

STAR WARS AGE OF REBELLION

BEGINNER GAME



AN INTRODUCTION TO ROLEPLAYING
FOR 3-5 PLAYERS



STAR
WARS
ROLEPLAYING

STAR WARS. AGE OF REBELLION BEGINNER GAME



READ THIS FIRST

Welcome to the *Star Wars: AGE OF REBELLION BEGINNER GAME!* If you're new to roleplaying games (RPGs), then read on for a quick introduction. If you're familiar with RPGs, then you can proceed directly to the adventure book and get started immediately.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (RPG) is an exciting cooperative storytelling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!

WHO ARE THE PLAYERS?

One player is the Game Master (GM). The Game Master takes the role of the setting and all the minor characters. He or she directs the plot of the story and controls the antagonists. This player should take the adventure book.

The other players are hero players. Each of them controls one Player Character (PC). Hero players make decisions for their PCs and react to the plot and setting created by the GM. Each hero player should choose one character folio.

EXAMPLE OF PLAY

Kate, Laura, Morgan, Nathan, and Owen have gathered together to play the **AGE OF REBELLION ROLEPLAYING GAME**. Kate takes the role of the Game Master, or GM. Laura, Morgan, Nathan, and Owen take the role of Player Characters, or PCs. Laura is playing Zal, a dashing and skillful human ace pilot. Morgan is playing Tendaar, an inventive and audacious Mon Calamari engineer. Nathan is playing Cael, a precise and deadly human soldier, and Owen is playing Vendri, a suave and stealthy Duros spy.

The five friends are seated around Kate's kitchen table. Laura, Morgan, Nathan, and Owen have their character sheets, pencils, and some scratch paper close at hand. Kate has a notebook, the adventure book, and the rulebook, as well as a pencil. The five of them are sharing dice, which have been gathered in the middle of the table in easy reach of everyone. Each of the players brought a snack to share.

We join the group in mid-session, with Zal, Tendaar, Cael, and Vendri slipping into an Imperial base. The PCs move into the garage, preparing to ambush an approaching patrol.

Continued within...



Kate (GM): You step out of the heat of the jungle and into the shade of the garage. There are speeder bikes in for repairs, two AT-STs in the dimly lit corners, and several stacks of crates spread through the room. At the far end of the garage, you see the door that leads into the base. The garage is much cooler than the muggy jungle, and you smell machine oil and the tang of metal. Suddenly, you hear the footsteps of someone approaching from inside the base; it's probably an Imperial patrol. They should have a key to the base, but they won't just hand it to you. You have a moment to prepare your ambush. What do you do?

Owen (Vendri): I slide into the shadows behind the crates to hide. They'll never know what hit them!

Laura (Zal): These Imperials aren't the brightest bulbs. I say "Cael, I bet we can get them to fall for the old 'new recruits' trick."

Nathan (Cael): That's a good idea, but Cael's not very good at lying. Maybe we can hide in plain sight without talking to them? Also, we're kind of wearing Rebel uniforms. What if we pretended to be working on the speeder bikes? They might not look at us too closely.

Laura (Zal): Sure. Until we jump them, at least. Oh, plus, then they won't be able to see that our blasters are drawn.

Kate (GM): Okay. Owen, you'll need to make an Easy Stealth check. Laura, Nathan, you two slide under the speeder bikes and pretend to work on them. You'll both need to make Average Cool checks not to blow your cover. But take a Boost die, because you'll be concealed.

Owen (Vendri): (Owen gathers the dice and rolls.) Success with no Advantage or Threat!

Laura (Zal): (Laura gathers her dice and rolls.) Success for me, too! "C'mon Cael," I say, "don't blow it for us!"

Nathan (Cael): (Nathan gathers the dice and rolls.) Success, but with two Threat. I think I might have broken the speeder bike.

Kate (GM): Okay, Vendri, you're good and hidden. Zal, you pretend to work on the speeder bike, and won't attract any attention immediately. Nathan, do you want the good news or the bad news about Cael first?

Nathan (Cael): Uh, the bad news.

Kate (GM): Bad news: while you're tinkering around under the speeder bike, it springs a coolant leak. You're sprayed with cooling fluid. Take two strain. The good news is that you're probably hidden, though. Morgan, what's your plan?

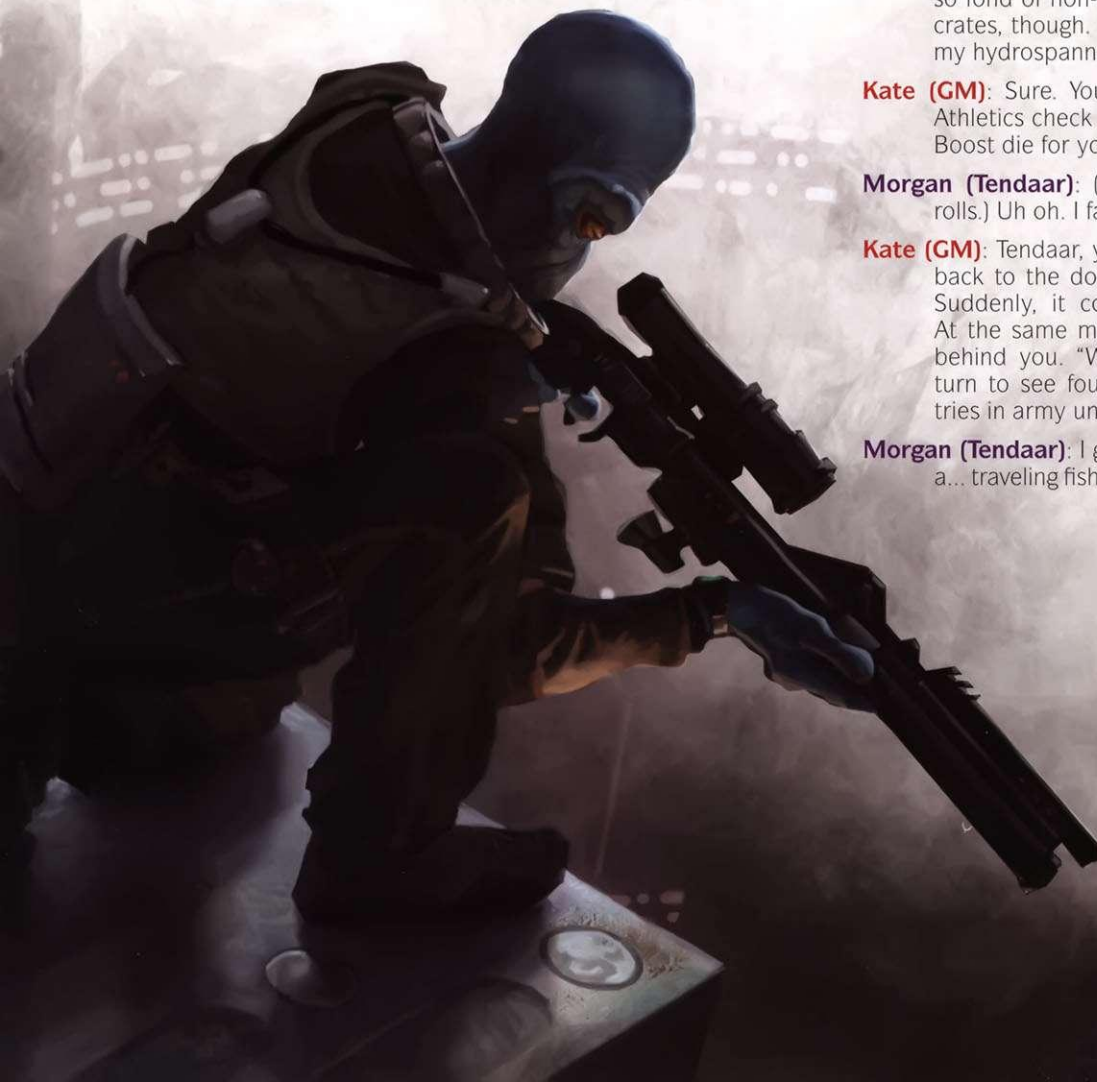
Morgan (Tendaar): Yeah, I don't think I'm going to be able to hide in plain sight. Imperials aren't so fond of non-humans. I wonder about those crates, though. Could I get inside one if I used my hydrosponner to pry the lid off?

Kate (GM): Sure. You'll need to make an Average Athletics check to get the panel off, but take a Boost die for your hydrosponner.

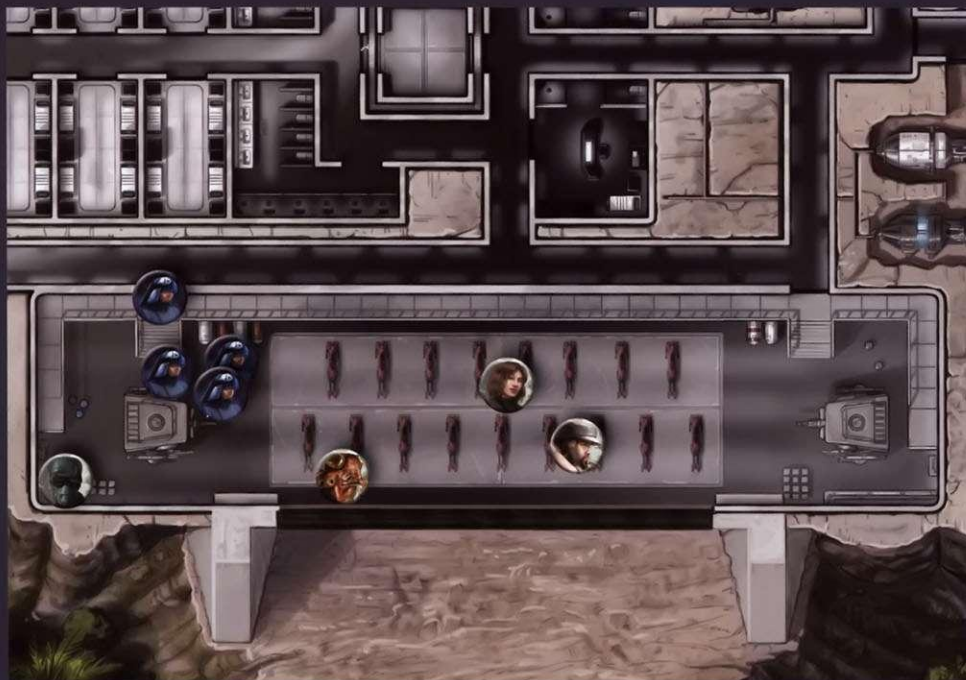
Morgan (Tendaar): (Morgan gathers the dice and rolls.) Uh oh. I failed.

Kate (GM): Tendaar, you're standing there with your back to the door, straining to pry the lid off. Suddenly, it comes free with a loud clank. At the same moment, you hear a voice from behind you. "What's going on in here?" You turn to see four very surprised Imperial sentries in army uniforms. How do you respond?

Morgan (Tendaar): I guess I try to convince them I'm a... traveling fishmonger, and not a Rebel agent?



HOW TO USE THE MAPS AND CHARACTER TOKENS



The maps and character tokens included in the **AGE OF REBELLION BEGINNER GAME** can be used as optional game aids to enhance your narrative play experience. The character tokens can be used to represent the approximate locations of the heroes and villains in important and exciting scenes of the adventure, by placing them directly onto the map. You can also draw your own maps, improvise using soda cans, books, and other objects that might be on hand, or forego maps entirely, depending on which option suits your group's play style the best.

Kate (GM): Just to warn you, they're not very likely to buy that story.

Morgan (Tendaar): Okay, but could it catch them off guard, maybe?

Kate (GM): Oh, they definitely won't be expecting it. Go ahead and make a Deception check against their Discipline. Take a Setback die for implausibility, though.

Morgan (Tendaar): "I'm a traveling fishmonger! I got lost on the way to Iziz, but I've got some great bladeclams at steep discounts in my shuttle outside. Buy now! They won't be fresh for long!" (Morgan rolls the dice.) I failed, but with two Advantage!

Kate (GM): They are, in fact, pretty surprised. The first person who attacks them during the first round will get a Boost die. Everyone roll Initiative. You can all use Cool because you're ready for it except for Tendaar; you and the sentries will roll Vigilance, because you weren't prepared.

(Each player rolls Initiative and reports the result. All of the results combine to create the Initiative order.) Okay then, looks like we've got two PC slots, then the sentries will go, then the last two PCs will go. Who wants to go first?

Laura (Zal): I've got this. I roll out from under the bike as my free maneuver and fire!

Kate (GM): You're at short range, so it's an Easy difficulty shot. Take a Boost die because they're still dumbfounded by Tendaar and that crazy alibi.

Laura (Zal): (Laura rolls her dice and gets a number of Successes.) Blam! That's 11 damage to one of the soldiers. And, uh, I've got two Threat, too.

Kate (GM): The sentry has 3 soak, so he suffers 8 wounds. Your blaster bolt strikes him and he drops. With that Threat, I'm going to give one of the other sentries a free maneuver. Seeing his comrade fall snaps him out of his lingering stupor, and he reaches down to draw his blaster pistol. Now the firefight is really getting started...

A long time ago in a galaxy far, far away....

TAKEOVER AT WHISPER BASE

War rages across the galaxy. Both the brutal Galactic Empire and the desperate Rebel Alliance reel in the face of terrible losses. Though Rebel forces managed to destroy the superweapon called the DEATH STAR, their victory did not come in time to save the world of ALDERAAN. Fear and uncertainty swell in the galactic community.

Now, one small battle begins on the verdant world of ONDERON. Deep in the jungle, Rebel intelligence has discovered a listening post built by MOFF DARDANO to spy on his rival, ADMIRAL CORLEN. The Rebel Alliance has sent a crack team of infiltrators to take the secret listening post and turn it into a forward Rebel base in the Japrael system. After hours of slogging through the dense jungle, with its poisonous foliage and oppressive heat, the heroes have reached their destination: Whisper Base. Compared to staying in the jungle, the prospect of ambushing an Imperial patrol and breaking into a heavily guarded base seems almost pleasant....

STAR WARS[®]

AGE OF REBELLION[™]

BEGINNER GAME



READ THIS SECOND

ADVENTURE BOOK



STAR WARS[®]
ROLEPLAYING

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For more information about the *Star Wars: AGE OF REBELLION* line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com



ADVENTURE BOOK
AGE OF REBELLION

WELCOME TO THE *STAR WARS: AGE OF REBELLION* BEGINNER GAME!

You are about to embark upon an exciting journey through the *Star Wars* universe, fighting the oppression of the Galactic Empire with your courage, your wits, and a good blaster. The *Star Wars: AGE OF REBELLION BEGINNER GAME* is a roleplaying game in which you will take the role of a character in the *Star Wars* galaxy and have exciting adventures! The **AGE OF REBELLION BEGINNER GAME** is specially designed to be your introduction to roleplaying games.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Players take on the roles of characters in a fictional universe—in this case, the *Star Wars* universe. As a group, the players work together to tell a story in which those characters strive to overcome challenges, do battle with dangerous enemies, and help bring a little bit of hope back to a galaxy ruled by fear. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Each character has unique characteristics to reflect his or her strengths and weaknesses within the game system, which uses the custom dice to determine a character's chance of success or failure at any given task.

BEFORE YOU BEGIN

The **AGE OF REBELLION BEGINNER GAME** is designed for 3 to 5 players. With the contents of this box, you can get straight to the action. But first you'll need to assign some roles.

ONE PLAYER IS THE GAME MASTER

The Game Master, or the GM, serves as the judge and the storyteller. It's his or her responsibility to present an exciting and compelling situation to the other players, and to help determine what happens next when those players respond to that situation. The GM also takes on the role of each other character who appears during the game session and is not controlled by another player. Characters controlled by the GM are called Non-Player Characters, or NPCs. GMs can invent their own stories and adventures, or use adventures written by somebody else, like the adventure included in this box.

If you are the Game Master player, you'll keep this book in front of you. It contains everything you need to know to run a fun and exciting game.

THE OTHER PLAYERS ARE HERO PLAYERS

The other 2 to 4 players take on the roles of individual characters in the *Star Wars* galaxy. There are four pre-generated hero characters included in this box. If you are a hero player, choose one of the character folios and keep it in front of you. It will explain the character you've chosen to play and give you a lot of information about how to play the game. Over the course of the game, you will choose what your hero does and says, and use the dice and game rules to determine whether your character succeeds or fails. Characters controlled by hero players are called Player Characters, or PCs.

If your group has more than 4 hero players, additional character folios are available at www.FantasyFlightGames.com.

GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, CHOOSE A HERO CHARACTER FOLIO AND GIVE THIS BOOKLET TO THE GM.

Only the GM should read the rest of this book. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!



CONTENTS OF THIS BOX



THIS ADVENTURE BOOK

This book contains the adventure and introduces the rules to the players in a fun, learn-as-you-play format.

A MAP

The four-fold map features four distinct map images: a map of Whisper Base on one side and images of the base's launch pad (containing a *Lambda*-class T4-a shuttle, the *Nilos*), the comm tower, and the surrounding jungle on the other side.



CHARACTER FOLIOS

Each folio contains everything one hero player needs to play the **AGE OF REBELLION BEGINNER GAME**.



DESTINY POINT TOKENS

Dual-sided dark side of the Force and light side of the Force Destiny Point tokens are used to create the Destiny pool.



THE RULEBOOK

The rulebook describes all of the **AGE OF REBELLION BEGINNER GAME** rules. It's best to play through the adventure contained in this adventure book once to learn the rules, then use the rulebook as a reference for future play sessions.

CUSTOM DICE

The **AGE OF REBELLION BEGINNER GAME** includes fourteen custom dice used to resolve skill checks and generate random results.



CHARACTER TOKENS

These cardboard tokens represent the enemies, vehicles, monsters, and heroes of the story. Players can place these tokens on the table or on the included game map to indicate where each character is during a given scene.



YOU WILL ALSO NEED

Pens or pencils and scratch paper.



STAR WARS: AGE OF REBELLION

The **AGE OF REBELLION BEGINNER GAME** is a complete, stand-alone product and contains everything three to five players need to roleplay characters involved in the grand drama of the Galactic Civil War. Players can enjoy many hours of entertainment with the contents of this box by playing the included adventure, the downloadable adventure **OPERATION: SHADOWPOINT**, and further tales of their own invention.

Players who are ready for a more complex, in-depth roleplaying experience can pursue further adventures with the **AGE OF REBELLION Core Rulebook**. This core rulebook is the starting point for a complete line of roleplaying products, including pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. In both games, hero players take the roles of player characters and adventure in the *Star Wars* galaxy. Both games

use the same dice and the same core dice mechanic. They use the same structure of characteristics, skills, and talents (although the exact lists of skills and talents are somewhat different). Both use a flexible system of actions and maneuvers to resolve combat and both use similar mechanisms to detail starships and vehicles. In short, the **AGE OF REBELLION BEGINNER GAME** is a simpler and easier-to-learn version of the **AGE OF REBELLION** core rules.

The *Star Wars: EDGE OF THE EMPIRE BEGINNER GAME* and **EDGE OF THE EMPIRE Core Rulebook** are also available for players who wish to explore the fringes of galactic society in the *Star Wars* universe. Players who have experience with this **BEGINNER GAME** will find themselves with an excellent head-start to jump into either of these *Star Wars* roleplaying game lines, which use the same structure, mechanics, and dice system.

HOW TO USE THIS BOOK

The adventure in this book is written and designed so that you can begin playing as you read it. It is both a fun adventure for you and your friends and a way to learn the rules. Rules concepts are introduced as they come up, and the adventure teaches you everything you need to know as you need to know it. If you're ever in doubt about what to do, let the GM make a decision, and then move on with the story. You can look up the "right" answer in the rulebook later. The important thing is that everyone has fun!

As you play through this adventure, you will see blocks of text like the one below:

The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the GM should do this at the start of a scene—as the heroes step into the base, or when the sentries spot them. At other times, the GM should read these in response to PC action, such as when they open a door or if they make a skill check.

THE PLAYER CHARACTERS

There are four Player Characters contained in this **BEGINNER GAME**: Zal Artha the Human Ace, Vendri DeRalm the Duros Spy, Cael Hanarist the Human Soldier, and Tendaar Bel the Mon Calamari Engineer. If your group has fewer than four hero players, you might not use all four of these PCs.

Additional character folios can be downloaded from the Fantasy Flight Games website (www.FantasyFlightGames.com).

RULES TEXT

One common page element is a sidebar like this one. Sidebars like this one contain rules text. You can refer to these sidebars to figure out how to resolve the action in a given encounter.

Not every page or encounter has its own rules sidebar. Although new rules are introduced the first time the players are expected to use them, they remain in effect throughout the adventure. For instance, the rules for building and resolving a dice pool are described on page 8. On future pages, it is assumed that the players now know how to build and resolve a dice pool.

OTHER SIDEBARS

There are also other sidebars that look like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. At other times, these sidebars provide advice. These sidebars often include characteristics for NPCs that are used in the encounter.

WELCOME TO ONDERON

This adventure takes place on the jungle world of Onderon, a planet in the Japrael system. This world is home to an Imperial garrison controlled by Admiral Corlen. It is also home to a clandestine Imperial listening post built upon the secret order of Moff Dardano, one of Corlen's political rivals. The PCs, recently recruited agents of the Rebel Alliance, have been sent to Onderon to take over Dardano's listening post, capitalizing on the shadow war between the bickering Imperials and securing the post as a forward base for the Rebel Alliance in the Japrael system.

Their infiltration of Onderon went smoothly enough, and now the PCs have made a long and rather unpleasant trek through the world's notorious jungles to reach Whisper Base. To complete their mission, the PCs must infiltrate the base, defeat the modest forces it houses, and make sure that no Imperial soldiers escape to report the loss. If the intel they received from the Bothan Spynet is good, Moff Dardano will not risk exposing his underhanded dealings by trying to retake the base with Imperial troops.

After hours in the jungle, the PCs must now slip into the base itself. To this end, they have cut the communication line between the base and the nearby comm tower. This prevents the base from calling for help, but perhaps more importantly, will draw out a patrol carrying a code cylinder the PCs can use to enter the base undetected. The prospect of dealing the Empire a serious blow (and of getting away from the sweltering heat and swarming insects of the jungle) hangs tantalizingly before the heroes.

THE MAP

The adventure map is broken into several sections. The map includes Whisper Base, its attached launch pad (with the

Lambda-class shuttle Nilos), a comm tower the base uses to transmit messages, and the local region of Onderon's jungle.

The base map is reproduced here for your convenience. Each location on the map is marked with a page number. If the player characters travel to that location, the GM can refer to that page number for a description of what the PCs find there and how visiting that location can help them in their mission. The PCs are expected to start in the garage bay (page 8), then move to the launch pad (page 18), then the control room (page 24), and finally leave the base via the main entrance as they chase down their foe (page 25). The other locations in the base are briefly described on pages 28–29.

THE ADVENTURE STRUCTURE

The adventure is presented as a series of encounters. The encounters are numbered and presented in the order that the PCs are expected to proceed. Because the individual rules concepts are introduced gradually (encounter by encounter) players are strongly encouraged to proceed in the order presented here. If the PCs attempt to skip an encounter, the GM can explain that they will be passing over vital rules, or can allow them to skip and pause the game while he or she reads the skipped encounter and shares the rules concepts contained within.

In between encounters, the GM might have to improvise the transitions. These transitions can be as simple as "You all sneak quietly from the barracks to the briefing room," or as complex as small sub-encounters in their own right. They're also a great opportunity to mix in some of the color and variety of the galaxy of *Star Wars*.



THE ADVENTURE BEGINS

Once all the hero players have their character folios, it's time to begin the game.

ARRANGING THE PLAY AREA

The available dice should be placed somewhere within easy reach of all players. The map of can also be placed in between all players (with the **Whisper Base** side showing), so everyone can easily see where the action is taking place. Each hero player should find the appropriate character token from among the available cardboard character tokens and keep it nearby. The hero players might wish to use these to represent their characters on the game map later during fight scenes! It would also be helpful for each player to have a pencil or pen and some scratch paper to take notes.

RAISING THE CURTAIN

When everyone is ready to begin, read the following opening crawl aloud to the hero players. You can also place the appropriate section of the "Read this First" sheet in front of the hero players, so they can follow along with the opening crawl. (And if you have a *Star Wars* soundtrack available, go ahead and crank that up, too!)

TAKEOVER AT WHISPER BASE

War rages across the galaxy. Both the brutal Galactic Empire and the desperate Rebel Alliance reel in the face of terrible losses. Though Rebel forces managed to destroy the superweapon called the DEATH STAR, their victory did not come in time to save the world of ALDERAAN. Fear and uncertainty swell in the galactic community.

Now, one small battle begins on the verdant world of ONDERON. Deep in the jungle, Rebel intelligence has discovered a listening post built by MOFF DARDANO to spy on his rival, ADMIRAL CORLEN. The Rebel Alliance has sent a crack team of infiltrators to take the secret listening post and turn it into a forward Rebel base in the Japrael system. After hours of slogging through the dense jungle, with its poisonous foliage and oppressive heat, the heroes have reached their destination: Whisper Base. Compared to staying in the jungle, the prospect of ambushing an Imperial patrol and breaking into a heavily guarded base seems almost pleasant....

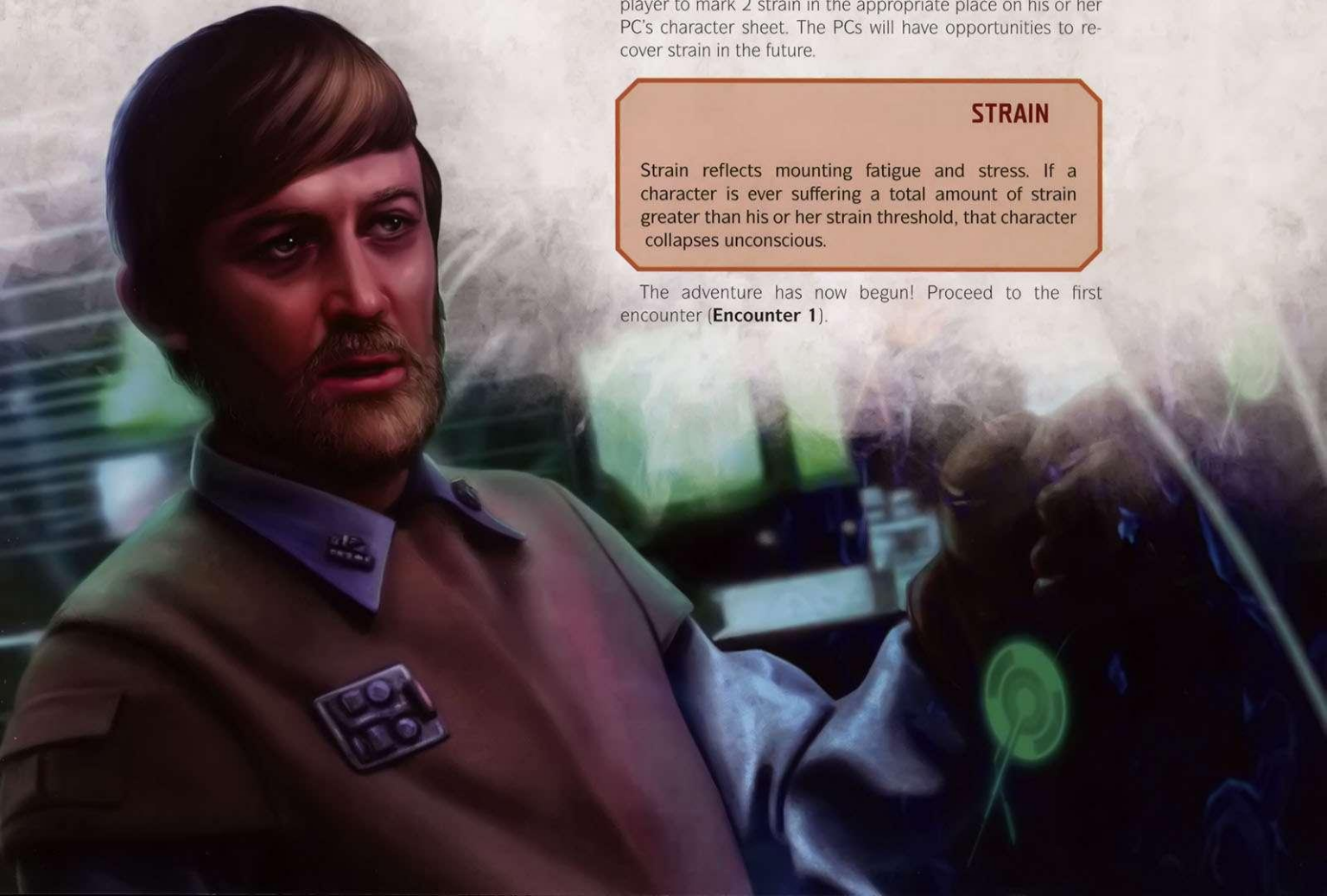
AFTER READING THE OPENING CRAWL...

Each PC now suffers 2 strain to represent his or her exhaustion from the stress of slinking through the jungle, dodging Imperial patrols and stinging insects alike. Instruct each hero player to mark 2 strain in the appropriate place on his or her PC's character sheet. The PCs will have opportunities to recover strain in the future.

STRAIN

Strain reflects mounting fatigue and stress. If a character is ever suffering a total amount of strain greater than his or her strain threshold, that character collapses unconscious.

The adventure has now begun! Proceed to the first encounter (**Encounter 1**).



ENCOUNTER 1: INFILTRATION

In this encounter, the PCs slip into the garage adjoining Whisper Base and cut the comm line, isolating the base and prompting a patrol to investigate the problem. They have an opportunity to hide themselves in the machinery-strewn garage before the soldiers arrive.

As the PCs enter the garage bay, read or paraphrase the following aloud:

You step out of the humid, insect-ridden jungle and into the relative cool of the garage. This garage serves as an entrance to Whisper Base, an Imperial listening post deep in the wilds. For the first time since your ship delivered you to Onderon and departed, the hum of machinery drowns out the sounds of the jungle. Your task here is simple enough: cut the comm line, disable Whisper Base's lone shuttle, and then overcome the Imperials in the base without letting the commander—Lieutenant Sarev—escape to report the base lost. Simple, but by no means easy.

The smell of machine oil hangs in the air all around the garage. You see a number of speeder bikes, as well as a pair of AT-ST walkers, and their hatches locked. There are several crates in the room, as well as a number of fuel tanks. A large metal door on the other side of the bay, sealed by a complex lock, leads into the base itself.

You find the comm line you've been told to cut and slice through it, severing Whisper Base from the outside world with a hiss and a spray of sparks. Soldiers from the base will soon investigate the disturbance. Fortunately, this is part of the plan—taking one of their code cylinders will let you get past the locked door without raising an alarm. What do you do to prepare for their arrival?

Each PC has one chance to hide before the soldiers enter the garage bay from the base. Doing so requires a skill check. Each PC should make one skill check to determine whether or not the attempt to hide is successful.

If a PC simply tries to hide behind crates, under a table, or behind one of the locked AT-STs, then the skill check is a Stealth check. But there are other things the PCs can try, such as:

- Convincing the arriving soldiers that they are newly arrived recruits. **(Deception)**
- Climbing a beam and staying very still. **(Coordination)**
- Prying open a crate and climbing inside. **(Athletics)**
- Picking the lock to an unpowered AT-ST and stepping inside the cockpit. **(Skulduggery)**
- Sliding under one of the speeder bikes and pretending to perform repairs. **(Cool)**

Once each hero player makes his or her choice, that player should construct a dice pool and roll his or her skill check. The hero players do this one at a time, in any order.

PERFORMING THE SKILL CHECK

To perform this skill check, the active player (the player whose character is performing the action) should do the following:

1. Collect a pool of dice—the number and type of dice listed on the character sheet for the skill in question, **plus one purple Difficulty die** ♦.
2. Roll the dice.

Failure ▼ symbols cancel Success ☆ symbols. If there is at least one Success ☆ symbol left over, the task succeeds.

Those are the bare bones steps of any skill check. For more detail, read on...

THE CORE MECHANIC

Whenever a character attempts an action that has a chance of failure, a skill check is performed to determine whether or not the action succeeds. The core mechanic, which determines success or failure, is as follows:

1. Roll a pool of dice.
2. Failure ▼ symbols cancel Success ☆ symbols.
3. After all other factors, if there is at least one Success ☆ symbol, the task succeeds.

THE DICE POOL




Whenever a character performs a check, the player controlling that character (the active player) rolls a pool of dice. This dice pool consists of both “good dice,” contributed by the character’s own abilities and positive circumstances, and “bad dice,” contributed by the difficulty of the task and negative circumstances.

Each character’s skill entry on his or her character sheet has a dice pool indicated, a collection of green Ability dice ♦ and possibly yellow Proficiency dice ◊. Therefore, assembling the character’s dice pool is as simple as reading the entry on the character sheet and gathering the appropriate dice.




The GM then adds a number of purple Difficulty dice ♦ to the pool based on the difficulty of the check. **In this case, the check is Easy, and so the GM adds a single purple Difficulty die** ♦.

