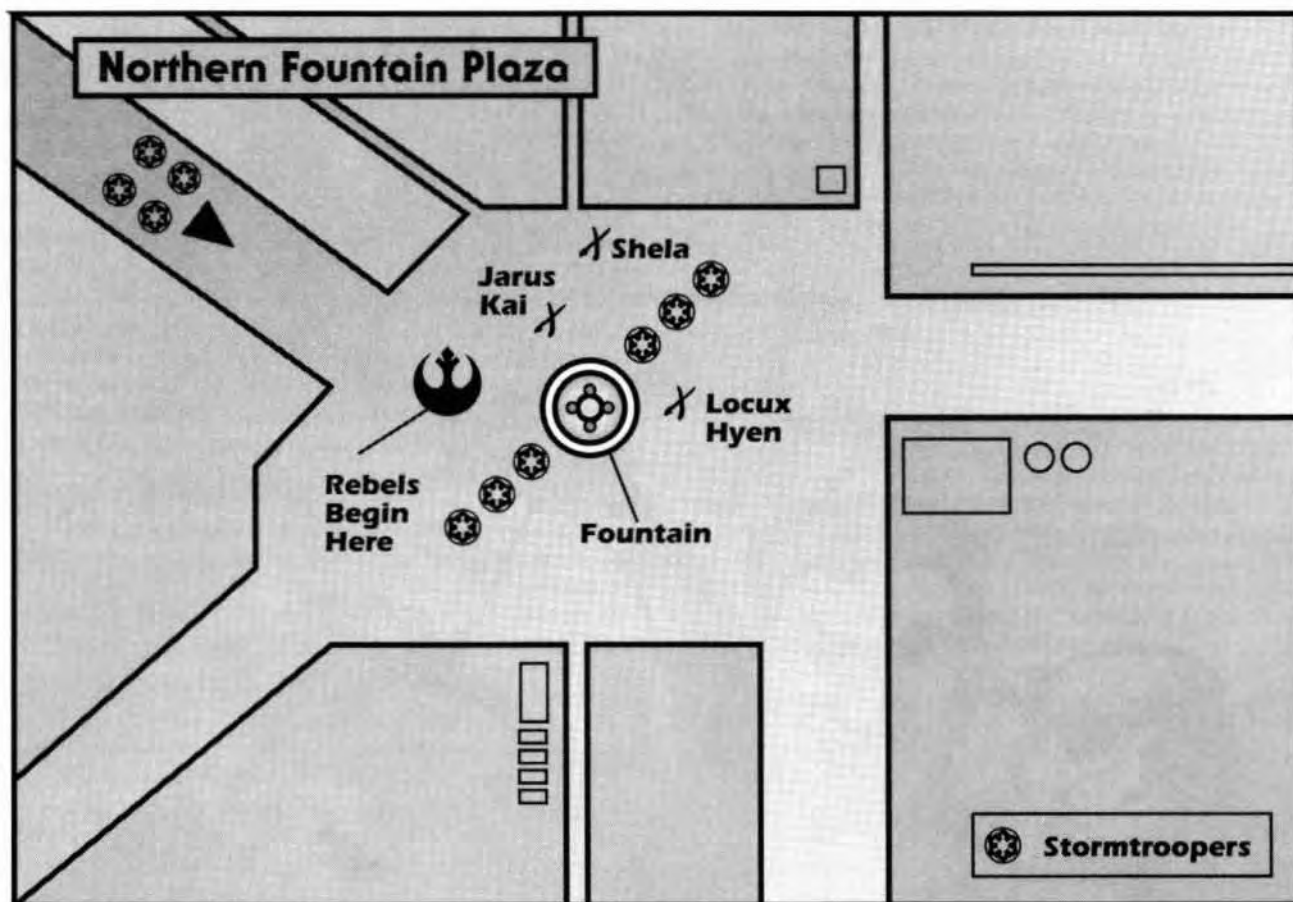
Northern Fountain Plaza

Locux Hyen. All scores are 2D except: *Dexterity 4D, blaster 6D, dodge 7D, grenade 6D, melee 5D, gunnery 6D, repulsorlift operation 6D, Strength 5D, climbing/jumping 6D, security 5D.* Speed 10. Dark Side Points 2. Character Points 4. Equipment: datapad, 2 flash grenades (anyone hit becomes *stunned*), 5 grenades (5D damage, hits 1D targets nearby), Imperial codekey, internal comlink, internal jump jet pack (10 combat turns of flight), phased-plasma blaster cannon (6D damage).

Chris Trevas

12 Imperial Stormtroopers. All scores are 2D except: *blaster 4D, dodge 4D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), stormtrooper armor (+2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills).

We've just introduced two major evil narrator characters. Just as Boba Fett and Jabba the Hutt pursued Luke, Han, and Leia through several movies, you can introduce recurring opponents into your adventures. These villains make for perfect foils, as their presence or suspected activities haunt your players through multiple scenarios. Feel free to allow the Rebels to kill Shela — there's an opening in the next adventure for her to return, but if she doesn't survive this battle, her brother can show up to take his revenge on the characters. Locux Hyen must show up in the next adventure, so make sure he somehow escapes this fight if the Rebels start winning.

Locux Hyen is a cyborg; the Empire augmented his body with technological devices, turning him into a part-human and part-droid lifeform. He's quite mad as a result of the experience, but does the Empire's bidding faithfully. When you are speaking as Locux, try adding hysterical laughter between his sentences, or speak with a frozen, crazed smile on your face. Your players might laugh at you the first time, but they'll soon grow to appreciate Locux's abilities. The next time you speak with that voice, they'll know who they are dealing with ... and probably pull blasters in a panic-driven reaction.

Some of Locux's equipment resides under his "skin," which shifts when he wishes to use one of the buried devices (the jet-pack, for example). He also has some auxiliary weapons, like the flash grenades. Locux is pro-
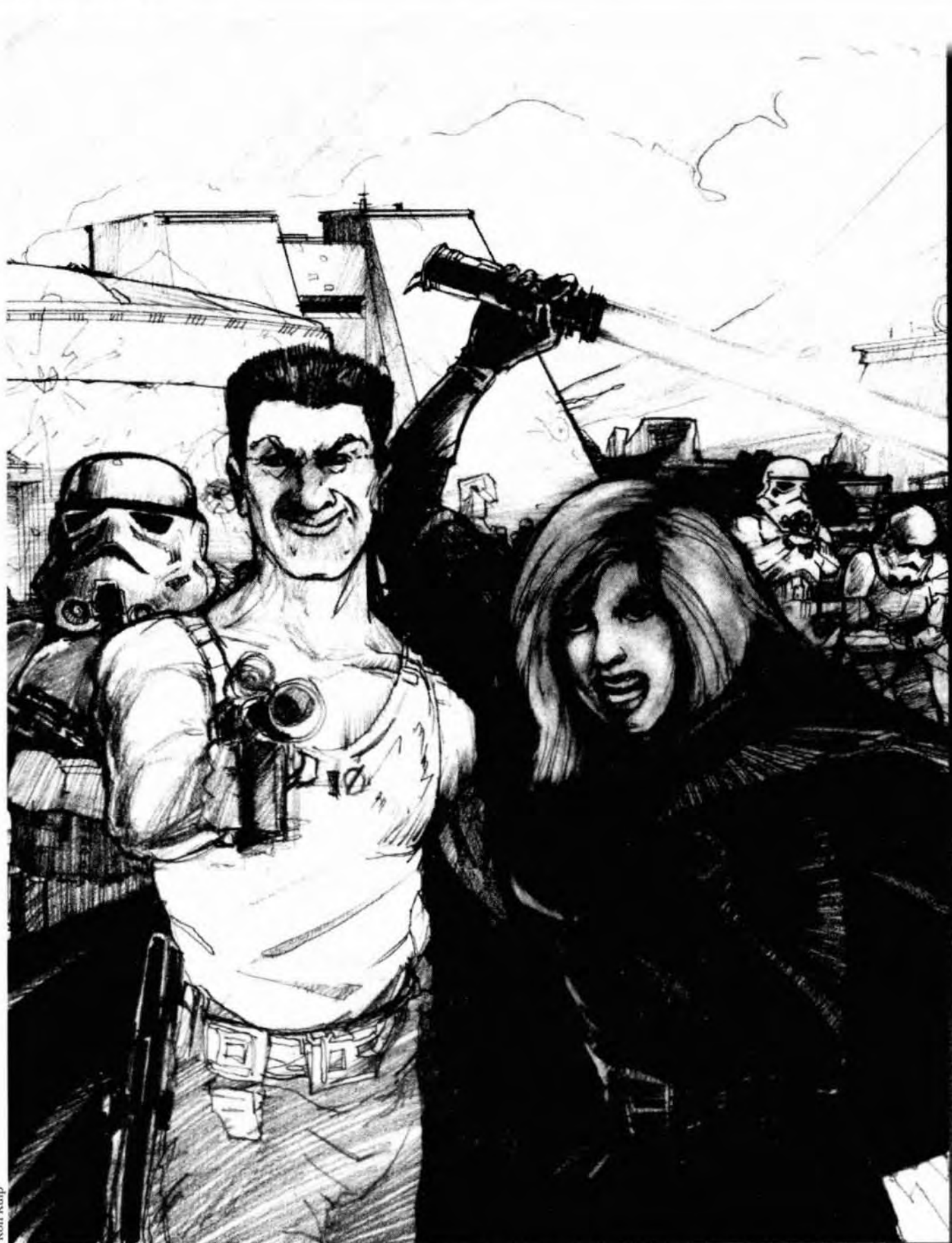
Ron Kulp

grammed to be a crafty fighter, so he's likely to use his weapons together to neutralize the Rebels. Perhaps he throws a flash grenade first, to blind the party, and then finishes them off with his plasma blaster. The plasma blaster is a truly evil weapon: when Locux misses when firing it, describe the man-sized crater it leaves behind, or a gaping hole in a nearby wall.

Shela is a Dark Jedi, who won't get involved in the fight until it is apparent that the Rebels are winning. She does have Force skills which allow her to ignore the effects of any wounds she may receive. Consult the *Narrator Booklet* for the rules on using these powers, and for the details of lightsaber combat. The Force skills are also described on reference cards you can keep handy during the game. Although Shela has a hold-out blaster pistol, she only uses it when her lightsaber is impractical or unavailable.

Escaping the Ambush

There are six stormtroopers behind the group, blocking the closest exit from the plaza. Six stormtroopers are ahead of the party, standing behind Locux. Remember the principles of game balancing: if you don't have many players in your game, or they've had a tough time of things, you can reduce the number of stormtroopers to match their abilities. Just don't make things *too* easy for them; the players should be in a near state of panic when confronted with their predicament, but the goal is to escape. Unless the Rebels dedicate their efforts to destroying Locux, he'll be around in later scenarios.

We'll assume that the players eliminate enough of their opposition to make a running retreat through Fortuna City. Ask the players to make the appropriate rolls for their actions. If they try to outrun the stormtroopers, compare the results of their *speed* plus *Dexterity* rolls. If they attempt to hide in an abandoned building, the players should roll *sneak* while the stormtroopers attempt to beat the result of that roll with their *search* score.

If the Rebels are having an easy time defeating Locux and the stormtroopers, you can bring in some Imperial reinforcements to liven up the fight. Add a few more stormtroopers, or even drop in an Imperial patrol landspeeder and its powerful light repeating blaster.

If, on the other hand, the Rebels are barely escaping with their lives, give them some opportunity to retreat — perhaps a diversion when some of Locux's blaster shots cause a building's wall to collapse. You could even allow some Imperial cross-fire to take out a few stormtroopers.

What if a player character is captured? Normally, this would be a wonderful opportunity for you to run an adventure about the other heroes attempting to free their fallen comrade. Unfortunately, we don't have the time to dedicate an adventure to this possibility. If a character is captured, suggest that the Rebels secretly follow the Imperials to determine where they keep their prisoners. Quickly draft up a likely Imperial cell block, one that's light on security (remember, the Empire has been on the planet for less than two weeks). Allow the players time to plan their assault (or *con* attempt, if they attempt to impersonate an Imperial officer or stormtrooper), then let the jailbreak begin!

Boarding the Bothan Whale

After escaping the Imperial trap, the Rebels still need to get aboard the trans-oceanic shuttle, the *Bothan Whale*.

Dantaree instructs the two characters who fly the Y-wing to head out of the city and retrieve the starfighter. She tells them to take off and rendezvous with the trans-oceanic transport *Bothan Whale* at datamap coordinates 134 by 152 — just east over the horizon from Fortuna City. Dantaree suggests the other characters give the Y-wing crew their weapons, since they won't be able to pass through starport security with blasters and grenades. The Y-wing's cargo hold has more than enough room for the Rebels' weapons. Since it will be docking with the *Bothan Whale* outside of the city, the starfighter is the perfect means for smuggling the Rebels' weapons onto the transport ship. We'll come back to the Y-wing crew in "Liftoff and Rendezvous" below. But first, the other characters must race for the starport before the Empire tightens security there.

If the remaining Rebels proceed immediately to the spaceport, they arrive before the security stations are alerted to their presence. They pass through gate security and board the *Bothan Whale* without any problems. Provided, of course, that they don't take their weapons aboard. If they do, the energy scanner at the security station alerts the stormtroopers, and the character carrying the weapon is arrested. The players have several options if this happens. They might leave their comrade behind (he should have stowed his weapons in the Y-wing anyway), or they could bust him out in a blaster fight if they all brought their weapons along. That could be messy, and might prevent them from reaching the *Bothan Whale* in time.

If the players take too long getting to the starport, the forces at the security checkpoints double. Each officer has a visual datagraph of each character's likeness, and can spot them as they move through gate security. As the narrator, you should decide what "taking too long" is — we suggest that players not dashing directly to the spaceport have taken "too long."

After security has tightened at the spaceport, the players cannot enter the gates without being arrested. Provide visual clues to the players to hint at this possibility. As they watch the security station, they see an officer comparing each passenger with an image on the vidscreen. Some civilians are searched without warning, and the extra stormtroopers carefully survey the spaceport's main floor.

What can the players do? Here are some options:

Disguise Themselves: Rebels' *con* against Imperial officer's *Perception*. If the Rebels have technicians' outfits, or Imperial uniforms, they might be able to move through the security station. Their exact technique is up to them, of course, but it should involve faulty authorizations, fast-talking, and a few *con* rolls against the *Perception* of the real Imperial officer in charge.

Board Through Service Passageways. The players will note, with an Easy (10) *Perception* roll, that there is a loading dock and service passageway on the far side of the spaceport. Two stormtroopers (four if an alert has sounded) guard the area. Speeder trucks occasionally move in and out of the loading dock, transferring various supplies. The crates are moved with technicians in jumpsuits, and aren't carefully checked by the troopers. If the characters could come across a jump suit or two, they might be able to enter that way. They could hide in the crates. Or, if they're feeling lucky and rather stealthy, they could try taking out the guards. However, if the fight lasts for more than one combat turn, any surviving stormtroopers sound an alarm.

Fortuna Spaceport

Imperial Officer

Offices

Offices

To Landing Clausters and Bothan Whale

Edan Spaceways

Thrust-Thru Flights

To Landing Clusters

Imperial Officer

Cafe

Fortuna Gifts

Main Entrance

Stormtroopers
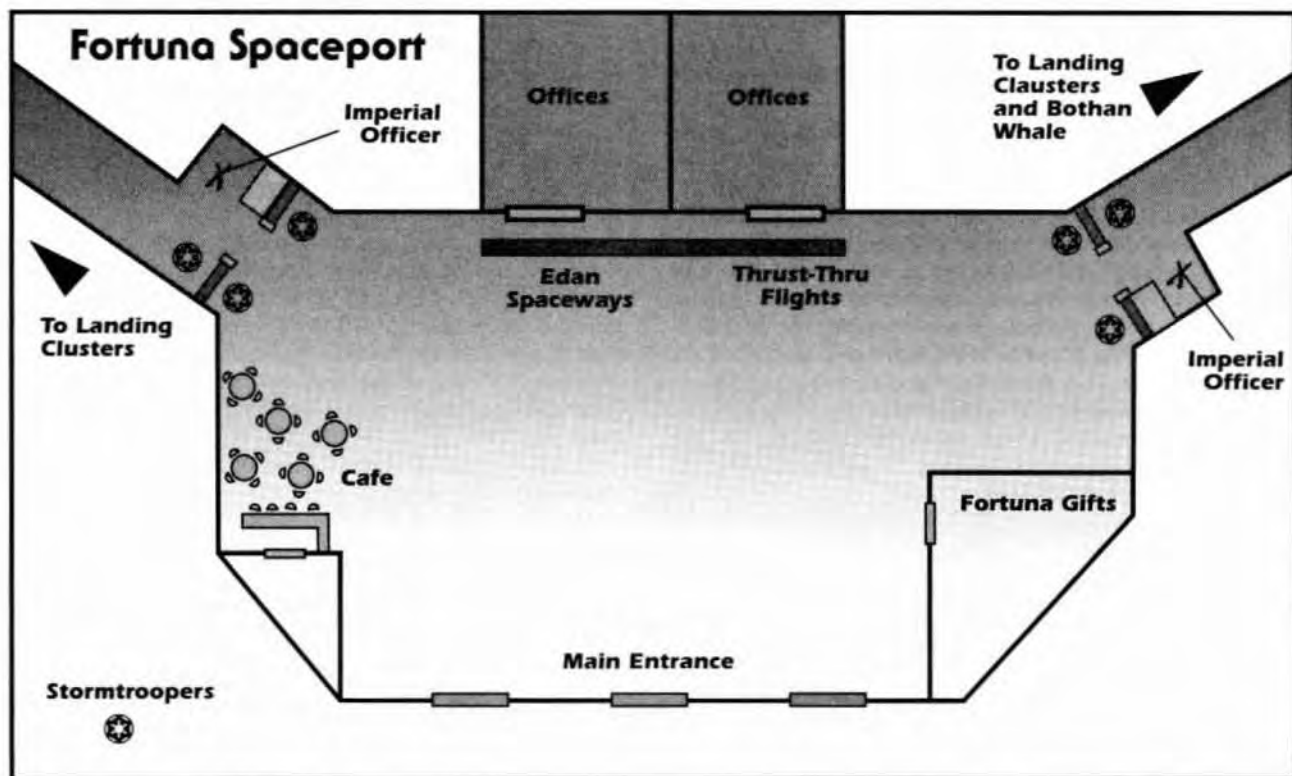
Two patrol speeders respond to the alert, and arrive on the scene two combat turns later.

Liftoff and Rendezvous

The *Bothan Whale* is a passenger transport. There are 80 rows of lavender seats, arranged in groups of 8 and divided by a couple of aisles. The Rebels may sit anywhere they choose, since the flight is not heavily booked. There are a few nondescript passengers, most of whom are already either engrossed in a datapad or are fast asleep.

When we say "nondescript passengers," that means no one of importance to the adventure. That doesn't mean you can't mess with your players' minds, though. If you're feeling mischievous, describe someone in the back of the transport who eyes them suspiciously. While the players watch, the mysterious passenger glances upward, then notes something on his datapad. He's just writing a novel, or composing a letter — but an imaginative player will picture an Imperial agent transmitting a report to his superiors ...

The *Bothan Whale* sets coordinates for 134 by 152, which is just over the horizon from Fortuna City. If the Y-wing skirts the water by making a Difficult (20) *starship piloting* roll (remember to add *maneuverability* dice), it avoids detection by Imperial sensor. When the *Bothan Whale's* rear cargo hatch opens, the Y-wing can edge into a waiting docking cradle. This requires a Moderate (15) *starship piloting* roll. The pilot may want to plot his course to avoid coming into view of the *Bothan Whale's* passenger compartment (to either side of the vessel). The sight of a Rebel starfighter might alarm various individuals, some of whom might have Imperial connections.