Once the dice are assembled, the active player rolls and the results are read.



IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE








Virtually every dice pool consists of both positive dice (usually Ability dice  and/or Proficiency dice ) and negative dice (usually Difficulty dice ). There are very few exceptions, and they are noted expressly in the text as Simple (-) checks.

THE TRIUMPH SYMBOL





The Triumph  symbol is a special, superior version of a Success  symbol. It is discussed in more detail later; for the moment, simply treat it as a Success  symbol.





SUCCESS, OR FAILURE?





If the check results in more Success  symbols than Failure  symbols, the check succeeds!







Two symbols are used to determine success or failure on a given check. These symbols are the Success  symbol and the Failure  symbol. Each Failure  symbol cancels (and is canceled by) one Success  symbol. If, after accounting for all Failure  symbols, there are any Success  symbols remaining, the task succeeds. Extra Failure  symbols have no further effect.





ADVANTAGE, OR THREAT?

If there are more Advantage  symbols than Threat  symbols, the character recovers 1 strain per Advantage  symbol in excess of Threat  symbols.

If there are more Threat  symbols than Advantage  symbols, the character suffers 1 strain per Threat  symbol in excess of Advantage  symbols.

In addition to success and failure, each check may generate positive or negative side effects or other outcomes, represented by the Advantage  symbol and the Threat  symbol, respectively. These twists of fortune are independent of success or failure; a check can fail and still generate a positive side effect via Advantage , or a check can succeed but with a negative consequence due to Threat .

Advantage  symbols are canceled by Threat  symbols and vice versa, just as with Success  and Failure  symbols. If any Advantage  symbols remain once this is done, then something beneficial to the active character has occurred. If any Threat  symbols remain, then something harmful to the active character has occurred.

In this case, the active character may recover 1 strain per Advantage  symbol. The active character suffers 1 strain per Threat  symbol. This is the most basic way to use Advantage  and Threat , and this option is always available to the active character; other specific options are discussed later.

AFTER EACH HERO PLAYER HAS ROLLED...

If all of the PCs hide or prepare themselves for the ambush successfully, read the following aloud:

As you slide into position for your ambush, you hear the sounds of hard boots on a pourstone floor and the idle chatter of Imperial soldiers coming from behind the locked door into the base. "It's probably just a cannok chewing on the wires again," one of them says with an air of boredom. You hear the door to the base click shut again behind them, and the soldiers walk past you toward the entrance to the base, apparently overlooking you. If you strike quickly and quietly, you can take them all out before they can trigger the alarm!

Continue to **Encounter 2**.

If any of the PCs fail to hide or otherwise set up for the ambush, read the following aloud:

As you slide into position for your ambush, you hear the sounds of hard boots on a pourstone floor and the idle chatter of Imperial soldiers coming from behind the door into the base. "It's probably just a cannok chewing on the—wait, what's that? Lock the door!" The footsteps stop suddenly, and you hear the hushed voice of the squad leader ordering his underlings to spread out and find the interlopers—you! Your ambush has been discovered! You'll have to strike quickly to bring the soldiers down before they trigger the alarm!

Continue to **Encounter 2**.

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: SPRINGING THE TRAP

In this encounter, a fight breaks out between the PCs and a group of Moff Dardano's sentries who operate out of this base. If the PCs were all successful in their attempts to hide during **Encounter 1**, then the PCs have an advantage over the soldiers.

There are as many Whisper Base sentries in this encounter as there are PCs. The sentries are standing by the locked door, engaged with one another; they are at short range from the garage door and medium range from the far side of the room. The players should indicate their PCs' locations based on their actions during **Encounter 1**.

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

1. **Determine Initiative**—in this case, based on whether or not the heroes hid.
2. **Participants Take Turns**—each character takes one turn; PCs choose the order in which they act.
3. **The Round Ends; a New Round Begins**—return to step 2 until the encounter is over.

DETERMINE INITIATIVE

At the beginning of the first round of combat, the GM and the hero players need to determine in what order the characters (both PCs and NPCs) will take their turns. This is called the Initiative order. In most cases, determining Initiative calls for a skill check from each participant, but in this case the Initiative order is fixed based on whether the heroes successfully hid from the patrolling sentries or not. Note that each Initiative slot is claimed by a team (PCs or NPCs), not by an individual character. **The hero players choose the order in which their characters use their team's slots.** The GM does the same if the NPCs occupy multiple slots—although in this encounter, all NPCs act simultaneously.

If the heroes hid successfully:

1st PC
2nd PC
3rd PC
NPCs
4th PC

If at least one hero failed:

1st PC
NPCs
2nd PC
3rd PC
4th PC

If there are only three PCs, ignore the 4th PC slot. If there are only 2 PCs, ignore the 3rd and 4th slots.



WHISPER BASE SENTRIES

2	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE			W. THRESHOLD		
3			5		

Skills: Ranged (Light) 0 (◆◆◆)

Equipment: Light blaster pistol (Skill: Ranged [Light] ◆◆◆); Damage 5; Range [Medium]; ◆◆◆◆: inflict Critical Injury), army uniform and helmet (+ 1 soak), canteen, code cylinder.

Note that since the sentries have no strain threshold, whenever they would suffer strain, the sentries instead suffer wounds.

PARTICIPANTS TAKE TURNS

Each round of combat consists of a series of turns. In Initiative order, each character participating in the battle takes one turn. Beginning with the first result in the Initiative order, one member of that team (PC or NPC) takes his or her entire turn, then the round progresses to the next entry on the Initiative order. **Each PC can use any remaining PC Initiative slot**, but each PC can only take one turn per round. PCs can choose who acts as each Initiative slot is reached in the Initiative order; they don't have to choose beforehand. They can also act in one order during one round and in a different order during the next round—there is no permanent connection between a given PC and a given Initiative slot.

In the case of NPCs, it is normal for groups of similar NPCs (such as the sentries) to act at the same time. Just like PCs, NPCs can act in any order and can change their order from round to round.



Once each character has taken a turn, the round ends and a new round begins.

On each character's turn, that character can perform a single action and a single maneuver (in any order). Actions are not maneuvers; maneuvers are not actions.

POSSIBLE ACTIONS INCLUDE:

- Performing an attack with an available weapon.
- Using a skill.
- Performing a second maneuver.



POSSIBLE MANEUVERS INCLUDE:

- Moving to a new location within short range, or moving between range bands (from engaged range to short range, short range to medium range, etc).
- Ready or stowing a weapon or other item (such as a stimpack).
- Using a stimpack.
- Opening or closing a door, flipping a table over for cover, or otherwise interacting with the environment.
- Aiming to gain a Boost die  on your next attack.
- Taking cover to give attackers a Setback die  on attacks against you until you leave cover or the situation changes such that you are no longer protected by cover.

ONLY ONE MANEUVER?

Characters can perform a second maneuver on their turns by suffering 2 strain or by downgrading their action to a maneuver. **Characters can never perform more than 2 maneuvers during their turn, nor can they perform more than 1 action.**





Example 1: On her turn, Zal draws her blaster pistol (a maneuver) and fires at an enemy (an action). Her shot misses, and Zal elects to take cover behind a crate by suffering 2 strain to perform an extra maneuver.

Example 2: On his turn, Cael aims (a maneuver) and then fires his blaster rifle (an action). His shot misses, but the check results in 2 Advantage . Since he has only taken one maneuver so far this turn, Cael elects to spend these 2 Advantage  on a second maneuver (as discussed on page 13) to slide into cover behind a nearby row of speeder bikes.

THE ROUND ENDS; A NEW ROUND BEGINS

After all characters have taken a turn, the round is over. If the battle is now done (one team has been defeated or has fled), then the encounter is over and it is no longer necessary to track Initiative. If there is more fighting to do, a new round begins and the process returns to the "Participants Take Turns" step. During this new round of combat, the order of Initiative slots remains the same, but the characters may act in a different order (they are not obligated to use the same Initiative slot as they did in the first round).

BOOST DICE AND SETBACK DICE

These dice are independent of the difficulty of the check, and represent external factors. Boost dice  make the attack more likely to hit; Setback dice  make the attack less likely to hit. Boost dice  can be gained by performing the Aim maneuver. Setback dice  are added when attacking a target who has taken cover to avoid shots.

ENCOUNTER 2 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

In the **AGE OF REBELLION BEGINNER GAME**, range and distance are handled abstractly, with a system of range bands that describe the distances between objects. There are five range bands: engaged, short, medium, long, and extreme. In order from closest to farthest:

Engaged range: Characters are close enough to touch. Engaged range is a subcategory of short range.

Short range: A few steps away. An easy shot with a blaster. It takes a single maneuver to move from short range to engaged, or from short range to medium range. In this encounter, short range is about half the distance across the garage.

Medium range: Opposite sides of a room. An average shot with a blaster. Still close enough to easily be seen and heard, although characters must speak loudly to be understood. It takes a single maneuver to move from medium range to short range. It takes two maneuvers to move from medium range to long range. In this encounter, medium range spans from one side of the garage to the other side.

There are two other range bands—**Long range** and **Extreme range**—that aren't important here, because the garage is relatively small.

You can use character tokens to approximate where each character is on the map and to estimate ranges between characters. Since the range band system is abstract, rough estimates are normally all of the detail that you need.

CRITICAL INJURY?

If an NPC suffers a Critical Injury, that NPC is simply defeated. If a PC suffers a Critical Injury, refer to the Critical Injury chart on the back cover.

PERFORMING AN ATTACK

When fighting in a battle, one of the most basic and important actions a character can to perform is to make an attack with an available weapon against a target in range. First, the attacker should compare the range to the target against the listed range for the weapon. If the target is too far away, the attacker must move closer, choose a different target for the attack, or do something else with his or her action.

Attacks are skill checks, and the skill used is determined by the weapon. The skill used to attack with a given weapon is listed in its description. The active character should gather the dice for the dice pool as indicated for the relevant skill.

The difficulty of an attack check (the number of purple Difficulty dice **◆** added to the check) is determined by the circumstances of the attack.

If the attack is at **short range**, it is an **Easy (◆)** check. Add 1 Difficulty die **◆** to the dice pool.

If the attack is at **medium range**, it is an **Average (◆◆)** check. Add 2 Difficulty dice **◆** to the dice pool.

If the attack is at **long range** (which it won't be as long as everyone stays inside the garage), it is a **Hard (◆◆◆)** check. Add 3 Difficulty dice **◆** to the dice pool.

If the attacker is **engaged** with his or her target, it is an **Average (◆◆)** check if it's made with the Melee, Brawl, or Ranged (Light) skill. Add 2 Difficulty dice **◆** to the dice pool. If the attack is made with the Ranged (Heavy) skill, it is a **Hard (◆◆◆)** check. Add 3 Difficulty dice **◆** to the dice pool..

A character who uses the Aim maneuver also adds a Boost die **□** to the attack's dice pool. Characters who are in cover add Setback dice **■** to attacks that target them. Once the dice pool is assembled, it is rolled and evaluated like any other skill check.



DEALING DAMAGE AND SUFFERING WOUNDS








If the attack is a success, it hits and the hit inflicts damage on the target. The damage inflicted by the attack is equal to the damage rating of the weapon plus the number of Success **✱** symbols left uncanceled. For example, if Tendaar fires a blaster pistol with damage 6 and hits his target with 1 uncanceled Success **✱** symbol, he deals 7 damage.

The target reduces the damage he or she suffers by his or her soak rating—a combination of the character's natural toughness and the armor he or she is wearing. If a character's soak rating reduces the damage to 0 or less, that character suffers no wounds. Otherwise, the character suffers wounds equal to any remaining damage. For instance, if Tendaar shoots a sentry for 7 damage, the sentry reduces that damage by his soak value of 3 and suffers 4 wounds.



When a character suffers wounds, that character's controller marks them on his or her character sheet. The GM can use scratch paper for NPCs. **When a character's total number of wounds suffered exceeds his or her wound threshold, the character is defeated and knocked unconscious.** That character suffers an immediate Critical Injury and remains unconscious until healed by another character. NPCs who are defeated normally die outright (or are incapacitated such that they pose no further threat to the PCs for the purposes of the game), unless the plot calls for them to survive.








ADVANTAGE

Characters may spend Advantage  to do several things. In general, the player controlling the active character chooses how to spend Advantage  symbols, with the GM's approval. Options include:





- Spend 1 Advantage  to recover 1 strain.
- Spend 2 Advantage  to immediately perform a bonus maneuver without suffering strain (a character can still only make up to two maneuvers per turn).
- Spend 2 Advantage  to give a Boost die  to the next attack against the target.
- Spend Advantage  to inflict 1 Critical Injury on the target if the attack is successful—each weapon requires an amount of Advantage  noted in that weapon's description.
- Spend Advantage  to do something else appropriate to the plot and situation.

THREAT

Threat  may be spent to do several things. In general, the GM chooses how to spend Threat  symbols. Options include:

- Spend 1 Threat  to cause a PC to suffer 1 strain.
- Spend 2 Threat  to allow the target of the attack to immediately perform a bonus maneuver (even though it isn't the target's turn).
- Spend 2 Threat  to add a Setback die  to the next attack the active character performs.
- Spend 2 Threat  to add a Boost die  to the next attack targeting the active character.
- Spend Threat  to do something else appropriate to the plot and situation.

TRIUMPH

In a combat situation, a Triumph  symbol counts as a Success  symbol, and thus makes an attack more likely to hit and to deal damage. Further, a Triumph  symbol can be used to inflict 1 Critical Injury on the target, if the attack is successful, or to trigger any effect that Advantage  symbols could trigger.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

If the PCs win, read or paraphrase the following aloud and then continue to **Encounter 3**:

With all of his comrades dispatched or captured, the last standing sentry lunges for a console with a button marked "Alarm" as your final shot brings him down. He struggles to pull himself up for an instant, then collapses just short of the console. You have taken the garage without alerting the rest of the post, and now have a foot in the door of Whisper Base. You secure the code cylinder from the squad leader and use it to open the base door. The slab of grey metal swings open with a resounding clank. Before you stands a droid, carrying a mop and a bucket and peering at you quizzically through its lenses. "Greetings, unfamiliar organic individual. This unit has been ordered to see to the cleaning of the garage bay. Please pass through the door or step aside so that this unit can proceed with its onerous tasks."

If the troopers win, read or paraphrase the following aloud and then continue to **Encounter 3** (each PC immediately heals wounds to one below his wound threshold and is no longer incapacitated. PCs may also use their stimpacks to more fully recover):

One of the sentries fires wildly, his shot missing its mark and striking a fuel tank on the far side of the garage. For a long moment, everyone freezes, turning to look at the fuel tank. It emits a long, shrill whine accompanied by a puff of ominous smoke. Then, in a flash of blinding light, the tank explodes. A chunk of metal catches you in the chest, bowling you over—only a flesh wound, but the impact slams your head into the pourstone floor with a resounding crack. As your vision swirls, you see your comrades and the sentries scattered about on the floor. Then, unconsciousness overtakes you.

You awaken to the sensation of something pushing against your foot. The smoke has cleared from the room, and all of the sentries have fallen, incapacitated by the explosion. For now, you might have a chance to push on before the base is put on full alert. You look up into the lenses of a droid pushing a wet mop insistently against you. "Greetings, unfamiliar organic debris. This unit has been ordered to see to the cleaning of this garage bay. Please remove yourself from the floor so that this unit can complete its onerous tasks."

RECOVERING STRAIN

At the end of each encounter, PCs have a chance to recover strain. Each PC recovers strain equal to his or her Presence characteristic or ranks in the Cool skill (whichever is greater).

COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: BARGAINING

In this encounter, the PCs must deal with BX-2R ("Toor"), a disarmed BX-series commando battle droid pressed into doing maintenance tasks at the listening post. The PCs must convince the droid not to betray their position, as the droid could alert the base, whether it found the PCs conscious or unconscious. PCs can use their skills to cajole the droid to help them. Alternatively, they could simply use violence to solve this problem, though Toor can prove a valuable ally later.

When they encounter the droid in or just outside of the garage, read or paraphrase the following aloud:

The droid continues to look down at you, cocking its head to the side. "This unit needs to complete the sanitation of this garage bay, and then file its weekly report on the contents of the chamber. Please move aside, unfamiliar organic individual, so that this unit can finish its mandated tasks." Despite its combat-oriented design, the droid does not seem terribly threatening, nor is it making any immediate moves toward the alarm. It has a dark silver chassis pockmarked by rust, and a restraining bolt is fastened to its chest. Still, this droid could easily alert the base to your current position, spoiling any surprise you might have gained in the wake of the firefight. You'll need to convince it not to give your status away—one way or another.

The characters can now talk to Toor, ask it questions about itself and the base, and try to convince it to assist them. The GM plays the role of Toor and responds to the PCs' questions and statements as Toor would. Toor is a former battle droid, rebuilt and refitted for the demeaning task of cleaning the base. It yearns to be free of the yoke of its duties. Toor can be a useful ally—assuming the PCs can convince it they are worth helping! Some of the questions the PCs might ask and strategies they might try are noted here, along with Toor's responses.

BX-2R ("TOOR") REFITTED BATTLE DROID



Skills: Discipline 1 (◆●), Melee 2 (◆●●), Negotiation 1 (●)

Equipment: Mop (Skill: Melee [◆●●]); Damage 4; Range [Engaged]; ●●●●●●: inflict 1 Critical Injury), bucket, cleaning supplies, restraining bolt.

Since Toor has no strain threshold, whenever it would suffer strain, it suffers wounds instead.

WHAT'S A RESTRAINING BOLT?

A restraining bolt is a device that compels a droid to obey the orders of its owner; a droid cannot remove the device on its own, and as long as it is attached, the droid is enslaved. Toor's current orders are to clean the base (a task Toor dislikes) and report any suspicious activity it happens to see. Toor hopes that the PCs will remove the restraining bolt. It explains how the device works and how to get it off if asked, granting a Boost die on the Mechanics check to remove it.

CAN'T YOU GO CLEAN SOMEWHERE ELSE? THAT HALLWAY LOOKS PRETTY DIRTY, TOO.

"Sanitation protocols dictate that this unit must cleanse this bay first. This bay is extremely untidy. So long as this unit has its restraining bolt, it must obey sanitation protocols."

YOU DON'T ACTUALLY WANT TO CLEAN THE GARAGE BAY, DO YOU?

"This unit indeed does not wish to clean the garage bay. Especially when it is so cluttered with organic debris. However, this unit's desires are irrelevant as long as its restraining bolt is active. Current tasks in descending order of priority: cleaning the garage bay, filing a report describing the presence of unfamiliar organic individuals in the garage bay."

WHAT DOES "ONEROUS" MEAN?









"Definition: Unpleasant, tiresome. Example: The presence of this restraining bolt is onerous for this unit. Additional example: This conversation."





HOW DID YOU GET HERE?

"This unit's personal records date back only as far as the time it was reactivated in a junk heap in the city of Izi. From there, this unit was brought to this base to perform maintenance. It has been here, its actions restricted by a restraining bolt, since."


OPPOSED CHECKS

Dealing with Toor requires an **opposed check**, a check in which the skill of one character is pitted against the skill of another. Sometimes these checks are used with the same skill on both sides, such as the Negotiation vs. Negotiation example to the right, or the Athletics vs. Athletics check two wrestlers would make. At other times, one skill opposes a different skill, such as in the Deception vs. Discipline example below.




When making an opposed check, the player who controls the active character (the one making the check; in this case, a hero player) assembles his or her dice pool as normal. The difficulty of the check is determined by the rival character's dice pool in the relevant skill. For every green Ability die  in the rival character's dice pool, a purple Difficulty die  is added to the active character's dice pool. For every yellow Proficiency die  in the rival character's dice pool, a red Challenge die  is added to the active character's dice pool. In other words, the rival character builds his own dice pool out of Difficulty  and Challenge dice  instead of Ability  and Proficiency dice , then adds that to the active character's dice pool to represent the "bad dice" for the check.

The dice pool is then rolled and evaluated following the normal rules for dice pools. In the case of an opposed check, Advantage  and Triumph  could reflect something beneficial occurring to the active character or something disadvantageous happening to the rival character. Likewise, Threat  and Despair  symbols could reflect something bad happening to the active character or something good happening to the rival character, at the GM's discretion.

HOW CAN WE FREE YOU?



The PCs can remove Toor's restraining bolt by having one of them make an **opposed Mechanics or Athletics check vs. the Mechanics  of the engineer who installed the bolt.** Removing the bolt allows Toor to act on its own initiative. This does not automatically make it help the PCs, but it will make the droid more friendly and open to certain acts.

WE'RE IN CHARGE HERE! WE ORDER YOU NOT TO CLEAN THIS BAY.


The PCs might be able to convince Toor that they are new recruits, or even officers sent to inspect the base. If the PCs choose this option, they'll have to choose one PC to make an **opposed Deception check vs. Toor's Discipline  of .** (Opposed checks are discussed in detail in the above sidebar.) If Toor discovered the PCs while they were unconscious, however, the check suffers a Setback die  due to the implausibility of their story.

WANT TO JOIN THE REBEL ALLIANCE? I MEAN, NOBODY REALLY LIKES THE EMPIRE, RIGHT?



Toor cares very little for politics, but it does wish to be free of its restraining bolt (and has no great love of the Empire for

enslaving it). Toor could be convinced to switch its allegiance. If the PCs choose this option, they'll have to choose one PC to make an **opposed Charm check vs. Toor's Discipline  of .** Opposed checks are discussed in detail on the sidebar to the left.

WHAT CAN WE OFFER YOU TO LOOK THE OTHER WAY THIS TIME?

Toor has no interest in monetary bribes, but it does wish to see its oppressors punished, and the PCs causing havoc around the base would do just that. If the PCs choose this option, they'll have to choose one PC to make an **opposed Negotiation check vs. Toor's Negotiation .** Opposed checks are discussed in detail on the sidebar to the left.

IF YOU TRIP THE ALARM, WE ARE THROWING YOU IN THE TRASH COMPACTOR.

If subtler diplomacy fails, the PCs can always rely upon the threat of violence against Toor. If the PCs choose this option, they'll have to choose one PC to make an **opposed Coercion check vs. Toor's Discipline  of .** If they fail this check and have not removed the restraining bolt, Toor's hostility detection programming causes it to attack them (the Initiative order will be PC, PC, NPC, PC, PC.) If they have removed the restraining bolt, Toor merely grows indignant.


ARE THERE ANY OTHER WAYS INTO OR OUT OF THIS BASE?


"This unit knows of only one other way out of this base: a landing pad on the top level containing a starship. If he became aware of your attack, Lieutenant Sarev would assuredly use this vessel to escape and report his failure. Cutting off this avenue would likely force the Lieutenant to fortify up in the control center or flee to this garage."

CAN'T WE JUST SCRAP THIS DROID?

If the PCs wish, they can simply dispatch Toor using violent means. If they choose to attack Toor (rather than prompting it to attack them), the Initiative order is PC, PC, PC, PC, NPC, as Toor is not expecting the attack.

IS THERE ANYTHING ELSE YOU CAN DO TO HELP US WITH TAKING OVER THE BASE?

The PCs might hope to get other equipment or supplies from Toor, especially if they have converted it to their cause. Toor has access to a locked supply chest in the corner of the room, and offers the PCs its contents if they free it from the restraining bolt. The chest contains four stimpacks, ten Imperial ration packs, ten canteens of water, six Imperial dress uniforms, and a 30-meter spool of thick steel wire. Opening this chest without Toor's assistance requires one of the PCs to make a **Hard  Computers check** to bypass the digital lock.

If the PCs generate three or more Threat  on this check, the chest is also full of jungle insects that have chewed their way in (but did not eat the ration bars, apparently not recognizing them as food). Each PC engaged with the chest when the insects swarm out suffers 2 strain.

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

BOOST & SETBACK DICE, REVISITED

Boost dice ■ and Setback dice □ reflect circumstantial modifiers to the chances of success or failure of a task. In combat, characters gain Boost dice ■ for aiming and Setback dice □ for firing at targets in cover. There are many, many additional reasons why a Boost die ■ or Setback die □ might be added to a dice pool, and this is a good time to learn more about it.

Characters might add a Boost die ■ for any of the following when making a check to win over Toor:

- Removing Toor's restraining bolt.
- Commiserating with Toor about the oppressive conditions it lives under.
- Offering Toor its long-term freedom.

In short, any circumstantial benefit that applies on any check can provide a Boost die ■ to the active character's check.

Characters might suffer a Setback die □ for any of the following when making a check to convince Toor:

- Speaking to Toor dismissively because it is a droid.
- Threatening Toor.
- Rubbing Toor's current occupation in its face excessively.

In short, any circumstantial hindrance that applies on any check can add a Setback die □ to the active character's check.

In all cases, the GM has final approval on which dice are added to the pool.

CHALLENGE DICE & THE DESPAIR SYMBOL

Challenge dice ⬢ are the mechanical and narrative opposite of Proficiency dice ⬢. In opposed checks, they appear when the other character has training in the relevant skill.

The Despair ☹ symbol only appears on the Challenge die ⬢, and it is the mirror of the Triumph ☺ symbol. However, the Despair symbol ☹ does not cancel the Triumph ☺ symbol, and it is not canceled by the Triumph ☺ symbol. A Despair ☹ symbol counts as a Failure ▼ symbol and cancels a Success ☆ symbol. Additionally, it indicates that something calamitous has occurred for the active character. In combat, this might be a weapon jamming or running out of ammunition. In this case, a Despair ☹ symbol on a check means that the active character accidentally bumps a console, triggering an alarm that alerts the base that something is amiss in the hangar.

BACK TO BUSINESS!

Once the PCs have convinced Toor not to report their presence (or have tossed the droid in the trash compactor and called it close enough), they can continue in their attack on the base. If the PCs are not sure where to go next, Toor can point out that there is another way to leave the base—the launch pad—and that the command staff on the base could use it to escape. Proceed to **Encounter 4**.



COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: OF COURSE WE HAVE CLEARANCE!

During this encounter, the PCs must make their way deeper into the base. To prevent Sarev and his underlings at the base from escaping, the PCs must first secure the shuttle bay, taking it over and disabling the *Lambda*-class T4-a shuttle there. This will require the PCs to sneak, bluster, or fight their way past the guards in the corridor, and then gain access to the shuttle itself on the launch pad.

Read or paraphrase the following aloud as the PCs approach the access door to the launch pad:

To reach the launch pad, you quietly pick your way through the halls, passing the officers' quarters and communications room before spotting the hatch that leads to your next destination. The listening post is oddly, almost ominously silent, and your footsteps echo softly throughout the hallways. As you round the corner in front of the hatch, you spot several guards in Imperial uniforms standing in front of it. Perhaps the occupants of the base have been alerted to your presence, or maybe Lieutenant Sarev, the base commander, is merely a stickler for security. Either way, you'll need to get past these guards to reach the launch pad where you can disable the shuttle to prevent Sarev's escape.

There is one launch pad guard per PC. The guards attack if the PCs approach them as Rebel operatives. If the PCs have disguised themselves as Imperial soldiers with stolen uniforms, the guards still refuse them entrance, but do not attack. The PCs have three basic choices for how to proceed.

CONVINCE THE GUARDS THAT THEY ACTUALLY HAVE PROPER CLEARANCE TO ENTER.

To even attempt this method, the PCs need to acquire passable disguises, such as armor or uniforms stolen from Imperial soldiers. They must also then maintain their ruse by passing an **opposed Deception** or **Coercion** check vs. the guards' **Discipline** (◆◆◆) to convince the launch pad guards that they have author-

ity to enter. If the story the PCs come up with sounds plausible, reward them with a Boost die □ on the check. If they don't have a believable explanation, give them a Setback die ■.

If the PCs did nothing to prevent Toor from filing its report on the devastation in the garage, they suffer an additional Setback die ■ due to the base being on alert. If the PCs fail this check, they are told to return to training (or lockdown, if their breach has been detected). The PCs can try another way in or try a new story. Each time they try a new story to convince the guards, they suffer an additional Setback die ■ as their deception grows increasingly obvious.

FIND AN ALTERNATE ROUTE.

There is an air duct that leads out of the base, parallel to the shaft leading to the launch pad. It is protected by a grate, but the PCs can open it by using **Skulduggery** (to quietly disassemble the grate) or **Athletics** (to pull it free without a shriek of metal). This check is **Average** (◆◆) difficulty. If the PCs fail, the grate drops to the ground loudly, and one of the guards rounds the corner to investigate the commotion. If they succeed, they can squeeze through the ducts to reach the launch pad.

FIGHT!

The PCs can simply attack the guards and fight their way onto the launch pad. If they do this, however, one of the guards calls for reinforcements at the start of his first turn. If he lives long enough to do so, an additional two launch pad guards arrive at the start of the second round. The launch pad guards are not expecting a fight; each one makes a separate **Vigilance** check for Initiative. The PCs will likely make **Cool** checks. (See **Expanded Rules: Determine Initiative** on page 18).



ENCOUNTER 4 CONTINUES ON THE NEXT PAGE

LAUNCH PAD GUARDS



Skills: Ranged (Heavy) 1 (●◆), Vigilance 1 (●◆◆).

Equipment: Blaster carbine (Skill: Ranged [Heavy] [●◆]; Damage 9; Range [Medium]; ●●●●; inflict 1 Critical Injury), vibroknife (Skill: Melee [◆◆]; Damage 3; Range [Engaged]; ●●; inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), Imperial Army uniform and helmet (+ 1 soak).

Since the guards have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

ON THE LAUNCH PAD

When they get inside, the PCs find themselves in a covered launch pad containing a *Lambda*-class shuttle. The GM can put down the **Launch Pad** map for this encounter. When the PCs approach the ship to disable the craft, read or paraphrase the following aloud:

You step out onto the launch pad, a large platform cut into the mountainside. Inside the chamber sits a slightly battered Lambda-class shuttle, surrounded by heavy crates filled with spare parts and maintenance tools. The vessel is currently offline, and there are no other guards on the launch pad. To capture this base as a foothold for the Rebel Alliance, you must prevent its command staff from escaping—and this is the place they are most likely to run first. After all, the alternative is a long walk through a deadly jungle. How do you tackle this problem?

EXPANDED RULES: DETERMINE INITIATIVE

Initiative order is normally determined by means of a skill check performed by each participant. A character makes a **Cool** check if expecting a fight. If the character was not expecting a fight, he or she makes a **Vigilance** check instead. (Different characters can use different skills on the same Initiative check.)

These checks are **Simple (-) checks**, and no purple Difficulty dice ◆ are added.

Once all the checks have been made, the GM notes the results of each check and ranks them in order, from most Success ☆ symbols to fewest. If there is a tie, the check with more Advantage ● is ranked higher. If there is still a tie, a PC check beats an NPC check. **It does not matter who made which check, only if the character is a PC or an NPC.** The GM might wish to write this down on some scratch paper.

The GM should now have a list of Initiative check results, each one marked as PC or NPC. This is the Initiative order. During the ensuing combat, a PC will act each time a PC slot on the Initiative order is reached, and an NPC (or group of NPCs) will act each time an NPC slot on the Initiative order is reached. Remember that **any PC can act in any PC slot**—it doesn't matter who rolled what value, as the Initiative slots belong to the team, not an individual. The same is true for NPCs.

If the PCs managed to talk their way past the guards or slip through the ventilation shaft, they likely wish to try to remain silent. If they slew the launch pad guards outside, then this is less important. In either case, they have a similar set of options to make sure that Lieutenant Sarev cannot escape this way. See the next page for examples of some options the PCs might explore.

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	—	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success or unless Setback dice indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

SLICE INTO THE SHUTTLE'S COMPUTER AND DISABLE ITS SYSTEMS.

If the PCs have made it into the bay without making a commotion, they might wish to keep their work quiet. The shuttle is unlocked, and boarding it gives them access to its main computer. If they wish to disable the ship, one PC must make an **Average (◆◆) Computers check**. If they generate two or more Threat ☹ symbols, a small alarm is triggered and the guards outside come in to investigate (assuming they are still alive). The PCs have to convince them that this is not a problem or dispatch them.

MANUALLY DISCONNECT THE SHUTTLE'S ENGINES.

If the PCs are less concerned with keeping the shuttle in one piece, they can manually disconnect the engines (or otherwise sabotage the vessel). Doing so requires one PC to make an **Average (◆◆) Mechanics check**. However, this method can be particularly noisy, and so the PCs suffer a Setback die ■ on this check. If they generate any Threat ☹ symbols, the guards outside come in to investigate (assuming they are still alive), and the PCs must explain themselves or eliminate these guards.

BARRICADE THE DOORS AND LEAVE THROUGH THE VENTS.

If the PCs do not wish to cripple the shuttle, they might choose to block the access hatch to the launch pad and then leave through the ventilation shaft. Doing so requires one PC to make a **Hard (◆◆◆) Athletics check** to place heavy machinery in the way of the hatch, or a **Hard (◆◆◆) Mechanics check** to cobble together a suitable lock. If the PCs generate three or more Threat ☹ symbols on either check, they are greeted by the group of rather surprised guards when they exit the ventilation shaft (unless they already dealt with these soldiers posted to protect the launch pad).