A crew member is waiting in the cargo bay. He makes a passing comment along the lines of "Oh no, not another one ..." and then shows the starfighter's pilots to the passenger compartment where they can join their fellow Rebels. If asked, he says that someone gave the ship's captain a starfighter like the one the players just brought in. The crew member doesn't recognize the design, but understands that it isn't Imperial and therefore puts the ship in jeopardy.

The cargo bay has a service ladder leading to another storage bay, similar to the one above it. Underneath a dark green tarp is a second Y-wing starfighter with gold highlights. Its insignia matches that of a unit not attached to Edan Base ... which suggests that the Alliance has become aware of Edan's fate! A quick check of the hull indicates that while it has sustained some damage, the ship is still flightworthy. Its fuel cells are half charged, but it has no torpedoes.

A hatch along one wall leads forward into the passenger compartment. Just inside the hatch is a clearly marked emergency cabinet containing four medpacs, two glow rods and four breath masks (should the characters need them later). The Y-wing pilots make their way forward and join their comrades.

The scenario closes with a shot of the *Bothan Whale* pointing its massive nose upward, as it pushes through the Edan cloud layer toward the far continent.

Award six Character Points for the completion of the scenario. Give up to four extra points for good roleplaying, teamwork, and innovative ideas.

Adventure 5:

Hope Falling

In the previous adventure, the players may have eliminated or embarrassed Shela Jalahafi by escaping from her trap. If they disposed of her, she won't be around later in this scenario, when her brother confronts the characters. If she somehow survived, she'll appear with Teles Jalahafi in the final part of this adventure.

The Dying Whale

Once the Rebels have docked their Y-wing with the *Bothan Whale*, the voyage is uneventful. Most of the passengers keep to themselves, so the characters are left alone to discuss their options and any plans they've made.

A datapad unit is embedded in the back of every seat. The unit is connected to the *Bothan Whale's* communication system, and can display a variety of information to the passenger seated behind it. There are a number of vid channels, including Edan News Today, which features several programs on the benefits of Imperial occupation. One channel allows curious passengers to listen into the cockpit comm system, while the vidpanel displays the vessel's current position, destination, and vital flight statistics like altitude and airspeed.

After the players have finished their routine activities, read aloud:

> You settle back into your seat as the comforting throb of the *Bothan Whale's* engines propels it through the Edan sky. It's been weeks since you've been this comfortable, having spent the majority of your sleeping periods on hard rock or forest floor. You glance out the rectangular window and see the deep blue of the Edan atmosphere. Glancing skyward, you notice that the sky's blue becomes increasingly dark, fading toward black. That must mean you're fairly high up, and a glance downward at the wispy Edan clouds confirms your thought. You're about to close your eyes, when your comlink beeps twice. Now who could that be ...

Here's a perfect opportunity to scare your players with some startling music. Start with something immediately ominous. The characters have run afoul of one of the villains introduced in the last scenario — the cyborg Locux Hyen. Remember to use Locux's voice for maximum impact when speaking his lines:

> You groggily open the com channel, "Yeah, what?"
> You recognize a horrible but familiar voice, its speech broken by the start of a hideous laugh. "B ... O ... T ... H ... A ... N .... W ... H ... A ... L ... E ... What does that spell ...?"
> It's Locux! You jump to your feet with a start, as you glance out the window. Meanwhile the voice continues,

> "Found you! Found you! *Bothan Whale! Bothan Whale!*" As the madman finishes his bizarre chant, a TIE fighter swoops into your view, less than 10 meters from the *Bothan Whale's* port wing!

The Rebels have only a minute or two before the TIE fighters open fire on the *Bothan Whale*. They may take the following actions:

Listen to the Cockpit's Comm Channel. Any character can use his seat's datapad to listen in on the cockpit comm channel. Anyone doing so hears the captain engaged in fevered negotiations with an Imperial officer. A small flight of TIE fighters is pursuing the *Bothan Whale*, and has ordered the ship to eject the passengers accused of high treason against the Empire. The TIE flight mention the characters' specific names. If they aren't ejected from the *Bothan Whale*, they plan to open fire on the transport. The captain claims he knows of no one on board by the names listed, and insists that he is flying a civilian transport without any armaments or defenses. The debate continues until the Imperial fighters open fire. On the screen, the Rebels see that they are nearing the southeastern continent's coast, and that a large electrical storm is brewing ahead of them. The storm is so powerful that it disrupts the *Bothan Whale's* sensor signals.

Move to the *Bothan Whale's* Cockpit. If the Rebels try to head up to the cockpit, they bump into the co-pilot. He tells them the captain is ordering the passengers into the transport's lifepods. Unfortunately, if the Rebels escape that way, they'll be picked up by the Empire like everyone else. The co-pilot instructs them to fly the Y-wings off the ship as quickly as possible. The command crew understands the importance of the Rebels' mission, and wants them to escape under all costs. He recommends that they head toward the electrical storm ahead of them, since it should block the Imperial scanner systems and allow them to land unmolested.

Race to the Cargo Bay. Let the characters slowly understand that if they stay on the *Bothan Whale*, they're going to be blasted out of the sky. Their own Y-wing docked in the hold (and perhaps the other one they discovered) is their only way off this transport. They must race to the back of the passenger compartment, into the lower cargo bay, then up the ladder to the hold where their Y-wing is docked. Keep reminding the players that the TIE fighters could begin firing on the *Bothan Whale* at any moment.

Uncovering the Second Y-wing. Assuming the Rebels have found it, they may launch the other starfighter. The tarp covering the ship can be quickly removed — if it isn't

and the characters try to fly the Y-wing, all their starship piloting difficulty numbers are increased by 15, making any task much harder. The starfighter can hold a pilot and a co-pilot (just like the Y-wing they've been flying).

Load Fellow Rebels into the Y-wings. Unfortunately, each Y-wing can only hold two people in the cockpit. If there are more Rebels who need to escape, they must improvise. The starfighter's cargo compartment can barely hold one human — it's a pretty uncomfortable fit.

One passenger may sit in the lap of a Y-wing pilot or co-pilot, but that crew member makes all rolls at -2D until they land. A Y-wing cockpit is pretty tight to begin with — if the pilot can manage all the ship's systems, someone can double up with the co-pilot.

Launch the Y-wings. While the starfighters' engines are warming up, someone has to open the cargo bay doors — the manual hatch controls are located next to the doors. Once opened, the Y-wing's pilot can blast out and away from the doomed *Bothan Whale*. Read aloud:

Just as you fly through the open cargo bay doors, you see several green flashes as the TIE fighters attack the Bothan Whale. The transport's escape pods jettison out the belly. They drop silently toward the ocean, braking thrusters slowing the descent. The TIE fighters keep concentrating on the transport. Several laser shots explode against the hull. A blast tears one of the transport's engines from its support. Thick, black smoke pours from her other engines, as she loses attitude control and begins to pitch downward. An angry swarm of Imperial craft dart about her, as scavenger birds circle a corpse.

With only minimal power, the Bothan Whale plunges toward the surface. As you race away, you see the transport explode on the ocean far below.

Between the Natural and Imperial Storms

The Rebels aren't in the clear yet. Once the TIE fighters finish off the *Bothan Whale*, they turn their attention to the fleeing Y-wings. Make it clear that two Y-wings stand little chance against such stacked odds. Their best bet is to use the confusion to make for the electrical storm, in the hope that their head start will give them enough time to lose their pursuers in the thick, ion-charged clouds. The dogfight begins at Medium Range.

4 TIE Fighters. Crew scores: *gunnery 4D, starship piloting 4D+1.* Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

During each turn that the players wish to flee from the pursuing fighters, have each Y-wing pilot make a *starship piloting* roll. Add the result of this roll to the starfighter's *speed* score of 35. Now you make a speed roll for one of the TIE pilots. Roll the pilot's *starship piloting* of 4D+1, and add the result to the TIE fighter's *speed* of 42. If the players roll higher, increase the range one level (at the start, the range would go from Medium to Long). If you roll higher for the TIE pilots, the range does not change.

When the characters are finished with their turn of actions, you get to make some rolls for the TIE fighters. The
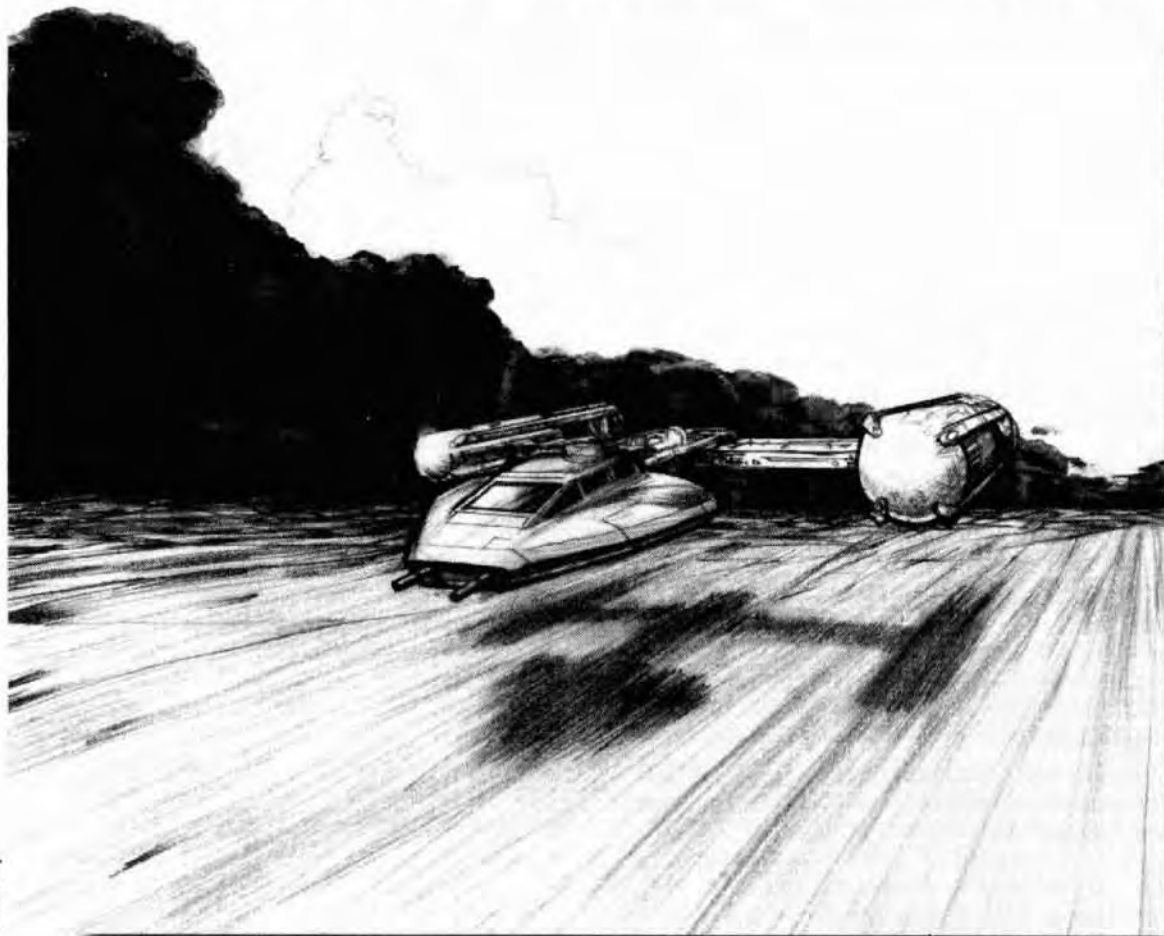
Ron Kulp

Imperial pilots want to make sure they destroy these two renegade Y-wings, so they won't fire until they move into Close Range. Until then, make one speed roll for the TIE fighters to see if they close in on the Y-wings. Have the player pilot roll and you roll for the TIE pilot. This time, however, if you roll higher, you decrease the range by one. If the Y-wing rolls higher, the range does not change.

If the Y-wings exceed Long Range, they'll escape from the TIE guns. However, the TIE fighters do not pursue the Rebel starfighters into the storm. The chase lasts four combat turns before the fighter groups reach the storm's edge.

If a Y-wing takes so much damage that it will fall out of the sky, recommend the pilot attempt a controlled crash landing. If the engines have failed, two Difficult (20) *starship piloting* rolls allow the pilot to veer the dead-stick starfighter into the ion storm. A Heroic (30) *starship piloting* roll can turn a crash landing into just a bumpy landing (avoiding collision damage when the fighter hits the ground). When the dice indicate that the starfighter should be destroyed, allow the pilots to pull the ejection handle in the nick of time. They'll lose the Y-wing, but at least they'll float down to safety.

Once inside the electrical storm, the Rebels are safe from Imperial pursuit. However, their shields don't function and the ship's sensor panels go blank. They can guess their approximate position from the on-board navigational maps, but are essentially flying blind. Visibility is limited to under half a kilometer. The starfighters must set down as soon as possible to avoid sustaining damage from the storm's electrical discharges. Maps indicate that there are a series of large and relatively flat plateaus near their current position. If they elect to land at this site, have them make Difficult (20) *starship piloting* rolls. Any starfighter failing this roll is hit with 4D damage from the ensuing collision with the ground.

Escaping the Atmosphere. Rational characters may attempt to flee Edan II, using the starfighters' hyperdrives to reach the Rebel Alliance and bring back reinforcements. As they rise, their sensors detect multiple satellites in orbit. The Empire has deployed them to ensure that nothing leaves the planet without their explicit permission. Without transmitting a secret Imperial code, the satellites fire missiles at ships attempting to leave the planet.

As they continue to gain altitude, the Y-wing sensors detect a weapons lock on them from multiple orbital sources. Then they pick up a small cloud of missiles headed directly for them! Give the players a chance to stand down and retreat to the planet's surface. If they head for land, they'll go deeper into the atmosphere — the missiles will burn up before hitting. If the Rebels insist on continuing, they'll most certainly be destroyed by the clouds of missiles prohibiting space travel to and from Edan II.

Last Hope Falling

When the storm clears, allow the Rebels time to lick their wounds. That includes *first aid* rolls on injured characters, and one *starship repair* roll to repair any damage sustained by the Y-wings. While they have eluded combat for the moment, their position is relatively exposed. They should find better cover as soon as everyone is fit to travel. As the characters prepare to get under way, read aloud:

A thunderous boom rolls through the clearing sky. You scan the skies and watch with wonder as a gigantic comet plunges through the Edan sky. One of you produces a pair of macrobinoculars. Looking through them, you realize that it's not a comet at all, but a crippled starship! After studying it for a few seconds, you realize it's a capital-class Rebel craft. Its aft section is completely engulfed in flames; the front is red-hot from atmospheric re-entry. Judging by its condition and angle of descent, the ship appears to be making an unguided descent to a position near your own.

A character making an Easy (10) *Knowledge* roll identifies the ship as a Corellian blockade runner. These corvettes are widely used by the Alliance for a variety of purposes. Some serve as gunships and transports, others as small carriers. Either way, it appears that this one confronted the Imperial missile satellite network and lost. The characters figure its crash point will be some 40 kilometers west of their current location. There's little they can do to stop such a massive vessel from crashing, but once it's down, they may be able to assist any survivors or scavenge for equipment before the Empire arrives.

Flying the Y-wings to the crash site does not take very long. When the players arrive, read aloud:

The corvette has come to rest on the edge of a large plateau. From the air, you can see its engines pointing skyward, and a deep gash in the planet's surface leading up to the starship's final resting place. The ship must have slid its way to a halt, as you can see hull plates as large as your starfighter in the dead vessel's wake. The mighty ion drives, previously brilliant balls of fire, have burned themselves out to leave only smoldering cinders. The nose of the ship hangs over the precipice of the plateau, and points toward a deep river ravine. It's as if the ship's spirit knew of its final fate: to obliterate itself in the yawning abyss, but even now resists by clinging to the plateau's edge. The smoke drifts away from the midsection to reveal the vessel's name: *Last Hope*.

The heroes can set their Y-wings down on the same plateau as the *Last Hope*, but at a safe enough distance that a sudden fire or explosion won't be able to engulf their own ships. Sensor readings detect the remnants of a hundred fires onboard. There are no life signs.

One of the *Last Hope's* side hatches rests about two meters above the ground. A character making an Easy (10) *climbing/jumping* roll can pull himself up the hull and access the hatch's control panel. The hatch unlocks and grinds open. Inside they find a grisly sight. The violent concussion waves from multiple missiles and the crash impact ripped through the ship's interior, twisting corridors into horrible configurations. Players making a Moderate (15) *Knowledge* roll or an Easy (10) *starship repair* roll realize that the repeated missile hits on the aft section must have disabled the ship's acceleration compensators. When they failed, the crew was immediately subjected to hundreds of gees when it crashed. No one could have survived.

Despite the lack of survivors, the characters might be able to make the best of the *Last Hope* before Imperial forces arrive to investigate. There are a variety of destinations the characters can investigate to help determine the *Last Hope's* fate, assess the Alliance's presence in the Edan system, and refuel and refit their own equipment. Refer to the accompa-

Last Hope

Engineering

Topside Sensor Suite

Bridge

Entry Hatch

Flight Bay

Entry Hatch
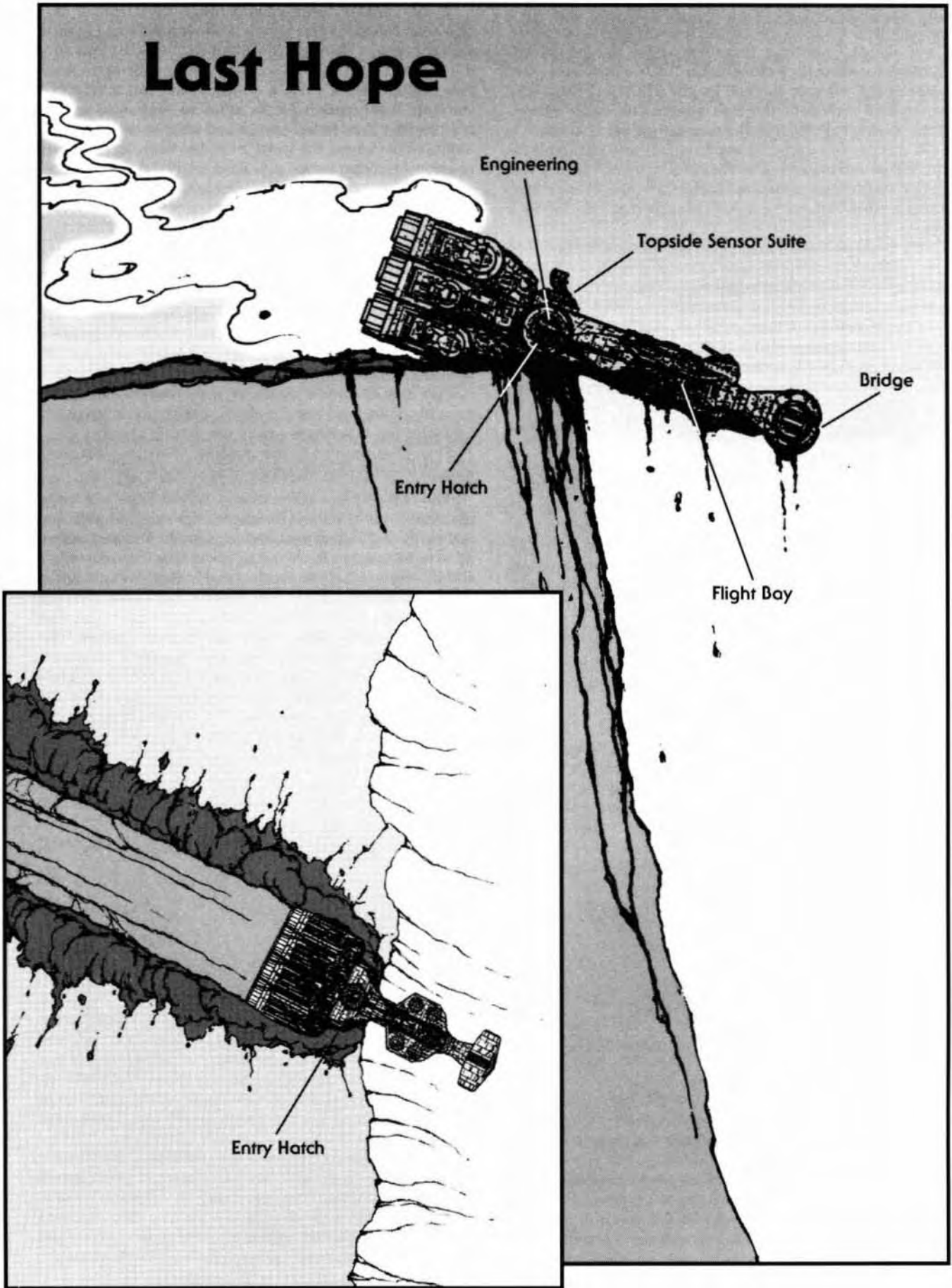
Think Big

Two guiding words that will help you create adventures worthy of the *Star Wars* name: Think Big.

Look at the movies. Starships don't poke quietly through space, they thunder across the stars while slicing the black silence with brilliant volleys of light. The main characters are larger-than-life, and they succeed in endeavors that stagger the imagination. We, as mere mortals, would certainly die attempting those same stunts. Or at least, be admitted to special care facilities for seriously considering them.

To quote the first edition of the *Star Wars Roleplaying Game,* "Everything is always five miles long, or as big as a small moon, or seven million years old. The odds are always 7,000 to 1, and you never blow up a landspeeder if you can blow up a planet." We couldn't have said it better.

Look at the pivotal part of this adventure. A corvette, stirringly-named the *Last Hope,* is crippled while trying to save an enslaved world. It doesn't burn up in the atmosphere, splash into an ocean, or grind itself to powder in an unremarkable corn field like *real* fallen spacecraft. No. This one slides to a stop atop a scenic mesa, perches itself on the edge of a yawning crevasse, and remains impossibly balanced on the brink of obliteration. The odds are millions to one against that happening. But it does make for a wonderful visual image, and a unique and challenging backdrop for an adventure. That's *Star Wars.*

Consider scenes such as these when describing the events in your own adventures. Don't have vehicles simply "explode." If the dice say a vehicle is destroyed, it can career out of control, slam into a rock outcropping, and spray debris in a thousand directions. Play around with your own larger-than-life situations. Get creative. Some of the best adventures we've played began with a mental image. This is *Star Wars,* so think big. Why free a few Wookiee slaves when instead you can save the entire Wookiee homeworld?

nying map for the Rebel's entrance into the *Last Hope.* The directions they take are important, since it will determine where they are when Imperial forces show up.

Bridge

The bridge is located at the most forward point of the *Last Hope.* While the ship is dormant and living on its reserve battery power, most of the bridge's status panels and controls are still operational. By surveying the control stations, the Rebels are able to determine that all but one of the ion drives have been rendered inoperative by multiple explosions. The *Last Hope* will never raise ship from Edan II. The deceleration across the Edan landscape played havoc on the corvette's sensor suites as well; all advanced scanning systems either return static or fail to respond at all. However, the topside sensor suite is in nominal condition, and the external visual system still works. If the players activate the main screen, they receive an unsettling view of the bottom of the river canyon above which the ship is precariously balanced. Switching the viewer to display output from the other cameras shows a 360-degree view of the *Last Hope's* resting position.

If the Rebels examine gunnery control, they notice that most of the corvette's weapons are inoperable; however, one of the *Last Hope's* topside double turbolaser cannons survived re-entry, and has enough power to fire five volleys. The weapon's targeting computer is damaged, and only grants a fire control of 1D — if it hits a target, it inflicts 10D+2 damage. That'll come in handy later when the Empire arrives.

Topside Sensor Suite

The dorsal sensor suite survived the crash landing, and contains computer logs of the *Last Hope's* scouting expedition to Edan II. Apparently, the Alliance was unaware of the planet's fate, and had sent the *Last Hope* to investigate the situation. According the communication relays, the Alliance had no further starcraft to spare on the planet. If the *Last Hope* could not liberate Edan II, Rebel forces were too entrenched in other conflicts to lend assistance. The sensor logs indicate that a series of missile buoys now orbit the planet. The buoys are of Imperial design, and appear to be controlled by the Star Destroyer in orbit. The intent is obvious: blockade Edan II until the Imperials can fortify their position. An Easy (10) *com-scan* roll allows the characters to identify the comm frequencies and codes which the Imperial Star Destroyer Havoc uses to control the satellite's fire. If they discover this information, the freedom fighters may be able to erect jamming equipment capable of confusing the buoy's command and control systems.

The players also notice records of tight beam communications between the *Last Hope* and a ground installation on the southern continent. The signals were cut off, but were carried out using Alliance codes and frequencies. By gleaning this information, the characters have located the elusive Rendezvous Point 4 they've been searching for.

Engineering

The engineering decks and damage control bays were ravaged in the *Last Hope's* final battle. Rebels exploring this area discover a manual self-destruct system. It can be set with an Easy (10) *computer programming/repair* roll. The programmer may set the countdown to start from between five and 30 minutes. It may be aborted until the timer reaches the final two minutes. If the players decide to activate the *Last Hope's* self-destruct mechanism, presumably to prevent the Imperials from learning Alliance secrets, keep track of the passage of time in the game. Your players will want to know

how much time they have to evacuate. A Very Difficult (25) *demolition* die roll allows an ingenious Rebel to trigger the self-destruct system via a remote. To do this, he'll need to cannibalize one of the freedom fighters' comlinks, or succeed at a Difficult (20) *starship repair* roll to patch the ship's communication systems into the self-destruct system. If he succeeds, the Rebels must set the countdown on the bridge, but can start the clock with their comlink. Just make sure they agree on a frequency, and don't transmit on that comlink prematurely.

Flight Bay

This Corellian corvette was refitted to carry a few starfighters. Most of the docking cradles are horribly mangled but vacant. Presumably whatever fighters they carried launched before the *Last Hope* was crippled. Characters find one X-wing starfighter is still hard-mounted into its cradle! While the supporting docking structure took some damage, the metal bolts that secured this vessel protected it from undue harm. A quick survey of the fighter reveals that its hull is intact, and appears to have sustained only minor damage during the crash. It takes a Moderate (15) *starship repair* roll to detach the starfighter from its storage cradle and prepare it for flight.

If any Rebels survey the flight bay for salvageable equipment, an Easy (10) *search* roll reveals a cache of starship weapon components. The starfighter ordnance has been secured in shock-proof containers on the far side of the bay. The stores were reserve ammunition for the *Last Hope's* starfighters. There are 20 proton torpedoes in storage! While the torpedoes are a major find for the freedom fighters, a normal human can only carry one torpedo at a time without being forced to attempt a Difficult (20) *lifting* roll.

Take What You Can, Now!

As always, the Empire is closely pursuing the Rebel Alliance. While the Rebels were closer to the *Last Hope's* crash site, it doesn't take long for the Imperials to mobilize their own forces. When the players begin to realize the value of their finds, the Imperials arrive on the scene. You, the narrator, should determine when the Empire's arrival will best serve the story. We'd recommend it occurs after the players' initial discovery of the *Last Hope*, but before they have enough time to salvage everything in the downed corvette.

If any Rebels are maintaining a careful vigil on the bridge's sensor displays or outside near their landed Y-wings, they see the approaching Imperial forces with an Easy (10) *Perception* roll. The Imperials are flying in from the west in a small formation of four Lambda shuttles and two TIE fighters. It takes three combat turns for the Imperials to arrive. If no one detects the Empire's approach, the Rebels hear the sound of multiple ion engines above the *Last Hope*, and then the sound of a laser-cutter burning its way through the hull.

Each shuttle carries a squad of 16 stormtroopers, and an accompanying officer (who naturally remains on board until the area is secured). Only two squads affect the players' actions. The other two are entering the *Last Hope* at the extreme fore and aft of the vessel. That's too far away to worry about, so don't spend time tracking their actions. One squad of 16 troopers burns its way through the dorsal hatch near the engineering decks, while the last squad is dispatched to guard the Y-wing's and engage any Rebels posted outside the ship.

The Lambda shuttles and the escorting TIE fighters do not open fire on any Alliance craft unless they attempt to take off. Remember, their orders are to capture, not destroy. If, however, a Rebel makes himself an obvious target by standing in the open, a TIE fighter may attempt a strafing run to support the Imperial ground troops.

Overseeing the operation is Teles Jalahafi, brother to Shela Jalahafi. He'll identify himself over the comlink as soon as the Rebels detect the stormtroopers' boarding attempts. If he discovers that these are the same Rebels as those that confronted (and possibly defeated) his sister Shela, he actively seeks out the characters. Unlike the other Imperial forces, he enters the *Last Hope* using the same airlock as the players did, guaranteeing a confrontation.

Teles Jalahafi. All scores are 2D except: *Dexterity 3D+2, blaster 4D, dodge 5D+2, lightsaber 6D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 4D, climbing/jumping 5D, control 2D, sense 3D, alter 3D.* Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 3. Character Points 6. Equipment: lightsaber (5D damage).

This is the most challenging situation the players have faced. If they detected the Imperial forces before they landed, they have enough time to escape the *Last Hope* and run toward the Y-wings. If they dallied, however, or weren't keeping a close vigil on the bridge monitors, they have to fight their way out of the Imperial trap. We've listed some possible strategies, above the standard run and shoot variety, that the Rebels may attempt. Don't consider it an exhaustive list. If the players do something unexpected, roleplay it out as you have in previous adventures.

Keep in mind that at some point in the battle, explosions push the *Last Hope* into the ravine. This event may be prompted at an earlier stage by player actions, or may occur on its own.

Fire the Last Hope's Double Turbolaser Cannon: Moderate (15) *starship gunnery* plus *fire control* (1D). As noted earlier, one of the *Last Hope's* double turbolaser cannons has enough power to fire five times (fire control 1D, damage 10D+2). Remember that this is a starship cannon, so any fire directed at ground troops is devastating (just double the *damage* dice). If the gunner decides to fire at the stormtroopers guarding the Y-wings, he needs to succeed at a Moderate (15) *starship gunnery* roll, adding the gun's 1D *fire control*. While the troopers are at Close Range, their small size makes them difficult targets to hit.

Chris Trevas

Launch the X-wing. If the X-wing starfighter has been released from its docking cradle, it may attempt a launch. The launch bay doors are closed, but can be opened with manual controls or explosive charges. The manual controls for the doors are toward the back of the bay, and can be located with an Easy (10) *search* roll. The Rebels might use explosives, or a blast from the X-wing's lasers to blow open the doors. After being released from its cradle, the X-wing is capable of a launch after two combat turns; one to start its power generator, and a second to cycle the engines. The launch bay opens to the opposite side of the Last Hope from the Y-wings' landing position, so the pilot needs to swing his starfighter around before he can begin strafing runs. The two TIE fighters immediately move to engage the X-wing when they detect its launch. If the X-wing is outmaneuvered, suggest that it calls for some support from the *Last Hope's* functioning double turbolaser cannon.

Use A Proton Torpedo: Very Difficult (25) or Heroic (30) demolitions. The surplus proton torpedoes are potent — and very dangerous — weapons even without the proper launchers. They can be rigged to detonate independently with a Very Difficult (25) *demolition* roll, assuming one of the Rebels has a timer or remote detonator. If not, they can jury-rig an overload in the warhead with a Heroic (30) *demolitions* roll. A torpedo explosion causes 9D *damage* to all starships within Close Range.

Fly the Y-wings. It's possible the players have left someone to guard the Y-wings, in which case they can intercept airborne craft or provide ground support.

Jam Imperial Communication Systems: Difficult (20) com-scan. Bridge systems aboard the *Last Hope* have enough power to send out broad-based communications interference, blocking any Imperial attempts to coordinate their efforts. A Rebel must make a Difficult (20) *com-scan* roll to broadcast the interference. TIE fighters are unable to receive reports from the ground, or answer requests for fire support. Unfortunately, this also causes static on all comlink channels the characters want to use.

The Last Hope Falls into the Ravine

If any dramatic explosions occur on or near the *Last Hope*, its balance shifts far enough to push it into the ravine. Such events to start its fall include: torpedo detonations, explosive bay door releases, multiple laser hits and thermal detonator explosions. When one of these events occurs, read aloud:

The *Last Hope* shudders with the vibration of an explosion. As it passes, the deck moves beneath your feet! As you scramble to maintain your balance, your stomach turns uneasily as the deck angles steeply. You hear a deep grinding from the bottom of the starship, and realize that the *Last Hope* is sliding into the ravine!

The *Last Hope* slides slowly along the precipice before falling into the ravine. During this slide, each player and narrator character must succeed at an Easy (10) *Dexterity* roll or lose his footing. Any character who falls must spend one full combat turn grasping for handholds to regain his stance. It is essential that the Rebels escape the *Last Hope* before it falls into the ravine. Any narrator characters left inside (such as the Jedi Teles Jalahafi) could find themselves trapped as the Corellian corvette slides down the ravine to its doom — a climactic conclusion to this adventure.

After all Alliance starfighters have launched and dispatched the TIE fighters, they should leave the area immediately. The Lambda shuttles are lightly armed and concerned with recovering their ground troops, so they do not give chase when the Rebels flee the scene.

In the next adventure, the characters will meet up with other Rebels at Rendezvous Point 4 and mount a devastating offensive against the Empire. For now they've managed to escape from the Empire one more time.

Award four Character Points to each player for completing the scenario. Grant every player one additional Character Point for each of the following accomplishments: recovering the X-wing, discovering the location of Rendezvous Point 4, preventing the Imperial capture of the *Last Hope*. Assign from one to three points for good roleplaying or problem solving.

Narrator Tip #14

On Suspense

Ever read a book or watch a movie, and become so engrossed that you didn't realize you were leaning forward and squirming toward the end of your seat? The insatiable desire an author instills in an audience to make them ask "what happens next?" is called suspense. You don't know if the heroine will escape from the house alive, or whether the bomb was *really* defused, but you're dying to find out.

Look for opportunities to build suspense in your adventures. One technique is to never provide the entire truth. Always leave one or two dubious story "triggers" that you can use later in a climactic moment. In this adventure, the *Last Hope* is delicately balanced on the edge of a great cliff. The players don't know exactly when it'll tip over, but its position is obviously precarious. When the corvette starts sliding down the hill, you know the players have to evacuate the ship. But they don't know how long they have. So don't tell them. Leave that to build suspense. The ship's sliding down into the ravine, but when will it fall? Next round? The round after that?

Sometimes the opposite holds true. You can relay information to the players that their characters wouldn't know. You can use cut-scenes to great effect for this technique. For example, an Imperial agent has placed a bomb onboard an Alliance evacuation shuttle. The characters have learned of the bomb's existence, and are racing to reach the shuttle in time to disarm it. Technically, the Rebels can't see the countdown timer, but the narrator does a cut-away every five combat turns or so. In it, he graphically describes the small clock slicing off electronic seconds, and then cuts to a view of the hundreds of beleaguered civilians sitting in the shuttle's passenger bay. Cut back to the clock and then to the players

For centuries, suspense has been a prized device in the storyteller's toolkit. While you can watch modern action or mystery movies for examples on suspense, you might want to check out the famous works of Alfred Hitchcock, H.P. Lovecraft, Edgar Allen Poe, and others.

Adventure 6:

Vindication

In the last adventure, the Rebels may have:

• Salvaged the X-wing from the *Last Hope*, thus adding the starfighter to their arsenal of weapons.

• Rearmed their torpedo stores with those from the *Last Hope*.

• Discovered the location of Rendezvous Point 4.

If the characters found Rendezvous Point 4's location in the *Last Hope*'s sensor logs, they can proceed to the hidden base immediately. Long before they reach the facility's outer perimeter, they are hailed on a coded comm channel by the base flight controller. Upon identifying themselves as refugees from Edan Base, the controller gives them clearance to land.

Rebels who didn't recover the secret base's location are forced to find it through other means. While the freedom fighters are flying above Edan's southern continent, scanning the surface for energy readings that would indicate a hidden facility, they run across a patrol of four Imperial TIE fighters. Pilots need to make a Difficult (20) *com-scan* roll to detect the TIE fighters before the Imperial craft spot the characters' own ships. The fight begins at Long Range. If all the Rebels fail their *com-scan* rolls, the Imperials dive in for the attack. Since the characters didn't notice them earlier, the fight begins at Medium Range, and the TIE fighter pilots taking their action first.

4 TIE Fighters. Crew scores: *gunnery 4D, starship piloting 4D+1.* Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

The characters should be on the defensive throughout this encounter. When things start to look bad, a squadron of four X-wings swoops up from the ground level and engages the TIE fighters. When this happens, don't feel obligated to determine all the scores, actions and rolls for each of the new Rebel starfighters. Assume that the X-wings win the confrontation ... eventually. Roleplay the fight, making the players *think* that there's a chance they'll be defeated. Remember, you want to maintain the tension. Don't just say, "Oh, and four X-wings race from the ground and destroy the TIE fighters." Make your descriptions and language colorful as the Rebellion's finest pilots mop up the TIE fighters. When the last TIE is dispatched, the X-wings escort the characters to Rendezvous Point 4.

Rendezvous Point 4

Rendezvous Point 4 was little more than a scouting post when the Alliance first came to Edan II. When the Empire destroyed the main Rebel base, Rendezvous Point 4 was quickly promoted to the covert headquarters for Alliance resistance actions. When the characters arrive, they land their starfighters in the base's cramped hangar. Read aloud:

You jump from the ladder of your starfighter, landing with a heavy thud on the hangar floor. The small, makeshift bay is crammed with starships from a dozen worlds. Technicians eagerly dart from one craft to another. Their activity level seems to indicate that the base is gearing up for a major operation. The smaller starfighters hang from suspended cradles in the ceiling, much like the X-wing you found in the *Last Hope*. The high whine of engines can be heard toward the front of the bay. You watch as technicians thermabond a new starfoil on a damaged X-wing. The wing of an Imperial Lambda shuttle rises above the crowd of mechanics and fighters.

The characters are greeted by the deck officer, who recognizes them from Edan Base. They are led to a small briefing room, where six other Alliance staff members are already seated. The room is filled with the long benches and tables one would expect to find in a galley. The characters are introduced to Colonel Pertarn, Rendezvous Point 4's base commander. He welcomes them warmly, and inquires about their adventures since fleeing Edan Base.

Colonel Pertarn. All scores are 2D except: *blaster 4D, melee 4D+2, Knowledge 3D+1, alien species 4D, cultures 4D, languages 5D, survival 4D, starship piloting 6D, gunnery 5D+1, Perception 3D+2, Technical 2D+1.* Speed 10. Force Points 2. Character Points 12. Equipment: blaster pistol (4D damage), datapad, Rebel uniform, several service medals.

Colonel Pertarn reveals why he called the characters to this meeting — he wants them to participate in a massive assault against the Imperial Star Destroyer *Havoc*. Calling attention to the datapads around the table, the Colonel explains his bold plan.