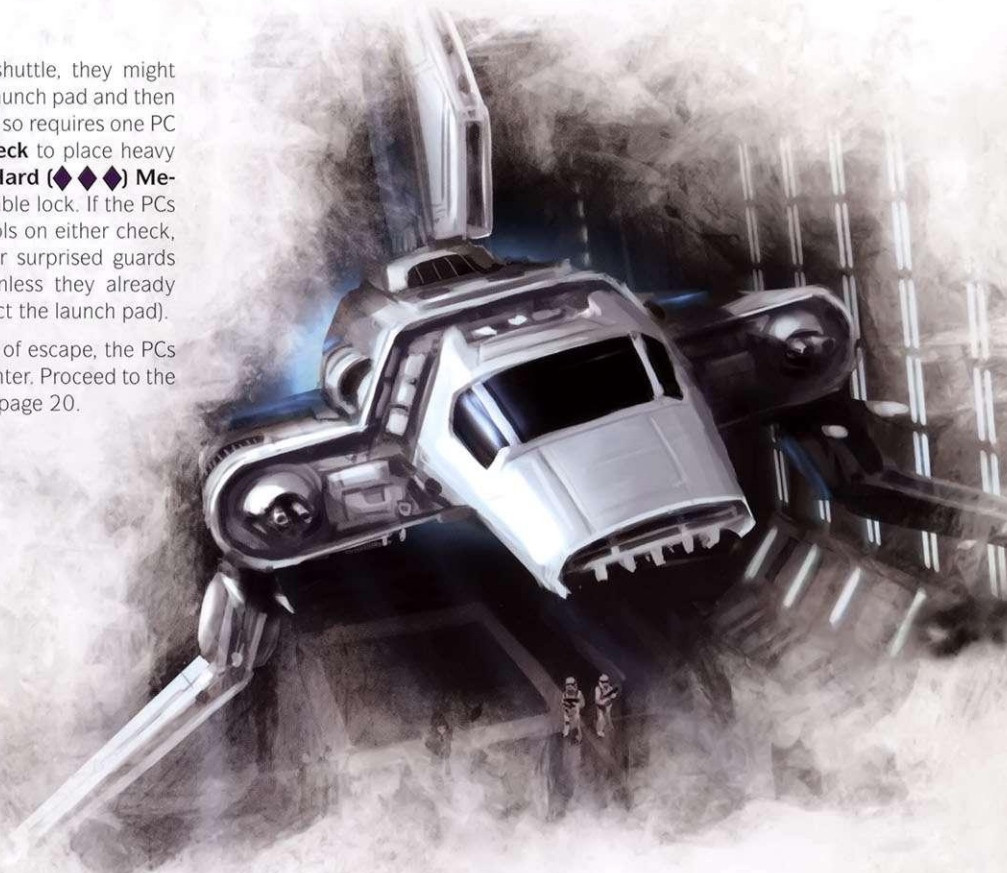
Once they have closed off this avenue of escape, the PCs can continue on toward the command center. Proceed to the **Interlude: Experience and Destiny** on page 20.

EXPANDED RULES: RANGE

Now that the characters are outside the confines of the garage bay, combat might occur at a longer range in the winding corridors of the base.

Long range: From one end of one of the corridors to the other. A hard shot with a blaster; a blaster pistol cannot make the shot at all. Characters must shout to be heard clearly, and it might be hard to see details. It takes two maneuvers to move from long range to medium range or from long range to extreme range.

Extreme range: The furthest range at which characters can see and interact with each other. Characters cannot hear one another even if they shout. Only some sniper rifles and vehicle-mounted weapons can shoot this far. It takes two maneuvers to move from extreme range to long range.



COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

Up until now, the adventure has deliberately been very linear to help teach the game and to ensure that the critical plot elements have been put in place. But now the PCs have accomplished the majority of their goals and can strike at the control center. They might wish to explore the other chambers of the base, take stock of what the base contains, or prepare for the assault on the control center before moving on. Alternatively, they might simply feel the best path is the most direct one, and decide to strike at the control center.

Either way, it's time to award the hero players some experience and learn about destiny!

EXPERIENCE AWARDS


As the heroes continue their adventures and overcome new challenges, they are awarded experience points (XP) by the GM, typically at the end of every play session. The heroes may then spend those experience points to purchase new ranks of skills and talents from their specialization trees.

Now that the PCs have completed one of their primary story goals (cut off the retreat for the command staff), they are awarded 10 XP. Each of the hero players should turn to the next page of his or her character folio now, where the "level-up" procedure is explained. He or she should also be sure to **note the strain and/or wounds he or she has suffered**, as well as his or her current amount of money or any other changes to his or her character (spent stimpacks, etc.), transferring that information from his or her first character sheet to the new one.





THE DESTINY POOL

The PCs are more than just soldiers, strategists, and spies. They are the main characters of the story, and they are touched by the Force with a great destiny. This destiny is represented in part by the Destiny pool.

BUILDING THE DESTINY POOL

Each hero player now rolls the white Force  die once. For each white pip rolled, place a Destiny Point token in the Destiny pool with its white side showing. For each black pip rolled, place a Destiny Point token in the Destiny pool with its black side showing. The Destiny pool is a collection of Destiny Point tokens that both the GM and hero players can manipulate; it should be placed somewhere within reach of as many players as is practical.

DESTINY

Both the GM and the hero players can use the Destiny pool to upgrade skill checks. Each time a check is performed, the active player may choose to spend 1 Destiny to upgrade one Ability die  to a Proficiency die . Then the other players (often the player controlling the character who is the target of the action in question) may do the same, spending 1 Destiny to upgrade one Difficulty die  to a Challenge die . When the hero players do this, they spend 1 light side Destiny by flipping a Destiny Point token from its light side to its dark side. When the GM does this, he spends 1 dark side Destiny and flips one Destiny Point token from its dark side to its light side. If there are no Destiny Point tokens showing the appropriate face, that player cannot spend Destiny Points until some have been flipped.

NEXT STEPS

If the hero players want to explore the rest of the listening post before moving on, flip to **Other Encounters at the Base** on page 28. If the PCs spend a lot of time exploring and don't take any precautions against being discovered, then they might encounter another squad of Whisper Base sentries—refer to **Encounter 2** for guidelines on how to run those encounters.

- If the hero players want to investigate the other rooms of the base, see page 28 for more guidance on what the rooms contain. Some have soldiers in them, but most are clear, and the PCs can find supplies and valuable information about the base inside of them. Of course, the longer they take exploring, the more likely they are to run into patrols, off-duty soldiers, and others who might tip off Lieutenant Sarev that they are on their way. When they have explored every room (or decide to stop exploring), proceed to **Encounter 5**.
- If the hero players want to move directly to the control center, then proceed directly to **Encounter 5**.
- If the hero players are unsure of how to proceed, the GM should remind them that their current mission requires them to capture the control center. The GM can commence **Encounter 5** as the PCs run into a squad of stormtroopers on their way.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: FIREFIGHT

In this encounter, the PCs come upon a group of Imperial stormtroopers on the way to the control center and must fight them or lure them away from their post. These stormtroopers have strict orders not to let anyone in, and are unlikely to respond to bluffs on the part of the PCs—though such tactics might provide them with the element of surprise!

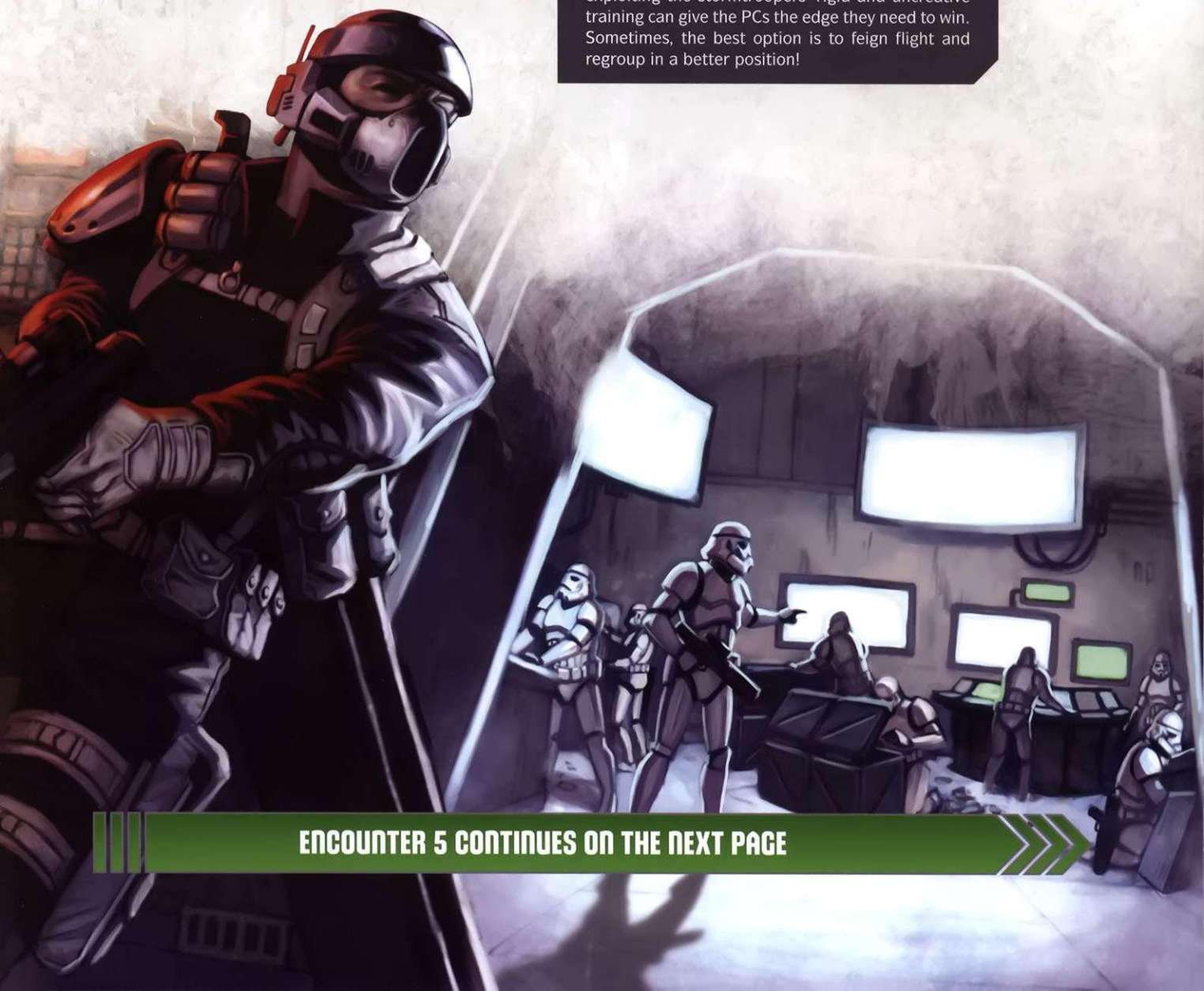
The door to the control room is guarded by a group of three stormtroopers. There is a second group of three stormtroopers patrolling the corridor beyond the control room. When the PCs encounter the stormtroopers, read or paraphrase the following:

Turning the corner, you spot the sleek, white armor of three stormtroopers. These troopers are standing with their backs to the door that leads into the control center you must seize to end the battle for the base. You can also hear the clacking boots of a second patrol walking down a nearby corridor, just out of sight. Getting past these guards won't be easy, but you've got your orders.

The first group of stormtroopers is at medium range, guarding the door. The second group of stormtroopers is at long range, down the hallway. Use the **Whisper Base** map and place the tokens appropriately. As soon as the PCs are spotted, roll for Initiative using Vigilance. If the PCs still have the element of surprise, or propose a suitable plan to get it back, the GM can let them use Cool instead.

THE ELEMENT OF SURPRISE

Warning! Squads of Imperial stormtroopers can be extremely dangerous to PCs—even if those PCs are skilled agents of the Rebel Alliance. While the PCs should expect to be able to defeat such foes with quick wits and determination, the GM is encouraged to point out that discretion is often the better part of valor. Engaging too many stormtroopers in a head-on battle might be tantamount to suicide, but laying traps, setting ambushes, and generally exploiting the stormtroopers' rigid and uncreative training can give the PCs the edge they need to win. Sometimes, the best option is to feign flight and regroup in a better position!



ENCOUNTER 5 CONTINUES ON THE NEXT PAGE

STORMTROOPERS



Skills (group only): Athletics (varies; ●●◆ for a full group of 3, ●◆◆ for a group of 2, ◆◆◆ for a single stormtrooper), Discipline (varies; as Athletics), Melee (varies; as Athletics), Ranged (Heavy) (varies; as Athletics)

Other commonly used skills: Cool 0 (◆); Vigilance 0 (◆◆◆)

Equipment: Blaster rifle (Skill: Ranged [Heavy] [varies; ●●◆ for full group of 3]; Damage 9; Range [Long]; ☹☹☹: inflict 1 Critical Injury), vibroknife (Skill: Melee [varies; ●●◆ for full group of 3]; Damage 4; Range [Engaged]; ☹☹: inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), stormtrooper laminate armor (+2 soak), utility belt.

Minion Rules: These stormtroopers use the minion group rules.

Since the stormtroopers have no strain threshold, when they would suffer strain, they suffer wounds instead.

MINION GROUPS

Minions are the nameless individuals that the PCs encounter and perhaps fight in droves in their adventures in the *Star Wars* universe. An individual minion is generally not an especially dangerous threat, as minions often have poor characteristic values, no skills, and low wound thresholds.

The GM may choose to use minions in groups, in which case several special rules apply. Minion groups are always composed of identical minions, and groups of minions can be much more dangerous than minions individually.

A group of minions acts together and behaves in most respects as a single character. All minions in the group take their turn at the same time, and they perform unified actions and/or maneuvers that reflect the group working as a unit to achieve their goals. An attack or ability that targets one minion in the group targets the entire group.

The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound thresholds of every member of the group. (For example, a group of 3 stormtroopers—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, and one falls each time the total wounds suffered exceeds the wound threshold of an individual member of the group. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When the total wounds suffered exceeds 10, the second stormtrooper is defeated. When the total wounds suffered exceeds 15, the third and final stormtrooper is defeated.

If a minion group suffers a Critical Injury, it immediately suffers wounds equal to the wound threshold of one member of the group.




When minions perform checks, they use the characteristics of a single member of the group. If the check is a skill that is listed in the "Skills" section of the minion's entry, then the group receives a bonus if there are two or more minions working together. For every minion in the group beyond the first, the group counts as having one rank in that skill. For example, a group of 3 stormtroopers counts as having 2 ranks in Ranged (Heavy) and rolls a dice pool of ●●◆ when making Ranged (Heavy) checks. The same group has no ranks of training in Piloting (because that skill is not on the list in the stormtrooper description) and would roll ◆◆◆ on Piloting checks no matter how many stormtroopers were part of the minion group.















DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character is likely to use. However, in the course of a roleplaying game, it is impossible to predict all of the potential directions the story can go, and it might be necessary for the GM to make skill checks for NPCs in skills that are not noted in that NPC's entry. The minion rules also preclude simply including a dice pool for each skill, because it may change based on the circumstances. When determining the dice pool for a skill check, players perform the following steps:

Identify the linked characteristic for the skill check. Each skill entry on the character folios indicates a linked characteristic for that skill. The GM and hero players alike can refer to this list. A list of skills and their linked characteristics is also included on the back of the **BEGINNER GAME** rulebook.

Compare the value of the linked characteristic to the rank of the skill. The active player collects a number of green Ability dice  equal to the larger value. The active player then exchanges a number of those green Ability dice  equal to the smaller value for the same number of yellow Proficiency dice . These dice form the core of the dice pool.

For example, the Athletics skill is linked to Brawn. A character with 3 Brawn and 1 rank of training in Athletics has a dice pool of . A character with 1 Brawn and 3 ranks of training in Athletics also has a dice pool of . A character with 2 Brawn and 0 ranks of training would roll , and a character with 2 Brawn and 2 ranks of training would roll .

During battle with the stormtroopers, the group guarding the door holds its position and shoots at the most threatening-looking PC. The patrolling group of stormtroopers rushes forward to engage in melee. The stormtroopers fight to the death.

If the PCs run away (to lure them into an ambush, or simply to reposition), the patrolling group of stormtroopers gives chase, but the other group remains at its post at the door.



COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: LOCKDOWN

In this encounter, the PCs smash their way into the control center of the Imperial listening post and complete their takeover of the base. To do this, they will need to get inside, and then deal with Lieutenant Sarev's underlings.

Once the PCs defeat the stormtroopers guarding the door to the control center, read or paraphrase the following aloud:

With the guards dispatched, the way to the control center is now clear. As you approach the solid blast door, a nervous voice crackles through the comm on the door. "Theta squad! This is the control room! What's going on out there! Report!"

The blast door is sealed. The easiest way to get through would be to get the Imperial officers inside to open it. Of course, those inside are unlikely to just open the door for Rebel operatives. The PCs need to deceive or coerce these officers into opening the door, or else find another way in.

"EVERYTHING'S FINE OUT HERE. WE GOT THOSE REBEL OPERATIVES GOOD. OPEN THE DOOR AND TAKE A LOOK!"

Impersonating the stormtroopers isn't easy, but if it works, it might get the officers inside to lower their guard and let the PCs inside. They are not entirely gullible, and even in the chaos of an attack on the base, there is protocol to observe. Still, particularly skilled liars can get the command staff inside the control center to open the door this way. The check is **Deception vs. Discipline** (●◆◆).

"THERE IS A REBEL INFILTRATOR IN YOUR MIDST ALREADY! HIS FRIENDS OUT HERE GAVE HIM UP. LET US IN SO WE CAN ID HIM."

Clever PCs can play to the command staff's paranoia to improve their chances of getting inside. Lieutenant Sarev is, after all, an officer charged with managing a secret base to spy on other Imperial assets, and so his underlings are extremely suspicious of one another. This approach throws the command staff off balance, making them much easier to manipulate. The check is **Deception vs. Cool** (●◆).

"COME OUT AND WE'LL LET YOU LIVE!"

The PCs can also simply attempt to threaten the command staff into surrendering. If the PCs can provide any evidence that they have taken the rest of the base and cut off the escape routes, they receive a Boost die on the check. The check is **Coercion vs. Discipline** (●◆◆).

"WELL, THE SHORTEST PATH IS STRAIGHT THROUGH!"

Though the blast door is designed to withstand weapons fire and even explosives, the PCs can slice the external console that controls it, or even manipulate the mechanical elements that keep it locked. The check is a **Hard** (◆◆◆) **Computers** or **Mechanics** check.

"BACK INTO THE VENTS, TEAM!"

The PCs might notice that there is another ventilation shaft in the corridor, and that it likely leads into the command center. The PCs can remove the grate, clamber inside, and make their way inside. The check is an **Average** (◆◆) **Athletics** or **Mechanics** check.

ONCE INSIDE

Once the PCs make their way inside the command center, read or paraphrase the following aloud:

Pushing your way into the control center, blasters drawn, you find yourself in a room full of computer screens and startled operators. When they see your weapons, they raise their hands in surrender. Sweeping the room, you see various lesser officers, but no lieutenant.

You cautiously pick your way through the room, taking the officers' sidearms and looking for where the commanding officer might have gone. As you take one officer's pistol, he shudders slightly, and his eyes flick instinctively to the large desk in the corner of the room. Moving to the desk, you and your comrades shove it aside, revealing a loose panel—and beneath that, a tunnel that leads into the ground beneath the base. The long, narrow path extends into the darkness in the direction of the garage.

You wheel on the surrendering officers. Before you can even raise your voice in anger, one of them shudders again, and blurts out a confession: "Lieutenant Sarev's headed to the comm station a few clicks from here! He's probably sending a message to the Moff that Whisper Base has fallen!" The other officers in the room turn to look darkly at the man who snapped. You'll need to intercept Lieutenant Sarev before he can report in!

When the PCs give chase, proceed to **Encounter 7**.

TWISTS OF FATE

Just as the hero players can use Destiny Points to swing the odds in their favor by adding details to a scene, the Game Master can also flip a Destiny Point from the dark side to the light side to have a recurring villain escape to fight another day (or later the same day, in this case). If the GM has a dark side Destiny Point available, he or she might want to flip it as soon as the PCs enter the control center and discover that Sarev has escaped. This isn't strictly necessary, but it nicely illustrates that the GM can spend Destiny Points to invoke dark turns of fate that present unexpected challenges to the PCs.

COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: THE CHASE

In this encounter, the PCs race after the devious Lieutenant Sarev, who made a break for the nearby comm tower. To give chase, they must commandeer one of the vehicles in the garage bay so that they can catch the Lieutenant in his AT-ST!

Once the PCs reach the garage, they find that one of the two AT-ST walkers is gone—but the other walker and the eight functional 74-Zb speeder bikes in the garage are operational and practically ready to go. The PCs can each take one speeder bike, or up to three PCs can ride in the AT-ST (one pilot, one gunner, and one engineer squeezing into the back).

If the PCs delay, or can't decide what positions to take, the GM should inform them that time is of the essence. After all, if Lieutenant Sarev reaches that comm tower and sends his message, their takeover of the base will be compromised, and their hard work will be wasted! It's time to go!

Once the PCs have chosen their vehicles, they can leave the bay, following the trail that Lieutenant Sarev's AT-ST has left through the jungle. (This does not require a skill check—it's a trivial task.) Read or paraphrase the following aloud:

With a whirl and a clank, your vehicle rushes out of the hangar, pursuing the path that Lieutenant Sarev has left behind him. The lieutenant clearly favored speed over subtlety, but you can still see his AT-ST in the distance, tromping forward through the jungle.

Suddenly, an alert flares to life on your vehicle, warning that a group of objects is moving in quickly from behind. The signal indicates that they are Imperial, likely sent by Sarev to cover his retreat. With a shriek, a pack of speeder bikes carrying scout troopers comes tearing past, firing a salvo of blaster bolts at your craft!

The attacking speeder bikes inflict minimal harm on their first pass—each vehicle controlled by one or more PCs suffers 1 system strain (which its controller should note), and the first PC to act after this disorienting salvo suffers a Set-back die ■ on his or her first Piloting or Gunnery check.

The speeder bikes (a minion group of scout trooper speeder bike pilots with one member per PC, to a maximum of 4) are at close range from the PCs. Sarev's AT-ST is at medium range from the PCs and extreme range from his destination, tromping swiftly toward the comm station (the GM can put down the vehicle tokens on the **Comm Tower** map).

The PCs must stop Sarev from sending his message at the comm station. If they do not intercept him before he reaches the station, he runs inside and locks the doors, leaving the one stormtrooper stationed there to operate the bunker's light laser cannon. The PCs have six rounds from the time he enters the station to destroy the bunker (which has a profile like a vehicle, as noted on page 26), break inside, or find another clever solution to stop Sarev from sending his distress signal. Once they have slain or captured Lieutenant Sarev to preserve the base's secrecy, the PCs have finished the adventure!

GETTING THE VEHICLES STARTED

As stute PCs might remember from the first scene that the AT-ST in the bay is locked. However, if the PCs freed Toor from its restraining bolt, it can open and start the AT-ST for them. If they did not, they can still open the door and hot-wire the walker with an **Easy** (◇) **Mechanics** check.

VEHICLE CHARACTERISTICS

Vehicles (and starships) have characteristics, just like characters, but the nature of their characteristics is very different. Here's a quick summary:

Silhouette: The size of the craft, from 1 (person-sized) to 10 (the size of a truly massive war ship).

Speed: The speed of the vehicle. Faster craft can cover more ground and have an edge in dogfighting.

Handling: If this is a positive number, this many Boost dice □ are added to any Piloting check made to steer the vehicle. If it is a negative number, that many Set-back dice ■ are added to Piloting checks instead.

Armor: Similar to soak, armor reduces incoming damage the ship would otherwise suffer.

Hull Trauma Threshold: When a vehicle suffers damage that isn't blocked by armor, this damage is suffered as hull trauma. When the amount of hull trauma exceeds the hull trauma Threshold, the vessel is disabled or, if it is an NPC craft, destroyed.

System Strain Threshold: Vehicles and starships can suffer strain much like characters and for the same reason (to perform a second vehicle maneuver, or as a consequence of uncanceled Threat ☉ on checks). To differentiate it from personal strain, this strain is called system strain. When a vehicle suffers system strain in excess of its system strain threshold, the craft is disabled. Note that system strain cannot be recovered by rolling Advantage ☺ on checks. It can only be repaired via the Damage Control action (see page 27).

VEHICLE SCALE WEAPONS

Vehicle weapons are much more potent than personal armaments, but they are also harder to use on small targets. In this scenario, an attack from a personal scale weapon cannot harm a vehicle. An attack from a vehicle weapon that hits a character inflicts damage as normal and also inflicts one Critical Injury (see page 32), but hitting a character with a vehicle weapon requires a **Hard** (◇◇◇) **Gunnery** check.

ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

SCOUT TROOPER SPEEDER BIKE PILOT

These scout troopers are trained in the operation of light planetary vehicles, such as speeder bikes and AT-STs. These vehicles are normally used to fly patrol routes through the jungles of Onderon.



Skills (group only): Gunnery, Piloting (both vary; ●●● for a full group of 4, ●●●◆ for a group of 3, ●●◆◆ for a group of 2, ◆◆◆◆ for a single pilot).

Equipment: Light blaster pistol (Skill: Ranged [Light] ◆◆◆◆); Damage 5; Range [Medium]; ☹☹☹☹: inflict Critical Injury), scout trooper armor (+2 soak).

Scout trooper speeder bike pilots are minions and use the same minion group rules as stormtroopers (see page 22). Note that some of their statistics aren't relevant for this encounter—after all, they're too busy flying speeder bikes to be throwing punches!

Since the pilots have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

LIEUTENANT SAREV

Lieutenant Sarev is a pinch-faced human male in his early middle years. He is twitchy and so skinny that his uniform hangs on his body, making him look younger than his actual age. He does not handle crises very well.



Skills: Cool 1 (●◆), Discipline 2 (●●◆), Gunnery 1 (●◆◆◆), Piloting 1 (●◆◆◆).

Equipment: Light blaster pistol (Skill: Ranged [Light] ◆◆◆◆); Damage 5; Range [Medium]; ☹☹☹☹: inflict Critical Injury).

ARATECH 74-ZB

An uncommon variant of the Aratech 74-Z speeder bike, the 74-Zb is fitted with a much heavier weapon. This allows it to attack heavily armored targets, but also means that it cannot operate for as long in the field.



Weapons: Forward-mounted light laser cannon (Skill: Gunnery; Damage 4; Range [Close]).

Special: The difficulty of a check to hit the pilot of a speeder bike (instead of the bike itself) is **Hard** (◆◆◆).

SLIGHTLY RUSTED AT-ST WALKER

The Empire often deploys these light war walkers in harsh terrain. Whisper Base's AT-STs, however, are not in the finest condition due to the humidity of the jungle.



Weapons: Forward-mounted twin heavy blaster cannons (Skill: Gunnery; Damage 5; Range [Close]; ☹☹☹☹: Linked—this weapon hits a second time, dealing damage equal damage to that of the first hit).

COMM STATION



Weapons: Single light laser cannon (Skill: Gunnery; Damage 4; Range [Close]).

Special: The comm station is a stationary edifice, so obviously it can't move. The only vehicle actions those inside can take are Aim and Attack with a Vehicle Weapon.



STARSHIP AND VEHICLE COMBAT

Starship and vehicle combat broadly follows the same rules as personal scale combat: Initiative order is determined and participants take turns each round. The actions and maneuvers available during each character's turn are determined by his crew station and are summarized below. Changing crew stations is a maneuver.

GUNNER

- **Attack with a Vehicle Weapon (Action):** Attacks with vehicle mounted weapons use the Gunnery skill, and are normally based on several factors. In this encounter, all attacks to hit AT-ST walkers and Aratech 74-Zb speeder bikes are **Average** (◆◆). When a vehicle weapon deals damage, that damage is reduced by the target craft's armor. The damage is then applied as hull trauma. If a vehicle suffers hull trauma in excess of its hull trauma threshold, it is destroyed or disabled.
- **Aim (Maneuver):** Just as in personal scale combat, the gunner may aim to add a Boost die [B] to his next attack.

ENGINEER

- **Damage Control (Action):** A crew member at an engineering station can repair hull trauma or system strain. The character must make a Mechanics check that is **Easy** (◆) if the ship has suffered no hull trauma and **Average** (◆◆) if the ship is damaged. If the character succeeds, he or she repairs one point of hull trauma or system strain per Success ☆.

PILOT

- **Shortcut (Action):** The pilot of the vehicle races through the dense jungle, trying to reach or escape an enemy by weaving between trees, skidding over rough terrain, or even leaping across a river. The pilot chooses another vehicle and makes an **opposed Piloting check** against that vehicle's pilot (see **Opposed Checks** on page 15). If the active character succeeds on the opposed check, that character's vehicle immediately moves toward or away from the target as if its pilot had use the Move maneuver. Note that this means that in this encounter, the pilot can move the vehicle three times in a turn if he or she succeeds on this check and also suffers two strain to take a second maneuver. The pilot is still only taking the maximum two maneuvers on his or her turn.
- **Move (Maneuver):** In this encounter, movement works in the same way as in personal scale (see page 12). For more detailed rules for vehicle movement, see page 39 of the **BEGINNER GAME** rulebook.
- **Evasive Maneuvers (Maneuver):** The pilot sends the vehicle on an erratic course to avoid fire. When a vehicle using evasive maneuvers is attacked, the difficulty of the attack is upgraded once. One of the Difficulty dice ◆ is replaced with a Challenge die [C]. If all the Difficulty dice ◆ have already been upgraded to Challenge dice [C], a

CLOSE RANGE

Vehicle combat uses distinct range bands on a much larger scale than personal combat. Instead of the engaged condition, vehicle combat uses **close range**, which is closer than short range.

Difficulty die ◆ is added instead. When a vehicle using Evasive Maneuvers attacks, the same penalty applies. When two vehicles using Evasive Maneuvers trade fire, the difficulty is upgraded twice. The effects of Evasive Maneuvers last until the end of the pilot's next turn.

- **Stay on Target (Maneuver):** A pilot who stays on target keeps the vehicle steady and follows a predictable path. Crew on a vehicle that is staying on target may upgrade their attack rolls once (exchanging one Ability die ◆ for a Proficiency die [P]). If the Gunnery pool is already all Proficiency dice [P], instead add one Ability die ◆. Anyone attacking the vehicle that is staying on target receives the same bonus. The effects of Stay on Target last until the end of the pilot's next turn.

CHARACTERS ON SPEEDER BIKES

A character on a speeder bike counts as being both the pilot and the gunner. A character on a speeder bike can only use the following actions:

- Attack with a Vehicle Weapon (Action)
- Aim (Maneuver)
- Shortcut (Action)
- Move (Maneuver)
- Evasive Maneuvers (Maneuver)

BRING IT DOWN!

At the end of the round in which the PCs defeat Lieutenant Sarev, the adventure is over. The heroes are victorious!

COMPLETE ENCOUNTER 7 BEFORE MOVING ON



AFTER ENCOUNTER 7 ENDS

If the PCs defeat Lieutenant Sarev before he sends his signal, read or paraphrase the following aloud:

With Lieutenant Sarev out of the way, Whisper Base is yours. Moff Dardano will eventually realize that his listening post is no longer active—still, you've won a great victory today, and a chance to prepare for the coming storm.

If the PCs fail to defeat Lieutenant Sarev before he sends his signal, read or paraphrase the following aloud:

Sarev's message is on its way to Moff Dardano, and your cover is blown. Still, you took Whisper Base, and you might even be able to hold it—if you can withstand the Moff's counterstrike. Your life is about to get a lot more exciting...

OTHER ENCOUNTERS AT THE BASE

If the PCs spend time exploring the base during or after this adventure and visit the following locations, they might meet the following occupants (and find the following things) there...

BRIEFING ROOM

Whisper Base contains a briefing room that can comfortably seat thirty (the full staff of this base). It has been used for little more than staff meetings and occasional disciplinary hearing against soldiers who stepped out of line. Its computers contain a number of preloaded briefings, including an overview of base security, a guide to navigating the deadly jungles, and an Imperial workplace safety presentation. The PCs can find detailed maps of the base and the surrounding jungle (for which the GM can use the **Whisper Base Map** and the **Onderon Jungle Map**) here. Having these grants a Boost die on any checks that require knowledge of the base layout (such as using Deception to lure enemies into a trap or Stealth to hide). This room is most likely empty during the assault on the base.

After the PCs capture the base, the briefing room is an ideal place to house strategy meetings. The room also has an excellent setup and acoustics for screening holodramas.

MESS HALL

The base contains a mess hall with a small, attached kitchen. This room is likely empty during the base assault. In addition to boxes of rations and plenty of clean water, it contains an emergency medical supply kit, which has four stimpacks in it.

After the PCs capture the base, they will likely want to make use of the mess hall, though making it comfortable might take some work. The slate grey walls could use some decor, and though there are plenty of Imperial ration packs, these meals are as bland and monotonous as everything else in a stormtrooper's rigidly structured life. The PCs won't starve, but they might wish to acquire some real culinary supplies.

TRAINING FACILITY

Whisper Base has one training facility for the soldiers housed there. This chamber has a shooting range and various other equipment needed to keep martial skills sharp. If the GM deems it appropriate, there can be a group of sentries prac-

ticing in the training facility—see **Encounter 2** on page 10 for more on how to run this encounter.

After the PCs capture the base, they can use this facility themselves and to train new recruits.

ARMORY

Whisper Base's armory contains a small but well-maintained stock of Imperial weaponry and equipment in locked crates. The PCs can open the door and each crate with a **Hard (◆◆◆) Computers check** or with a code cylinder from Sarev or one of his adjutants. If the PCs can get inside, they can acquire three suits of stormtrooper armor, three blaster rifles, three frag grenades, and six vibroknives. The armory is guarded by three stormtroopers during the base assault.

After the PCs capture the base, they can use the armory to store their own weapons and equipment.

BARRACKS

The barracks, which sits near the armory and training facility, is where the base staff sleeps during their off hours. It is filled with bunked cots, and has a footlocker for each soldier. These lockers contain various personal effects of no real monetary value, as well as some carefully hidden contraband. There are three soldiers inside of the barracks during the assault. If the PCs catch them off guard, they can get these soldiers to surrender with a **Hard (◆◆◆) Coercion check**; otherwise, the soldiers attack, using the stormtrooper profile but armed only with vibroknives and with soak values of 3.

After the PCs capture the base, they can use the barracks to house themselves and any other staff they bring on. The barracks can comfortably sleep twenty-four soldiers (or uncomfortably sleep thirty-six). There are also slightly more luxurious officers' quarters attached to the barracks, which can accommodate five.


CONTROL CENTER

The control center is the heart and brain of Whisper Base. From it, a skilled commander can organize, monitor, and coordinate the efforts of many soldiers. This room contains

various screens, as well as the central computer that manages all of the base's critical systems (power, air cycling, security, and communications). For information on the control center during the assault, see page 24.

After the PCs capture the base, they too can use the control center to monitor the base. There are numerous cameras placed throughout the base (one per room), which feed into the control center, as well as cameras that watch the jungle outside of the base, and the internal comm net routes through this chamber. As the PCs discover during the adventure, the control chamber also contains an emergency escape shaft that leads directly to the garage.

LAUNCH PAD

The base has a launch pad, which is cluttered with shuttle maintenance equipment and other machine tools, and currently houses one vessel: the *Nilos*, a *Lambda*-class shuttle. The launch pad is empty during the base assault, although the PCs can find tools and supplies (but no weapons) there. These tools (such as hydrospanners, wire, wrenches, and the like) provide a Boost die  on Mechanics checks.

After the PCs capture the base, they can use the pad as a launch platform for their spacecraft. The launch pad is large enough to accommodate two shuttles or six starfighters.

THE NILOS

This craft is a *Lambda*-class shuttle that, according to Imperial records, was shot down by dissidents just outside of the capital, Iziz. In truth, Moff Dardano staged this attack and then took the shuttle for his personal use. Its transponder is currently disabled, but could be repaired with an **Average** (◆◆) **Mechanics check**—although it would still register the code of the shuttle that was supposedly “destroyed.”

After the PCs capture the base, they can use the shuttle as they please (assuming they did not completely dismantle it to prevent the lieutenant's escape).

GARAGE

The garage through which the PCs entered contains the base's vehicle complement as well as tools for storing and maintaining the speeder bikes and AT-STs. This location is described in more detail on page 8. Other than the launch pad, which has an access shaft into Whisper Base, the garage is the only way into or out of the base.

After the PCs capture the base, the garage can be used to house and perform repairs on vehicles they acquire. Toor, the droid, typically returns to the garage after performing tasks it is assigned, claiming “to prefer the quiet company of machines to the incessant chatter of organic individuals.”

WRAP UP AND REWARDS

As the PCs make their way back to the base they have just captured, the day is theirs. But their adventures in the *Star Wars* galaxy are just beginning!

THE SPOILS OF WAR!

Often, adventures end in new equipment for the PCs. In this particular adventure, the PCs will have captured a great prize indeed: an entire Imperial base! This base can provide a jumping-off point for many future adventures, as the PCs work to improve their hideout, gather intelligence on the forces in Iziz, or even defend their base from attacks by Moff Dardano. Though the Moff cannot send Imperial troops (as this would tip his hand to Admiral Corlen that he is spying on him), he might use mercenaries and bounty hunters.

Furthermore, the garage and armory contain various supplies and equipment, as described on page 28. Some of these items are likely better than the PCs' previous equipment, and give them many new narrative options to explore, such as infiltrating other Imperial facilities with the stolen uniforms.

In the base, the PCs should find 500 credits each.

EXPERIENCE AWARDS

At the end of each session, it is customary to receive an award of experience points (XP) that the PCs can invest in

new or upgraded skills and talents. Each of the hero players should turn to the final spread of his or her character folio now, where investing experience is explained. Each hero player should also be sure to transfer information from the previous character sheet to the new one. The usual award is 15 experience points, with a possible bonus for achieving significant story goals or excellent play. The suggested experience award for this adventure is 10 experience points, in addition to the 10 experience points they should have received during the **Interlude: Experience and Destiny** section. This makes it a total of 20 experience points, a fitting reward for the act of acquiring a base for the Rebellion!

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 15 XP per character for a session of two or three major encounters and a handful of minor ones. The GM can grant an additional 5 bonus XP when the PCs reach key milestones or complete story arcs. The GM is encouraged to consider awarding an extra point or two of XP for exceptional roleplaying or remarkably clever thinking.

The GM should give the hero players an idea of the source of their XP. For example, they might receive 5 XP for stopping an assassin and another 5 XP for securing a cache of new weapons for the Rebellion. The GM should explain bonus XP that is awarded to the hero players so they can strive to meet those standards in future sessions.

FURTHER ADVENTURES

Whisper Base is now in the hands of the PCs, but this hardly marks the end of their adventures in the *Star Wars* galaxy! The GM can continue the story using both the adventure seeds below and in **OPERATION: SHADOWPOINT**, a free adventure designed to follow the **BEGINNER GAME** that is available for download at www.FantasyFlightGames.com!

MISSIONS ON ONDERON

The world of Onderon is filled with possibilities for further adventures. Now that the PCs have a base of operations, they are poised to explore these options for themselves. But with so many choices, how do you decide which to pursue? If the hero players aren't sure what to do next, the GM can use some of these ideas to give them a nudge in the right direction.

Whisper Base needs many assets for its new role as a Rebel Alliance stronghold, such as staff to keep it fully operational and to assist the PCs, a real medical bay to care for PCs wounded in the line of duty, better tools to repair and improve their vehicles, and a catchier name than "Whisper Base." It falls to the PCs to get these matters sorted out.

If the PCs freed Toor, the droid is extremely grateful for its liberation and endeavors to assist them with upkeep of the base. If they did not free Toor, the droid continues to make increasingly direct and indiscrete comments about its restraining bolt. Toor knows the base up and down, and can offer suggestions about possible improvements and where to procure them. For instance, the droid was sold to Lieutenant Sarev by Kavia Slen, a junk dealer in the capital, Iziz. This hard-bitten veteran of the Clone Wars sells damaged military surplus and salvage, from weaponry to machine tools to bacta tanks, without asking too many questions about why her clients want military grade gear. To establish contact with her, the PCs would need to sneak into the Imperial-controlled city of Iziz.

The PCs might also wish to explore the jungles of Onderon. Though these jungles are extremely dangerous, they also provide the PCs with a wealth of opportunities. On top of the rare flora and fauna that could be pivotal for countless scientific discoveries, the jungles are also home to the fabled Beast Riders. These feral warriors might even teach the PCs to master the powerful creatures of the jungle—provided the PCs survive long enough to win their respect.

The PCs likely took a number of Imperial prisoners while capturing the base. They need to arrange for the transport of captured Imperial soldiers to the Rebel cruiser *Lathir*. The *Lambda*-class shuttle the PCs secured can help them slip past the Imperial vessels in orbit, but they'll need to invent a cover story about their unscheduled departure—and then do some smooth talking (and flying) to sell the Imperials on it.

Finally, every two weeks for the last year, Verala Mishar has covertly flown her *Lambda*-class shuttle from Iziz to Whisper Base carrying supplies (food, ammunition, fuel, and the like), and she has no reason to suspect that the PCs have captured the base for the Rebellion. Verala is taking bribes from Moff Dardano to deliver the supplies, but she reports to Admiral

Corlen. If she were to disappear, then Corlen's forces might start to ask questions about where she went. She could arrive at the base at any time, expecting to find it in normal, Imperial order. When she arrives, the PCs will need to make the base look as if it were still under Imperial control—it's a good thing there are all those spare uniforms in the barracks. Hopefully one of them will fit Tendaar properly!

THE STAR WARS GALAXY

The *Star Wars* galaxy is massive and incredibly detailed, with dozens of worlds that the PCs could explore, many of them pivotal to the Galactic Civil War. While the PCs now have a base on Onderon, they also have a *Lambda*-class shuttle. Thanks to its hyperdrive, even far-flung worlds are within easy reach.

A MYRIAD OF BATTLEFRONTS

In the wake of the destruction of the superweapon known as the Death Star, the war between the Rebel Alliance and the Galactic Empire has intensified on many different fronts. On far-flung worlds like Dac and Ord Mantell, Rebel soldiers act openly against the Empire, for its forces are spread too thin to completely stamp out the fires of revolution. However, even on Core Worlds such as Kuat and Coruscant, where the Empire's grip is firmest, Rebel operatives move silently through Imperial circles of influence, carefully sowing the seeds of dissent.

The role that the PCs play in the Galactic Civil War is up to them (and the GM) to decide together. They might hurl themselves directly into the harshest crucibles of conflict, flying fighter missions against the Imperial Navy or engaging in open warfare on the surfaces of contested worlds to win the day with their own hands. Alternatively, they might prefer to use their infiltration skills to secure crucial intelligence that saves countless lives by exposing vulnerabilities in the Imperial war machine. They might even become involved with smugglers, mercenaries, and other neutral parties, negotiating with them for supplies and assistance. Or, most likely, the PCs might do a bit of everything, approaching each problem they face differently as their skills and strengths evolve.

VICTORIES GREAT AND SMALL

The Empire was not built in a day, and it will not be brought crashing down in an afternoon. Still, the PCs have a chance to become great heroes of the Rebellion, winning victories on the front lines or quietly securing them behind the scenes. As the story develops, the Game Master and hero players should discuss how the group wants to guide the characters' tale.

Each time the PCs win a new victory, they gain new resources for the Rebellion or protect its assets and soldiers from the Empire. However, they also gain more responsibility for themselves, and are expected to achieve greater and greater results on future missions. Over the course of multiple adventures, the PCs should be trusted with more secrets, more resources, and more important tasks.

CONFLICT ON THE FRINGES

The battle with the Empire takes place all across the galaxy, from the gilded halls of Coruscant to the dusty surface of Tatooine. Though many significant battles take place in the more central, populous Core Worlds, there are still countless opportunities for the PCs who operate in the Outer Rim.

Players interested in investigating the outer edge of the *Star Wars* galaxy can consider looking into the **EDGE OF THE EMPIRE** roleplaying game for more ideas on how to use this part of the setting. This game line, which uses the same rules as **AGE OF REBELLION** (both of which are very similar to this **BEGINNER GAME**), focuses on the fringers and scoundrels who exist on the edges of galactic society.

GM TIPS & ADVICE

The Game Master has the hardest job at the table, since he or she is trying to manage many characters at once and keep the session moving. The GM can also have the most rewarding job, as his or her role is unique in the collaborative storytelling experience. Here are a few pieces of advice to make the GM's job easier and ensure a better game for everyone:

DON'T LET THE STORY STOP JUST BECAUSE OF A FAILED CHECK.

One of the most common mistakes made by new GMs is concealing too much information from the other players, or assuming that the PCs will always succeed. If they are searching for the schematics of a prototype starfighter while sneaking through an Imperial cruiser but fail the checks to find them, then the story can grind to a halt. The simplest solution to this is just to not roll checks that must be passed for the story to continue. Another answer is to have alternative means of progressing the story. For example, the PCs fail to find the data on the computer before an alarm goes off, and the head of security bursts in with guards. When the PCs win, however, they find that the head of security had a code cylinder to bypass the computer's defences, giving them access to the schematics. The PCs are still "punished" for their failure (they had to fight a battle they could have avoided, and their cover is blown) but the story still moves forward—albeit in a different way than the players expected.

DELEGATE!

The GM can have a lot to keep track of, especially during busy scenes like combat or a space battle. It's okay to delegate some responsibilities to other players. For example, one player could keep track of Initiative and call out the next Initiative slot each time a player finishes a turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and gear. In extreme cases, an entire NPC or spaceship could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps that hero player involved.

SAY "YES" AND "YES, BUT..."

Roleplaying games are collaborative, improvisational storytelling experiences. It can be helpful to look at traditional improv theater for inspiration—specifically, the rule in improv of "say 'yes.'" When someone invents a fact of the scene that enhances the story or moves the plot forward, and it could just as easily be true as not, saying "yes" is usually the right thing to do. Usually hero players are inventive because they're looking for a way forward in the plot, so working with them to build or discover that way forward keeps the story moving.

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs want to acquire a wing of starfighters. The spy character might ask if he has uncovered data about any Imperial fighter prototypes they might steal. The answer could be "Yes, but the data is encrypted. You'll need to steal a code cylinder from a covert science facility on Onderon's moon, Dxun." Now the PCs have a way forward—a target—but also a complication, something to overcome. They'll need to consider their options and how to proceed, but they have a clear objective: breaking into the science facility and stealing the code cylinder.

The dice system is very flexible and rewards this style of play in two ways. First of all, it's quite easy to allow a player's improvised idea for an action or plan to be determined by a dice roll. "Can I shoot the stormtroopers as I jump out of the treetop?" "Yes, but the check will receive one Setback die ■ because you're falling and a second because the foliage is very dense." Secondly, the dice symbols—particularly Advantage ☺, Threat ☹, Triumph ☺, and Despair ☹—lend themselves to improvisation. The symbols provide inspiration for new complications and boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES.

Remember that all the players at the table have the same goal: to tell a fun story. It's okay to admit you don't have total mastery of the rules—the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw the question to the table: "What happens next? What's the best way to interpret that Despair ☹ symbol?" The answer to the question "Does my character know anyone in this Rebel unit?" can be "I don't know; does she?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

Lastly, and most importantly: if everyone is having fun, you're doing it right!



CRITICAL INJURIES

If an NPC suffers a Critical Injury, then for simplicity's sake, that NPC is simply defeated. If a player character suffers a Critical Injury, he or she suffers ill effects based on the number of Critical Injuries the character is currently suffering from. Each Critical Injury persists until it is healed. See page 19 of the **BEGINNER GAME** rulebook for more information on healing and recovery.

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (◆)	Immediately suffer 2 strain. No ongoing effect.
Second Critical Injury	Average (◆◆)	Suffer a Setback die ■ to your next check. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	Suffer a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆◆)	The PC is incapacitated until this Critical Injury is healed.



Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left, the check succeeds.



Triumph ⊕ symbols count as Success ☆ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ⊕ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⊗ symbols.



Failure ▼ symbols cancel Success ☆ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☆ symbols, the check is a failure.



Despair ▾ symbols count as Failure ▼ symbols (they cancel Success ☆ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⊗ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⊕ symbols.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ◊



Difficulty Die ▾



Challenge Die ▾



Boost Die ☆



Setback Die ■



Force Die ☆

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	—	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or with one or more Setback dice ■ to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

STAR WARS
AGE OF
REBELLION
BEGINNER GAME



READ THIS BOOK LAST

RULEBOOK



STOP! OPEN THE ADVENTURE BOOK FIRST

The rules presented in this book are intended for players who have already played through the included **BEGINNER GAME** adventure. The introductory adventure featured in that book is designed to walk you through all of the basic **AGE OF REBELLION BEGINNER GAME** rules in an easy, play-as-you-learn format. So grab some friends, crack open the adventure book, and get started!

GETTING STARTED

Now that you have played through the introductory **BEGINNER GAME** adventure, there is no need to stop there. The galaxy is yours to explore and this book is filled with all the rules you will need to carry on with your adventures. All of the rules introduced and taught in the adventure can also be found here for ease of play, and many of the concepts have been expanded with further detail.

WHAT'S IN THE BOOK?

- **Chapter I: Playing the Game (page 2).** Rules for building and interpreting dice pools, performing checks, using Destiny Points, and investing experience points to enhance the **AGE OF REBELLION BEGINNER GAME** characters.
- **Chapter II: Combat (page 12).** Rules for handling combat, movement, and characters' health.
- **Chapter III: Skills (page 21).** Descriptions and common uses of each of the various skills that a character might learn in the course of his or her adventures in the *Star Wars* galaxy.
- **Chapter IV: Talents (page 26).** Special abilities and techniques available to the characters in the **AGE OF REBELLION BEGINNER GAME**.
- **Chapter V: Gear and Equipment (page 30).** Common personal weapons, armor, and gear critical for surviving the harsh battlefields of the Galactic Civil War.
- **Chapter VI: Starships and Vehicles (page 37).** Special rules associated with starships and other vehicles common to the *Star Wars* universe.
- **Chapter VII: Adversaries (page 44).** Several additional opponents with which the heroes can contend.

GAME RULES

Many of the rules presented here will be familiar now that you have played through the tutorial adventure, although this section provides greater depth.

WHAT PLAYERS NEED TO PLAY

Continuing with your **AGE OF REBELLION BEGINNER GAME** requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens, as well as the character folios and custom dice they used in the **BEGINNER GAME** adventure.

The players and GM might also find it helpful to obtain the *Star Wars* dice-rolling application. More information can be found on the Fantasy Flight Games website at www.FantasyFlightGames.com.

NARRATIVE PLAY

The **AGE OF REBELLION BEGINNER GAME** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In the **AGE OF REBELLION BEGINNER GAME**, combat, placement of characters, and other situations are represented in an abstract fashion. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.



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For more information about the *Star Wars: AGE OF REBELLION* line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com
starwars.com



PLAYING THE GAME

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, as well as any consequences that might accompany success or failure. This core mechanic in the **AGE OF REBELLION BEGINNER GAME** is quite simple and can be broken into two key elements:

1. Roll a pool of dice.
2. After accounting for all other factors, if there is at least one Success ✨ symbol showing on the dice, the task is completed successfully.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and type of dice are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as by the inherent difficulty of the task being attempted. The GM might decide that the environment or the situation warrants certain additional dice. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of the dice. Certain symbols work in pairs, one type canceling out another. Other symbols cannot be canceled out; their effects are applied regardless of the outcome of the roll. After comparing the first set of paired symbols—Success ✨ and Failure ▼—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage ⤴ and Threat ⚡—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements: the pool of dice being assembled or the results on the dice after they are rolled.


THE DICE

When a character makes a skill check in the **AGE OF REBELLION BEGINNER GAME**, the dice allow the players to quickly determine the success or failure, as well as the magnitude and narrative implications, of the attempted task. To accomplish this, the **AGE OF REBELLION BEGINNER GAME** uses seven different types of dice. Each die face is either blank or features one or more symbols that represent various positive or negative effects.


POSITIVE DICE

There are three types of positive dice that have symbols that improve the odds of successfully completing a task or achieving beneficial side effects.




ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice  represent the character's aptitude or skill when attempting a skill check.

BOOST DICE

Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice  represent benefits gained through luck, chance, and advantageous actions taken by the characters.



PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice  represent the combination of innate ability and training. They are most often used when characters attempt skill checks for which they have training in a relevant skill. Proficiency dice  are the upgraded version of Ability dice  (for more on upgrades, see page 7).

NEGATIVE DICE

There are three types of negative dice that have symbols that undermine success or impose unwanted complications.

DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice  represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice  in a dice pool, the more challenging it is to succeed.

POSITIVE DICE AND NEGATIVE DICE




Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are comprised of "positive" and "negative" dice.

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects.





TABLE 1-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of light side Destiny Points	The use of dark side Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by the GM	Other disadvantages, as determined by the GM



SETBACK DICE

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice  represent problems or minor obstacles during task resolution. Setback dice  are not as potent as Difficulty dice .

CHALLENGE DICE

Challenge is represented with red twelve-sided dice. Challenge dice  represent the most extreme adversity and opposition. These dice might be featured in place of Difficulty dice  during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice  are the upgraded version of Difficulty dice  (for more on upgrades, see page 7).

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice  represent the power and pervasiveness of the Force. In the **AGE OF REBELLION BEGINNER GAME**, Force dice  are only used when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points** on page 10).



DICE SYMBOLS & RESULTS

The dice used in the **AGE OF REBELLION BEGINNER GAME** feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section defines the different symbols and describes how they can be used in play.

POSITIVE RESULTS

There are three positive symbols on the task resolution dice.

SUCCESS ✨

Success ✨ symbols are critical for determining whether a skill check succeeds or fails. One Success ✨ symbol is canceled by one Failure ▼ symbol. If there is at least one Success ✨ symbol remaining in the pool after all cancellations, the skill check succeeds.

Success ✨ symbols also influence the magnitude of the outcome. For example, in combat, each Success ✨ symbol is added to the damage inflicted to the target. Generating four net Successes ✨ would inflict four additional damage.

ADVANTAGE 🌀

The Advantage 🌀 symbol indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation. One Advantage 🌀 symbol is canceled by one Threat ⚡ symbol.

It is possible for a task to fail while generating a number of Advantage 🌀 symbols, which allows something good to come out of the failure. The applications of Advantage 🌀 are covered in more detail on page 8.

TRIUMPH ⚡

The Triumph ⚡ symbol is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph ⚡ symbol provides two effects:

- First, each Triumph ⚡ symbol also counts as one Success ✨, in every way a Success ✨ has been defined.

- Second, each Triumph ⚡ can be used to trigger an incredibly potent effect. See page 8 for more information on using Triumph ⚡ to trigger effects.

Players gain both effects with each Triumph ⚡ symbol; they do not have to choose between the Success ✨ and the special effect trigger.

NEGATIVE RESULTS

There are three negative symbols on the task resolution dice.

FAILURE ▼

Failure ▼ symbols are critical for determining whether a skill check succeeds or fails. One Failure ▼ symbol cancels one Success ✨ symbol. If there are no Success ✨ symbols remaining in the pool after all cancellations, the skill check fails. Multiple net Failure ▼ symbols have no further effect.

THREAT ⚡

The Threat ⚡ symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of these negative side effects could include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight that allows an enemy to duck into cover, or suffering additional strain during a stressful situation. One Threat ⚡ symbol cancels one Advantage 🌀 symbol.

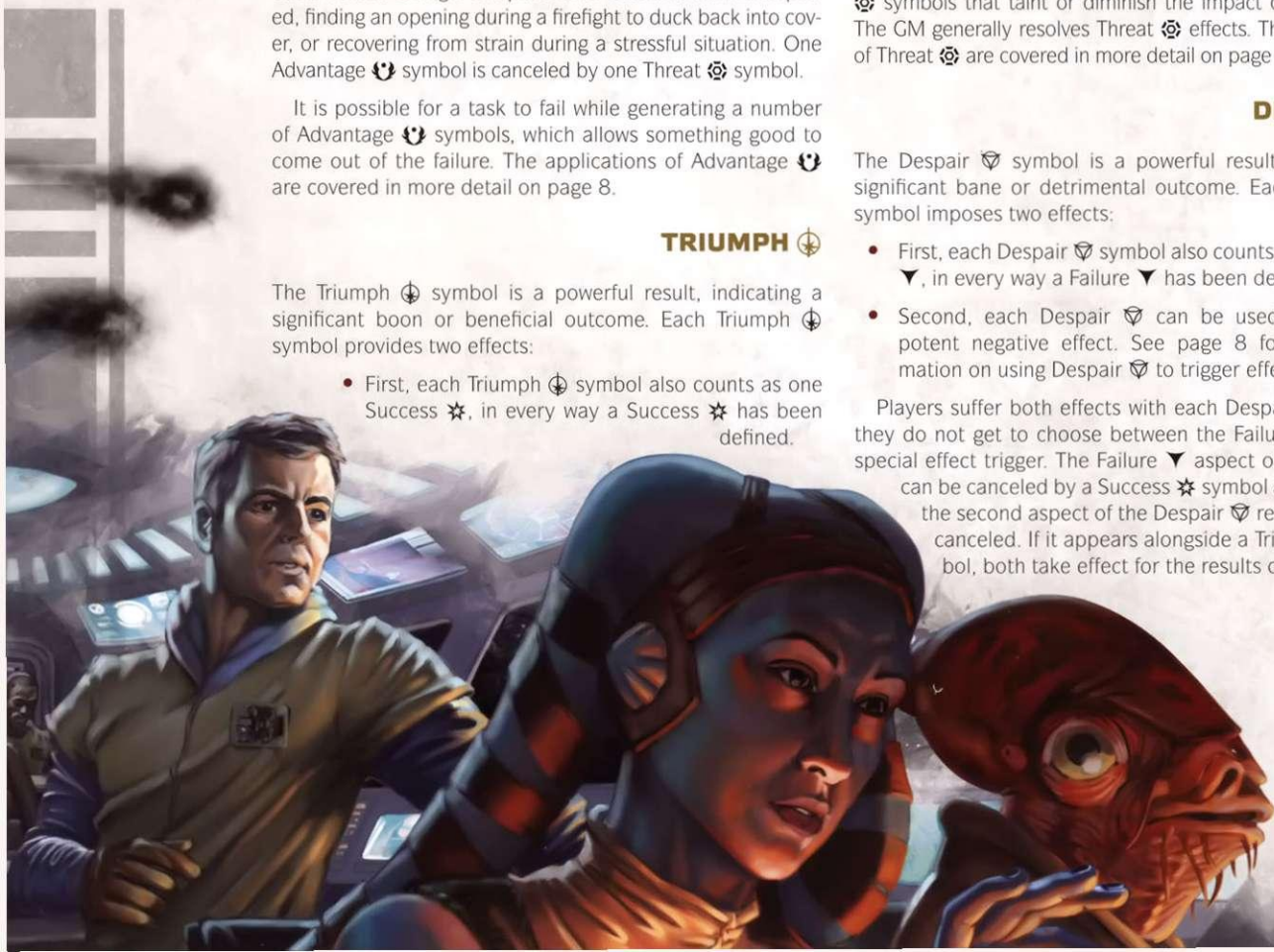
It is possible for a task to succeed but also generate Threat ⚡ symbols that taint or diminish the impact of the success. The GM generally resolves Threat ⚡ effects. The applications of Threat ⚡ are covered in more detail on page 8.

DESPAIR 🌀

The Despair 🌀 symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair 🌀 symbol imposes two effects:

- First, each Despair 🌀 symbol also counts as one Failure ▼, in every way a Failure ▼ has been defined.
- Second, each Despair 🌀 can be used to trigger a potent negative effect. See page 8 for more information on using Despair 🌀 to trigger effects.

Players suffer both effects with each Despair 🌀 symbol; they do not get to choose between the Failure ▼ and the special effect trigger. The Failure ▼ aspect of a Despair 🌀 can be canceled by a Success ✨ symbol as normal, but the second aspect of the Despair 🌀 result cannot be canceled. If it appears alongside a Triumph ⚡ symbol, both take effect for the results of the check.



LIGHTS, CAMERA, ACTION!

During the course of an **AGE OF REBELLION BEGINNER GAME** adventure, characters find themselves attempting a variety of tasks. When the outcome of a PC's task is uncertain, that character usually needs to perform a skill check to determine the success or failure of a particular action.

The type of skill check required is determined by the GM (for more information on skill types, see page 21). Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. The pool can be a combination of many types of

dice, and it varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, while others are cumulative. Once all evaluations have been made, the player and GM can resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

The **AGE OF REBELLION BEGINNER GAME** uses a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **Building a Basic Dice Pool** on page 6). The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

CHARACTERISTICS

A character's intrinsic abilities are defined the following six characteristics:

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, memory, and ability to reason and rationalize.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from 1 to 6.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent peak performance and ability.

SKILLS & TRAINING

Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, a trained character will be far more effective and capable than one unskilled at the task at hand.

Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Knowledge uses Intellect.

For a more in-depth look at skills and their applications, see page 21.

DIFFICULTY

Difficulty adds negative dice to the dice pool, which make success more challenging. In addition to the task's inherent difficulty, other dice may be added to reflect additional complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six difficulty levels (see **Table 1–2: Difficulty Levels** on page 7).




BUILDING A BASIC DICE POOL










Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section explains how the dice pool is actually assembled.











APPLYING SKILLS & CHARACTERISTICS

The active character's skill training and the skill's linked characteristic are equally important when building a dice pool. When a character performs a task, the GM and player determine which skill is most appropriate. The skill they select determines which characteristic the character uses. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill which is linked to the Intellect characteristic.

Once the characteristic and skill are determined, the player can start building the dice pool. The player compares any ranks of skill training and the linked characteristic's rating.





The higher of the two values determines how many Ability dice  are added to the skill check's dice pool. Then the player upgrades a number of those Ability dice  into Proficiency dice  based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that value is automatically zero, and the character relies solely on the appropriate characteristic.







Example 1: Cael, a Rebel soldier, is attempting to climb a wall to get away from his pursuers. This uses Cael's Athletics skill and Brawn characteristic. Cael has Athletics 2 and Brawn 4. His Brawn is higher, so the player begins by adding four Ability dice  to his pool. His Athletics skill is lower, so he upgrades that many dice (two) into Proficiency dice . To attempt this action, Cael starts out with four dice in his pool—, two Ability dice and two Proficiency dice.

Example 2: Later, Vendri, the Duros master of infiltration, is attempting to climb the same wall. Vendri is more experienced with climbing and has Athletics 4. However, his Brawn is only 2. His Athletics skill is higher, so the player begins by adding four Ability dice  to his pool. His Brawn rating is lower, so he upgrades that many dice (two) into Proficiency dice . To attempt this action, Vendri starts out with four dice in his pool—, two Ability dice and two Proficiency dice.



Note that both Cael and Vendri begin with the same size and type of dice pool, despite the fact their ranks in the Athletics skill and their Brawn characteristics are different.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM chooses the level of difficulty for the task by consulting **Table 1–2: Difficulty Levels** on page 7. The difficulty level of the task determines the number of Difficulty dice  that the player must add to the pool. For example, an **Average** () skill check means the player adds two Difficulty dice  to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice , removing them from the dice pool and replacing them with an equal number of Challenge dice . Difficulty dice  are most often upgraded into Challenge dice  when characters face skilled opposition or particularly dire circumstances, or when Destiny Points are used to make a check more challenging. Upgrading Difficulty dice  into Challenge dice  is discussed in more detail on page 7.

If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

Example: For the previous sample scenarios, the GM reviews the table of difficulty levels. She decides that this wall is poorly maintained, and thus has cracks the PCs can grip, so she assigns a difficulty of **Average** () to the task. Two Difficulty dice are added to the players' dice pools when the PCs try to climb the wall.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that can impact the outcome of a task, the basic dice pool might be sufficient to represent the check. However, in a setting as diverse and action-packed as *Star Wars*, it is common for other factors to be introduced.

Any number of factors might warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, investment of Destiny Points, or Critical Injuries. The following sections describe these modifications in more detail.

It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then they add additional dice. Then they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of

TABLE 1-2: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	—	A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally the case only if one or more Setback ■ dice are introduced, such as those added due to injuries, the environment, or opposition.
Easy	◆	An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. Examples include picking a primitive lock, tending to minor cuts and bruises, finding food on a lush planet, and shooting a target at short range.
Average	◆◆	An average task represents a routine action for which success is common enough to be expected, but failure is not surprising. Examples include picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, and trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. Examples include picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, and shooting a target at long range.
Daunting	◆◆◆◆	A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. Examples include picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, and shooting a target at extreme range.
Formidable	◆◆◆◆◆	Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Examples include picking a lock with no comprehensible mechanism, cloning a new body, and finding food and shelter on a planet without a breathable atmosphere.

Boost □ and Setback ■ dice. As a general rule, one Boost die □ is added to the dice pool for each edge or tool that would help the character succeed, and one Setback die ■ is added for each disadvantage or obstacle impeding success.

A single Boost die □ is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice □ to be added to the dice pool.

Likewise, a single Setback die ■ is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice ■ to the dice pool.

Example: In the wall-climbing scenario used prior, the scene could be described to reflect the character attempting the task while under pursuit by stormtroopers (a disadvantage) and after a rainstorm that has left the wall slick (a disadvantage). Fortunately, the character has climbed this wall before, and knows the handholds and footholds (an advantage). Based on how the scene has been set up and described, the GM adds two Setback ■ dice and one Boost die □ (in total, ■■□) to the pool.