While the Star Destroyer remains in orbit, it can continually supply, rearm and refresh Imperial forces on the planet. *Havoc* can also control the missile bouys which were responsible for destroying the *Last Hope*, and which are stopping all space traffic to and from the planet. The longer the Alliance waits to remove this threat, the more difficult this formidable task becomes. While the datapads show the Star Destroyer's current orbital position, Colonel

Ron Kulp

Pertarn indicates that there is a small Alliance contingent hiding behind the planet's second moon. Although they are not equipped to lead an assault on the *Havoc*, this Rebel force carries enough ground troops, supplies and materials to liberate Edan's surface. Before this group can move in, the starfighters and personnel at Rendezvous Point 4 must eliminate the Star Destroyer.

Chris Trevas

A covert team of special operatives will use the stolen Imperial shuttle to board the Star Destroyer. The volunteers will impersonate an Imperial surface group which was presumed lost in action — they'll have identification credentials taken from the original Imperial group, which was captured. The Rebel strike team must infiltrate the Star Destroyer and plant explosive charges on her aft deflector shield generators. This will allow the small contingent of Alliance starfighters to make a surgical strike against the Star Destroyer's drive section. If the volley of proton torpedoes hits the right spot, the *Havoc*'s ion drives will overload and explode.

Colonel Pertarn offers the characters a choice for their role in the assault. Since they survived on the Edan surface for so long, they can probably bluff their way through Imperial security and join the boarding party. They may also decide to join the starfighter assault, using the ships they brought with them. Colonel Pertarn announces that the base engineers have converted a Corellian light freighter into a makeshift torpedo bomber. The *Vindicator* will spearhead the assault against the Star Destroyer. It requires a full crew, however, and Colonel Pertarn is short on pilots. Some or all the characters might volunteer to fly the *Vindicator*.

If Dantaree is still with the Rebel group, and if she has made any friendships with one character in particular, she chooses the same mission he selects. Otherwise she joins the sabotage group, since she knows her starship skills are not terribly adequate.

Preparations

Each character joining the infiltration group is issued an Imperial technician's uniform, Imperial ID, a comlink (set to a Rebel encoded frequency), a starship repair toolkit, four charges of detonite and a timer detonator. The group is also assigned an astromech droid, R2-D6, to assist them in

Narrator Tip #15

Beat-Up Starships

Unlike some other science fiction franchises (who will remain nameless, but we bet you can name at least one), *Star Wars* vessels aren't gleaming white and filled with a thousand techno-devices. These starships don't blister with gun ports, look particularly stream-lined, or have cutting-edge technology. Most of them don't even have a good paint job. The technology in *Star Wars* has been around for a long, long time. It's durable, but not an expression of fine art. Even Imperial Navy vessels, which are designed and constructed with the vast resources of the Empire, look somewhat clunky and awkward (if not mind-numbingly powerful) compared to some of their science fiction siblings.

Keep this trend in mind when designing starships for your galaxy. Naturally, there will be exceptions to this rule. High technology is a wonderful adventure device, but don't become hooked on it. In this scenario, the players have a ship with limited stealth capabilities, true, but it's built from the hull of a freighter, with a temperament to match. Even the Empire doesn't openly deploy a cloaking device until the time described in Timothy Zahn's novel *Heir to the Empire*, which takes place well after the Battle of Endor.

defeating Imperial security. The Lambda shuttle already has a flight crew.

The base technicians do not have additional weapons for the characters' starfighters, but there is enough time to refuel each ship and repair any damaged systems. Character flying starfighters won't join in the main battle until the covert sabotage team has disabled the *Havoc's* aft deflector shields.

The Vindicator

If the players choose to fly the *Vindicator*, they are introduced to Viv, the Sullustan technician who supervised work on the light freighter's modifications. He gives them a quick tour of the ship, running down basic operating procedures. Although the *Vindicator* looks like a beat-up old light freighter, Viv and his team have added several modifications of their own.

The bomber uses engine baffles, surface detailing and coolant vents to make it difficult to detect on sensors at long ranges. While these countermeasures do not function as a full cloaking device, it allows the *Vindicator* to position itself for a bombing run without drawing much attention to itself.

To use this sensor shroud, however, the *Vindicator* may never use more than half its thrust potential, and cannot activate its shields or weapons. If the freighter uses more than half its speed, or powers up its weapons or shields, the ship sticks out like a wailing bantha. While the sensor shroud is activated, anyone trying to detect the *Vindicator* using sensors gets a -3D penalty to his *com-scan* roll as long as the freighter remains beyond Long Range.

Viv shows off his real pride and joy: the *Vindicator's* quad torpedo system. It was cobbled together from various junked starships — so while it's terribly powerful, it's not entirely reliable. Four proton torpedo launch tubes are mounted side-by-side. The *Vindicator* carries 12 proton torpedoes, three for each tube.

It can fire one torpedo at a time, or, at the bombardier's option, fire all four tubes at once. The bombardier only makes one *starship gunnery* roll (adding the weapon's *fire control* of 1D), whether he's shooting one torpedo or a salvo of four. If firing four, and the roll misses the target, all four torpedoes miss. If they hit, they do a combined 18D damage!

The system is not without its defects, however. If all four torpedo tubes are fired simultaneously, roll one die. If the result is a 1 or 2, the entire system has jammed. The torpedoes are not fired, and are stuck in the tubes. The weapon cannot be fired until someone makes an Easy (10) *starship repair* roll to fix the launch system.

A small crew is needed to fly the *Vindicator*. A pilot controls main starship functions (using *starship piloting* and the ship's *maneuverability* of 1D), while a co-pilot oversees the shields, communications and the sensor shroud. A bombardier controls the quad torpedo launch system (using *starship gunnery* and the weapon's *fire control* of 1D), while another gunner crews the laser cannon in a turret (using starship *gunnery* and the laser's fire control of 1D). Viv suggests anyone flying the bomber take along one engineer with a good *starship repair* skill to fix damage the ship will surely sustain in the battle to come. If the players choose to fly the *Vindicator* and don't fill all the positions, one of the base's crewmen steps in to help — he has 4D in the skill needed for that position, with 2D in all other skills and attributes. If the crew needs an engineer, Viv volunteers to come along.

Viv. All scores are 2D except: *dodge 5D, pick pocket 4D, survival 4D, sneak 4D+1, Technical 3D+2D, computer programming/repair 5D, demolitions 6D, starship repair 5D+1.* Speed 10. Force Points 1. Character Points 3. Equipment: flight suit.

Chris Trevas

Using Scene Changes

In the past adventures, the events occurred in chronological order. Once you were finished with one section, you moved on to the next. This adventure marks a change in that sequencing. Should the players split up, some will sneak aboard the Star Destroyer and plant the explosives in "Flying in Havoc's Way," while the others assault the *Havoc* with their starfighters and the bomber in "Charge of the *Vindicator*." At times, action with one group occurs while the other group is busy, too.

Remember how the *Star Wars* movies handled this hectic activity? In *Return of the Jedi*, Han, Leia and the Rebel commandoes are infiltrating the shield control bunker on Endor. Meanwhile, the Rebel fleet, ensnared in a devious Imperial trap, fights for its life. Since we can't have both events on the same screen at once, we cut away from one scene to another. First, we see the ground battle on Endor. Next, we cut away to the Rebel fleet as it engages multiple Star Destroyers and swarms of TIE fighters. As the battle progresses, we cut to Han Solo bluffing his way into the Imperial base.

Use this technique when sharing time between your player groups. As one climactic event affects one group, cut away to the other. For example, the Rebels succeed in obliterating the Star Destroyer's aft shield generators. As they rush toward their shuttle, 12 stormtroopers round the corner. Then cut to the *Vindicator* as it detects the *Havoc's* shields falling. You might even want to use such scripting terms as "cut to ..." and "fade into ..." to create a cinematic environment.

Flying in Havoc's Way

As soon as the characters can be suited up in their Imperial disguises, they are ushered onto the waiting Lambda shuttle. A total of 12 Rebel agents are aboard, not including the flight crew. These include the players and several Rebel Alliance soldiers in Imperial uniforms. The shuttle takes off, gliding out of the docking bay and soaring into Edan's sky. Twenty minutes later, they see the Imperial Star Destroyer *Havoc* looming larger than life in the shuttle's forward viewport. Following a pre-determined course, the shuttle gently lands in one of the docking bays. The flight crew disembarks to confirm their identification with the waiting stormtroopers. When the crew returns, they instruct you that they will wait as long as they can for your team to return before taking off.

Rebel Alliance Soldiers. All scores are 2D except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Strength 3D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), comlink, 4 blocks of detonite, Imperial technician's outfit, timer fuses.

When the characters set foot outside the Lambda shuttle, read aloud:

Nestled in the Star Destroyer's belly, the landing bay is gigantic and lit with the most sterile of white phosphotube lighting. The entire bay is immaculate, including the service equipment, dormant starships, and color-coded wall enunciators. Racks of TIE fighters fill the hangar ceiling, a few receiving attention from gray-suited technicians. The throb of the *Havoc's* mighty engines is broken only when a flight of fighters enters or leaves the bay — an event that occurs a bit too often for your taste. All vessels enter through the large pressure curtain centered in the hangar floor. Through its clear force-field, you can see the pinpricks of a thousand different stars, and the slightest crescent of Edan II. A squad of stormtroopers marches through the bay, boots clicking on the metallic deck plating. Toward the back of the bay, near the ordnance loading equipment, you notice a bank of computer terminals. Two decks above, you can make out a command balcony packed with Imperial officers and technicians.

With an Easy (10) *computer programming/repair* roll, the characters can use the bay computer terminals to determine the best route to the aft shield generators (or they can plug R2-D6 in). They won't attract any attention as long as they act like Imperial technicians. The *Havoc's* aft shield generators are controlled from three power conversion nodes. The 12 Rebels split up into three groups, so all the nodes can be sabotaged simultaneously — keep all the players' Rebels in one team to avoid confusion. The groups agree to set their charges for 30 minutes from the time they split up.

Each shield power conversion node is managed from a small command chamber. No stormtroopers guard the room, but four Imperial technicians sit at the various control stations. These technicians are bored at their posts, and don't challenge the Rebels masquerading as Imperials — at least until they approach the control stations and reveal their true intentions to blow up the power conversion node.

4 Imperial Shield Technicians. All scores are 2D except: *blaster 3D, starship shields 4D, starship repair 4D.* Equipment: comlink, hold-out blaster (3D damage).

The detonite charges must be placed in the command center to ensure the shield node is disabled. The Rebels may try to bluff their way into placing the charges on the equipment — perhaps claiming they need to make "repairs," or by distracting the Imperial technicians while one other team member packs the detonite under a control console. One player must make a Difficult (20) *con* roll to avoid raising suspicion. You might lower this difficulty to Moderate (15) if you feel the player does a good job roleplaying his attempt to bluff the technicians. The player might even use the astromech droid R2-D6 to help create a diversion. Even if the *con* attempt is successful, the Rebel placing the explosives must make a Difficult (20) *sneak* roll to prevent the Imperial technicians from seeing the detonite. Finally, a Moderate (15) *demolitions* roll is required to set the charge for the correct detonation time.

If the Rebels' attempt at subtlety fails — either the *con* roll is terrible, or one of the other technicians sees the detonite — the Imperials use their comlinks to declare an alert, check authorization with security, or pull their blasters. If a fire fight follows, the players have only a minute or two before 12 stormtroopers arrive on the scene ... and the Star Destroyer is placed on full alert.
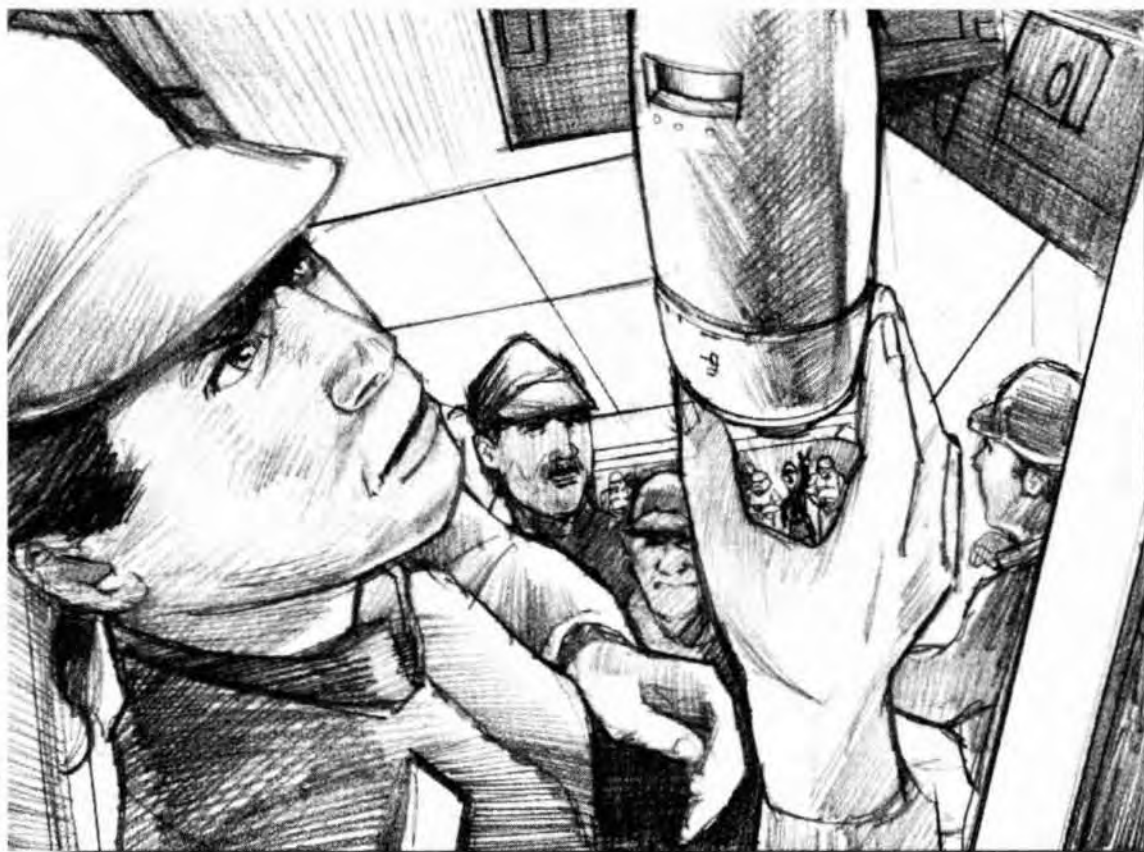
Ron Kulp

Escaping Alive

The Rebels don't have much time to escape after setting the explosives. The strength and number of Imperial forces that respond to any intruder alert — or oppose fleeing characters — is left to your judgment. We'd recommend one squad of 12 stormtroopers constantly pursuing the team. Other squads can attempt to cut off the fleeing Rebels where dramatically appropriate. Possible ambush sites include turbolift shafts, passageway intersections, catwalks, or large cargo or hangar bays. The Imperials might try to seal blast doors to block the Rebels' escape route — each character must make a Moderate (15) *Dexterity* roll to run through the portal before it slowly grinds shut. A Difficult (20) *security* roll can open a sealed blast door, and can close blast doors behind the team to cut of pursuit.

If the Rebels are in a bind, they might call on the abilities of R2-D6, the astromech droid sent along to help them. He's a resourceful little droid — use him to offer the players hints if they're stumped on how to get around obstacles and opponents.

R2-D6. All scores are 1D except: *Mechanical 2D, Technical 2D, computer programming/repair 7D, starship programming/repair 7D.* Speed 5. Equipped with: arc welder (3D damage), computer interface port, extendible video sensor, fine grasper, fire extinguisher, heavy grasper, holographic projector/recorder, small circular saw.

While Imperial forces close around them, the Rebels may suddenly have no hope of reaching the Star Destroyer's docking bay. If your players become stuck and are ready to give up, offer them one of these options:

Surrender: To quote a favorite protocol droid of ours, "Surrender is a perfectly acceptable alternative in extreme circumstances." The players know that as soon as the explosives detonate, the Star Destroyer's aft shields will collapse. The Rebel starfighter strike team is passively scanning the *Havoc*, and will begin its attack the moment the Star Destroyer is vulnerable. This may give the captured Rebels their only chance to escape. They'll have to hurry. If the *Vindicator's* salvo of proton torpedoes hits their target, the Star Destroyer will have a scant two minutes of life before its overloading ion drives consume the ship in a fiery explosion.

Use Escape Pods: If the Rebels hide in Imperial escape pods, they can eject when the starfighter assault begins. If they launch before this, the Star Destroyer's turbolaser batteries blast them out of the stars. Make sure the players are aware of this before they launch. Once jettisoned, the pods make their way back to Edan II.

Signal Dantaree and the Other Rebel Teams: If she isn't already with the players, Dantaree can be signalled to offer assistance. She says over the comlink that she'll be there as soon as she can. Just after that, her comlink stops transmitting. When the players are fully surrounded by Imperial troops, a lone stormtrooper appears behind the squad. The stormtrooper removes his helmet, revealing Dantaree's lovely face! She howls a battle cry and unloads both of her blasters into the Imperial squad. The other Rebel teams can provide back-up if summoned, but won't arrive until after Dantaree's surprise.

The Bombs Explode

When the Rebels are just nearing the docking hangar and their escape shuttle, read aloud:

You're almost to the docking bay — and to freedom — when three explosions rock the Star Destroyer. You and your friends sway as the corridor shakes, bracing yourself against walls to keep from falling. When the shock subsides, you hear an alarm wailing throughout the *Havoc*. "Emergency crews to aft shield generator stations," an officer barks over the ship's intercom. "Scramble all TIE fighter squadrons."

You dash ahead into the hangar bay while stormtroopers, pilots and technicians run past you in the confusion. Pilots scurry along the catwalks above, running for their TIE fighters. Your escape shuttle waits on the docking hangar deck, the pilots nervously looking around for you.

At this point, all the Rebel sabotage team needs to do is board the shuttle and fly away; however, all these TIE fighters are going to launch and join the battle outside — and become major problems for the small Rebel starfighter force. Perhaps R2-D6 can remind the Rebels of this. If something were to go wrong here in the docking bay, maybe some of those TIE fighters wouldn't make it to the battle …

There are a few things they can do to wreak havoc in the docking bay:

Blast Fuel Lines: Fuel lines crawl up the docking bay wall to connect with the TIE fighters hanging above. The fuel lines begin at several large and heavily armored cylindrical tanks along the hangar's edge. Heroic (30) *blaster* rolls are needed to puncture the lines and cause a few TIE fighters above to burst into flames. To destroy the armored holding tanks requires a spare stick of detonite (if anyone kept one while they were sabotaging the shields) and a Difficult (20) *demolitions* roll. Be sure the player says how long he's setting the timer — the Rebels had better be aboard the shuttle and out of the bay before the exploding fuel cylinders incinerate a quarter of the landing bay.

Use the Shuttle's Weapons: Once aboard the shuttle, the players might decide to have some fun with their ship's weapons. Although the crew can handle flight operations, they didn't anticipate using the ship's guns — the players must step in and fire the ship's double blaster cannons and the double laser cannons.

Imperial Lambda Shuttle. Crew scores: *gunnery* 5D, *shields* 4D, *starship piloting* 5D. Maneuverability 1D, speed 30, sensors 1D, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 fire-linked double laser cannons (fire control 3D+1, combined damage 4D).