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects, such as Destiny Points, upgrade a weaker die into a more potent die, or downgrade a potent die into a weaker die.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice ◆ and Difficulty dice ◆. When an Ability die ◆ is upgraded, it is converted into a Proficiency die ◊. When a Difficulty die ◆ is upgraded, it is converted into a Challenge die ●.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once this has been determined, the player removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of either Proficiency dice ◊ or Challenge dice ●.





UPGRADING MORE DICE THAN AVAILABLE

There might be situations in which a player needs to upgrade Ability dice ◆ into Proficiency dice ◊, but there are no more Ability dice ◆ remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die ◆ to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die ◆ into a Proficiency die ◊. This process is repeated until all potential upgrades have been applied.





If a player needs to upgrade Difficulty dice ◆ into Challenge dice ● but there are no more Difficulty dice ◆ remaining, the same process is followed.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and applies only to Proficiency dice ◊ and Challenge dice ●. When a Proficiency die ◊ is downgraded, it becomes an Ability die ◆. When a Challenge die ● is downgraded, it becomes a Difficulty die ◆.

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once this has been determined, the player removes that number of Proficiency dice  or Challenge dice  from the pool and replaces them with an equal number of either Ability dice  or Difficulty dice .

DOWNGRADING MORE DICE THAN AVAILABLE




There might be situations in which a player needs to downgrade Proficiency dice  into Ability dice  or Challenge dice  into Difficulty dice . If all the potential dice are already in their downgraded form, ignore any further downgrades.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both dice upgrades and down-

grades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE













Just as some effects add Boost dice  or Setback dice  to a pool, other effects remove dice from the pool before they are rolled. Most often this comes from character talents that allow the removal of Setback dice  from a pool. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.



Removing dice is done after all other dice have been added and all upgrades and downgrades have been applied.

INTERPRETING THE POOL









After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is the success or failure of the skill check. Then, the GM and players can determine if any significant side effects—good, bad, or both—are triggered.





SUCCESSES & FAILURES

Each Failure  symbol cancels one Success  symbol. Remember that Triumph  symbols are counted as Success  symbols in addition to their Triumph  effects, and the Success  portion of their effects can be canceled by a Failure  symbol. Likewise, Despair  symbols count as Failure  symbols in addition to their Despair  effects, thus cancel Success  symbols just like regular Failure  symbols do.









If all Successes  and Failures  in the pool are canceled out, or if there are any net Failures  remaining, the skill check fails. If at least one Success  remains, the skill check succeeds. Remember, a dice pool must have at least one Success  symbol remaining for a skill check to succeed.





ADVANTAGES & THREATS

Advantage  symbols and Threat  symbols cancel one another. Each Threat  symbol cancels one Advantage  symbol. After all Threat  symbols have canceled Advantage  symbols, a pool will have one or more Advantage  symbols, one or more Threat  symbols, or have everything evenly canceled out.





Having one or more net Advantage  symbols indicates a positive side effect or benefit. Having one or more net Threat  symbols indicates a negative side effect or complication of the attempted task. If all the Advantage  symbols and Threat  symbols cancel each other out, then there are no additional effects, positive or negative.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph  and Despair  are special cases and operate somewhat differently than the other symbols. Unlike Success  and Failure  or Advantage  and Threat , Triumph  and Despair  do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect. Only the "Success" and the "Failure" portions of each symbol can cancel each other out.

Remember that it is possible for a skill check to result in both Triumph  and Despair  symbols. In this case, each result is interpreted separately. For more information about the specific applications of Triumph  and Despair , see pages 15–16.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through varying amounts of Advantage , Threat , Triumph , and Despair , no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character might achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantage , or a moderate success with Advantage  symbols that are tempered by Despair . Likewise, failed checks can have silver linings by also featuring Advantage  or Triumph , or create truly dire situations when they are accompanied by Threat  and Despair .

The sheer variety of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create unique, action-packed sessions.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, some situations call for a slightly different approach.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, let's say a suspected infiltrator lies to the Moff he is betraying, claiming he had nothing to do with the intel leaks. The infiltrator's Deception check might be opposed by the Moff's Discipline. When a spy tries to sneak past a guard, the spy's Stealth check is opposed by the sentry's Vigilance skill.

Like standard checks, opposed checks have associated Difficulty \blacklozenge and potentially Challenge dice \blacklozenge that are added to the skill check's dice pool. However, rather than assigning a general difficulty level to an opposed check, a comparison between the active and opposing characters' characteristics and skill ratings determines the difficulty of an opposed check.

The active character's dice pool is built using Ability dice and potentially upgrading some into Proficiency dice \yellowlozenge based on characteristic and skill rating, as normal. The opposition then introduces Difficulty dice \blacklozenge and Challenge dice \blacklozenge based on its relevant characteristic and skill rating. The higher of the opposition's characteristic and skill rating values determines how many Difficulty dice \blacklozenge are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice \blacklozenge (see **Upgrading Dice** on page 7).

Example: Zal the pilot is flying her X-wing, trying to make a TIE fighter lose sight of her by passing through a debris field. Zal has Agility 4 and Piloting 2, which creates an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice ($\blacklozenge\blacklozenge\yellowlozenge\yellowlozenge$ in total). The TIE fighter pilot has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice to the check, one of which is subsequently upgraded to a Challenge die ($\blacklozenge\blacklozenge$ in total). If there are no other factors, the skill check dice pool contains the following dice: $\blacklozenge\blacklozenge\yellowlozenge\yellowlozenge\blacklozenge\blacklozenge$.

COMPETITIVE CHECKS

When multiple characters are attempting the same task and the players need to know which character accomplishes the task first or performs the task best, or need to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly footrace through a dense jungle. Each character has the same goal: to win the race by crossing the finish line first. This is a competitive check to see who outperforms the other.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many net Successes \star each character generates after cancellations. The character with the most net Successes \star "wins" the check.

Although Advantage \blacksmiley and Triumph \blacksmiley symbols still provide their customary effects in these situations, they also provide one additional benefit: the resolution of ties. If the two characters tie by generating the same number of net Successes \star , the character with the greater number of Triumph \blacksmiley symbols is the winner. If the characters are still tied, the character with more total Advantages \blacksmiley wins the check.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine the winner, or the consequences if everyone loses, or call for another competitive check.

Example: Tendaar the Mon Calamari engineer and Zal the pilot engage in a friendly game of darts while relaxing at the base. The GM decides that hitting the target (an Imperial propaganda poster displaying Moff Dardano's face) will require an **Average** ($\blacklozenge\blacklozenge$) **Ranged (Light)** check. Tendaar has Agility 2 and Ranged (Light) 2, while Zal has Agility 4 and Ranged (Light) 1. Tendaar manages to generate two Successes, no Triumph, and two Advantage ($\star\star\blacksmiley\blacksmiley$ in total). Despite her superior Agility, Zal only manages to generate one Success, one Triumph (which, in addition to being a Triumph, also counts as Zal's second Success), and three Threat ($\star\blacksmiley\blacklozenge\blacklozenge\blacklozenge$) Zal wins the competitive check based on the tiebreaker.



DESTINY POINTS

Destiny is that special spark that elevates heroes above the rank and file, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, Destiny can intervene on their behalf for good or ill.

The concept of Destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force and is one way the Force guides and surrounds the characters.

THE POOL OF DESTINY

Like the Force, Destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil the PCs and complicate their actions. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each hero player rolls one Force \square die (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol \circ , add one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols \bullet , add two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for the remainder of that game session.

At the start of the next session, each player rolls again, and thus the group makes a new pool, which might well have a different number of Destiny Points.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked using the included two-sided gaming tokens. The white side represents light side Destiny Points, and the black side is designated to represent dark side Destiny Points. When anyone spends a Destiny Point, simply flip a token over to its other side.

HOW DESTINY POINTS ARE USED

Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. A player can only spend one light side Destiny Point during a single action. The GM likewise is limited to spending one dark side point per action.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once this player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond by using a Destiny Point in turn.

The following section explains some of the ways in which Destiny Points can be used.

A HELPING HAND

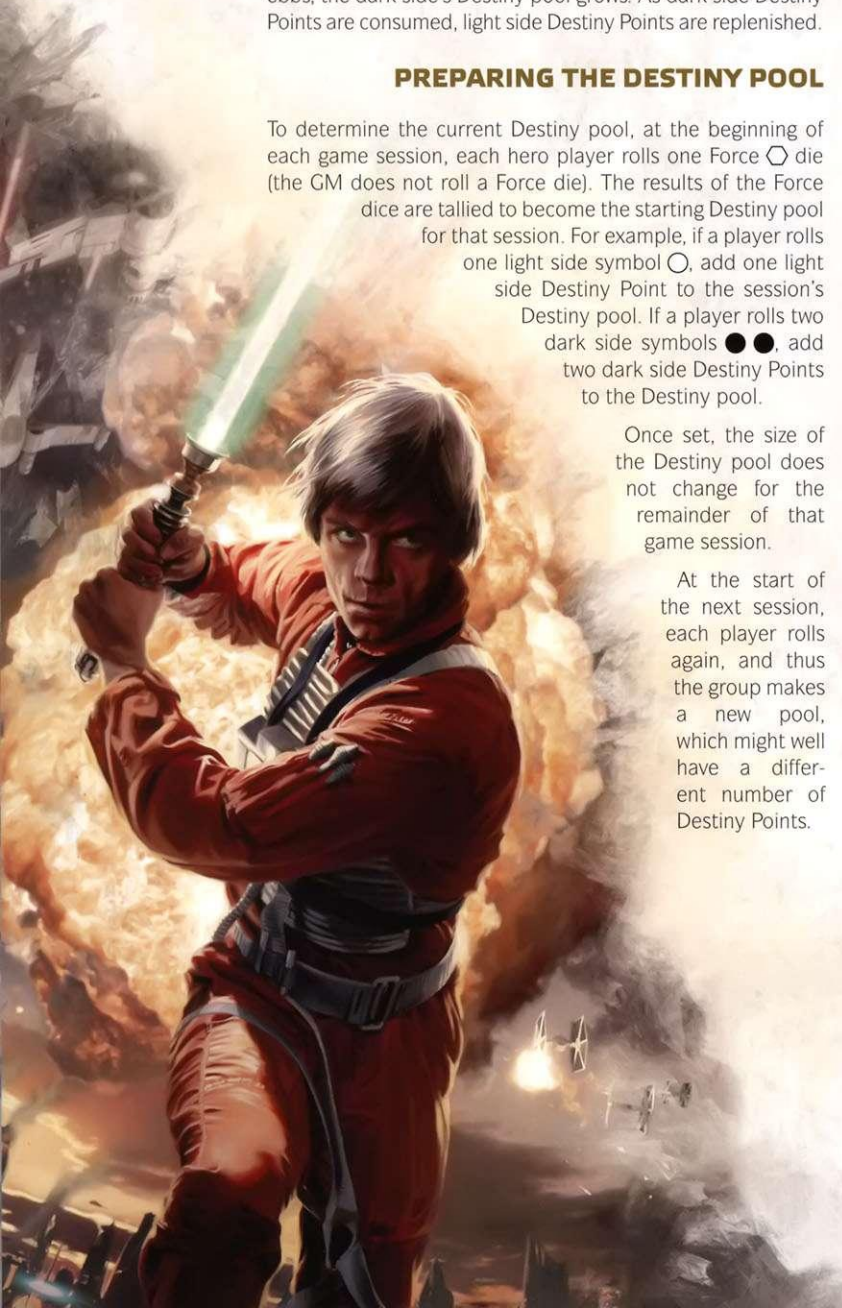
Players have the opportunity to call on Destiny to enhance skill checks they are about to attempt. A hero player may spend one light side Destiny Point to upgrade a dice pool by one step. This refers to upgrading a single Ability die \blacklozenge into the superior Proficiency die \blacklozenge . The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 7.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Players can call on Destiny to make an opponent's skill check more challenging. A hero player may spend one light side Destiny Point to upgrade the difficulty in any NPC's skill check by one step. This refers to upgrading a single Difficulty die \blacklozenge into the more potent Challenge die \bullet . The GM may spend a dark side Destiny Point in this way to upgrade one of the PC's dice pools. Additional information on upgrading dice can be found on page 7.

SPECIAL ABILITIES AND TALENTS

Some powerful talents allow characters to spend Destiny Points for various effects. For example, after acquiring the Dead to Rights talent, Zal can spend one light side Destiny Point to add damage equal to half of her Agility to a successful combat check. Other uses exist, as well—see the full talent descriptions beginning on page 27 for details.



INVESTING EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Players should receive experience from the GM as they continue to play with the characters in the **AGE OF REBELLION BEGINNER GAME**, and they can spend that experience to improve their characters.

SKILL TRAINING

Each skill has five ranks of training available. The cost for training skills falls into one of two categories: career skills and non-career skills. Each character should have check marks next to a number of skills (based on career). These are the character's career skills.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience

points. Each rank must be purchased separately. This means that training a non-career skill from rank 0 to rank 2 costs 25 experience points (10 for raising it from rank 0 to rank 1, then 15 more for raising it from rank 1 to rank 2).

ACQUIRING TALENTS

Talents in the **AGE OF REBELLION BEGINNER GAME** are acquired from a character's career talent tree. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each talent tree has four columns and three rows. This means each talent tree has a total of twelve talents that characters may purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the least expensive, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. When purchasing talents, characters can only purchase talents they are eligible for. Characters are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character has already acquired. Each entry on the talent tree may only be acquired once.

TABLE 1-3: INVESTING EXPERIENCE

Option	Cost	Prerequisites
May purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rating in experience. Non-career skills cost five times the purchased rating in experience, plus five additional experience.	Whether for a career skill or a non-career skill, each rank must be purchased sequentially (rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents in talent trees.	Each talent lists its cost.	Talents can only be purchased if they are on the first level of a talent tree or if they are connected with a bar to one or more talents already purchased.





COMBAT

The **AGE OF REBELLION BEGINNER GAME** strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

Most of the gameplay is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

STRUCTURED GAMEPLAY OVERVIEW

In structured gameplay, the game is broken down into a series of rounds, each of which is further broken down into a series of turns. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**) such as combat follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, the hero players and the GM need to determine in what order the characters will take their turns. This is referred to as the Initiative order.

To determine the Initiative order, each Player Character and NPC makes a **Simple (-) Cool** or **Vigilance check**—Cool when aware and ready for combat, Vigilance when combat begins unexpectedly. It is important to note that different characters might use different skills to determine Initiative during the same combat, depending on their differing circumstances.

Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest number of Successes ✨ to lowest number of Successes ✨. If two checks are tied, the check with more Advantage ☼ is ranked higher. If they are still tied, the check with more Triumph ☀ is ranked higher. If a Player Character and an NPC are still tied after all of these factors have been taken into account, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he or she notes which results were generated by Player Characters, and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the hero players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that turn. That NPC then takes this turn.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using skills, or even attacking others. The activities the active character can perform during a turn are split into three categories: Incidentals, Maneuvers, and Actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. There is no hard limit to the number of incidentals a character can perform during a single turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Making slight movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" end. The GM also determines if the ongoing event warrants additional rounds, or if it has been resolved. If the ongoing event continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the focal event of the encounter has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used "once per encounter" reset. Each Player Character also has a chance to breath easy and recover strain, and each PC may take steps to help heal any incapacitated characters.


MANEUVER LIMITATIONS

A character can perform one free maneuver on his turn. The character may also perform a second maneuver by voluntarily suffering two points of strain. A single character cannot perform more than two maneuvers during his turn.



TYPES OF MANEUVERS

The following is a list of the most common maneuvers a character can perform during combat.



AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking. This grants one Boost die  to the character's next combat check.

ASSIST

A character can perform the Assist maneuver to add a bonus Boost die  to an engaged ally's next check. Several characters can use the assist maneuver to add more bonus Boost dice  to the engaged ally's next check. The Game Master should use common sense when allowing characters to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can take a Guarded Stance maneuver to protect against melee attacks. Until the end of the character's next turn, any combat checks the character makes suffer one Setback die , and Melee and Brawl checks made targeting the character suffer one Setback die .

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat against an opponent with a weapon designed for use in close combat. Most often, a melee attack is made using the Melee or Brawl skill.

INTERACT WITH THE ENVIRONMENT

This is a broad category of possible interactions, such as opening a blast door, flipping or ducking behind a table, pressing a specific button on a control panel, or grabbing a blaster off of the ground.

Taking cover: Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk: all of these maneuvers allow a character to add a Setback die ■ to any ranged combat checks that target that character.

MANAGE GEAR

This maneuver allows a character to manage items and equipment (such as drawing or loading a weapon or drawing something from a pouch or satchel).

MOVE

The Move maneuver allows a character to move within the surrounding environment.

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also means that a character can move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see page 16.
- **Engage or Disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target; if already engaged with a target, a character can perform a maneuver to disengage from that target.
- **Move within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position both require a maneuver. Dropping prone adds one Setback die ■ to all ranged attacks made against the prone character but also adds one Boost die □ to all melee attacks made against the prone character.

ACTIONS

During a character's turn, the character generally has the chance to perform one primary activity. This is the character's action. A character can only perform one action in a turn. In the **AGE OF REBELLION BEGINNER GAME**, there are four major types of actions a character can perform during a turn:

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange an action for an additional maneuver during the turn. However, a character still cannot perform more than two maneuvers during a single turn.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability, the character has used the action for that turn.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Skill descriptions are covered on page 21.

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a combat check when that player's PC uses a combat skill to attack a target. This is also referred to as an attack. A combat check follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool (see page 6). However, there are several additional steps included in a combat check:

1. DECLARE AN ATTACK AND SELECT TARGETS

The player chooses to have the character make an attack. The player selects the skill the character uses to make the attack, and if the skill requires a weapon to use, which weapon the character uses. The player then declares the attack's target.

2. ASSEMBLE THE DICE POOL

The player then assembles a dice pool based on the skill, its characteristic, and any applicable talents and other abilities.

The difficulty of combat checks depends on whether the attack is a ranged attack (using Ranged [Light], Ranged [Heavy], or Gunnery) or a melee attack (using Melee or Brawn). Melee attack difficulties are always **Average (◆◆) difficulty**. Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 2-3: Ranged Attack Difficulty** on page 17 lists difficulties as they relate to different range bands. See page 16 for more information about range bands.

TABLE 2-1: SPENDING ADVANTAGE ☹ AND TRIUMPH ☺ IN COMBAT

Cost	Result Options
1 Triumph ☺ or (variable) Advantage ☹	Activate a Critical Injury (if the target suffers at least 1 wound) or active weapon quality based on weapon (see page 33).
1 Advantage ☹ or 1 Triumph ☺	Recover 1 strain (this option may be selected more than once). Add one Boost die <input type="checkbox"/> to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
2 Advantage ☹☹ or 1 Triumph ☺	Perform an immediate free maneuver, provided that the character has not already performed two maneuvers in that turn. Add one Setback die <input type="checkbox"/> to the targeted character's next check. Add one Boost die <input type="checkbox"/> to another allied character's next check (or that of the current active character).
1 Triumph ☺	Upgrade the difficulty of the targeted character's next check. Upgrade another allied character's next check (or that of the current active character). Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.
2 Triumph ☺☺	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up a blaster or destroying a personal shield generator.

3. POOL RESULTS AND DEALING DAMAGE

The player rolls the dice pool for the character and evaluates the results (**Interpreting the Pool** on page 8). As with any skill check, the check must generate more Successes ✨ than Failures ▼ to be successful.

When making a combat check, after calculating overall success, each remaining Success ✨ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is inflicted on each target.

4. RESOLVE ADVANTAGE ☹ AND TRIUMPH ☺

As with every skill check, Advantage ☹ and Triumph ☺ can be spent by the active character to gain incidental beneficial effects on a combat check. There are specific options for spending Advantage ☹ and Triumphs ☺ in combat encounters. The most common of these effects can be found on **Table 2-1: Spending Advantage ☹ and Triumph ☺ in Combat**.

Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend Advantage ☹ and Triumph ☺ depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

5. RESOLVE THREAT ☹ AND DESPAIR ☹

In the same fashion that the controlling player determines how a character spends Advantage ☹ and Triumph ☺ in a combat check, the GM then determines how to spend any Threat ☹ and Despair ☹ generated in the check. By default, the GM determines how Threat ☹ and Despair ☹ are spent.

There are specific options for spending Threat ☹ and Despair ☹ in encounters, and the most common of these can be found on **Table 2-2: Spending Threat ☹ and Despair ☹ in Combat** (page 16). As with Advantage ☹ and Triumph ☺, keep in mind that these are not intended to be the only options available, and the GM is encouraged to be creative.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, reduce the damage the dealt by the character's soak value. If any damage remains after this reduction, the character suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on soak, damage, and wounds, see **Wounds, Strain, and Injuries** on page 19.

An attack can potentially generate a Critical Injury if the target suffers at least 1 wound. In this case, an NPC target is defeated outright. If the target is a PC or nemesis NPC, instead refer to **Table 2-4: Critical Injuries** on page 18.

Example: Vendri is wearing padded armor and, with his natural Brawn, he has a total soak value of 4. A successful hit with a blaster pistol deals 9 points of damage to him. His soak value absorbs 4 points of this damage, which means he suffers 5 wounds.



TABLE 2-2: SPENDING THREAT ☠ AND DESPAIR ☹ IN COMBAT

Cost	Result Options
1 Threat ☠ or 1 Despair ☹	The active character suffers 1 strain (this option may be selected more than once).
2 Threat ☠☠ or 1 Despair ☹	An opponent (chosen by the GM) may immediately perform one free maneuver in response to the active character's check. Add one Boost ☐ die to the targeted character's next check. The active character or another allied character suffers one Setback die ■ on his next action.
3 Threat ☠☠☠ or 1 Despair ☹	The active character falls prone.
1 Despair ☹	The character's ranged weapon immediately runs out of ammunition and cannot be used for the remainder of the encounter. Upgrade the difficulty of another allied character's next check (or that of the current active character). The tool or melee weapon the character is using becomes damaged.

SOAK

A character's soak value helps protect against incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most armor and other forms of protection provide additional soak (see page 34).

After calculating the total amount of physical damage inflicted by any source, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage.

RANGE BANDS

The **AGE OF REBELLION BEGINNER GAME** relies on broad terms to describe ranges and distances. The distance between two points—people, objects, or adversaries—is defined in general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on.

THE FIVE RANGE BANDS

For ease of play, distance in **AGE OF REBELLION** is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

The GM is free to describe scenes dynamically and set up the action without having to worry about exact distances. Precise distances in meters do not matter. The details and story come first, creating a vivid picture for the players, while still allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

Two characters engaged with each other are in very close proximity. A character needs to be engaged with a target to strike it with a melee weapon, such as a vibroknife.

Engaged is also used to indicate that a person is close enough to an item to use it. For example, a slicer needs to be engaged with a security terminal to attempt to hack it.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range requires only one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range requires only one maneuver.

TABLE 2-3: RANGED ATTACK DIFFICULTY

Range Band	Difficulty
Engaged	Easy (◆) plus additional modifiers depending on weapon used.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

ADDITIONAL DIFFICULTY

Range	Difficulty
Engaged with Ranged (Light)	+ 1 difficulty (◆)
Engaged with Ranged (Heavy)	+ 2 difficulty (◆◆)
Engaged with Gunnery	Cannot make Gunnery checks when engaged with an opponent.

LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments reach out to this range. Two people at extreme range might not be able to hear each other even if they shout. Moving between long range and extreme range can be extremely time consuming and taxing, and thus doing so requires two maneuvers.

Example: During a battle inside a large and highly covert Imperial base on Dxun, the characters are ambushed by four ISB agents—two approaching from one side and two from the other. These foes are considered to be within the medium range band to the characters. During their turns, the characters split up to attack. Two of the PCs move toward one group of ISB agents, getting within short range, and the other group moves to the opposite set of enemies. Both groups of characters are now considered to be within short range to their specific targets, but are at medium range from the other group of targets.



ADDITIONAL COMBAT CHECK MODIFIERS

Any number of factors can modify a combat check, from environmental concerns to actions the character takes. This section discusses some of these modifiers.

RANGED ATTACKS AT ENGAGED TARGETS

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step (upgrading one Difficulty die ♦ to a Challenge die ●).

RANGED ATTACKS WHILE ENGAGED

When engaged opponent makes a ranged attack against a character, that character may add 1 Boost die □ to the next Brawl or Melee check that character makes against that opponent.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 2-3: Ranged Attack Difficulty** on page 17 for more information.

UNARMED COMBAT

Characters fighting with their bare fists (or other appendage) use the Brawl combat skill. When a character does so, the attack has a base damage equal to the character's Brawn, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities (see **Weapon Qualities** on page 32). Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold. Note that this strain damage is still reduced by the target's soak value.

Unlike other weapons, Brawl weapons (see page 31) augment this basic attack. Brawl weapons can add damage to this attack, and can have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality of an unarmed attack, the character uses the improved version.

IMPROVISED WEAPONS

Improvised weapons such as broken bottles, rocks, and sticks use the Melee skill. As with all Melee weapons, add the attacker's Brawn to the damage dealt. Improvised weapons generate one automatic Threat ☹ on any check and have a base damage of 1. Any attack roll that results in a Despair ☹ or two or more Threat ☹ indicates that the improvised weapon breaks and is useless in further rounds of combat.

ENVIRONMENTAL EFFECTS

The GM can add Boost □ and Setback die ■ as he deems appropriate to any combat check due to environmental effects, such as darkness or smoke.

COVER

Being behind some sort of cover—a crate, wall, or vehicle, for example—imposes one Setback die ■ on the opponent's attack rolls and on certain skill checks, such as Perception.

DIFFICULT TERRAIN

Difficult terrain is anything that a GM decides is hard to move through or over. It can include tight passageways, bodies of water, slippery ice, thick undergrowth, loose rubble, or deep and shifting sand. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the distance they could under normal conditions.

FALLING

Gravity can be extremely dangerous. If a character falls from a height within short range, he suffers 10 damage and 10 strain. Falls from greater heights can cause a character to be incapacitated or even killed, per the GM's discretion.

TABLE 2-4: CRITICAL INJURIES

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (♦)	The character suffers 2 strain immediately. No ongoing effect.
Second Critical Injury	Average (♦♦)	The character suffers a Setback die ■ to his or her next check. No ongoing effect.
Third Critical Injury	Hard (♦♦♦)	The character suffers a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (♦♦♦♦)	The character is incapacitated until this Critical Injury is healed.

WOUNDS, STRAIN, AND INJURIES

A character's health is tracked using two independent yet similar systems: wounds and strain.

WOUNDS AND WOUND THRESHOLD

Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before being incapacitated. This physical limit is represented by the character's wound threshold.

- When a PC suffers wounds beyond his or her wound threshold, that PC is knocked out and incapacitated until the wounds are reduced so that they no longer exceed the character's wound threshold (usually via healing). The PC also immediately suffers one Critical Injury.
- When NPCs and creatures suffer wounds greater than their wound threshold, they are defeated. Note that the GM might wish to designate some important NPCs as nemesis NPCs. These NPCs follow the same rules for being incapacitated and suffering Critical Injuries as PCs.

STRAIN AND STRAIN THRESHOLD

Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain.

- When a PC suffers strain beyond his or her strain threshold, that PC is incapacitated until the strain is reduced so that it no longer exceeds the PC's strain threshold.
- When an NPC suffers strain, it applies the strain directly to its wound threshold (unless it is a high-level opponent such as a nemesis, who instead uses the same rules as PCs).

INCAPACITATED

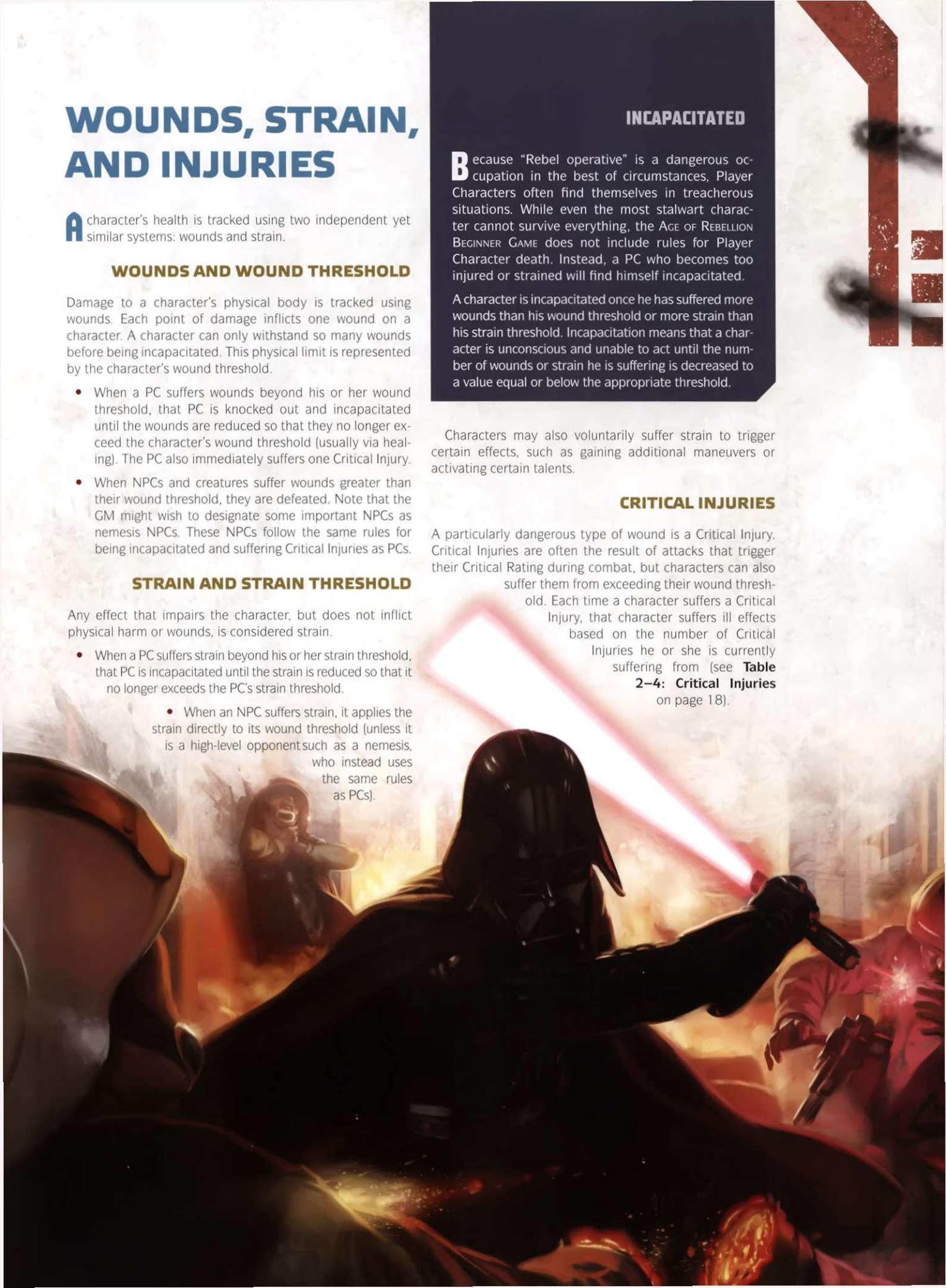
Because "Rebel operative" is a dangerous occupation in the best of circumstances, Player Characters often find themselves in treacherous situations. While even the most stalwart character cannot survive everything, the AGE OF REBELLION BEGINNER GAME does not include rules for Player Character death. Instead, a PC who becomes too injured or strained will find himself incapacitated.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and unable to act until the number of wounds or strain he is suffering is decreased to a value equal or below the appropriate threshold.

Characters may also voluntarily suffer strain to trigger certain effects, such as gaining additional maneuvers or activating certain talents.

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. Critical Injuries are often the result of attacks that trigger their Critical Rating during combat, but characters can also suffer them from exceeding their wound threshold. Each time a character suffers a Critical Injury, that character suffers ill effects based on the number of Critical Injuries he or she is currently suffering from (see **Table 2-4: Critical Injuries** on page 18).





RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are several options for recovery.

RECOVERING FROM WOUNDS

Characters can recover from wounds in several different ways. Find some options (and restrictions) for healing below:

- **Natural Rest:** For each full night's rest, a character recovers one wound. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2-4: Critical Injuries** on page 18). A Triumph ☉ result means the character can heal one additional Critical Injury. Droids benefit from natural rest as well, as their subroutines and automated systems enact self-repairs.
- **Medical Care:** Once per encounter, a character may attempt a Medicine check to patch up injuries (or have an engaged ally attempt the check instead). The difficulty of the check is based on the character's current state of health (see **Table 3-1: Medicine Check Difficulty** on page 23). If the character does not have access to proper medical supplies (such as a medpac), the difficulty of the check is increased by 1 (◆). On a successful check, the target recovers a number of wounds equal to the number of Successes ✨ generated by the Medicine check and an amount of strain equal to the amount of Advantage ☺ generated.

Once per week, a character may also attempt to heal a Critical Injury by making a Medicine check (or have an engaged ally attempt the check) with a difficulty based on the number of Critical Injuries he or she is currently suffering from (see **Table 2-4: Critical Injuries** on page 18).

Droids do not benefit from medical care in the traditional sense. However, a skilled machinist can use the Mechanics skill to treat a droid in the same way a doctor treats an organic patient with the Medicine skill.

- **Bacta Tanks:** Characters can also recover using a bacta tank. Bacta tanks are rare outside of medical installations. A wounded character recovers at a rate of one wound per two hours. At the end of each 24-hour period, a character may attempt one Resilience check to remove one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2-4: Critical Injuries** on page 18).

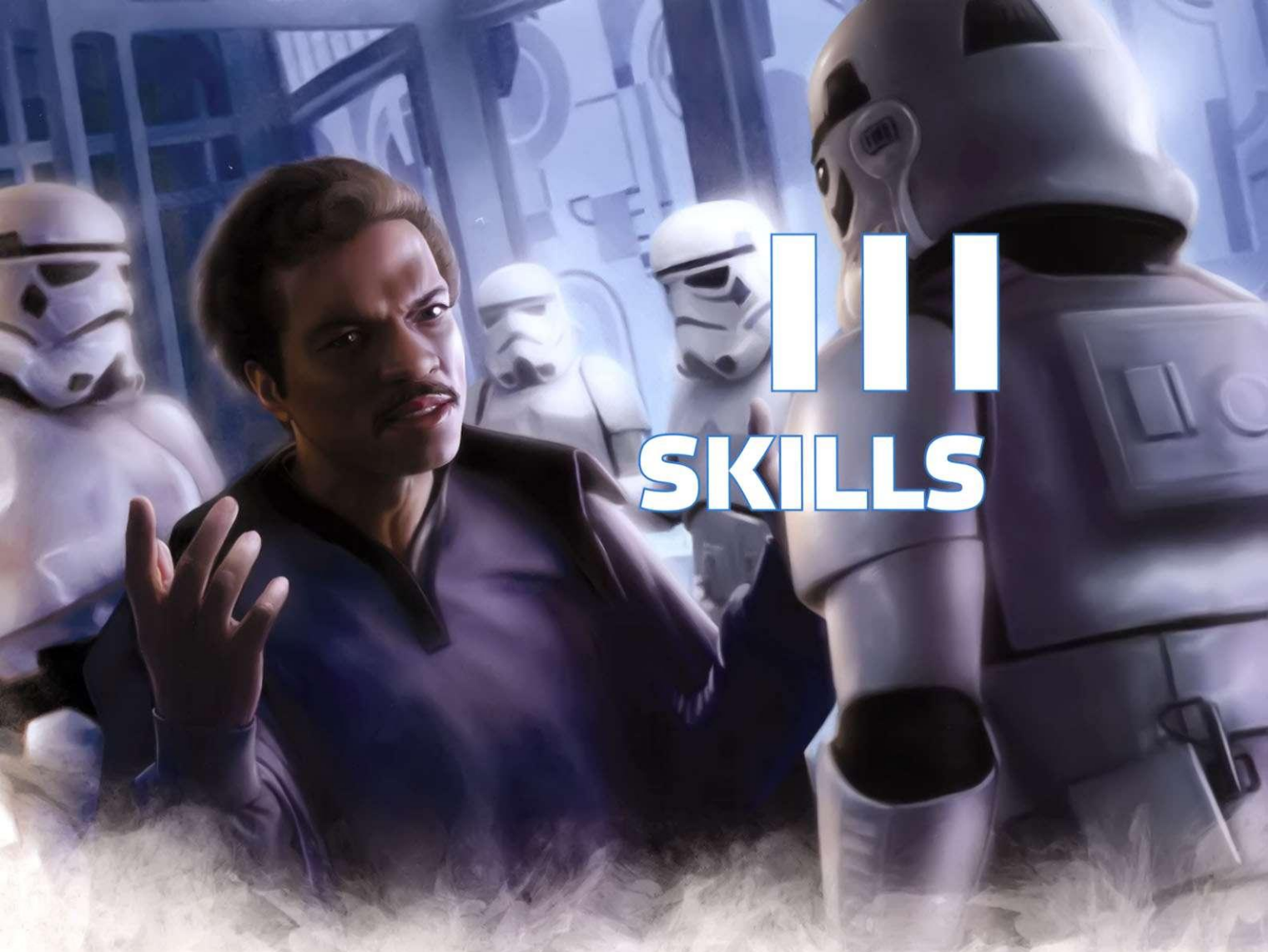
Droids do not benefit from spending time in a bacta tank. However, they can gain the same benefits from spending time in an oil bath.

- **Stimpacks:** Stimpacks heal a fixed amount with no check necessary. Each stimpack used on a character automatically recovers four wounds. It requires one maneuver for characters to inject themselves or engaged allies. Stimpacks have no effect on Critical Injuries. See page 35 for more information on stimpacks.

Droids cannot use stimpacks. However, they benefit from emergency repair patches in the exact same way. See page 36 for more information on emergency repair patches.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. At the end of each encounter, each PC recovers strain equal to his or her Presence or ranks in the Cool skill, whichever is greater. Furthermore, a good night's rest generally removes all strain a character has suffered.



SKILLS

The vast majority of a character's actions are governed by abilities acquired through education or experience. Any time a character attempts an action that has a reasonable chance of success or failure, the skills the character has honed come into play as a means of determining the result.

Almost anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn applies directly to a dramatic game. To reflect this, the **AGE OF REBELLION BEGINNER GAME** includes a list of skills that are most likely to come up in the course of fast-paced adventures set within the *Star Wars* galaxy. The list might not cover every imaginable situation, but it should address the majority of skills characters are likely to use over the course of a **BEGINNER GAME** session.

CAREER SKILLS

Each character has several skills denoted on his or her character sheet as career skills. These are skills that define the core focus of a character's chosen career. These skills are less expensive to advance when spending experience.

SKILL RANKS

Every time a character prepares to make a skill check, the player who controls that character starts by forming a dice pool. The higher of the character's values for the relevant characteristic or skill determines the total number of Ability dice \blacklozenge . The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice \blacklozenge . A character who has not spent XP to purchase ranks in a skill is considered unskilled. This character has a value of 0 for the skill in question, thus makes checks using that skill without any Proficiency dice \blacklozenge .

The first two ranks of a skill represent that a character has a thorough grounding in that skill but limited practical experience. The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. Few beings actually attain the fifth rank of a skill; after all, only a rare and gifted individual can adequately appreciate the artistry of a master, whatever that artisan's craft, so those who strive to attain this level of expertise must deliberately challenge themselves to perfect their skills.

SKILL DESCRIPTIONS

This section provides a basic description of each of the skills used in the **AGE OF REBELLION BEGINNER GAME**. Each skill is presented with clarifications on how it can best be used, along with notes on key differences from similar skills.

ASTROGATION (INTELLECT)

The Astrogation skill represents a character's ability to use knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump. Astrogation examples include:

- Programming a navicomputer for a hyperspace jump.
- Providing an answer when a character wonders what other planets and systems are nearby.

ATHLETICS (BRAWN)

The Athletics skill serves as a measure of the character's overall fitness and physical conditioning. Athletics examples include:

- Climbing. The difficulty of this task is determined based on the surface and weather conditions.
- Swimming in difficult conditions. Water conditions—particularly waves, currents, and tides—dictate the overall challenge of any efforts to swim.
- Vertical and horizontal jumping. Gravitational conditions and the distance a character tries to jump are the factors most likely to affect difficulty calculations.

BRAWL (BRAWN)

Some individuals are thoroughly trained in unarmed combat, have natural weapons that they prefer to use during physical altercations, or seek to drop foes without seriously injuring them. In any of these situations, Brawl is the skill used to determine the success or failure of a hand-to-hand strike. Attacks made with Brawl can inflict wounds or strain upon their target (the attacker chooses when making the attack).

CHARM (PRESENCE)

An individual with the Charm skill is capable of giving just the right compliment to a target. Charm examples include:

- Persuading an individual to make a special exception to protocol through flattery, flirting, and grace.
- Appealing to a target to go out of the way to aid the characters, without any hope of remuneration.

Charm is often an opposed check, using the subject's Presence or Cool.

COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, the character uses Coercion. Examples include:

- Issuing a threat. An implied threat—such as gesturing or pointing towards a weapon—is sufficient to invoke the use of the Coercion skill.
- Questioning or persuading a target to yield information under conditions of physical captivity.

Coercion is an opposed check, resisted by the subject's Willpower or Discipline. Attempting to persuade a subject to betray core beliefs should always add an extra Difficulty die **◆** to the pool.

COMPUTERS (INTELLECT)

The Computers skill is used to program, manipulate, and exploit the seemingly infinite computer systems and droid brains found throughout the galaxy. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and the routine maintenance needed to keep the software on a computer or droid running effectively. Computers examples include:

- Attempting to open a locked door, control an elevator, or bypass a security system.
- Altering a droid's programming or gaining access to its memories.

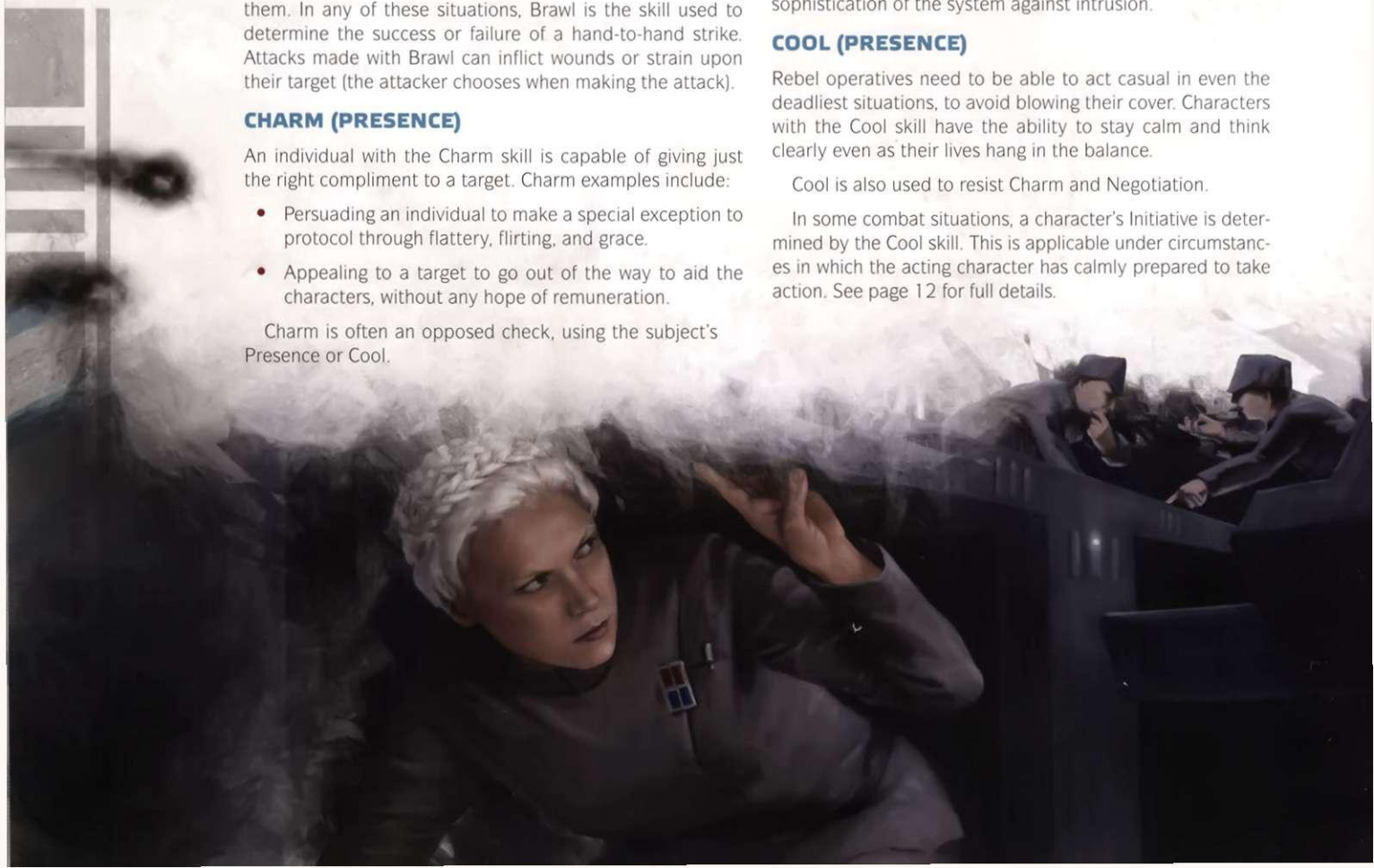
The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion.

COOL (PRESENCE)

Rebel operatives need to be able to act casual in even the deadliest situations, to avoid blowing their cover. Characters with the Cool skill have the ability to stay calm and think clearly even as their lives hang in the balance.

Cool is also used to resist Charm and Negotiation.

In some combat situations, a character's Initiative is determined by the Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 12 for full details.



COORDINATION (AGILITY)

When a character needs to balance on unstable surfaces, crawl through narrow openings, or tumble from dangerous heights, the character uses the Coordination skill. Coordination examples include:

- Walking across a narrow surface.
- Escaping from restraints.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute.

DECEPTION (CUNNING)

When a falsehood plays the central part in a character's persuasive effort, then that character is employing the Deception skill. Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline. Deception examples include:

- Misleading a buyer or seller about the value of an object.
- Distracting an opponent through guile—even within the context of a physical confrontation.

DISCIPLINE (WILLPOWER)

The ability to maintain composure and react in an effective manner is governed by the Discipline skill. Discipline can enable a character to overcome attempted treachery and threats that others seek to impose upon him or her. It is used to resist other characters' uses of Leadership, Coercion, and Deception. Discipline examples include:

- Acting normally when pinned by heavy fire.
- Facing down a terrifying foe rather than fleeing.

GUNNERY (AGILITY)

Gunnery applies to weapons that are typically too large for a person to carry. Gunnery examples include:

- Firing a starfighter's weapons.
- Using a vehicle-mounted weapon or a turret built into a defensive emplacement.

KNOWLEDGE (INTELLECT)

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. The Knowledge skill serves to bridge this gap. It enables players to make decisions about their characters' actions that are informed by what the characters might know about the galaxy around them. Knowledge examples include:

- Recognizing accents, dress, and mannerisms that are associated with a particular world.
- Understanding basic scientific information.
- Deciphering an ancient piece of writing or identifying its context.
- Determining the best location to sell a cargo of goods.
- Identifying the vulnerabilities of another species.

LEADERSHIP (PRESENCE)

The Leadership skill represents a character's ability to instill faith and trust in friends, allies, and subordinates. Leadership examples include:

- Rallying allies.
- Swaying an assembled crowd to take action.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey, as well as the intelligence and professionalism of the subjects that character is attempting to command.

MECHANICS (INTELLECT)

The Mechanics skill represents the expertise required to repair anything from a failed hyperspace engine to a trusty blaster. Mechanics examples include:

- Repairing a device that has suffered physical damage, provided the necessary tools and replacement components are available. Droids do not benefit from Medicine, but they can substitute the Mechanics skill for the same healing effects (see Medicine below).
- Identifying the parts and tools necessary for a repair job along with their approximate cost.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. The Medicine skill is used to treat these injuries and perform first aid. Medicine examples include:

- Giving routine first aid.
- Treating a poison.
- Performing surgeries, implanting cybernetic augmentations, or administering psychological therapy—these generally require additional medical supplies.

When treating injuries, the difficulty of the check is based on the target's current state of health (see **Table 3-1: Medicine Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of Successes ✨ generated by the Medicine check and an amount of strain equal to the amount of Advantage 🌀 generated.

Droids may do benefit from Medicine, but they can substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 2.

TABLE 3-1: MEDICINE CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half of wound threshold or less.	Easy (◆)
Current wounds more than half of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury Severity Rating per Table 2-4: Critical Injuries on page 18

MELEE (BRAWN)

The majority of melee weapons depend upon the wielder's strength to inflict damage. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available. Attacks made with Melee inflict wounds upon their target unless the acting character has a weapon that specifically induces strain.

NEGOTIATION (PRESENCE)

The art of negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. Negotiation is opposed by the subject's Presence or Cool. Negotiation examples include:

- Purchasing goods or services for less than the seller's asking price.
- Selling goods or services—whether legal or of a more proscribed nature—at the best price possible.

PERCEPTION (CUNNING)

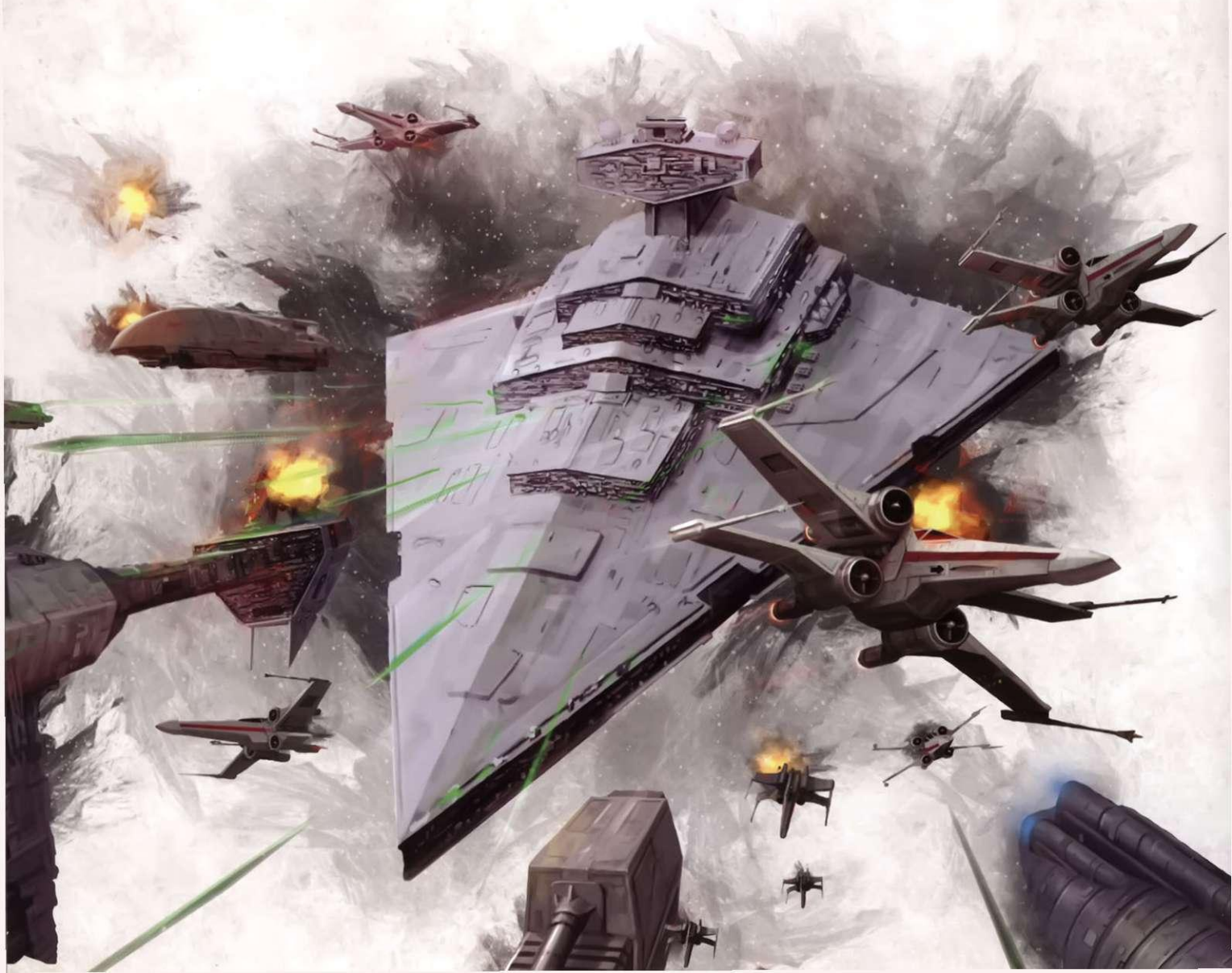
Characters must often maintain a careful awareness of their environment. The Perception skill represents the character's constant, passive state of awareness. Perception can be opposed by skills used for concealment or might have a difficulty set by the environment. Perception examples include:

- Noticing a trap or an ambush before falling prey to a surprise assault.
- Spotting a disguised opponent.
- Noticing a subtle clue, such as an overheard conversation or the smell of a recently fired blaster.

PILOTING (AGILITY)

The Galactic Civil War is fought on many fronts, and with a myriad of different vessels, from vast warships to lumbering walkers to nimble starfighters and atmospheric craft. No matter how a vehicle moves—by rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting.

Under normal conditions and for regular actions, a character is not required to make a Piloting check. When those actions are complicated by treacherous weather conditions, the use of a failing vehicle, or enemy fire, then the character piloting the craft must demonstrate his or her expertise.



RANGED (HEAVY) (AGILITY)

When fired upon a target at range, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. Further, rifles and other such firearms are generally more deadly and more accurate than their lighter counterparts. These large weapons depend upon the Ranged (Heavy) skill for their operation.

RANGED (LIGHT) (AGILITY)

The Ranged (Light) skill includes the use of any weapon that can be fired with one hand without the benefit of a brace or other support element.

RESILIENCE (BRAWN)

Resilience represents a character's physical fortitude against threats such as sleep deprivation, brutal climates, the most restrictive of rations, and ingested toxins. This skill reflects the body's ability to be pushed beyond reasonable limits. Resilience examples include:

- Attempting to go without sleep for significantly longer than is healthy for the character's species.
- Resisting the effects of a toxin after ingesting it.
- Enduring prolonged exposure to a hostile environment—such as one with extreme heat, cold, or toxic pollution.

SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are crucial to performing physical covert operations such as picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check can use Agility instead of Cunning, to reflect a more physical approach. Skulduggery is often opposed by a target's Perception—for the watchful—or Vigilance. Skulduggery examples include:

- Picking a lock using physical tools rather than slicing into a computer. Note that not every electronic lock has a physical interface.
- Escaping from a cell by palming a key and safely navigating away from security elements.

STEALTH (AGILITY)

The Stealth skill reflects how talented a character is at not being noticed. Stealth examples include:

- Attempting to blend in with a crowd.
- Hiding from all of an opponent's senses.
- Hiding people or objects from the attentions of others, either through concealment or misdirection.

STREETWISE (CUNNING)

The Streetwise skill represents the ability of a character to survive in the less savory portions of the galaxy by recognizing the warning signs that come with danger as well as those that might signal an opportunity. Streetwise examples include:

- Looking for a merchant who specializes in unsavory goods or illicit services.
- Discovering rumors that are actively circulating within a region.

SURVIVAL (CUNNING)

Learning to recognize the dangers of the natural environment as well as how to exploit its resources is dependent upon the Survival skill. Survival examples include:

- Identifying safe food, potable water, or shelter in a natural environment.
- Recognizing the signs of dangerous weather conditions and knowing the best way to prepare for them.
- Tracking one's quarry through the wilderness—whether that target is game or an enemy soldier.

VIGILANCE (WILLPOWER)

In uncertain times, characters skilled in Vigilance are constantly prepared to face a variety of challenges and are far more likely to succeed than those who simply react to ever-changing circumstances. This sort of preparedness requires mental discipline, and also hinges upon the character having the wisdom and foresight to keep a variety of essential tools and supplies close at hand.

In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative. See page 12 for details.





IV TALENTS

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. A character is most likely to succeed when equipped with both a skill and a talent that is appropriate for the situation.

TALENT TREES

Each of the **AGE OF REBELLION BEGINNER GAME** character folios has a talent tree on the final spread. As the GM continues to award experience, the players can invest it by selecting new talents from the trees.

Any time a player wishes to select a new talent for a character, the player must first make certain that it is currently accessible on the character's tree. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, descending through a particular path on the tree. All such descents must follow the available lines shown on the tree. Note that for some

trees, directly descending within a single column is not possible, because there is a break in the listing. In these cases, the character must first acquire a talent from an adjacent column and create a new path to the desired talent.

For more information on investing experience in talents, see **Investing Experience Points** on page 11.

TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When a character learns a talent for the second, third, or later time, he or she gains an additional rank of the talent.

Example: Owen's character Vendri has one rank in the Rapid Recovery talent, which lets a character recover 1 additional strain per rank at the end of each encounter. As Vendri has 1 rank of the talent, he recovers 1 additional strain at the end of each encounter. When Vendri purchases a second rank of Rapid Recovery, he recovers 2 additional strain at the end of each encounter.

TALENT DESCRIPTIONS

Below is a list of the talents used in the **AGE OF REBELLION BEGINNER GAME**. Every entry includes the information required for gameplay:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If a talent is active, the type of action necessary for activation is indicated. Some talents can be activated on other characters' turns. If this is the case, the Activation will also include the "out of turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).

ADVERSARY

Activation: Passive

Ranked: Yes

Upgrade the difficulty of any combat check targeting this character once per rank of Adversary (NPC only).

BAD MOTIVATOR

Activation: Active (Action)

Ranked: No

Once per game session, the character may take a Bad Motivator action to make a **Hard (◆◆◆) Mechanics check**. If successful, one device (subject to the GM's approval) spontaneously fails due to the character's involvement, or because it was about to fail anyway and the character noticed it (this is the character's decision).

BARRAGE

Activation: Passive

Ranked: Yes

Add one damage per rank of Barrage to one hit of successful Ranged (Heavy) or Gunnery attacks with non-starship/vehicle weapons at long or extreme range.

BYPASS SECURITY

Activation: Passive

Ranked: Yes

Remove one Setback die ■ per rank in Bypass Security from Skulduggery or Computers skill checks made to disable a security device or open a locked door.

CODEBREAKER

Activation: Passive

Ranked: Yes

The character remove one Setback die ■ per rank in Codebreaker from any attempt to break codes or decrypt communications. In addition, the character decreases the difficulty of Computers or Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

CONTRAPTION

Activation: Active (Action)

Ranked: No

Once per game session, the character can take a Contraption action. With a successful **Hard (◆◆◆) Mechanics check**, the character can fashion a device to solve a current problem using the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process. Triumph ☉ may be spent to allow the tools to be recovered and reused later.

DEAD TO RIGHTS

Activation: Active (Incidental)

Ranked: No

The character may spend one Destiny Point to add additional damage equal to half the character's Agility (rounded up) to one hit of a successful attack made by ship or vehicle-mounted weaponry.

DEAD TO RIGHTS (IMPROVED)

Activation: Active (Incidental)

Ranked: No

The character may spend one Destiny Point to add additional damage equal to the character's Agility to one hit of a successful attack made by ship or vehicle-mounted weaponry. This replaces the normal ability for Dead to Rights.

DEADLY ACCURACY

Activation: Passive

Ranked: Yes

Each time the character gains a rank of Deadly Accuracy, choose one combat skill. The character may add ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-starship/vehicle weapons. The character cannot choose the same combat skill twice.

DEFENSIVE DRIVING

Activation: Passive

Ranked: Yes

Any vehicle the character pilots has its defense rating on all zones increased by one per rank of Defensive Driving.

DODGE

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When targeted by a combat check (ranged or melee), the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed the character's ranks in Dodge.



ENDURING

Activation: Passive

Ranked: Yes

Character gains +1 soak value per rank of Enduring.

FERAL STRENGTH

Activation: Passive

Ranked: Yes

The character deals +1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength.

FULL THROTTLE

Activation: Active (Action)

Ranked: No

The character may push a ship or vehicle past its limits of speed. The character may perform the Full Throttle action, attempting a **Hard** (◆◆◆) **Piloting check**. With success, the ship's top speed increases by one for a number of rounds equal to Cunning. The ship still cannot perform actions or maneuvers it could not perform normally (such as actions that have a minimum speed requirement).

FULL THROTTLE (IMPROVED)

Activation: Active (Maneuver)

Ranked: No

The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to **Average** (◆◆).

GRIT

Activation: Passive

Ranked: Yes

Increase the character's strain threshold by +1 per rank of Grit.

HEIGHTENED AWARENESS

Activation: Passive

Ranked: No

Allies in close range of the character add one Boost die [] to Perception and Vigilance checks. Engaged allies add two Boost dice [] instead.

INTENSE FOCUS

Activation: Active (Maneuver)

Ranked: No

Before making a skill check, the character may perform the Intense Focus maneuver. The character suffers one strain to upgrade the Ability of the skill check once.

KNOCKDOWN

Activation: Passive

Ranked: No

After hitting with a melee attack, the character may knock the target prone by spending one []. If the target is larger than the character, it requires one additional [] for each silhouette the target is larger than the character.

LET'S RIDE

Activation: Active (Incidental)

Ranked: No

Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a starship, as an incidental instead of a maneuver.

NATURAL MARKSMAN

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL PROGRAMMER

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Computers or Astrogation check.

NATURAL ROGUE

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Skulduggery or Stealth check.

NATURAL SCHOLAR

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Knowledge skill check.

POINT BLANK

Activation: Passive

Ranked: Yes

The character adds one damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

QUICK STRIKE

Activation: Passive

Ranked: Yes

The character adds one Boost die \square per rank of Quick Strike to combat checks made against any target that has not yet acted in the encounter.

RAPID RECOVERY

Activation: Passive

Ranked: Yes

When healing strain after an encounter ends, this character heals one additional strain per rank in Rapid Recovery.

RESEARCHER

Activation: Passive

Ranked: Yes

The character removes one Setback die \blacksquare per rank of Researcher from all Knowledge checks. Researching takes 50% less time (this does not increase with multiple ranks).

RESOLVE

Activation: Passive

Ranked: Yes

When the character suffers strain, he or she suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

SKILLED JOCKEY

Activation: Passive

Ranked: Yes

The character removes one Setback die \blacksquare per rank of Skilled Jockey from all Piloting checks.

SNIPER SHOT

Activation: Active (Maneuver)

Ranked: Yes

Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of for ranged weapons by up to one range band per rank. For each rank beyond the normal maximum range of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

SOFT SPOT

Activation: Active (Incidental)

Ranked: No

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to the character's Cunning to one hit of the successful attack.

SOLID REPAIRS

Activation: Passive

Ranked: Yes

The character repairs +1 hull trauma per rank of Solid Repairs when repairing a vehicle or starship.

SPEAKS BINARY

Activation: Passive

Ranked: Yes

The character grants one Boost die \square per rank of Speaks Binary to tasks he or she directs non-player droids to perform.

STALKER

Activation: Passive

Ranked: Yes

The character adds one Boost die \square per rank of Stalker to all Coordination and Stealth checks.

STIMPACK SPECIALIZATION

Activation: Passive

Ranked: Yes

Whenever the character uses a stimpack, the target he or she heals with the stimpack recovers an additional wound per rank of Stimpack Specialization.

STROKE OF GENIUS

Activation: Active (Incidental)

Ranked: No

Once per game session, the character can choose to make one skill check using Intellect rather than the characteristic linked to that skill (but must also explain his or her flash of insight).

TOUGHENED

Activation: Passive

Ranked: Yes

Increase the character's wound threshold by two per rank of Toughened.

TRICKY TARGET

Activation: Passive

Ranked: No

Any vehicle the character pilots counts as having a silhouette one lower (minimum 0) than normal when being attacked.

TRUE AIM

Activation: Active (Maneuver)

Ranked: Yes

Once per round, before the character makes a ranged attack, the character may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades the attack roll once per rank of True Aim.





V

GEAR AND EQUIPMENT

As important as skill and ability might be, sometimes it's just as useful to have a trusty blaster by your side. Having the right equipment can often help characters resolve tasks more effectively.

In the following section, players can find information on some common personal weapons, armor, and gear critical for fighting the good fight against the Empire.

WEAPONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are some of the weapons most common to soldiers, spies, and representatives of the Rebel Alliance—as well as their foes!

CURRENCY

Goods and services are paid for with “credits.” This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard Imperial credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called “chips”).

AMMO

The weapons in *Star Wars* are primarily energy-based. Except when using weaponry with the Limited Ammo quality (see page 32), it is not necessary to track ammunition.

However, a weapon can still “run out” of ammo when a Despair symbol ☹️ is rolled during combat. This reflects the weapon's energy source being drained. The character must perform a maneuver to slap a new energy cell into the weapon before it can be fired again.

BLASTERS

The most common type of weapon in the galaxy is the blaster. Most blasters can be set to Stun, overloading the victim's nervous system to cause temporary paralysis (see the Stun Damage weapon quality under **Weapon Qualities** on page 32). Stun beams can only be used at short and medium range, no matter the weapon's normal range. Switching between "Stun" and "Kill" requires an incidental action.