To hit an important target — the TIE fighter racks, armored fuel canisters, or the command balcony — a character must make a Moderate (15) *starship gunnery* roll. Don't forget he can add the weapon's *fire control* dice (2D or 3D+1, depending on which weapon he's using). Five successful shots can do enough damage to cripple the docking bay.

Charge of the Vindicator

Meanwhile, the *Vindicator* has taken position directly behind the Star Destroyer, just beyond its weapons' Long Range. The Imperial ship does not detect the freighter's presence unless the ship powers up weapons or shields, or exceeds half speed. Maintain some suspense, though —

Narrator Tip #17

Making Your Own Sound Effects

You've probably noticed that we've used very descriptive language in the sections you read aloud to the players. These paragraphs contain words that don't really mean anything, so much as they describe a sound (writers and Literature 101 students call that onomatopoeia). A few examples are *"ka-plew," "fzzzzt,"* and *"beep, deep."*

Sound effects can be a great technique to draw your players into the *Star Wars* universe. You don't need a computer, compact disc player, or tape player to provide those effects, although we've seen it done. Many of the sounds behind blasters, ion cannons, blast doors, and other Star Wars elements can be realistically mimicked with the human voice.

When you're in the shower, or while no one's within earshot, try practicing a few effects. Yes, we are serious. Don't expect a job at Skywalker Sound, but by inserting sound effects into your game — such as the mechanical stomping of an AT-ST, the whine of a TIE fighter's engines, the proton torpedo explosions — you provide a sound cue to your players. That's one more suggestion they have to visualize the story you're creating.

remind the players that they're not too sure all of Viv's modifications are going to work all of the time.

Rendezvous Point 4 has two squadrons of Rebel starfighters on standby; however, they can't launch without being detected. The *Vindicator* does have a small support force of six X-wings powered down some distance behind it. This escort flew to the opposite side of the planet, where the Star Destroyer couldn't detect them. They don't have the stealth abilities of the *Vindicator,* so they're hanging back behind the second Edan moon to avoid detection. If the *Vindicator* summons them, they can be in position to support the bomber within 5 combat turns.

The *Vindicator's* co-pilot must make an Easy (10) com-scan roll to detect when the Star Destroyer's aft shields have failed. Once this happens, the pilot should speed in for his bombing run, while the co-pilot alerts the starfighter escort and Rendezvous Point 4 to commence the attack. The *Vindicator* is out of range of the *Havoc.* Once the bomber puts full power into the ion drives, it can close to Long Range in one combat turn. Since the Star Destroyer doesn't attempt to out-distance the puny bomber, the *Vindicator* can gain one range (Long to Medium, Medium to Short, Short to Point Blank) each combat turn.

Vindicator. Maneuverability 1D, speed 28, sensors 1D, hull 5D, shields 2D. Weapons: turret-mounted laser cannon (fire control 1D, damage 4D), 4 proton torpedo tubes (fire control 1D, damage 9D), sensor shroud (-3D from enemy *com-scan* rolls to detect ship as long as *Vindicator* remains beyond Long Range).

As soon as the *Vindicator* sheds its sensor shroud, a patrol of four TIE fighters spots the freighter and closes in — it arrives before the Rebel starfighter support can move in. The crew of the *Vindicator* must hold their own against these TIE fighters, destroying them before they move into position for their bombing run.

4 TIE Fighters. Crew scores: *gunnery 4D, starship piloting 4D+1.* Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

If the Rebel sabotage team did not cripple the Star Destroyer's docking hangar, 12 more TIE fighters emerge to stop the *Vindicator.* Luckily the Rebel support starfighters are within range by this time — send a TIE fighter or two after the freighter when it seems dramatically appropriate, like when it's preparing its bombing run.

If the Rebel sabotage team crippled the *Havoc's* landing bay, only 4 TIE fighters are launched in time to engage the *Vindicator* and the Rebel starfighters. This poses another problem, though — since there aren't many Imperial fighters in the area, the *Havoc* opens up with its turbolaser batteries!

Imperial Star Destroyer. Crew scores: *astrogation 4D, com-scan 4D, gunnery 4D+2, shields 4D+1, starship piloting 5D+1.* Maneuverability 1D, speed 33, sensors 3D, hull 13D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 11D), 60 ion cannons (fire control 2D+2, damage 9D).

We don't expect you to roll 60 times every combat turn to represent all the Star Destroyer's turbolasers firing. Instead, take a shortcut — each turn, make one turbolaser roll of 8D+2 (the crew's *starship gunnery* plus the weapon's *fire control* dice). To evade the turbolaser barrage, pilots — including the *Vindicator's* captain — must roll their *starship piloting* plus their ship's *maneuverability* equal to or higher than the turbolaser roll to avoid the Star Destroyer's cover fire. Any Rebel ship failing that roll must sustain 11D damage! This might be a good place for players to spend those Character and Force Points they've been saving to make these high rolls.

When the *Vindicator* closes for its bombing run, have the bombardier roll his *starship gunnery* plus the torpedo launcher's 1D fire control. The might of four proton torpedo explosions against the Star Destroyer's unprotected hull will not destroy the massive vessel — the bombardier must aim for the ion drive's weakness as outlined in the briefing with Colonel Pertarn. The difficulty to hit is the range between the *Vindicator* and the Star Destroyer, plus 20 to hit the specific weak spot. For example, if the *Vindicator* is at Close Range — an Easy (10) shot — the bombardier

Ron Kulp
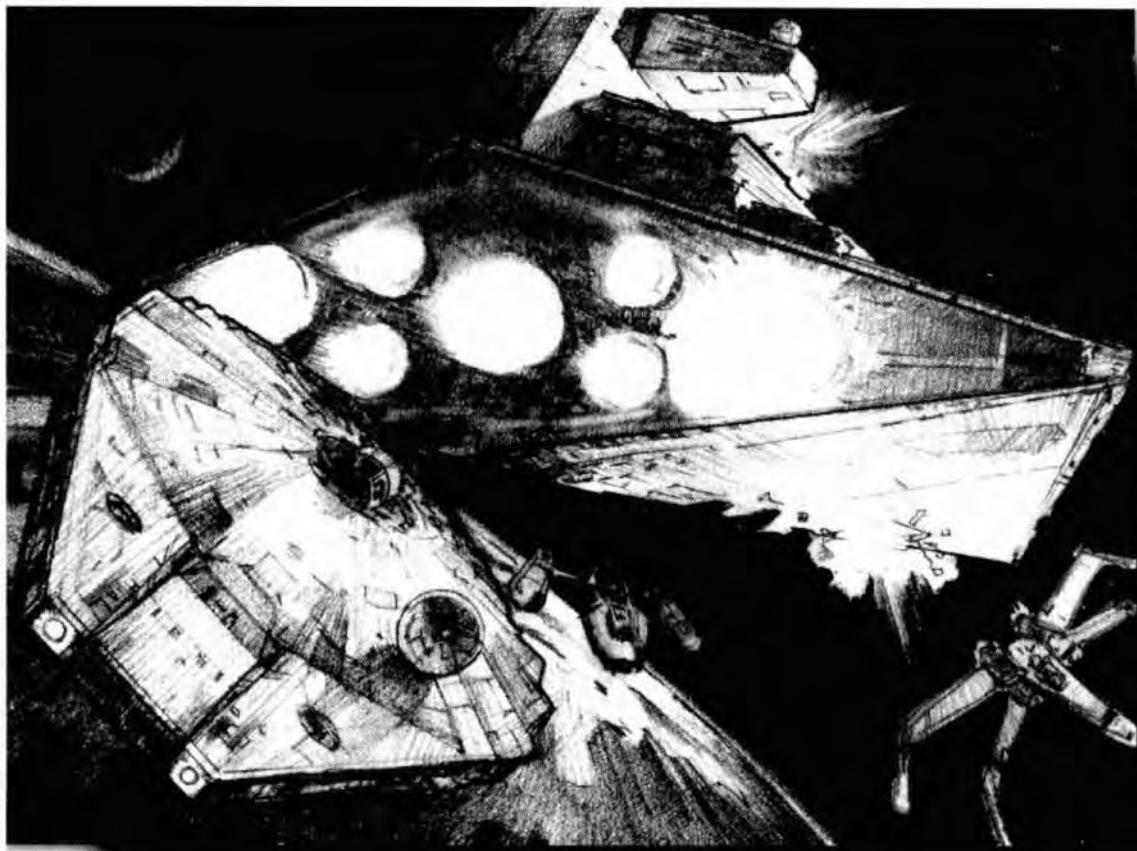
must roll 30 or more to hit the mark. The closer the bomber gets, the easier it is to hit, but it must evade the *Havoc's* turbolaser barrage more times. Don't forget to roll that single die if the bombardier is firing all four torpedo tubes at once. A result of 1 or 2 means the launchers jam and must be repaired quickly.

Once the bombardier hits the *Havoc's* weak spot with four torpedoes, read aloud:

The proton torpedoes disappear into the weak point, then detonate. The *Vindicator* veers away from the Star Destroyer as smaller explosions flash within the massive ion drives. The other Rebel starfighters turn away and flee toward Edan II. As the *Vindicator* rushes to escape, a series of small fires explode throughout the *Havoc*. The ion engines ignite in a blinding flash of light. Fire blasts through the Star Destroyer's hull, ripping out entire decks and sending debris rocketing in every direction. The Star Destroyer breaks up into a smoldering husk.

For the sake of cinematic imagery, all TIE fighters disengage and flee once the *Havoc* is destroyed. To create a more dramatic effect, you might describe how the TIE fighters are caught in the ion drives' explosion. The starfighters from Rendezvous Point 4 arrive and mop up any resistance. Sure, the TIE fighters would probably fight to the death, but let's not forget our story-telling technique. The climax of this adventure, indeed this entire series, is to obliterate the Star Destroyer that's been inflicting Imperial tyranny on Edan II.

The characters return to Rendezvous Point 4, where the ground crews surge around their ships and cheer their arrival. Everyone involved in the assault receive the Order of Yavin in recognition of their service and sacrifice to the Rebel Alliance.

For completing this adventure, each player receives 8 Character Points. If the hangar bay was crippled, the sabotage team receives 3 Character Points. Any character in a starship receives half a Character Point (rounded up) for each TIE fighter he destroyed, with a maximum of 4 Character Points possible.

Further Adventures on Edan II

The *Havoc's* destruction is a major victory for the Alliance on Edan II. But the Empire's defeat here is far from over. With the Star Destroyer gone, Imperial ground forces have no back-up or supply lines — but they still have fortified positions all around the planet.

If you'd like to continue your adventures on Edan II, here are some brief scenario ideas you can develop on your own. Use the adventures in this book as models for creating your own missions. The narrator tips we've been giving you all along will help bring your adventures to life:

Rounding Up the Survivors: After the Havoc is destroyed, some of its TIE fighters might flee to Edan II. A bold Rebel team (the players) must track down the TIE pilots, capture them and take their fighters. This could be especially important if the TIE fighters are harassing settlements and Rebel positions across Edan from a hidden base.

Capture Colonel Deers: The Imperial officer in charge of Edan ground operations, Colonel Deers, was never captured. Now he's loose, hiding out in the Edan wilderness, or maybe even in the ruined portions of Fortuna City. Perhaps he has rallied Imperial troops and agents across the planet,

creating a secret base. His more insidious plan is to infiltrate the Edan government, disguising himself and his soldiers as citizens interested in rebuilding after the Empire's assault. Deers will do anything to remain out of Rebel hands — and will weaken Edan from within if he has the chance.

Liberate Edan Captives: Remember the stormtroopers rounding up farmers back in "Adventure 2: Salvation on Silver-Tipped Wings?" What was the Empire doing with them? Maybe they're being used as slave labor in various Imperial mining camps throughout the Edan mountains. Perhaps the Empire is sending them off to another system for mysterious purposes. You choose. Whatever the Empire's motives, the Rebels must put an end to their plans by discovering their hidden outposts and freeing Edan's imprisoned citizens.

It's a Big Galaxy ...

Of course, you don't have to continue your adventures on this particular planet. Maybe the players want to catch a transport somewhere else where the war between the Alliance and Empire is still raging. Colonel Pertarn can spare a few starfighters — both the X-wings and Y-wings are hyperspace-capable — or he might allow the characters to take the *Vindicator*. They can always find a local spacer or smuggler to take them where they're going.

Your players are not limited to using the same characters, either. Maybe you want to start out all over again. The players might want to be smugglers, making deals, visiting seedy starports, trying to pay off debts to crime lords, avoiding Imperial entanglements, and fleeing from angry bounty hunters.

No matter how you continue your *Star Wars* adventures, you're well-equipped. Although this game will take you far, your imagination will take you farther.

Character Name: _____

Type: _____

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

_____
_____
_____

Dexterity _____
Blaster _____
Dodge _____
Grenade _____
Lightsaber _____
Melee _____
Pick pocket _____

Knowledge _____
Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical _____
Astrogation _____
Beast riding _____
Com-scan _____
Gunnery _____
Repulsorlift
   operation _____
Shields _____
Starship piloting _____
_____

Perception _____
Bargain _____
Con _____
Gambling _____
Search _____
Sneak _____
_____

Strength _____
Brawling _____
Climbing/jumping _____
Lifting _____
Swimming _____
_____
_____
_____

Technical _____
Computer program-
   ming/repair _____
Demolitions _____
Droid program-
   ming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Starship repair _____

Speed _____ 10
Force Points _____
Dark Side Points _____
Character Points _____

Jedi Skills
Control _____
Sense _____
Alter _____

Injuries

❏ **Stunned:** Lose the next combat turn.

❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.

❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.

❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.

❏ **Mortally Wounded:** Unconscious until healed.

Equipment: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Background: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Personality: : _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

The STAR WARS

ROLEPLAYING GAME

THE HOTTEST GAME IN THE GALAXY
JUST GOT HOTTER!

2ND EDITION, REVISED AND EXPANDED
- 288 FULL COLOR PAGES
- EASIER TO LEARN AND PLAY
- REORGANIZED AND INDEXED

Second Edition • Revised and Expanded

WEST END GAMES

RANGE CHART

Personal Combat   **Starship & Vehicle Combat**

Point Blank
Very Easy (5)

Close
Easy (10)

Medium
Moderate (15)

Long
Difficult (20)

WEST END GAMES ®
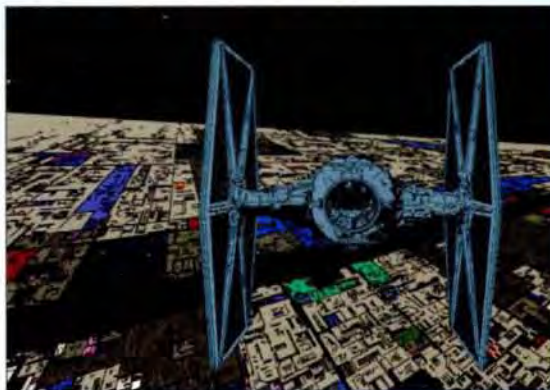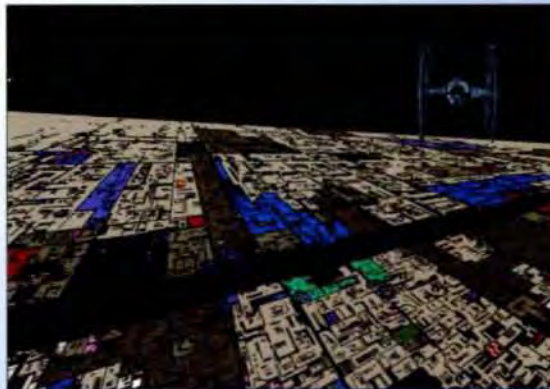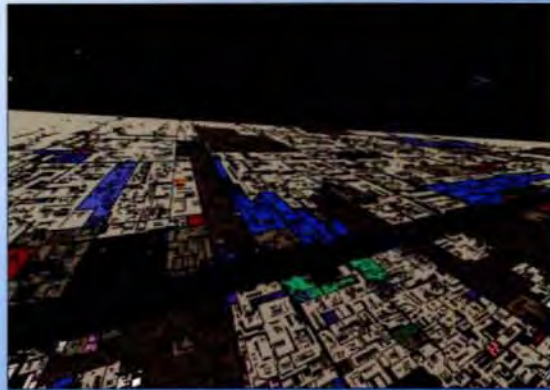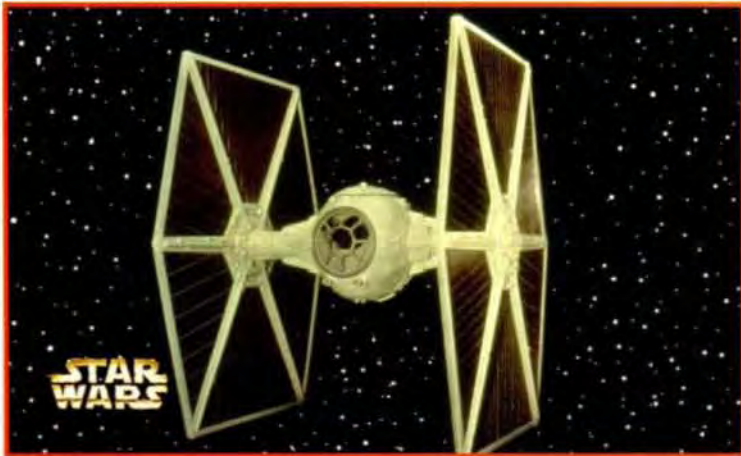
Telekinesis

Very Easy (5) to Heroic (30) *alter. Telekinesis* allows Jedi to move objects by using his mind. If used successfully, the object moves according to the Jedi's wishes. A small stone would be Easy (10) to move, while a blaster would be Moderate (15). A person would be Difficult (20). Heavier objects could be Very Difficult (25) or even Heroic (30) to move with *telekinesis*. Things can be thrown by making a *control* roll to hit a target; these attacks cause from 1D to 10D damage depending on the object's size.

Magnify Senses

Very Easy (5) to Moderate (15) *sense.* This power increases a Jedi's normal senses, allowing him to see, hear, and smell things that otherwise would be impossible without artificial aids like macrobinoculars. The Jedi can hear noises too faint or far off to be heard normally. He can see things far away, and can identify faint scents and odors. The difficulty depends on distance: Very Easy (5) to detect things nearby; Easy (10) for things a little ways off, and Moderate (15) for things far away.

TIE Bomber

Crew scores: *gunnery 5D, starship piloting 4D.* Maneuverability 0D, speed 33, sensors 1D, hull 4D+1, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 3D), concussion missiles (fire control 3D+2, damage 9D).

AT-AT Walker

Crew scores: *Mechanical 4D, gunnery 5D.* Maneuverability 0D, speed 4, sensors 0D, hull 10D, shields 0D. Weapons: 2 fire-linked heavy laser cannons (fire control 2D, combined damage 10D), 2 fire-linked medium blasters (fire control 2D, combined damage 7D).

Imperial Star Destroyer

Crew scores: *astrogation 4D, com-scan 4D, gunnery 4D+2, shields 4D+1, starship piloting 5D+1.* Maneuverability 1D, speed 33, sensors 3D, hull 13D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 11D), 60 ion cannons (fire control 2D+2, damage 9D).

TIE Fighter

Crew scores: *gunnery 4D, starship piloting 4D+1.* Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

Imperial Lambda Shuttle

Crew scores: *gunnery 5D, shields 4D, starship piloting 5D.* Maneuverability 1D, speed 30, sensors 1D, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 fire-linked double laser cannons (fire control 3D+1, combined damage 4D).

TIE Interceptor

Crew scores: *gunnery 4D+2, starship piloting 5D.* Maneuverability 3D+2, speed 44, sensors 2D, hull 3D, shields 0D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D).

Corellian Corvette

Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2.* Maneuverability 2D, speed 33, sensors 2D, hull 10D, shields 2D. Weapons: 6 double turbolaser cannons (fire control 3D, damage 10D+2).

A-wing Fighter

Crew scores: *gunnery 4D+2, shields 3D+1, starship piloting 5D.* Maneuverability 4D, speed 45, sensors 1D, hull 2D+2, shields 1D. Weapons: 2 fire-linked laser cannons (fire control 3D, combined damage 5D), enemy targeting jammer (-2D from enemy ship's fire control).

Mon Calamari Star Cruiser

Crew scores: *astrogation 4D, com-scan 3D+1, gunnery 5D, shields 5D, starship piloting 5D+2.* Maneuverability 2D, speed 33, sensors 2D, hull 12D, shields 6D. Weapons: 48 turbolaser batteries (fire control 2D, damage 10D), 20 ion cannon batteries (fire control 3D, damage 9D).

Corellian YT-1300 Freighter

Crew scores: *gunnery 4D, shields 3D, starship piloting 4D.* Maneuverability 0D, speed 28, sensors 1D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 4D).

X-wing Fighter

Crew scores: *gunnery 4D+2, shields 3D, starship piloting 5D.* Maneuverability 3D, speed 37, sensors 1D, hull 4D, shields 1D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D), 2 proton torpedo launchers (fire control 2D, damage 9D).

Y-wing Fighter

Crew scores: *astrogation 3D+2, gunnery 4D+1, shields 3D, starship piloting 4D+2.* Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 fire-linked light ion cannons (fire control 3D, combined damage 4D).

Nebulon-B Frigate

Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2.* Maneuverability 1D, speed 28, sensors 1D, hull 9D+2, shields 2D. Weapons: 12 turbolaser batteries (fire control 3D, damage 10D),

B-wing Fighter

Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2.* Maneuverability 1D+1, speed 33, sensors 1D, hull 3D, shields 2D. Weapons: laser cannon (fire control 1D, damage 7D), 2 proton torpedo launchers (fire control 1D, damage 9D), 3 fire-linked medium ion cannons (fire control 4D, combined damage 4D), 2 auto blasters (fire control 2D, damage 3D).

Rodian Bounty Hunter

All scores are 2D except: *Dexterity 4D, blaster 6D, dodge 5D, Knowledge 2D+2, languages 3D, streetwise 4D+2, Mechanical 2D+2, gunnery 4D+2, starship piloting 4D+2, Perception 3D, bargain 4D, search 5D, Strength 3D+2, brawling 4D+2, demolition 4D, starship repair 3D.* Speed 10. Equipment: blaster pistol (4D damage).

Imperial Stormtrooper

All scores are 2D except: *blaster 4D, dodge 4D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), stormtrooper armor (+2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills).

Imperial Scout Trooper

All scores are 2D except: *blaster 4D, dodge 4D, Mechanical 3D, gunnery 3D+2, repulsorlift operation 3D+2, brawling 3D.* Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), 2 grenades (5D damage, hits 1D targets nearby), scout armor (+2 to *Strength* when resisting damage), survival gear.

Imperial Officer

All scores are 2D except: *Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, Mechanical 3D+2, starship piloting 4D, Perception 3D+1, bargain 5D+1, Strength 2D+1, brawling 3D+2, Technical 3D, starship repair 4D+1.* Speed 10. Equipment: blaster pistol (4D damage), comlink.

Gamorrean Guard

All scores are 2D except: *Dexterity 3D, melee 5D, survival 3D, Strength 4D, brawling 6D.* Speed 8. Equipment: force pike (7D damage), vibro-ax (7D+1 damage).

Tusken Raider

All scores are 2D except: *Dexterity 2D+1, blaster 3D+1, dodge 4D+1, melee 4D, survival 5D+1, beast riding 4D+2, search 2D+2, sneak 3D+1, Strength 3D+2, brawling 4D+2.* Speed 10. Equipment: blaster rifle (5D damage), breath mask, gaffi stick (5D+2 damage).

Bounty Hunter

All scores are 2D except: *blaster 4D+2, dodge 4D+1, grenade 4D, melee 4D+2, streetwise 3D, survival 2D+2, sneak 3D+2, Strength 3D, brawling 3D+2.* Speed 10. Equipment: blaster rifle (5D damage), bounty hunter armor (+2D to *Strength* when resisting damage), 1 grenade (5D damage, hits 1D targets nearby), knife (4D damage).

Imperial Army Trooper

All scores are 2D except: *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, survival 2D+2, gunnery 3D+2, repulsorlift operation 2D+1, Strength 3D+1, brawling 4D+1.* Speed 10. Equipment: blaster rifle (5D damage), field armor and helmet (+1D to *Strength* when resisting damage), 2 grenades (5D damage, hits 1D targets nearby), helmet comlink.

Mon Calamari Scout

All scores are 2D except: *blaster 3D+2, planetary systems 3D, Mechanical 2D+1, astrogation 4D, com-scan 3D, gunnery 3D+2, shields 3D+1, starship piloting 3D+2, Technical 2D+1, starship repair 3D+2.* Speed 10. Equipment: blaster pistol (4D damage), comlink, datapad.

Jawa Trader

All scores are 2D except: *blaster 2D+2, dodge 3D, streetwise 4D, survival 4D+2, Mechanical 3D, bargain 4D, con 3D+1, climbing/jumping 2D+2, Technical 3D, computer programming/repair 4D, droid programming/repair 4D, repulsorlift repair 4D+2.* Speed 8. Equipment: Jawa demp gun (3D stun damage against droids only), tool kit, 200 credits.

R2 Astromech Droid

All scores are 1D except: *Mechanical 2D, astrogation 5D, starship piloting 3D, Technical 2D, computer programming/repair 4D, starship repair 5D.* Speed 5. Equipped with: extendable video sensor, fire extinguisher, holographic projector/recorder, small circular saw.

Protocol Droid

All scores are 1D except: *Knowledge 3D, cultures 6D, languages 10D.* Speed 8. Equipped with: two visual and audio sensors, vocabulator speech/sound system.

Rebel Alliance Soldier

All scores are 2D except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Strength 3D, brawling 4D.* Speed 10. Equipment: blaster pistol (4D damage), blast vest and helmet (+1D to *Strength* when resisting damage), comlink, 1 grenade (5D damage, hits 1D targets nearby).

Sullustan Smuggler

All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 4D, bureaucracy 3D, planetary systems 4D, Mechanical 4D+1, astrogation 5D, gunnery 5D+1, shields 5D, starship piloting 6D+1, Perception 3D, bargain 4D, con 4D+2, Technical 3D, starship repair 5D.* Speed 10. Equipment: blaster pistol (4D damage), Corellian YT-1300 freighter, datapad, 500 credits.

Twi'lek Merchant

All scores are 2D except: *blaster 3D, dodge 4D, Knowledge 3D, bureaucracy 4D, languages 4D, streetwise 4D+2, Perception 4D+2, bargain 6D, con 5D+2, search 5D, Technical 3D, computer programming/repair 4D, droid programming/repair 4D.* Speed 10. Equipment: comlink, datapad, 2,000 credits.

Wookiee Outlaw

All scores are 2D except: *Dexterity 3D, blaster 5D, dodge 4D, Mechanical 3D, Strength 5D, brawling 7D, climbing/jumping 6D, starship repair 3D+2.* Speed 10. Equipment: bowcaster (4D damage), satchel.

Edan Tiger (Snowcat)

Dexterity 3D, Perception 2D, Strength 4D. Claws inflict 3D damage. Bite inflicts 4D damage. Speed 15.

®, TM & © 1997 Lucasfilm Ltd.

Dantaree

All scores are 2D except: *Dexterity 3D, blaster 5D+2, dodge 5D, Knowledge 3D, cultures 4D, languages 5D, planetary systems 5D+2, streetwise 5D, survival 6D+1, Mechanical 3D, beast riding 4D, repulsorlift operation 4D+1, Perception 3D+2, bargain 4D, con 4D+2, search 5D, Strength 3D, brawling 5D, climbing/jumping 4D+1, lifting 3D+2, swimming 4D+1, Technical 2D+1, droid programming/repair 3D, repulsorlift repair 3D+2.* Speed 10. Force Points 2. Character Points 6. Equipment: comlink, heavy blaster pistol (5D damage), medpac, vibroknife (4D damage).

®, TM & © 1997 Lucasfilm Ltd.

Locux Hyen

All scores are 2D except: *Dexterity 4D, blaster 6D, dodge 7D, grenade 6D, melee 5D, gunnery 6D, repulsorlift operation 6D, Strength 5D, climbing/jumping 6D, security 5D.* Speed 10. Dark Side Points 5D. Character Points 4. Equipment: datapad, 2 flash grenades (anyone hit becomes *stunned*), 5 grenades (5D damage, hits 1D targets nearby), Imperial codekey, internal comlink, internal jump jet pack (10 combat turns of flight), phased-plasma blaster cannon (6D damage).

®, TM & © 1997 Lucasfilm Ltd.

Jarus Kai

All scores are 2D except: *blaster 5D, dodge 5D, streetwise 4D, comscan 4D, shields 4D, Perception 3D+2, computer programing/repair 6D, demolitions 6D, droid programing/repair 5D, repulsorlift repair 5D, security 6D+2, starship repair 5D.* Speed 10. Dark Side Points 1. Character Points 7. Equipment: datapad, glow rod, hold-out blaster (3D damage), 2 mini-transceivers, purse with 15,000 credits in large denominations, satchel, security toolkit (+1D to *security*), 3 thermal detonators (10D damage, hits 3D targets nearby).

®, TM & © 1997 Lucasfilm Ltd.

Colonel Pertarn

All scores are 2D except: *blaster 4D, melee 4D+2, Knowledge 3D+1, alien species 4D, cultures 4D, languages 5D, survival 4D, starship piloting 6D, gunnery 5D+1, Perception 3D+2, Technical 2D+1.* Speed 10. Force Points 2. Character Points 12. Equipment: blaster pistol (4D damage), datapad, Rebel uniform, several service medals.

®, TM & © 1997 Lucasfilm Ltd.

Viv

All scores are 2D except: *dodge 5D, pick pocket 4D, survival 4D, sneak 4D+1, Technical 3D+2D, computer programming/repair 5D, demolitions 6D, starship repair 5D+1.* Speed 10. Force Points 1. Character Points 3. Equipment: flight suit.

®, TM & © 1997 Lucasfilm Ltd.

Colonel Deers

All scores are 2D except: *blaster 5D, dodge 5D, grenade 5D, Knowledge 4D, alien species 5D, bureaucracy 6D, languages 5D, planetary systems 5D+1, Perception 3D+2, search 5D, Technical 2D.* Speed 10. Dark Side Points 1. Character Points 6. Equipment: blaster pistol (4D damage), datapad, Imperial uniform, riding crop.

®, TM & © 1997 Lucasfilm Ltd.

Teles Jalahafi

All scores are 2D except: *Dexterity 3D+2, blaster 4D, dodge 5D+2, lightsaber 6D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 4D, climbing/jumping 5D, control 2D, sense 3D, alter 3D.* Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 3. Character Points 6. Equipment: lightsaber (5D damage).

®, TM & © 1997 Lucasfilm Ltd.

Life Detection

Very Easy (5) to Moderate (15) *sense*. Jedi can use *life detection* to notice live, intelligent beings up to 10 meters away who might be hidden — Jedi discover their location by feeling the Force flowing through them. The difficulty to find other Jedi or Force users is Very Easy (5). To detect non-Force users, one must make a Moderate (15) *sense* roll. Once a Jedi uses this power, it is in effect until he stops it.

®, TM & © 1997 Lucasfilm Ltd.

Concentration

Easy (10) to Very Difficult (25) *control*. Through this power, the Jedi clears all negative thoughts from his mind and feels the Force flowing through him. It lets him add +4D to any *one* action in a combat turn. The *control* difficulty depends on how at peace the Jedi is — if he's relaxed, the difficulty is Easy (10), but if he's filled with anger, it could be Moderate (15) or even Very Difficult (25) if the Jedi is acting on that aggression.

®, TM & © 1997 Lucasfilm Ltd.

Control Pain

Very Easy (5) to Difficult (20) *control*. Jedi can use *control pain* to ignore the effects of injuries — the -1D and -2D penalties and other notes listed on the "Injuries" section of the character sheet. The Jedi is still hurt, but the pain does not hinder his actions. If a Jedi using this power is injured further, his wounds worsen according to the damage he takes. Once a Jedi uses this power, it is in effect until he stops it.

®, TM & © 1997 Lucasfilm Ltd.

Lightsaber Combat

Moderate (15) *control*, Easy (10) *sense*. A Jedi successfully making the *control* and *sense* rolls for this power may add his *sense* dice to his *lightsaber* skill and may add or subtract part or all of his *control* dice to the lightsaber's damage of 5D. Once a Jedi uses this power, it is in effect until he is injured. The Jedi can also parry blaster bolts. The *lightsaber* skill roll becomes the new difficulty for the attacker to hit. If the *blaster* roll is higher than the *lightsaber* roll, the shot hits the Jedi. If the *lightsaber* roll is equal or higher than the *blaster* roll, the shot is deflected.

®, TM & © 1997 Lucasfilm Ltd.

Affect Mind

Very Easy (5) to Moderate (15) *control*, victim's *control* or *Perception* roll against Jedi's *sense*, Very Easy (5) to Very Difficult (25) *alter*. Allows the Jedi to alter another person's perceptions so he senses an illusion or fails to see what the Jedi doesn't want him to see. The *control* difficulty depends on the complexity of the deception; the *sense* difficulty is the target's *control* or *Perception* roll to resist this Force power; the *alter* difficulty depends on how long the deception is to last.

®, TM & © 1997 Lucasfilm Ltd.

Absorb/Dissipate Energy

Very Easy (5) to Difficult (20) *control*. Allows Jedi to ignore the harmful effects of energy. Being immune to sunburn is Very Easy (5), surviving a solar wind is Moderate (15), and living through a radiation storm is Difficult (20). Jedi can use this power to dissipate blaster bolts — the difficulty is Moderate (15) plus the blaster's *damage* roll. Once a Jedi uses this power, it is in effect until he stops it.

®, TM & © 1997 Lucasfilm Ltd.

Hibernation Trance

Difficult (20) *control*. A Jedi can place himself into a deep trance, slowing all body functions and appearing almost dead. The Jedi must determine under what conditions he will awaken: after a certain amount of time, when someone touches him, if the temperature changes too much. This power is useful because it allows the Jedi to "play dead" and it can be used to survive when food or air supplies are low.

®, TM & © 1997 Lucasfilm Ltd.

Sense Force

Moderate (15) to Difficult (20) *sense*. Jedi can sense the Force within a place. They can't detect intelligent beings, but there are many forms of life and many areas intertwined with the Force which can be sensed with this power. *Sense Force* will tell how strong an area is in the Force — or in the dark side. The Jedi can also get vague feelings about an area, such as "I sense something wrong," or "I sense a great tragedy approaching this place." A smaller area has a Moderate (15) difficulty in which to accurately sense the Force, while a larger area is Difficult (20).

®, TM & © 1997 Lucasfilm Ltd.

Imperial Heavy Repulsortank

Crew scores: *repulsorlift operation 4D, gunnery 4D*. Maneuverability 0D, speed 15, sensors 0D, hull 7D, shields 0D. Weapons: 2 light repeating blasters (fire control 1D, damage 6D), 1 turret-mounted heavy laser cannon (fire control 1D, damage 10D), 1 grenade launcher (fire control 0D, damage 5D).

Shela Jalohafi

All scores 2D except: *Dexterity 3D+2, blaster 5D, dodge 4D+2, lightsaber 5D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 5D, climbing/jumping 4D, control 3D, sense 3D, alter 4D.* Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 4. Character Points 8. Equipment: hold-out blaster (3D damage), lightsaber (5D damage).

Armored Repulsorlift Transport

Crew scores: *repulsorlift operation 3D, gunnery 3D*. Maneuverability 0D, speed 12, sensors 0D, hull 6D, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

Scruts

All scores are 2D except: *Dexterity 4D, blaster 5D, dodge 5D, pick pocket 4D+2, Technical 4D, demolitions 5D, droid programing/repair 5D, starship repair 5D.* Speed 10. Force Points 1. Character Points 4. Equipment: blaster rifle (5D damage), datapad, droid repair toolkit, glow rod, starship repair toolkit.

Imperial Patrol Landspeeder

Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

Salvaged Y-wing Fighter

Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D).

R2-D6

All scores are 1D except: *Mechanical 2D, Technical 2D, computer programming/repair 7D, starship repair 7D, computer programming/repair 7D.* Speed 5. Equipped with: arc welder (3D damage), computer interface port, extendible video sensor, fine grasper, fire extinguisher, heavy grasper, holographic projector/recorder, small circular saw.

Vindicator

Maneuverability 1D, speed 28, sensors 1D, hull 5D, shields 2D. Weapons: turret-mounted laser cannon (fire control 1D, damage 4D), 4 proton torpedo tubes (fire control 1D, damage 9D), sensor shroud (-3D from enemy com-scan rolls to detect ship as long as *Vindicator* remains beyond Long Range).

Skiff

Crew scores: *repulsorlift operation 3D*. Maneuverability 0D, speed 14, sensors 0D, hull 3D, shields 0D. Weapons: none.

Dewback

Dexterity 3D, Perception 2D, Strength 4D, brawling 4D+1. Bite inflicts 5D damage. Speed 35 (during day), 7 (at night). Orneriness 3D.

Bantha

Dexterity 2D, Perception 2D, Strength 5D. Horns inflict 6D damage, trample attack inflicts 5D damage. Speed 15. Orneriness 2D.

Probe Droid

All scores are 1D except: *Dexterity 3D, blaster 4D, Knowledge 2D+2, planetary systems 4D, Mechanical 3D, com-scan 6D, Perception 3D, search 5D+2, Strength 4D, Technical 2D+1.* Speed 14. Equipped with: blaster cannon (4D+2 damage), long-range sensors (+1D to *search* when scanning for objects between 100 meters and 5 kilometers away), self-destruct mechanism.

Landspeeder

Crew scores: *repulsorlift operation 3D*. Maneuverability 2D, speed 23, sensors 0D, hull 4D, shields 0D. Weapons: none.

AT-ST Walker

Crew scores: *Mechanical 3D, gunnery 4D*. Maneuverability 1D, speed 6, sensors 0D, hull 7D, shields 0D. Weapons: twin blaster cannon (fire control 1D, damage 8D), twin light blaster cannon (fire control 1D, damage 6D), concussion grenade launcher (fire control 1D, damage 7D).

Speeder Bike

Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2*. Maneuverability 3D+2, speed 35, sensors 0D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 5D).

Tauntaun

Dexterity 2D, Perception 3D, Strength 4D. Charge attack inflicts 5D+1 damage. Can withstand arctic temperatures. Speed 16. Orneriness 1D.