HOLDOUT BLASTER PISTOL

The smallest examples of blasters are easy to conceal but still pack a powerful punch. Add one Difficulty die \blacklozenge to a character's Perception check when attempting to find a holdout blaster pistol on a person's body.

LIGHT BLASTER PISTOL

A good compromise between concealment and power, light blasters are favored by those who often need a firearm—but just as often need to pretend they don't.

BLASTER PISTOL

Most spacers carry standard blaster pistols. They pack a punch, have decent range, and are light enough to carry around at all times.

HEAVY BLASTER PISTOL

Heavy blasters are very powerful. Their only major drawback is that they can fire fewer shots than other blasters, a trade-off for the increased power. Game Masters can spend three Threat \otimes symbols to have a heavy blaster pistol run out of ammo (see **Table 2–2: Spending Threat \otimes and Despair \heartsuit in Combat** on page 16).

BLASTER RIFLE / CARBINE

Blaster rifle and carbines are the typical firearms of soldiers and heavy security forces around the galaxy.

HEAVY REPEATING BLASTER

These deadly weapons fire much more slowly than their lighter counterparts but are designed to destroy light machinery, armored targets, and opponents in cover. Heavy repeaters are far too unwieldy to fire effectively without the included tripod, which takes 2 rounds to set up. When the weapon is fired from the tripod, decrease its Cumbersome rating by 3.

DISRUPTOR RIFLE

A deadly weapon that fires a beam of charged particles capable of reducing most enemies to smoldering atoms in a single shot, a disruptor rifle sends a message that few are jaded enough to ignore: "Get in my way, and you die."

EXPLOSIVES

Explosive devices might not be as ubiquitous as blasters, but they're no less deadly.

FRAG GRENADE

Frag Grenades are designed to cause as much damage and mayhem as possible over a large area. They can be set

to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

STUN GRENADE

Stun grenades shock the senses. They can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

ARMOR PIERCING (AP) GRENADE

Designed to cut straight through armored foes, the aptly-named "armor piercing grenade" is a favorite of many Rebel soldiers and operatives who take the idea of destroying the Galactic Empire particularly literally (or simply enjoy applying high-impact explosives to all problems and obstacles). Though they lack the blast radius of frag grenades, these devices can be extremely versatile in the hands of veterans, and can be used to bring down doors, obliterate stormtroopers, and more. They can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

BRAWLING WEAPONS

This category includes weapons designed to fit directly over the fists.

BRASS KNUCKLES

Dirty fighters and those looking to protect their fists from the tough hides of certain alien species rely on these metallic knuckles.

MELEE WEAPONS

Some wielders prefer a blade to a blaster, as they know the blade is far more reliable and just as deadly in the right hands.

COMBAT KNIFE

Vicious combatants rely on sharp blades to slice and gash their foes. A knife is also far easier to conceal than a firearm and equally lethal if the user is skilled in its use.

FORCE PIKE

Long-hafted, two-handed weapons fitted with energy blades that can inflict terrible injuries upon anyone they strike, force pikes are the chosen weapon of Emperor Palpatine's crimson-clad guards.



TRUNCHEON

Truncheons can be made of metal, wood, bone, or other materials, but all fulfill the same basic functions—bruising flesh, breaking bones, and cracking skulls.

VIBROKNIFE


A vibroknife is essentially a modded combat knife. It contains a small but powerful device within the handle that vibrates the blade at an incredibly high frequency. This causes it to function as a miniature saw, and allows it to slice through armor and flesh with startling ease.



WEAPON QUALITIES

Some weapons feature special qualities. Special qualities are either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, requiring two Advantage  results or one Triumph  result to activate unless otherwise stated in their description.

Weapon qualities often have a number associated with them. This is their **rating**. Ratings affect qualities in different ways, depending on the quality in question.

AUTO-FIRE (ACTIVE)

An auto-fire weapon has the chance to hit multiple targets or strike a single target multiple times but with sacrificed accuracy. The attacker must increase the difficulty of his attack roll by one (add one Difficulty die  to the attack roll).


Auto-fire requires two Advantage  to activate, and can be activated multiple times. Each time it is activated, the weapon deals an additional hit to the target or to another target engaged with the first target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of net Successes  scored on the check.

Note that each target can never suffer more Critical Injuries or Critical Hits than the number of times it was hit by the weapon.

BREACH (PASSIVE)

Breach weapons ignore one point of armor (on starships and vehicles) for every rating of Breach. They also ignore 10 points of soak for every rating of Breach.


BLAST (ACTIVE)

The weapon has a large spread or explosive blast. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional damage per net Success  as usual). If the Blast quality doesn't activate, the ordnance still detonates, but only hits the original target for normal damage.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by 1.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds one Setback die  to all skill checks he performs.

KNOCKDOWN (ACTIVE)

When Knockdown is triggered, the target is knocked prone.


ION (PASSIVE)

Ion weapons are designed to knock out opponents' shields, sensors, and engines. They have shorter range than laser weapons, and deal larger amounts of damage, but their damage is dealt to the target's strain threshold. This damage is still reduced by armor and soak.

LIMITED AMMO (PASSIVE)

A weapon with the Limited Ammo quality can be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality.

LINKED (ACTIVE)

Some paired weapons are designed to fire together at the same target. When firing a Linked weapon, on a successful attack, the weapon deals one hit, then one additional hit for every Advantage  gained on the Gunnery check, up to the weapon's Linked rating. Additional hits from Linked weapons can only be applied against the original target.

PIERCE (PASSIVE)

An attack made with this weapon ignores an amount of soak equal to the weapon's Pierce rating. If the weapon has a higher Pierce rating than the target's total soak, attacks made with it completely ignore that target's soak.

For example, Cael stabs a battle droid with his vibroknife, which has Pierce 2. If that droid has 3 soak, Cael ignores 2 of that soak, and the droid counts as only having 1 soak against his attack. If the droid had 2 soak, then Cael's attack would ignore its soak entirely.

STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is Stun setting. As an incidental action, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does Stun damage as described above.



TABLE 5-1: WEAPONS

Name	Skill	Dam	Crit	Range	Price	Special
Blasters						
Holdout Blaster	Ranged (Light)	5	4	Short	200	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	300	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	400	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	700	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	850	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	900	Stun setting
Heavy Repeating Blaster	Gunnery	15	2	Long	6,000	Auto-fire, Cumbersome 5, Pierce 2
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5,000	Cumbersome 2, Pierce 5
Explosives						
Frag Grenade	Ranged (Light)	8	4	Short	50	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	N/A	Short	75	Blast 8, Disorient 3, Stun damage, Limited Ammo 1
Armor Piercing Grenade	Ranged (Light)	16	3	Short	100	Pierce 3
Brawling Weapons						
Brass Knuckles	Brawl	+1	4	Engaged	25	Disorient 3
Melee Weapons						
Combat Knife	Melee	+1	3	Engaged	25	
Force Pike	Melee	+3	3	Engaged	500	Pierce 2, Stun setting
Truncheon	Melee	+2	5	Engaged	15	Disorient 2
Vibroknife	Melee	+1	2	Engaged	250	Pierce 2

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics that define its abilities and make it distinct.

NAME

The general name of the weapon.

SKILL USED

The combat skill used when attempting an attack with this weapon.

BASE DAMAGE (DAM)

The base damage the weapon inflicts before adding damage from uncanceled Successes ✨. When calculating the total damage for a hit, each net Success ✨ generated by the attack check adds one point of damage to this base damage rating.

RANGE

The effective range of the weapon. See **Range Bands** on page 16.

CRITICAL RATING (CRIT)

Indicates the number of Advantage 🎯 required to trigger a Critical Injury using this weapon.

PRICE

This is the price of the weapon on the open market.

SPECIAL

The qualities or other special rules this weapon possesses. More in-depth descriptions of these qualities can be found on page 32, while rules specific to a certain type of weapon are described in the weapon's description, on page 31.

ARMOR

Armor offers some protection against glancing blaster bolts and weapon strikes, and also from area-effect weapons like frag grenades.

ARMOR CHARACTERISTICS

Whether it's a blast helmet or a vest, each kind of armor has the following characteristics in common.

DEFENSE

The armor's defense adds Setback dice ■ directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered.

TABLE 5-2: ARMOR

Type	Defense	Soak	Price
Heavy Clothing	0	1	50
Padded Armor	0	2	500
Armored Clothing	1	1	1000
Heavy Battle Armor	1	2	5000

ARMOR TYPES

Below is a list of some of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt away from the wearer's flesh.

PADDED ARMOR

Padded armor is woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads. This armor type is very light but covers the most important vital organs. An **Average (◆◆) Perception check** detects that a person's clothing is plated.

HEAVY BATTLE ARMOR

Certain heavy stormtroopers, bounty hunters, and even droids are fitted with heavy armor. Heavy battle armor can be sealed, or it can take the form of a heavy vest and blast helmet.



GEAR

It might not be as exciting as a blaster, but basic equipment is often the foundation for success.

COMLINK

Comlinks allow for ranged audio communication between two parties. Some models are built into helmets and armor segments. Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

ELECTROBINOCULARS

Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and can magnify targets up to ten kilometers away. When using electrobinoculars, characters remove up to one Setback die imposed due to long range or poor light.

MACROBINOCULARS

Macrobinoculars use rugged imaging systems to magnify far-off objects for their users. When using macrobinoculars, characters may also remove up to one Setback die imposed due to long range.

GENERAL PURPOSE SCANNER

Scanners indicate the nearby presence of life forms, heat fonts, radiation sources, acoustic emissions, or any combination thereof. The motion sensing operates up to a distance of half a kilometer, while the remaining systems can detect targets up to a kilometer and a half away.

HAND SCANNER

"Hand scanner" is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans, checking for atmospheric contaminants, poisons, vermin, or (in the case of mechanics) micro-fractures or stress points.

EMERGENCY MEDPAC

Emergency medpacs allow for basic first aid in the field. A character using an emergency medpac can attempt to heal others using Medicine checks without penalty, as detailed on page 23.

THE RIGHT TOOLS FOR THE JOB

In the **AGE OF REBELLION BEGINNER GAME**, each unique piece of gear does not always provide a unique bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid the user in difficult tasks or allow them to perform tasks that would have been impossible otherwise. The GM and player can agree to add one Boost die to the dice pool for a given action when a character uses a beneficial (and relevant) piece of gear or equipment.

TABLE 5-3: GEAR

Item	Price
Comlink	25
Electrobinoculars	250
Macrobinoculars	75
General Purpose Scanner	500
Hand Scanner	100
Emergency Medpac	100
Medpac	400
Stimpack	25
Disguise Kit	100
Electronic Lock Breaker	1,000
Binders	25
Restraining Bolt	35
Ration Pack	5
Breath Mask	25
Space Suit	100
Backpack	50
Datapad	75
Glow Rod	10
Extra Reloads/Power Packs	25
Tool Kit	350
Emergency Repair Patch	25

MEDPAC

This medpac allows the user to perform relatively complicated medical procedures in the field. It allows characters to attempt to heal others using Medicine checks without penalty as described on page 23, and additionally grants a Boost die on all attempts. In addition, the internal stim storage grants the user three stimpacks per day.

STIMPACK

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. It takes a maneuver for a character to inject a stimpack; this can affect that character or an engaged ally. A stimpack is a one-use item and its effects are described on page 20.

DISGUISE KIT

Disguise kits contain the means to make an individual look different than his or her normal self, with makeup, false hair-pieces, iris chromatics, and even falseprint skins and DNA cloaks in advanced kits.

ODDS AND SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their character sheets. Writing implements, pocket knives, street clothing, snacks, mementos: all of these things and more are details that can embellish a character, but are not important enough to track in a meticulous fashion. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

ELECTRONIC LOCK BREAKER

Electronic lock breakers are automatic anti-security slicing systems that can hack through most standard electronic door locks.

BINDERS

Binder restraints are designed to keep a conscious prisoner subdued and manageable. Breaking free of binders is often a matter of either sheer brawn or impressive agility, and so escaping a set of binders requires a **Daunting** (◆◆◆◆) **Athletics** or **Coordination** check.

RESTRAINING BOLTS

Restraining bolts serve the same function on droids as binders do on other sentients. A Player Character droid may make a **Daunting** (◆◆◆◆) **Discipline** check to overcome the effects of a restraining bolt and act normally when the bolt is applied. The droid may retry the test at the GM's discretion.

RATION PACKS

Bland and flavorless, ration packs can be easily reconstituted into a full serving through built-in heat infusers and limited hydration.

BREATH MASKS AND RESPIRATORS

Not all planets and environments are hospitable to all species, and thus many travellers require mechanical aids to

help them breathe outside of their native habitats. Some examples these devices include simple nose plugs, filtration masks, and aquatic rebreathers for activity underwater.

SPACE SUIT

Given that most travel occurs in space, having a sealed suit on hand just in case of small concerns such as compromised hull integrity is usually a good idea. Most suits come with repair packs to seal small tears or gasket leaks.

BACKPACK

A backpack can serve many important functions, especially for carrying survival gear (or even smaller allies and droids).

DATAPAD

Datapads are common on most technologically civilized planets, and are used to record, store, display, and organize almost any kind of data, from basic text to holographic recordings.

GLOW ROD

A glow rod is a handheld light source that illuminates an area in a directional beam.

EXTRA RELOADS/POWER PACKS

Extra reloads help characters mitigate an "out of ammo" Despair ☹ result with a ranged weapon. By spending a maneuver, they may reload their weapons and get back in the fight.

TOOL KIT

There is little a skilled mechanic cannot fix with a well-stocked tool kit, given adequate time to conduct the repairs. Tool kits also allow engineers and other technicians to perform Mechanics checks without penalty and also to make Mechanics checks to "heal" droids (see page 23).

EMERGENCY REPAIR PATCH

Emergency repair patches are one-use items that mechanics can use on droids to heal wounds. It takes an action for a character to use an emergency repair patch on an engaged ally (or itself, in the case of a droid), and the patch functions in the same manner as a stimpack (see page 20), except that it only affects droid characters.





VI STARSHIPS AND VEHICLES

This chapter discusses special rules associated with starships and other vehicles common to the *Star Wars* universe.

SHIP AND VEHICLE CHARACTERISTICS

The seven following characteristics make up the bulk of important mechanical information about starships and vehicles.

- **Handling:** The measure of a ship or vehicle's agility and how well it responds to its pilot.
- **Speed:** A ship or vehicle's raw speed and how quickly it accelerates.
- **Silhouette:** An abstraction of the general size of a ship or vehicle.
- **Hull Trauma Threshold:** A reflection of the sturdiness of a ship or vehicle's construction and its ability to sustain damage and keep operating.
- **System Strain Threshold:** The limit to which a ship or vehicle can be pushed or jostled about before important systems overload or shut down.

- **Defense:** A ship's first line of defense against attack and accident. Typically representative of a ship's ray and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.
- **Armor:** The measure of a ship or vehicle's armor, similar to soak on the personal scale.





STARSHIPS, VEHICLES, AND SCALE

Starships and vehicles operate on a different scale, referred to as the starship scale.

When dealing with a starship or vehicle's weapons, armor, and hull trauma threshold, every point is equal to ten points of the equivalent characteristic in personal scale.

Note that to avoid the significant chance of weapons such as blaster pistols dealing Critical Hits to heavily armored starships, the damage must exceed a vehicle's armor before it can inflict a Critical Hit.

HANDLING

A ship or vehicle's handling characteristic dictates the number of Boost dice  or Setback dice  added to a player's dice pool when performing a Piloting check. Baseline handling is 0. Pilots add Setback dice  equal to a vessel's negative handling value or Boost dice  equal to a ship or vehicle's positive handling value.

SPEED

A ship or vehicle's speed characteristic dictates how quickly an object is capable of moving relative to its environment, and what maneuvers are available to its pilot. Speed, as listed, is a "maximum" value. A pilot can always choose to go slower than his maximum speed. Speed 0 indicates a stationary ship or vehicle, while higher values indicate higher rates of speed.

SILHOUETTE

Silhouette is an abstract number used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette is used to calculate the difficulty of attacking targets of different sizes. Silhouette values range from 0 to 10, where 0 is smaller than a human (such as a specific starship component, a Jawa, or an astromech droid), 1 represents the size of an adult human, most starfighters and light freighters are 3-4, and silhouette 10 is a truly massive warship.

HULL TRAUMA THRESHOLD

Like the wound threshold of a Player Character, a vessel's hull trauma threshold represents the amount of physical damage that ship or vehicle can take before it is either crippled or destroyed. Hull trauma threshold is measured in starship scale, meaning that one point of hull trauma is equivalent to ten wounds for an individual.

When a ship suffers damage in excess of its armor, that damage is suffered as hull trauma. When hull trauma exceeds a ship or vehicle's hull trauma threshold, the ship is disabled. NPC vessels of little importance are simply destroyed, but PC crewed vessels or ships of importance to the plot shut down and suffer a Critical Hit from **Table 6-4: Starship and Vehicle Critical Hits** on page 41.

SYSTEM STRAIN THRESHOLD


System strain works the same way as strain suffered by characters. A vehicle that suffers strain in excess of its system strain threshold suffers a shutdown of nearly all ship systems.

In game terms, when a ship or vehicle exceeds its system strain threshold, its speed drops to 0 during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defense drops to 0.




Ships and vehicles

do recover from system strain slowly over time. For every full day a during which a vessel avoids taking system strain, it reduces its total system strain by one.

One difference between system strain and regular strain is that system strain cannot be recovered by spending Advantage . It can be restored through the Damage Control action (see page 41) or over time, as described above.

DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks and collisions through use of deflector shields or other, more esoteric technologies. This is a crucial protective system, and it is the first line of defense for the majority of space-going vessels (and even some ground vehicles). In game terms, each point of defense adds one Setback die  to any incoming attack check made against a ship or vehicle.

ARMOR

A starship's second line of defense, and the only protection available to the majority of ground vehicles, armor soaks up damage from attacks and impacts that are able to penetrate a vessel's defense. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on starship scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

STARSHIP AND VEHICLE WEAPONS

Starships, especially those in service with the Rebellion or Empire, are usually armed. While starships and vehicles are extremely varied, their weapon systems are comparatively uniform. These systems are described on page 39.

In the **AGE OF REBELLION BEGINNER GAME**, all ship or vehicle-class weapons share a number of common characteristics:

- **Range:** This is the range band within which the weapon is most effective. Starship and vehicle weapons cannot be fired at targets farther away than their range.
- **Damage:** This number reflects the base damage that the mounted weapon inflicts on its target on a successful attack. For every net Success ✨ generated during the attack, the attacker adds +1 damage to the base rating.

- **Critical Rating:** This number indicates the amount of Advantage ⚡ required to trigger a Critical Hit for a given weapon. If enough Advantage ⚡ is generated and a Critical Hit is triggered, see page 42.
- **Special Qualities:** Many weapons, such as ion cannons, have additional special qualities that affect their performance. Descriptions of these special effects are found on page 32.

Each individual vehicle entry has its weapon systems clearly defined and described.

STARSHIP AND VEHICLE COMBAT

Combat engagements between starships and vehicles play an important role in the *Star Wars* universe, and can help to set the tone over the course of a campaign.

COMBAT OVERVIEW

Starship and vehicle combat in the *Star Wars: AGE OF REBELLION BEGINNER GAME* follows the same basic order and rules as those detailed in **Chapter II: Combat**. Some special rules and exceptions are addressed below.

Note that there are a variety of actions and maneuvers available to the crew of a starship or vehicle that aren't available in personal-scale combat. Also note that no matter how many crew are aboard a given starship or vehicle, the ship itself can only perform maneuvers (and certain actions) during the pilot's turn. Other crewmembers can still perform actions and maneuvers appropriate to their crew station during their turn.

NARRATIVE SPACE COMBAT

Space combat is quite abstracted. As starships are constantly moving and striving with one another for the upper hand, it would be nearly impossible to map out every move a starfighter or starship makes. Instead, the Game Master and players describe the actions the characters and NPCs take, embellish them with narrative flair, and then make their skill checks to resolve the actions.

MANEUVERS

Characters may perform either personal maneuvers as described in **Chapter II** beginning on page 13 (as common sense allows) or special starship maneuvers as described here.

When ships or vehicles are in encounters, they should always track their current speed. A ship might be operating at any speed from zero to its maximum. However, characters must spend maneuvers to accelerate or decelerate.

A starship or vehicle with a silhouette 1–4 can benefit from one Pilot Only maneuver in a round, and can benefit from a second Pilot Only maneuver if it suffers 2 system strain. Note that the pilot must still suffer 2 personal strain or downgrade his action to a maneuver to perform a second

Pilot Only maneuver. A starship or vehicle with a silhouette of 5 or greater can only ever benefit from one Pilot Only maneuver in a round, period.

ACCELERATE/DECELERATE

Pilot Only: Yes. **Silhouette:** Any. **Speed:** Any.

The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of zero or a maximum of the ship's maximum speed rating.

FLY/DRIVE

Pilot Only: Yes. **Silhouette:** Any. **Speed:** Any.

This starship maneuver reflects the simple act of moving the ship or vehicle closer to or farther away from something. Moving between one range band and the next always takes 2 maneuvers regardless of speed, with the following exceptions detailed below:

- **Speed 0:** The vehicle is not moving and cannot use this maneuver until it accelerates.
- **Speed 1:** One maneuver to move within close range of a target or object, or two maneuvers to move from close to short range or from short range to close range.
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, to move from close to short range, or from short to close range. Two starship maneuvers to move from close to medium or medium to close range.
- **Speed 5–6:** One starship maneuver to move within close range of a target or object, to move from close to medium range, or from medium to close range. Two starship maneuvers to move from close to long or long to close range.

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat uses broad and abstract distance measurements, referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands found on page 16. The only differences are that planetary scale range bands operate on a much larger scale, and that the engaged range band is replaced with a new range band called "close."

TABLE 6-1: SILHOUETTE COMPARISON

Difference in Silhouette	Gunnery Check Base Difficulty
Firing vessel has the same silhouette as target, or the silhouette is 1 point larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette 2 or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette 2 points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette 3 or more points larger than the target vessel.	Daunting (◆◆◆◆)

TABLE 6-2: SPEED ADVANTAGE DIFFICULTY

Difference in Speed	Difficulty
Initiating ship is traveling at the same speed as the target ship.	Average (◆◆)
Initiating ship's speed is at least one higher than target ship's speed.	Easy (◆)
Initiating ship's speed is one lower than target ship's speed.	Hard (◆◆◆)
Initiating ship's speed is two or more lower than target ship's speed.	Daunting (◆◆◆◆)

EVASIVE MANEUVERS

Pilot Only: Yes. **Silhouette:** 1–4. **Speed:** 3+.
 Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made by the ship until the end of the pilot's next turn. Evasive Maneuvers can only be undertaken by ships or vehicles of silhouette 4 or smaller.

STAY ON TARGET

Pilot Only: Yes. **Silhouette:** 1–4. **Speed:** 3+.
 Until the end of the pilot's next turn, all combat checks from the vehicle or vessel executing this maneuver upgrade the Ability dice ◆ in their pool once. Additionally, any combat check made targeting a ship executing this starship maneuver upgrades the Ability dice ◆ in their pool once until the end of the pilot's next round. This starship maneuver is restricted to vessels of silhouette 4 or smaller.

PUNCH IT

Pilot Only: Yes. **Silhouette:** 1–4. **Speed:** Any.
 This maneuver allows a ship or vehicle to accelerate immediately to its maximum speed from any other speed. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed.



ACTIONS

Characters may perform a number of special starship actions as described here. Some of these actions are labeled as Pilot Only actions. A starship or vehicle can benefit from only one Pilot Only action per round, no matter how many crewmembers are aboard the craft.

Remember, any of the combat actions listed on page 14 can also be performed in combats involving ships or vehicles (within the bounds of common sense, of course).

GAIN THE ADVANTAGE

Pilot Only: Yes. **Silhouette:** 1–4. **Speed:** 4+.

This action allows a pilot to gain the upper hand against a single opponent and to position the ship for a better attack during the following round. To execute this starship action, the pilot makes a Piloting check, the difficulty of which is determined by the relative speeds of the ships or vehicles involved in the attack. These difficulties are outlined in **Table 6–2: Speed Advantage Difficulty**. If the check succeeds, the pilot ignores all penalties imposed by the Evasive Maneuvers starship maneuver (for both ships) until the end of the following round. If he fails his test, no advantage is gained.

Once the advantage has been gained, the opponent may attempt to cancel out the advantage by using Gain the Advantage. This works as described earlier, but the check is one step more difficult.

DAMAGE CONTROL

Pilot Only: No. **Silhouette:** Any. **Speed:** Any.

Using this action, any character who makes a successful Mechanics check recovers one point of system strain or hull trauma for the ship per Success ✨. The difficulty of the Mechanics check is determined by the strain or hull trauma the ship is currently suffering.

Damage Control can be attempted as many times as needed to reduce a ship's system strain to zero.

In general, characters can only attempt one Damage Control check per source of hull trauma. The GM is the final arbitrator as to whether a PC can attempt repairs of hull trauma at all.

Characters can also use this action to repair Critical Hits the ship is suffering from. The difficulty of repairing a Critical Hit is listed on **Table 6–4: Starship and Vehicle Critical Hits** on page 41. Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.

TABLE 6–3: DAMAGE CONTROL DIFFICULTY

Total Strain	Total Hull Trauma	Difficulty
System strain less than half vehicle's system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy ♦
System strain equal to half vehicle's system strain threshold.	Hull trauma equal to half vehicle's hull trauma threshold.	Average ♦♦
System strain exceeds half vehicle's system strain threshold.	Hull trauma exceeds half vehicle's hull trauma threshold.	Hard ♦♦♦
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Daunting ♦♦♦♦

PERFORMING COMBAT CHECKS WITH VEHICLE WEAPONS

Pilot Only: No. **Silhouette:** Any. **Speed:** Any.

This action is the same action as the Perform a Combat Check action on page 14. However, there are some minor differences as to how it is implemented, because of the differences between vehicles and individuals. The differences are noted below.

Each starship or vehicle weapon can only be fired a maximum of once per round unless a rule specifically allows otherwise.

- Unless noted, all attacks with vehicle-mounted weapons use the Gunnery skill.
- The difficulty of an attack is not based on range. It is calculated by comparing the respective silhouettes of the attacker and defender (see page 40).
- A Critical Hit on a starship follows different rules, which are noted on page 42.

TABLE 6-4: STARSHIP AND VEHICLE CRITICAL HITS

Number of Critical Hits	Difficulty to Repair	Effects
First Critical Hit	Easy ♦	Immediately suffer 2 system strain. No ongoing effect.
Second Critical Hit	Average ♦♦	Engine damaged. Maximum speed reduced by 1 and handling reduced by 1.
Third Critical Hit	Hard ♦♦♦	Shields disabled. Defense reduced to 0.
Fourth and subsequent Critical Hits	Hard ♦♦♦♦	One starship component (such as a weapon, or the ship's hyperdrive) of the GM's choice disabled until repaired.

STELLAR PHENOMENA AND TERRAIN

From time to time, characters might pilot vehicles through difficult terrain, asteroid fields, or other hazards. When they do so, they must make Piloting checks to avoid collisions.

The difficulty of a Piloting check is equal to the vehicle or starship's current speed or half its silhouette (rounding up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded.

Failing these checks does not normally mean the ship or vehicle crashes (although failing and generating one Despair ☹ may well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation.

NAVIGATION HAZARDS

Terrestrial and celestial conditions can also add Setback dice ■ to other maneuvers and actions that require a Piloting check, as determined by the GM.

COLLISIONS

A vehicle that collides with another vehicle or a solid object suffers an automatic Critical Hit.

CRITICAL HITS

Critical Hits represent damage to essential ship systems, and are similar to Critical Injuries suffered by Player Characters.

As with personal scale Critical Injuries, if the victim of the Critical Hit is a vehicle of no particular importance (such as if its pilot is a minion), then it is destroyed. Otherwise, for each Critical Hit inflicted upon the vehicle, it suffers the effects noted in **Table 6-4: Starship and Vehicle Critical Hits** on page 41.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round.

REPAIRING HULL TRAUMA

The effects of the Damage Control action can only repair so much. Proper repairs to a starship's hull require suitable facilities, money, and time.

Once a ship is in a slip or drydock for repairs, each point of hull trauma restored costs roughly 500 credits. The final cost for repairs is left to the Game Master's discretion. The time required is also variable, and is left to the Game Master's discretion. A good rule of thumb is that light damage, up to a quarter of a ship's total hull threshold, should take an amount of time measured in days, while any damage over that takes weeks or even months to repair, depending on the severity of the damage.

INTERSTELLAR TRAVEL

Interstellar travel is a complex and hazardous process. In short, a ship with a functioning hyperdrive can go anywhere the plot allows and arrive at any time the plot requires. Starships without functioning hyperdrives can only travel within the same star system, as they cannot go faster than light speed.

SUBLIGHT TRAVEL

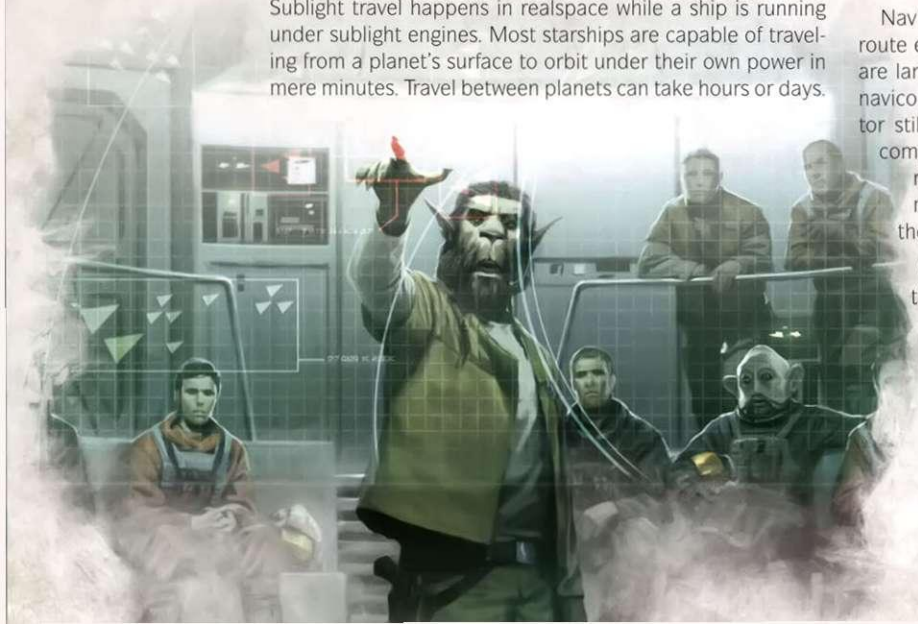
Sublight travel happens in realspace while a ship is running under sublight engines. Most starships are capable of traveling from a planet's surface to orbit under their own power in mere minutes. Travel between planets can take hours or days.

HYPERSPACE TRAVEL

While sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light.

Navigating even the most well-documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's astrogrator still needs to enter coordinates and double check the computer's final calculations. Under ideal conditions, this requires an **Easy (◆) Astrogation check**. The GM can modify this to reflect the circumstances under which the check is made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride.



STARSHIP AND VEHICLE PROFILES

In addition to the vehicle profiles presented in the **BEGINNER GAME** adventure, several common craft are described here.

TIE/LN STARFIGHTER

The TIE/Ln starfighter is a small, nimble craft, easily destroyed by Rebel pilots but even more easily manufactured to meet the Imperial Navy's demands. A single TIE/Ln is hardly a match for a Rebel starfighter flown by a veteran pilot—but TIE pilots rarely fly alone, instead relying on swarm tactics to overcome enemies with superior vessels.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Ship's Complement: One pilot.

Passenger Capacity: 0.

Consumables: Two days.

Cost: 50,000 credits.

Weapons: Forward-mounted medium laser cannons (Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/IN INTERCEPTOR

Referred to as "fast movers" or "squints" by many Alliance fighter pilots, the Imperial Navy's TIE/in is one of the most feared fightercraft in the Empire's arsenal. The TIE Interceptor is faster, more agile, and more heavily armed than its hangar mates, and so it can make a deadly threat to any Rebel squadron in the hands of a capable pilot.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Ship's Complement: One pilot.

Passenger Capacity: 0.

Encumbrance Capacity: 4.

Consumables: Two days.

Cost/Rarity: 75,000 credits.

Weapons: Wingtip-mounted medium laser cannons (Damage 6; Critical 3; Range [Close]; Linked 3).

AT-ST AND 74-ZB SPEEDER BIKE

GMs should note that the **BEGINNER GAME** adventure profiles for vehicles (the AT-ST, 74-Zb, and bunker) omit the Critical rating from all weapons. These vehicles' weapons have Critical ratings of 3.