Mos Eisley

**Mos Eisley
Cantina**
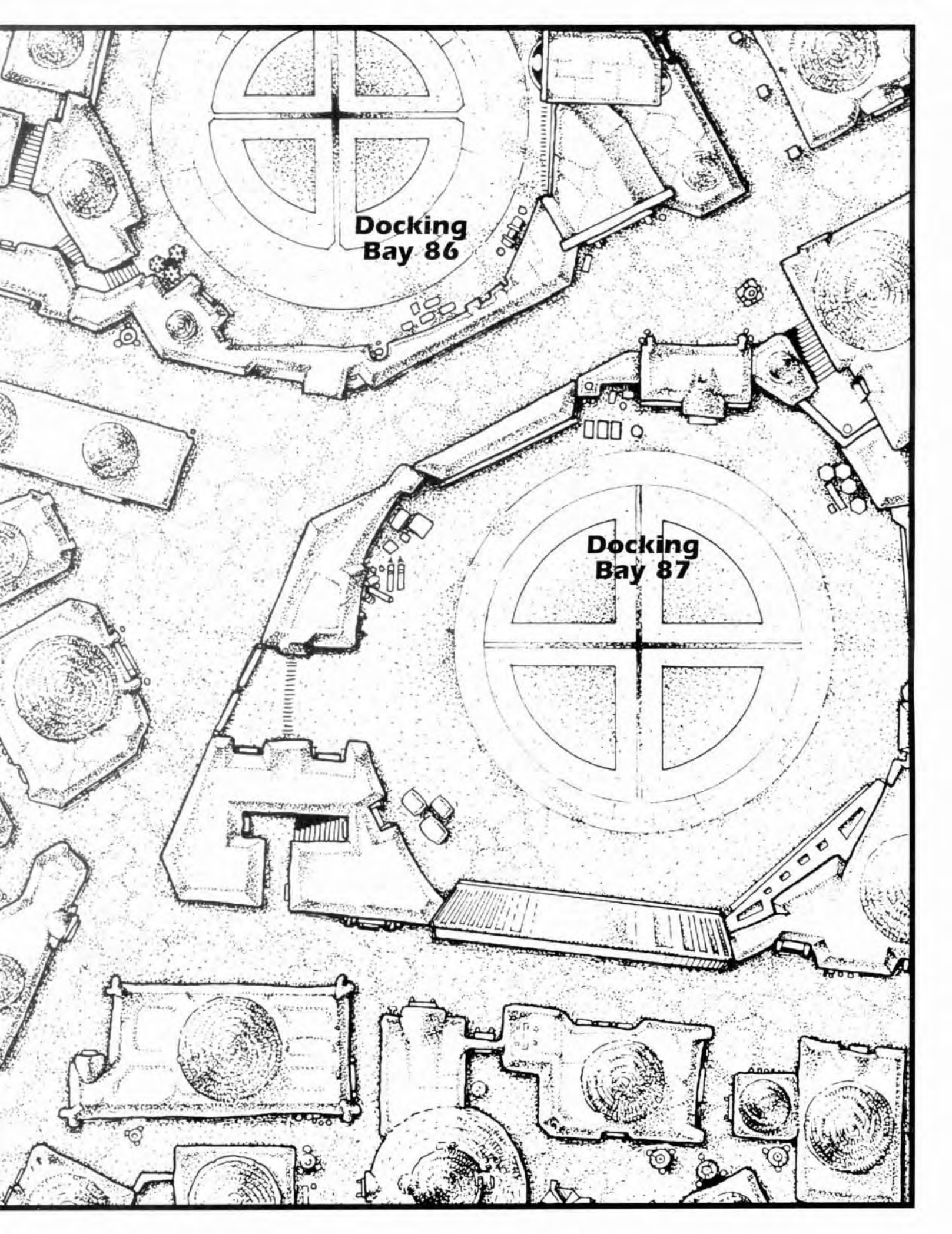
Docking
Bay 86

Docking
Bay 87

Down to Storage Basement / Rest Rooms
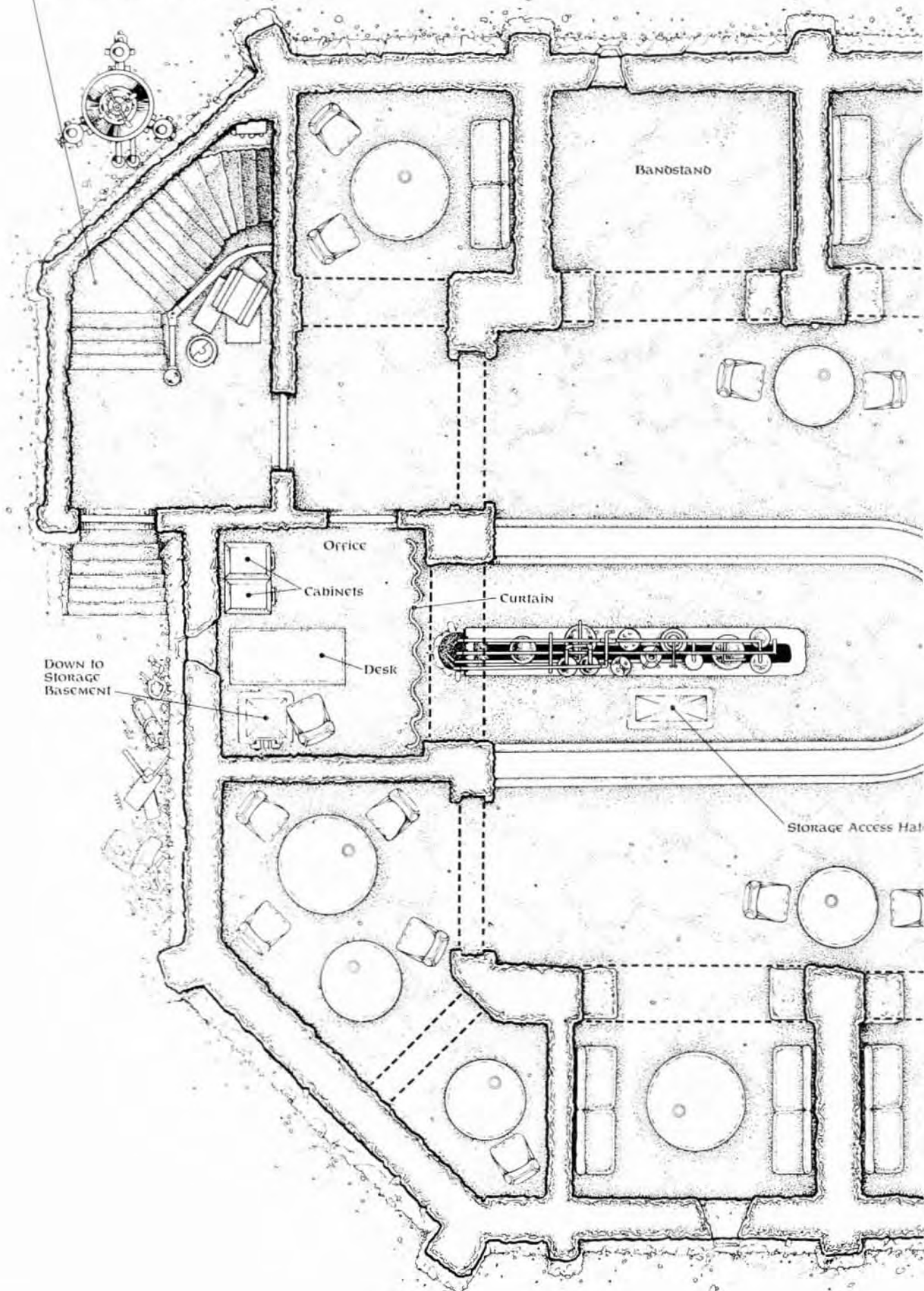
Bandstand

Office

Cabinets

Curtain

Desk

Down to
Storage
Basement

Storage Access Hat

Mos Eisley Cantina

Droid Detector

Bar

Lobby

Power Room

Down to Storage Basement

**Scout
Troopers'
Tent**

**Officers'
Tent**

Imperial
Patrol
Landspeeder

Communications
Array

Bunker Entrance

Blast Door
Control Panel

Bunker

Blast Doors

Guard Area

Docking Bay Entrar

Cargo Containers

**Open Bla
Doors**

**Umbilicals
Connection**
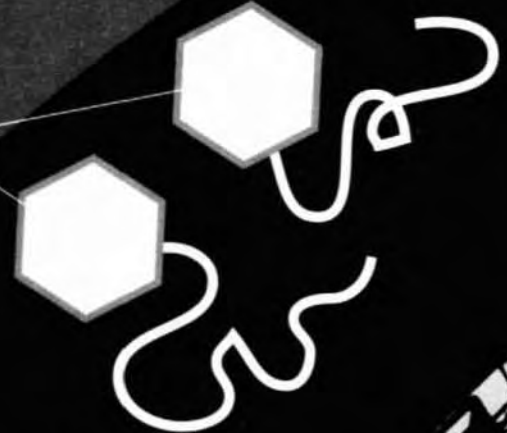
**Landing
Light**

nce

Cargo
Containers

Arched
Entrance

Cargo
Containers

Landing
Light

Starship Boarding
Ramp

ist

YT-1300
Light
Freighter

Rebel Base
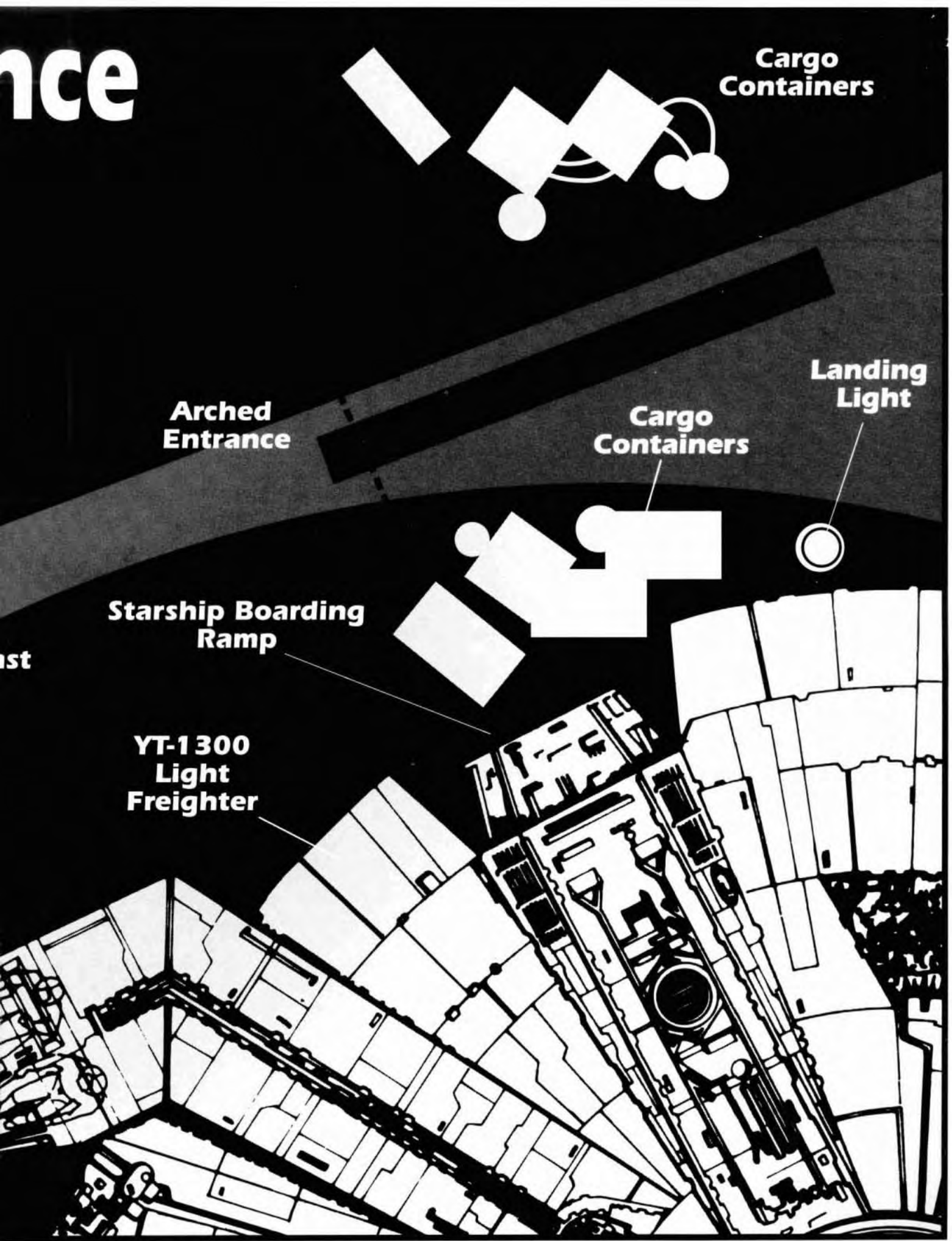
Ion Cannon
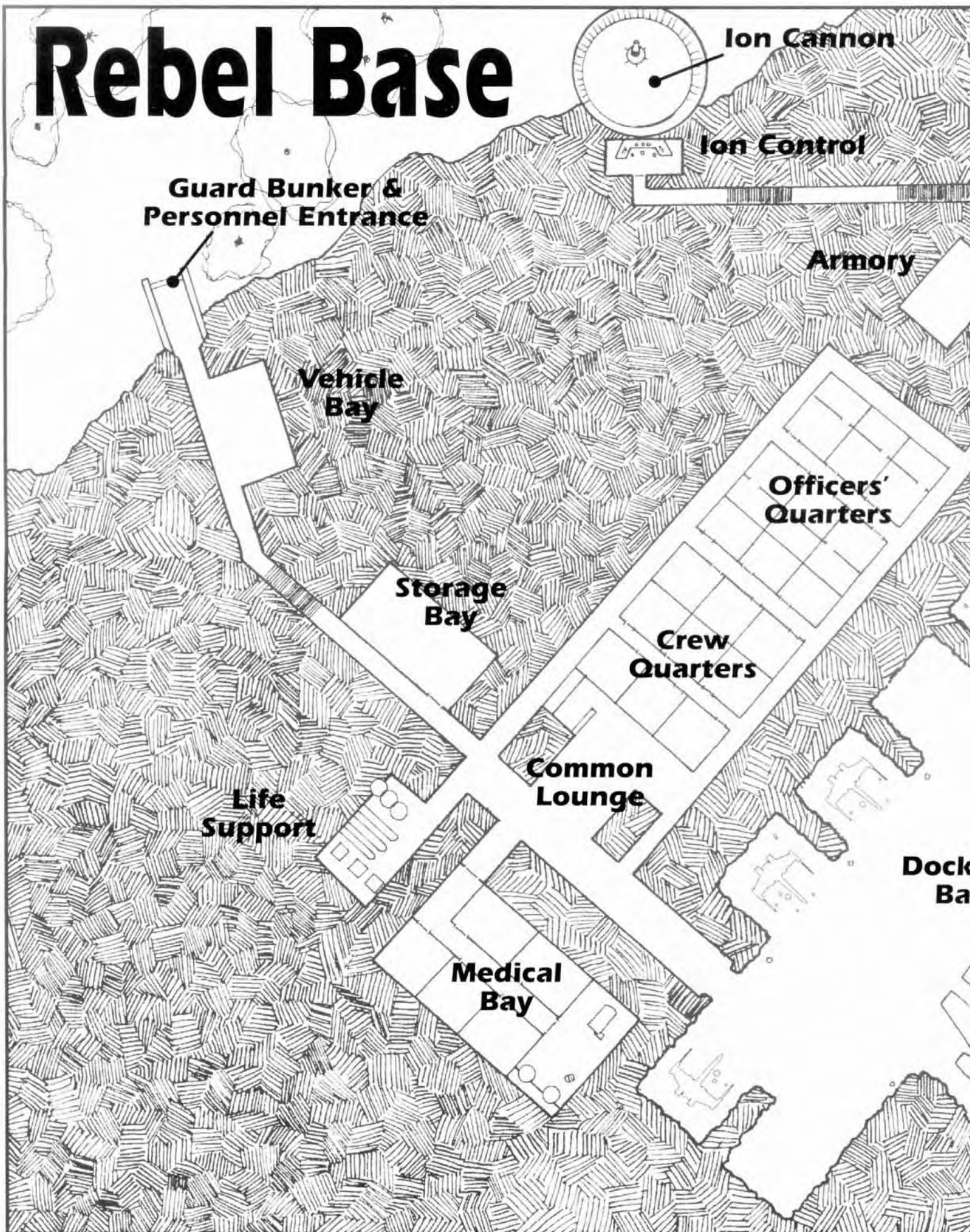
Ion Control

Armory

Guard Bunker &
Personnel Entrance

Vehicle
Bay

Officers'
Quarters

Storage
Bay

Crew
Quarters

Common
Lounge

Life
Support

Dock
Ba

Medical
Bay

Power
Generator

Shield
Bunker

Command
Center

Flight
Operations

Side View

Shield
Generator

Com-Scan Array

king
y

Ion Cannon

Sentry Tower

Personnel Entrance

Docking Bay

YT-1300 Light Freighte

Section 1

Ion Flux Stabilizer
with Alluvial Damper

Power Converter

Ca

Shield Generator
(feeds port and starboard projectors)

Access Grill

Engineering
Station

Bulkhead
Door

Step Up

Quadex Pow
Core

Escape
Pod

Entry Ramp

Gun
Well

Nav Computer

Tandem Flight
Computer
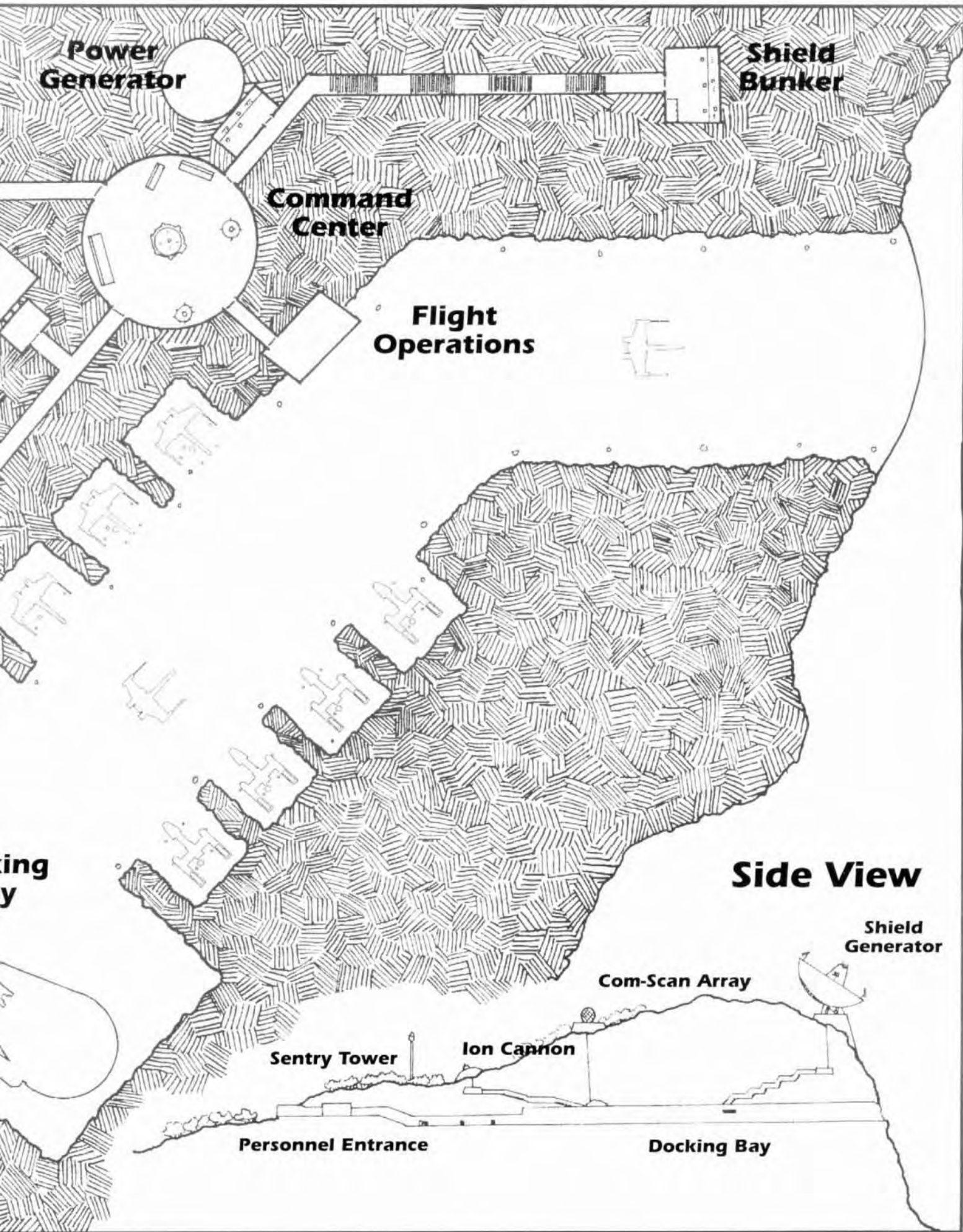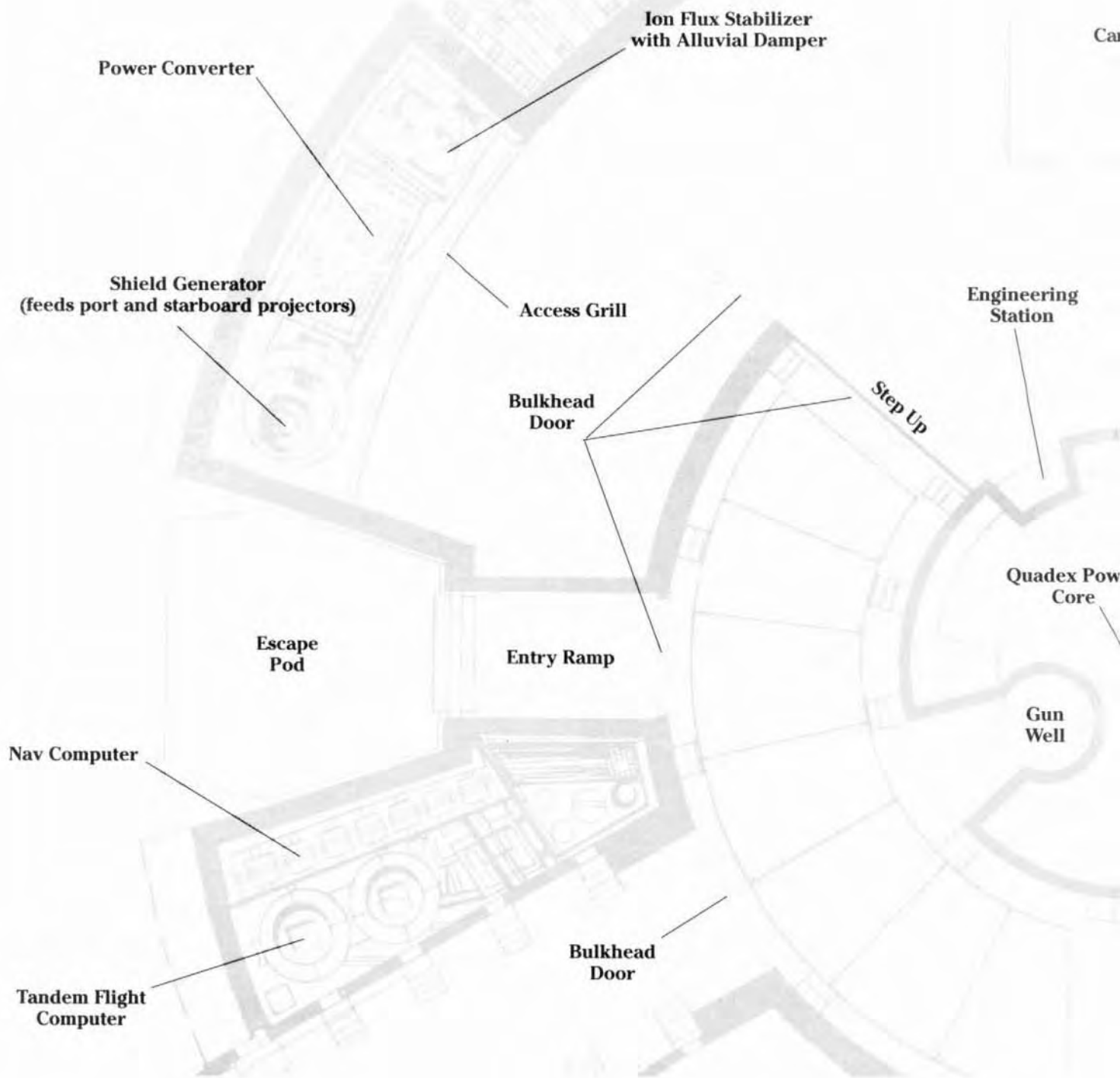
Bulkhead
Door

er

Subspace-
Hyperdrive

Auxiliary Cooling
System

rgo Lift

Cargo Bay

Power
Converter

Bulkhead
Door

Service
Access

Storage
Lockers (4)

er

Grill

Engineering
Station

Deflector
Shield Generator

Storage/
Repair Bay

Escape
Pod

Power &
Circuitry Piping

Top Hatch
& Airlock

Vacuum Suits (4) in
Overhead Compartments
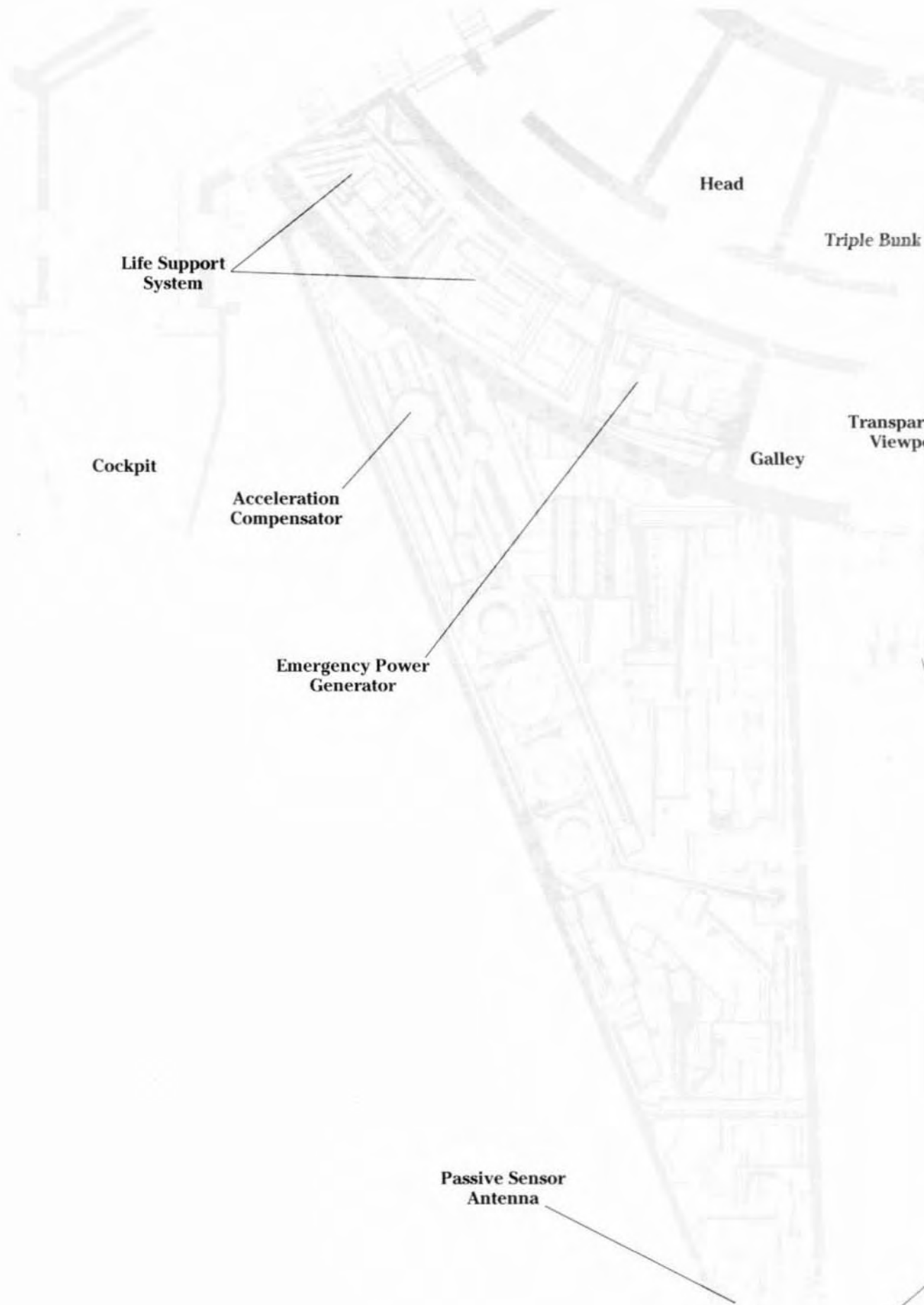
Head

Triple Bunk

Life Support
System

Cockpit

Transpari
Viewp

Galley

Acceleration
Compensator

Emergency Power
Generator

Passive Sensor
Antenna

Section 2
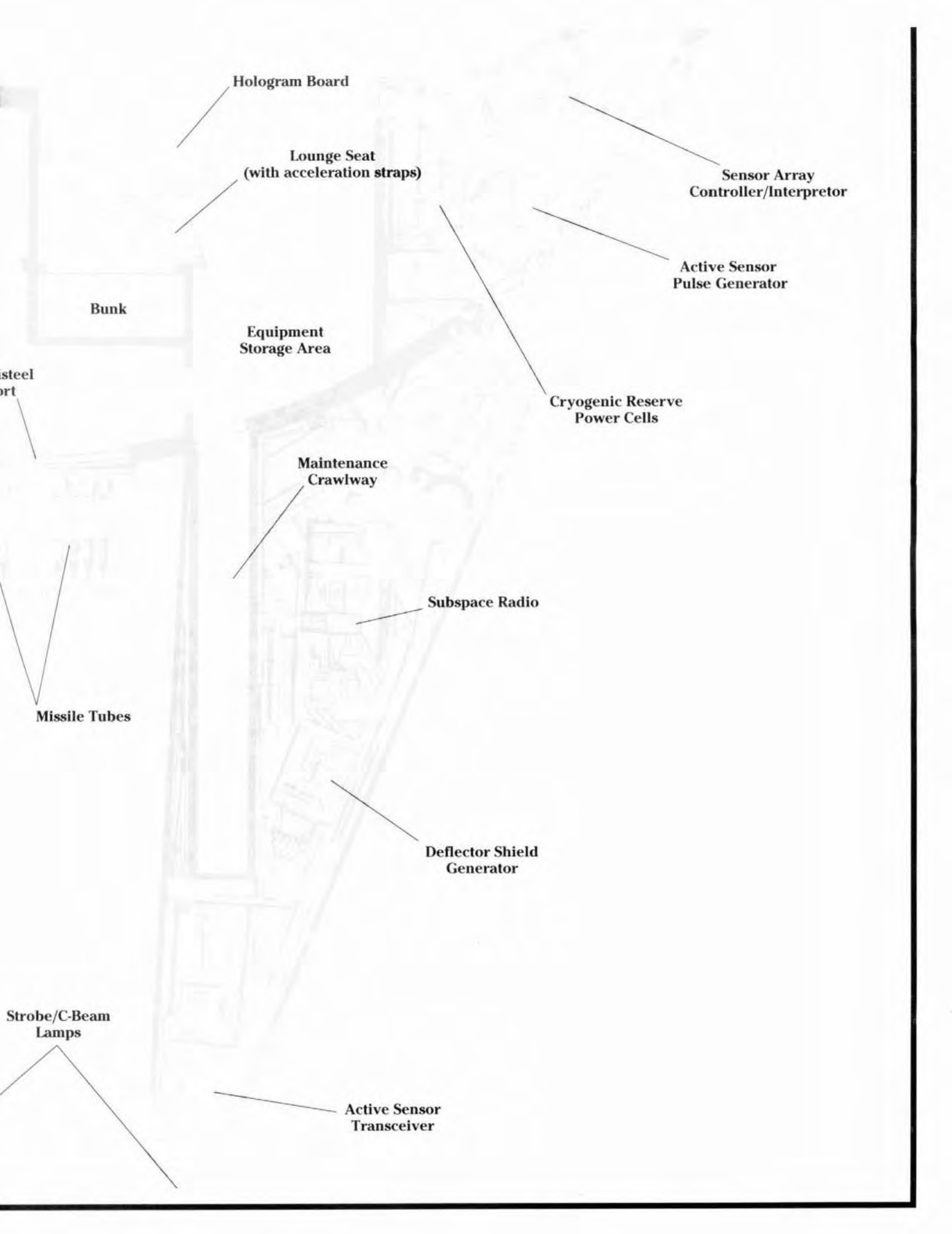
Hologram Board

Lounge Seat
(with acceleration **straps**)

Sensor Array
Controller/Interpretor

Active Sensor
Pulse Generator

Bunk

Equipment
Storage Area

steel
ort

Cryogenic Reserve
Power Cells

Maintenance
Crawlway

Subspace Radio

Missile Tubes

Deflector Shield
Generator

Strobe/C-Beam
Lamps

Active Sensor
Transceiver

	Gamorrean Guard 3		Gamorrean Guard 4		Probe Droid

Scout Trooper	Scout Trooper	Scout Trooper	Scout Trooper	Scout Trooper	Scout Trooper	Rebel Soldier	Rebel Soldier	Rebel Soldier	Rebel Soldier	Rebel Soldier	Rebel Soldier	Astromech Droid	R2-D6

Imperial Army Trooper	Imperial Army Trooper	Imperial Army Trooper	Imperial Army Trooper	Imperial Army Trooper	Imperial Army Trooper	Scruts	Shela Jalahafi	Teles Jalahafi	Viv	Colonel Pertarn	Jarus Kai	Locux Hyen	Dantaree

				Sullustan Smuggler		Twi'lek Merchant			Wookiee Outlaw

Generic Bounty Hunter	Generic Bounty Hunter 2	Mon Cal Scout	Protocol Droid	Rodian Bounty Hunter	Edan Tiger 3	Edan Tiger 2	Edan Tiger 1	Tusken Raider 3	Tusken Raider 2	Tusken Raider 1

Player Scout	Player Smuggler	Player Mon Cal	Player Protocol Droid	Player Rebel Sgt.	Player Outlaw	Player Sullustan	Player Wookiee	Player Young Jedi	Player Young Senatorial	Player Gambler	Player Failed Jedi	Player Brash Pilot	Player Bounty Hunter

Gamorrean Guard 2

Gamorrean Guard 1

Probe Droid

| Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Storm-trooper | Jawa Trader 2 | Jawa Trader 1 |

Biker Scout 2

Biker Scout 1

Unmanned Speeder Bike

Imperial Speeder

Imperial Officer 2

Imperial Officer 1

To assemble your AT-ST cut
along the black lines and fold
along the red lines (see Figure
3 below). Glue tabs to under-
side of cab ceiling and back.

Figure 3

Unmanned Speeder Bike

Biker Scout 1

To assemble your counters, cut along the solid
lines and fold along the dotted lines (see Fig-
ure 1 below). To make the stand, interlock
the tabs on their bases (see Figure 2).

Figure 1

Figure 2

STAR WARS

Introductory ADVENTURE GAME

You've Seen the Star Wars Movies ... Now Live the Adventure!
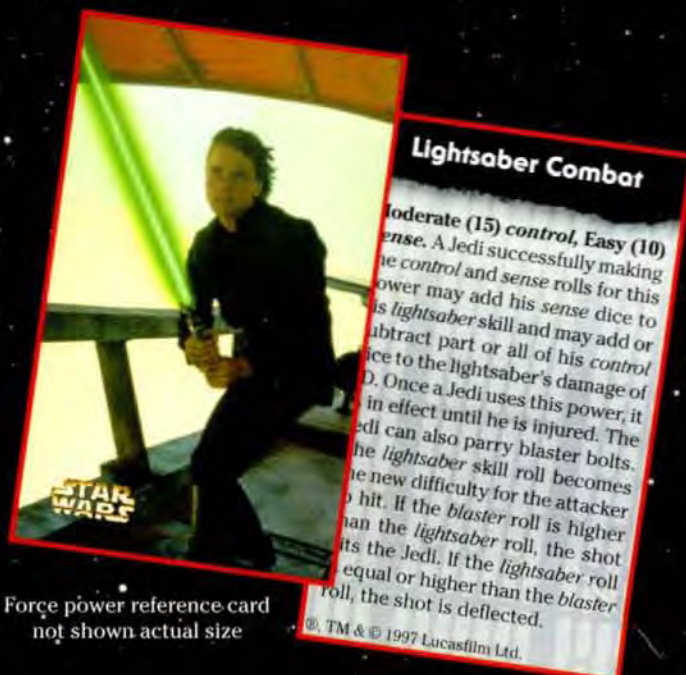
Match wits against an Imperial probe droid. Fight your way out of a besieged Rebel Base. Gather your allies, supplies and weapons while the Empire hunts you down with TIE fighters and walkers. Take on an Imperial Star Destroyer with a handful of starfighters and a heavily armed freighter. Liberate an entire planet from the Empire's tyranny.

You can do all this and more with the *Star Wars Introductory Adventure Game*.

This game has everything you need to create your own make-believe adventures in the *Star Wars* universe. You and your friends can pretend to be heroes fighting the Empire — all you need is this game and your imagination.

This game teaches you the rules while you play. One game booklet shows how to create and use your own customized *Star Wars* game character. You can choose to play a character type from the *Star Wars* films: smuggler, Wookiee, young Jedi, Mon Calamari, even a bounty hunter!

Another booklet teaches one person, the narrator, how to run other players through exciting *Star Wars* missions. It also includes an overview of the equipment, droids, creatures, starships, weapons and vehicles in the *Star Wars* universe. An adventure book lets you and your friends play your very own *Star Wars* saga. Maps of popular locations, illustrated cards, and character stand-ups help you visualize the action and create your own adventures.

Your Star Wars adventures are limited only by your imagination.

This box includes:

- **A Players Booklet** which begins teaching the rules as soon as you start reading.

- 14 *Character Sheets* you can choose from to customize and play: smuggler, Wookiee, young Jedi and Rebel trooper.

- A *Narrator Booklet* with information on the Star Wars galaxy.

- A *Star Wars* Adventure Book in which you help liberate a planet from the evil Empire.

- 64 *Color Cards* showing characters, technology and Force powers used in *Star Wars* adventures.
- *Stand-Up Characters* to help play out the action.

- 7 Maps illustrating popular *Star Wars* locations, such as a Rebel Base, a starport, a docking bay and a cantina.

- 6 *Dice.*

An introductory roleplaying game for *Star Wars* fans of all ages.

By Peter Schweighofer and Stephen Luminati

WEST END GAMES
·40602

Force power reference card
not shown actual size

Lightsaber Combat

Moderate (15) *control*, Easy (10) *sense*. A Jedi successfully making the *control* and *sense* rolls for this power may add his *sense* dice to his *lightsaber* skill and may add or subtract part or all of his *control* dice to the lightsaber's damage of D. Once a Jedi uses this power, it is in effect until he is injured. The Jedi can also parry blaster bolts. The *lightsaber* skill roll becomes the new difficulty for the attacker to hit. If the *blaster* roll is higher than the *lightsaber* roll, the shot hits the Jedi. If the *lightsaber* roll is equal or higher than the *blaster* roll, the shot is deflected.

®, TM & © 1997 Lucasfilm Ltd.