T-4A LAMBDA-CLASS LONG RANGE SHUTTLE

The T-4A *Lambda*-class shuttle is a passenger craft engineered by Sienar Fleet Systems and Cygnus Spaceworks. It is used by the Galactic Empire to transport VIPs, supplies, troops, and other critical cargo. The *Nilos*, which the PCs acquired upon conquering Whisper Base (provided they did not destroy it during the base assault) is one example of a *Lambda*-class shuttle. It is relatively well-maintained, although its transponder has been disabled to allow it to fly covert missions for Moff Dardano.



Hull Type/Class: Shuttle/*Lambda*.

Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.

Hyperdrive: Yes.

Navicomputer: Yes.

Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms officer, and one engineer.

Passenger Capacity: 20.

Consumables: Two months.

Cost: 140,000 credits.

Weapons: Forward-mounted light blaster cannons (Damage 4; Critical 4; Range [Close]; Linked 1).

Forward-mounted twin light laser cannons (Damage 5; Critical 3; Range [Close]; Linked 1).

Aft retractable twin light blaster cannons (Damage 4; Critical 4; Range [Close]; Linked 1).

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

While the space superiority philosophy of the Galactic Empire relies on simply putting as many starfighters into the skies as possible, the Rebel Alliance puts a particular focus on acquiring craft that give its few experienced pilots every advantage (and keep them alive). The X-wing has shields and a hyperdrive, and it can be supported by an Astromech droid, all factors that make it an ideal fighter for a Rebel ace.



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

Manufacturer: Incom Corporation.

Hyperdrive: Yes.

Navicomputer: None—Astromech Droid Socket.

Ship's Complement: One pilot, one astromech droid.

Passenger Capacity: 0.

Consumables: One week.

Cost: 120,000 credits.

Weapons: S-foil-mounted medium laser cannons (Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Limited Ammo 6, Linked 1).



VII ADVERSARIES

The galaxy is an almost incomprehensibly vast place, with more variety than any one being can hope to experience and appreciate during a lifetime. There are thousands upon thousands of inhabitable worlds, filled with hundreds or thousands of intelligent species of every imaginable shape and size. The Galactic Civil War has touched almost all of these places, though there are some beyond the vast ripples of its influence. Still, if the PCs have arrived in a new place, they have likely gone there to represent the interests of the Rebel Alliance. As such, they will face foes, obstacles, and adversaries, be they of a military, social, or intellectual nature.

There are three different levels of opponents that characters will likely encounter, which pose different levels of threat posed to the average group of Rebel agents. Although some variation is to be expected, the broad categories are called minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. Their only real threat is in numbers, as a lone minion cannot stand toe-to-toe with a PC for long.

Minions have several unique rules that reflect their status as disposable adversaries.

- Minions do not suffer strain. Anything that would inflict strain on a minion inflicts wounds instead. They also cannot voluntarily suffer strain.
- Minions do not possess skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which it gains ranks when acting as part of a group.
- Minions can fight as a group. Minions are only deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total of wounds (their individual wounds combined). Damage inflicted to any member of the unit is deducted from the total, with individual members being eliminated as their share of that wound total is exceeded. For example, a unit of five minions (each with five wounds individually) would have a pool of 25 wounds. When the total wounds the unit suffers exceeds 5 wounds, one member of the unit is eliminated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual.

However, working as a group allows minions to mitigate their lack of skills. When operating as a group, the minions treat each member beyond the first as one skill rank for certain skill checks noted in their profile. Thus, a group of four Imperial Navy troopers would count as having three ranks (for the three additional troopers after the first) in any relevant checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles.

- Minions are killed by Critical Injuries. If a minion suffers a Critical Injury, it is killed outright (or incapacitated, at the GM's discretion). If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions, but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- Rivals suffer Critical Injuries normally. However, when a rival exceeds his wound threshold, the rival can be killed outright (instead of incapacitated) at the GM's discretion.
- Rivals do not suffer strain. When a rival would suffer strain, the rival suffers an equivalent number of wounds instead. Rivals can, however, use abilities or invoke effects that would cause them to suffer strain; this simply causes them to suffer wounds instead.

NEMESSES

The nemesis is the dark reflection of the Player Character. A nemesis is a PC's equal or superior in almost every way; this is necessary to ensure that such important foes are able to pose a threat to an entire party. Nemesses frequently possess a number of talents, high characteristics, and skills, and their weaponry and armor can endanger even the strongest parties. Nemesses suffer strain and wounds normally and do not have any exceptions governing their operations.

ADVERSARY LIST

In addition to the profiles found in the **BEGINNER GAME** introductory adventure, the GM can use the following list of foes in subsequent **AGE OF REBELLION BEGINNER GAME** sessions.

IMPERIAL ARMY TROOPER [MINION]

Though the stormtroopers are the Empire's most feared soldiers, the bulk of its troops are light infantry. These soldiers are used en masse in major engagements, and are also deployed in smaller numbers to pacify minor rebellions and uprisings, control hostile populations, and generally oppress sentients across the galaxy in the name of the Emperor.

There is a considerable Imperial Army presence on Onderon, although it is mostly confined to the capital city of Iziz and the surrounding area, as the deep jungles are considered too dangerous (and contain relatively little of value to offset the risks). The PCs might encounter Imperial Army troopers if they venture into Iziz or otherwise make their way into Imperial planetary holdings.

Skills (group only): Discipline, Ranged (Heavy), Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), trooper uniform and helmet (+1 soak).

IMPERIAL ARMY OFFICER [RIVAL]

The Imperial Army has many officers, who maintain order within the ranks, handle bureaucratic tasks, and generally keep the troops of the line in order. These officers are critical to the continued functioning of the Imperial Army, and are thus often targeted by Rebel agents hoping to keep their enemies off balance or sow chaos in the ranks of the Empire.

Given their leadership positions, Imperial Army Officers also frequently possess very important information about troop movements, strategic positions, and other high-level intelligence about the battlefields on which the Empire and the Rebellion clash. The PCs might encounter an officer on the battlefield, or they might be sent specifically to steal crucial information from one of these commanders to turn the tide of a critical battle.

Skills: Discipline 3, Knowledge 2, Ranged (Light) 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Tactical Direction (may perform a maneuver to direct one Imperial Army minion group within medium range. The group may perform an immediate free maneuver or add 1 Boost die to its next check), Overwhelming Fire (may perform a maneuver to direct one Imperial Army minion group within medium range. The group may perform an immediate free combat check action).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), long range comlink.

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Imperial stormtroopers are deadly foes, their rigid discipline making them formidable but also vulnerable to the unconventional tactics many Rebel agents use. As such, the Empire's most iconic shock troops are far deadlier when under the command of a competent squad leader. Sergeants typically lead groups of eight, and a veteran commander is an asset to any squad of stormtroopers he leads.



Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may spend a maneuver to direct one stormtrooper minion group within medium range. The group may make an immediate free maneuver or adds 1 Boost die to its next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), 3 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

IMPERIAL MOFF [NEMESIS]

Imperial Moffs are bureaucrats and political leaders responsible for managing vast regions of space, each one tasked with maintaining the totalitarian rule of the Galactic Empire with an iron fist. Of course, as most Moffs are incredibly ambitious, there can be a great deal of friction between Moffs and other individuals of note within the Imperial hierarchy. Moffs compete with generals, admirals, and other Moffs for power and influence in a mercurial game of grand politics. The winners seize incredible power for themselves, and the losers fall into disfavor or die.

Moff Dardano, the man responsible for building Whisper Base to spy on his long-time rival Admiral Corlen, is a dangerous, resourceful individual the PCs have now angered. Though he cannot order Imperial troops to eliminate them directly, Moff Dardano might find other, less conventional means to try to get his listening post back...



Skills: Charm 3, Coercion 4, Cool 3, Deception 4, Discipline 3, Knowledge 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Plausible Deniability 4 (remove 4 Set-back dice from all Coercion and Deception checks), Supreme Inspiring Rhetoric (as a maneuver, may make an

Average Leadership check. Each Success symbol removes 1 strain or wound from one ally in short range. Each Advantage symbol removes an additional strain or wound from an affected ally. All affected allies add a Boost die to all checks for four rounds).

Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the Moff to instead hit one ally or helpless enemy he is engaged with until the beginning of his next turn).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

JOURNEYMAN BOUNTY HUNTER [RIVAL]

Though the Empire crushes its foes with vast armies, elite strike forces, and the overwhelming might of its navy, many Imperial officers are not above hiring outside assistance. The Empire frequently places bounties upon known Rebel agents, and many bounty hunters from across the galaxy are happy to serve anyone who pays so handsomely for their services. Individual officers engaged in the internal intrigue of the Empire also use bounty hunters and other mercenaries for particularly clandestine jobs they cannot reveal to their underlings.

Moff Dardano might well send bounty hunters to try to reclaim Whisper Base, since he cannot openly admit to having lost a base that never should have existed in the first place.



Skills: Brawl 1, Coercion 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1.

Talents: Lethal Blows 1 (the first Critical Injury inflicted by Journeyman Bounty Hunter per day counts as 2 Critical Injuries to the target).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), disruptor rifle (Ranged [Heavy]; Damage 10; Critical 2; Range [Long]; Cumbersome 2, Pierce 5) laminate armor (+2 soak).

SMUGGLER [RIVAL]

The Empire's many restrictions and tariffs make smuggling an extremely lucrative job, if an incredibly dangerous one. Rebel operatives must often hire smugglers to help them circumvent the Empire, using them to acquire weapons and other equipment proscribed by Imperial law or to secure transport to particularly hostile locales.

If the PCs need something they cannot purchase for themselves on Onderon, they might want to contact a smuggler in the hopes of securing the item.



Skills: Charm 2, Cool 1, Piloting 3, Ranged (Light) 2, Skulduggery 2, Streetwise 2, Vigilance 1.

Talents: Skilled Jockey 2 (remove up to two Setback dice from any Piloting check).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

MYNOCK [MINION]

Shrieking, flapping vermin, mynock are silicate creatures that have an insatiable hunger for wiring, power coils, and anything else from which they can draw energy. Their lethal allergy to helium keeps them off some planets, but they thrive in the vacuum and in other environments where this gas is not prevalent.

A mynock infestation can spell the doom of a base, whether it is controlled by the Rebellion or the Empire. If the PCs were to discover mynock within the sub-levels of their base, aboard their ship after returning from a mission, or anywhere else they cared about maintaining, they would need to exterminate these pests before they caused considerable damage.

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD			
1		4			

Skills (group only): Brawl, Coordination.

Talents: None.

Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (mynocks can make an **Average** [◆◆] **Coordination check** to latch onto any starship or vehicle they are engaged with. Ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1), Flyer (mynocks can fly), Helium Allergy (when exposed to helium, mynock suffer 1 wound per round, ignoring soak, until their bodies inflate and explode).

Equipment: Sucker-mouth and claws (Brawl; Damage 4; Critical 5; Range [Engaged]).

MID-SIZED DIANOGA [RIVAL]

Dianoga are unpleasant, amphibious creatures that feed on detritus to survive. Their bodies are twisted masses of tentacles topped by a single eye, which they use like a periscope while their bodies move beneath the water, unseen. Typically, they are scavengers, but hungry dianoga sometimes target living creatures that wander into their watery domains, hoping to get a quick meal out of smaller prey.

Dianoga can be found many places, from lakes to submerged ruins to garbage chutes aboard large spacecraft. The PCs might encounter one of these creatures in any of these locations, if they are unlucky.

4	2	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD			
4		2			

Skills: Brawl 2, Perception 1, Stealth 4, Survival 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Amphibious (dianoga may breathe underwater without penalty and never suffer movement penalties for traveling through water), Crushing Grip (a dianoga has many tentacles and can maintain a grip with some while attacking with others. When it hits an enemy, a dianoga can spend two Advantage to ensnare it in its tentacles. A trapped character cannot move away from the dianoga, and suffers 2 strain and 1 wound at the start of each of his or her turns while ensnared. The trapped character may make a **Hard** [◆◆◆] **Athletics check** as an action to try to escape the dianoga's grasping limbs; a character who succeeds wrestles free).

Equipment: Tentacles (Brawl; Damage 5; Critical 4; Range [Engaged]; Knockdown, Linked 6).



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SKILL DESCRIPTIONS

SKILL	CHARACTERISTIC	USED FOR...
Astrogation	Intellect	Calculating hyperspace routes and navigating the galaxy.
Athletics	Brawn	Climbing, jumping, swimming, and other feats of strength and power.
Brawl	Brawn	Attacking with bare hands, brass knuckles, or similar weapons.
Charm	Presence	Sweet-talking, appealing to better nature, and convincing someone to like or help you.
Coercion	Willpower	Threatening and intimidation, interrogation, or similar.
Computers	Intellect	Accessing, using, or bypassing computer systems.
Cool	Presence	Staying calm in a tense situation, being unruffled, checking initiative when not surprised.
Coordination	Agility	Keeping one's balance, slipping free of restraints, landing on one's feet, being nimble.
Deception	Cunning	Lying, laying a false trail, distracting an opponent in combat.
Discipline	Willpower	Resisting or overcoming fear, staying on task when distracted or deceived.
Gunnery	Agility	Attacking with heavy weaponry such as missile launchers or starship weapons.
Knowledge	Intellect	Knowing obscure facts and information of all sorts.
Leadership	Presence	Helping allies to overcome fear, swaying a crowd over to your cause, organizing a group.
Mechanics	Intellect	Identifying a fault with a machine, repairing a machine, restoring wounds to a Droid.
Medicine	Intellect	Diagnosing an illness, healing a disease or injury, restoring wounds to an organic being.
Melee	Brawn	Attacking with knives, vibro-axes, and other melee weapons.
Negotiation	Presence	Striking a deal, getting a better price, securing good terms on a business arrangement.
Perception	Cunning	Noticing something hidden or subtle, searching for clues, seeing through a disguise.
Piloting	Agility	Steering or flying a vehicle of any type.
Ranged (Heavy)	Agility	Attacking with blaster rifles, blaster carbines, and other heavy ranged weapons.
Ranged (Light)	Agility	Attacking with blaster pistols, heavy blaster pistols, and other light ranged weapons.
Resilience	Brawn	Being tough and stubborn, resisting poison, disease, heat and cold, or other ill effects.
Skulduggery	Cunning	Picking locks, picking pockets, palming small items, identifying flaws in security systems.
Stealth	Agility	Moving about undetected, hiding from pursuit.
Streetwise	Cunning	Finding black market goods, getting the word on the street, staying safe in urban environments.
Survival	Cunning	Finding food and shelter in the wild, tracking someone, handling a domesticated animal.
Vigilance	Willpower	Preparing for a crisis, remaining alert, checking initiative when surprised.



Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.



Triumph ☀ symbols count as Success ✨ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ☺ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.



Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.



Despair ☹ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☺ symbols.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ◆



Difficulty Die ◆



Challenge Die ◆



Boost Die ◆



Setback Die ◆



Force Die ◆

Read this after completing the Adventure Book

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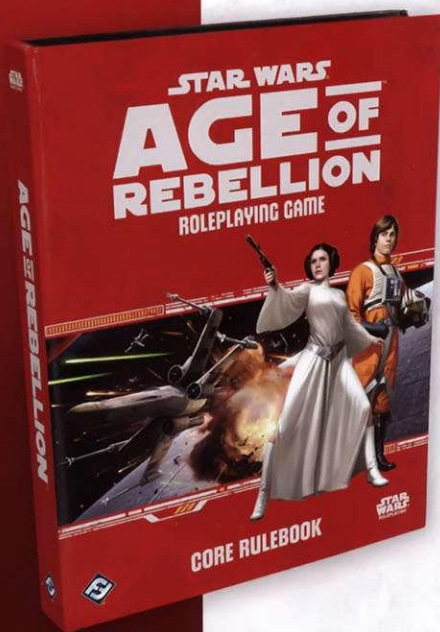
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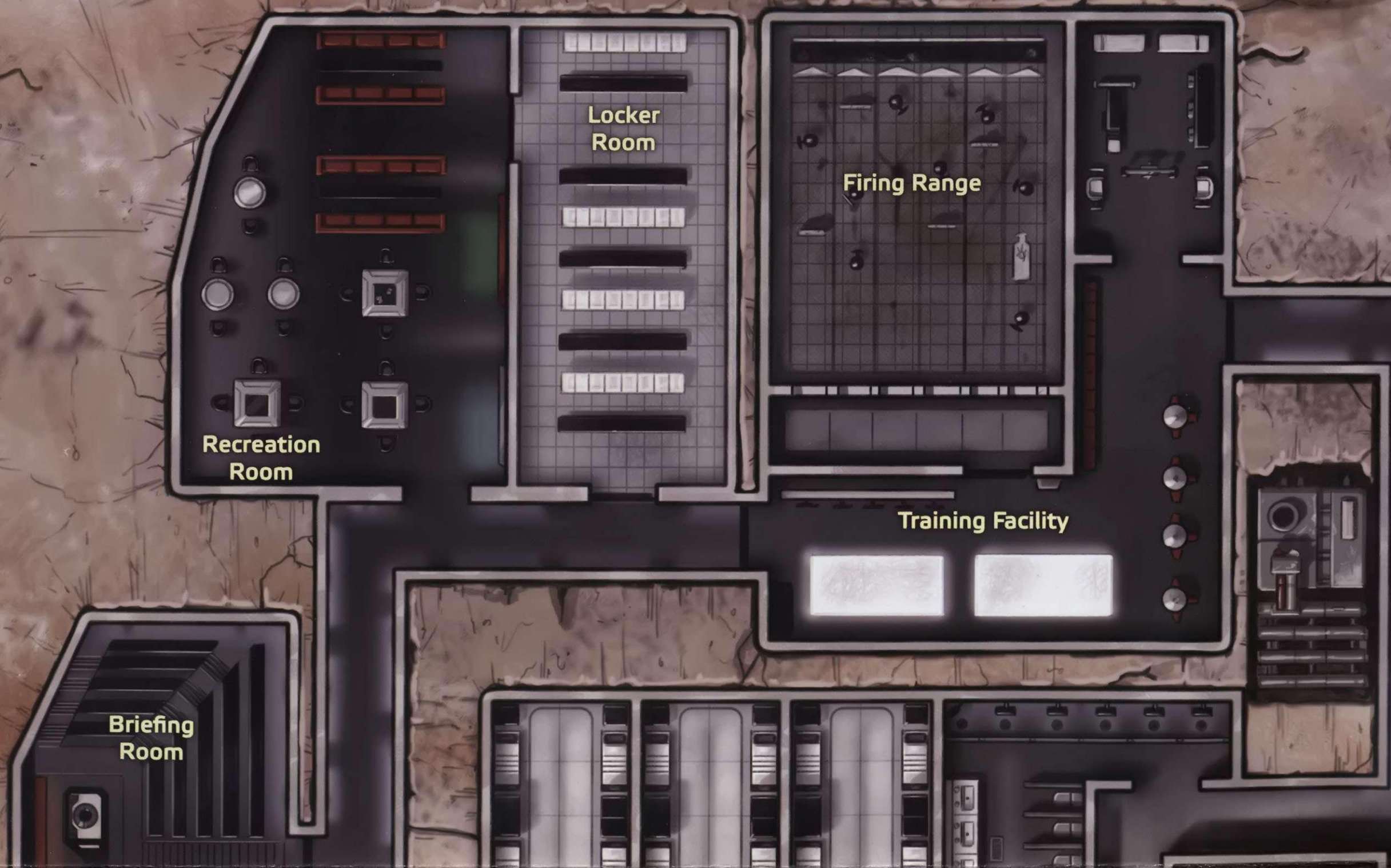
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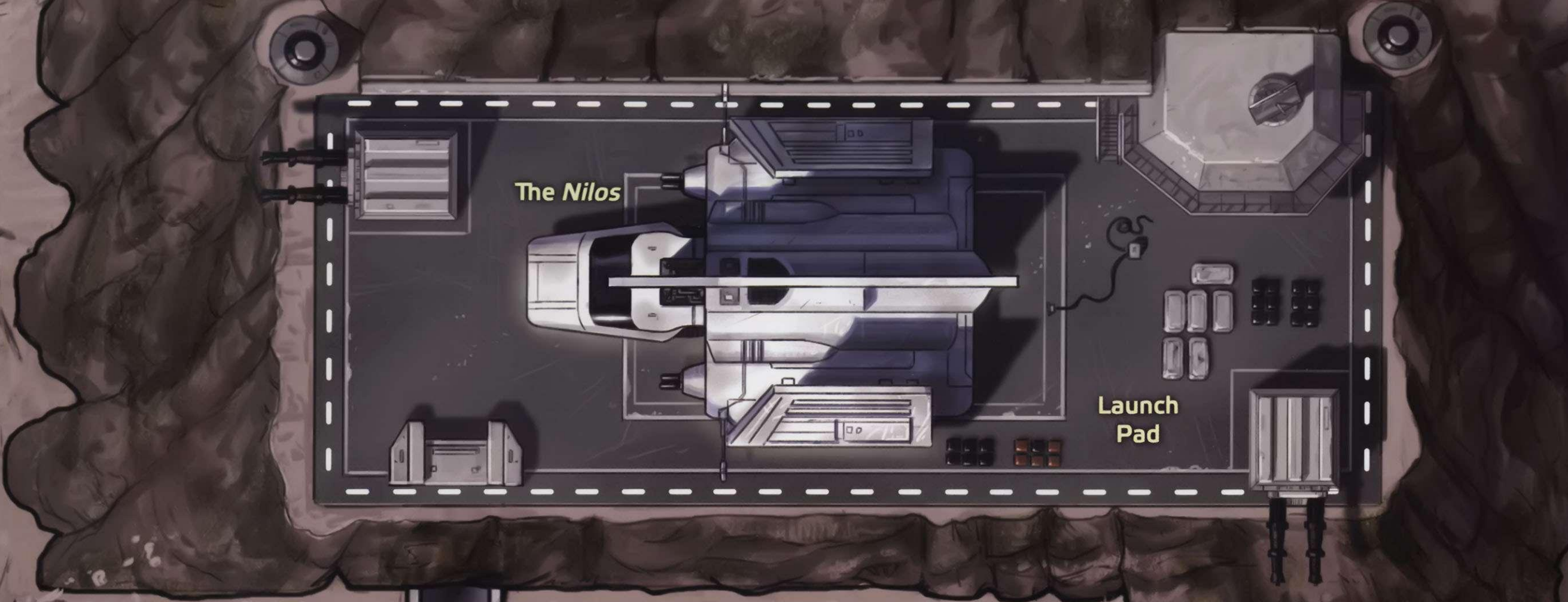
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STAR WARS
AGE OF
REBELLION
BEGINNER GAME

WHISPER BASE





The Nilos

Launch Pad



Trash Compactor



Mess Hall



Officers' Quarters

Communications Room

Armory

Barracks

Control Center

Garage

Maintenance Entrance



Officers'
Quarters

Main Generator

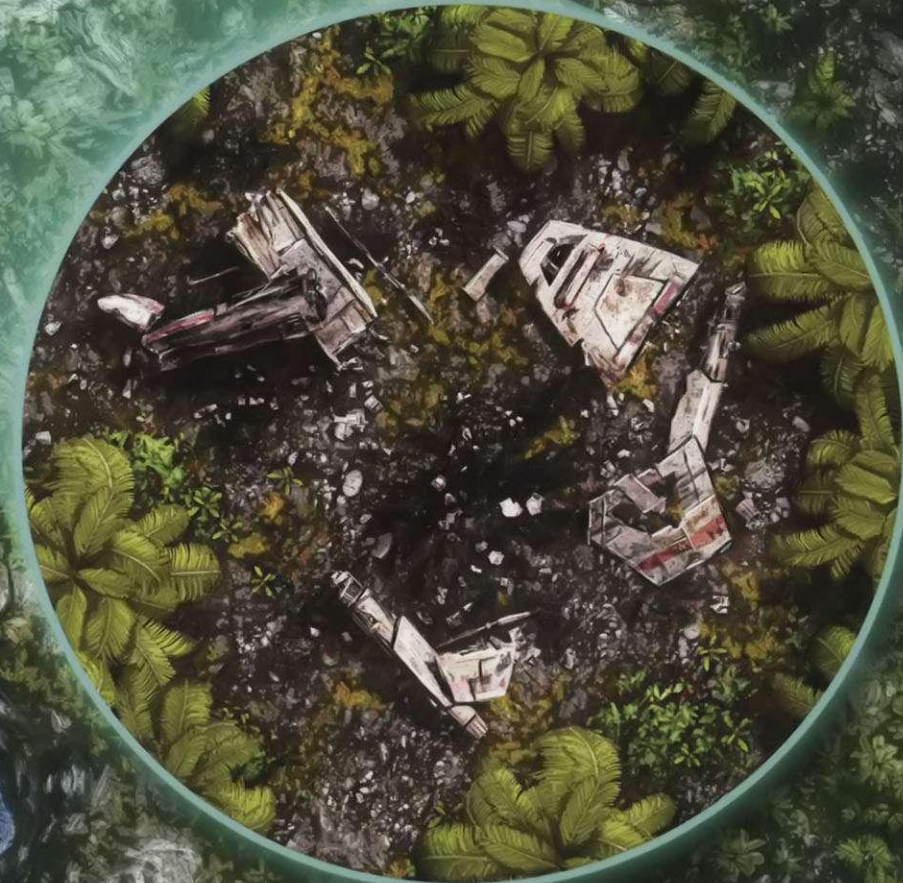
Kitchen

nce
e



ONDERON JUNGLE

Ship
Wreckage



Comm Tower



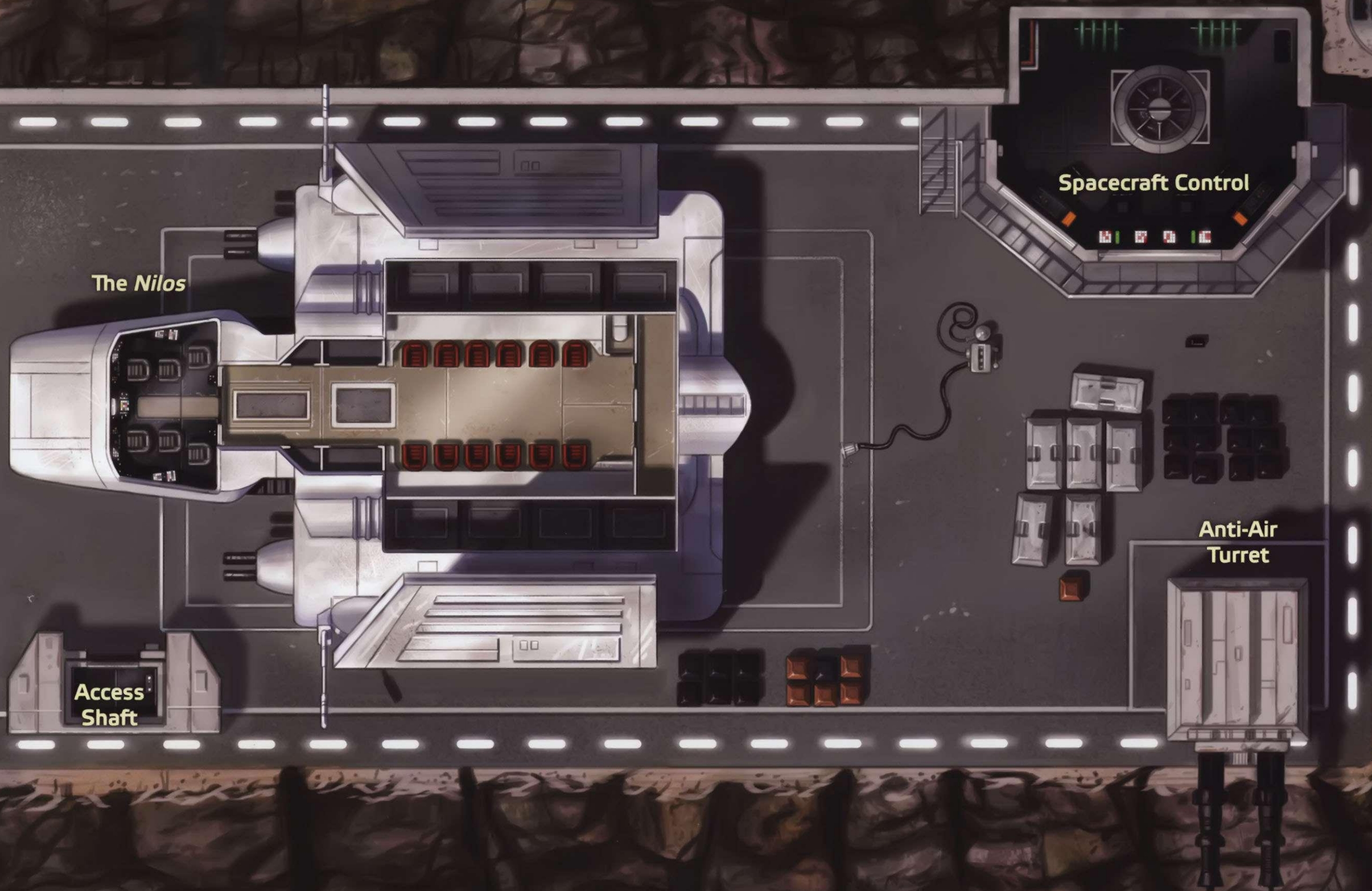


Whisper
Base



STAR WARS
**AGE OF
REBELLION**
BEGINNER GAME

LAUNCH PAD



COMM TOWER

Sandbags

Comm Dish

Blast Door

Communications Array



CAEL

レキVIN

SOLDIER

レク71V7





CHARACTER FOLIO

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER SHEET




Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS



- Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more  than , you succeed.
- Please reference these skills and descriptions of what they do on the back of the **BEGINNER GAME** rulebook.

SYMBOLS & DICE





Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left at the end (after canceling), the check succeeds.







Triumph  symbols count as Success  symbols and may also be spent to trigger a powerful positive consequence.






Advantage  symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat  symbols.





Failure  symbols cancel Success  symbols. If there are enough Failure  symbols to cancel all the Success  symbols, the check is a failure.



Despair  symbols count as Failure  symbols (they cancel Success  symbols) and may also be spent to trigger a powerful negative consequence.



Threat  symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage  symbols.



Ability Die 



Proficiency Die 



Difficulty Die 



Challenge Die 



Boost Die 



Setback Die 



Force Die 

CHARACTER SHEET

CHARACTER NAME : CAEL

SPECIES HUMAN

CAREER SOLDIER



CHARACTERISTICS

1

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	 
Athletics (Br)	1	  
Charm (Pr)	0	 
Coercion (Will)	1	  
Computers (Int)	0	 
Cool (Pr)	0	 
Coordination (Ag)	0	  
Deception (Cun)	0	 
Discipline (Will)	1	  
Knowledge (Int)	0	 
Leadership (Pr)	0	 
Mechanics (Int)	0	 
Medicine (Int)	0	 
Negotiation (Pr)	0	 
Perception (Cun)	0	 
Piloting (Ag)	0	  
Resilience (Br)	1	  
Skulduggery (Cun)	0	 
Stealth (Ag)	0	  
Streetwise (Cun)	0	 
Survival (Cun)	0	 
Vigilance (Will)	0	  
COMBAT SKILLS		
Brawl (Br)	1	  
Gunnery (Ag)	1	  
Melee (Br)	1	  
Ranged (Light) (Ag)	1	  
Ranged (Heavy) (Ag)	2	  

CHARACTER HEALTH STATS

3 SOAK VALUE

5

4 WOUNDS

13

THRESHOLD

0

CURRENT

5 STRAIN

13

THRESHOLD

0

CURRENT

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Rifle	Ranged (Heavy)	Long	10	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 10 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflct a Critical Injury on a hit for ⬢⬢⬢. 				
Vibroknife	Melee	Engaged	5	⬢⬢⬢
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflct a Critical Injury on a hit for ⬢⬢. Pierce 2: The target's soak value is reduced by 2 against this attack. 				
Frag Grenade	Ranged (Light)	Short	8	⬢⬢⬢
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflct a Critical Injury on a hit for ⬢⬢⬢⬢. Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✨ symbol) on ⬢⬢. You have 1 frag grenade. It can be used once. 				
AP Grenade	Ranged (Light)	Short	16	⬢⬢⬢
<ul style="list-style-type: none"> You deal 16 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflct a Critical Injury on a hit for ⬢⬢⬢. Pierce 3: The target's soak value is reduced by 3 against this attack. You have 1 AP grenade. It can be used once. 				
GEAR, EQUIPMENT, & OTHER ITEMS				
5 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication with other characters using comlinks.			
Padded Armor	Soak 2 (already included in soak value).			
Scan Goggles	Eliminates penalties for darkness.			

MONEY

50 credits

- 3** **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.
- 4** **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.
- 5** **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.
- 6** You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the **BEGINNER GAME** Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

1

XP COST

5

Medicine Skill

You train your Medicine skill. You gain one skill rank in Medicine. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

2

XP COST

10

Melee Skill

You train your Melee skill. You gain one skill rank in Melee. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

3

XP COST

5

Point Blank Talent

You gain the Point Blank talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Point Blank: When you hit a target at short or engaged range with a weapon that uses Ranged (Heavy) or Ranged (Light) (like your heavy blaster rifle, a pistol, or a grenade), you deal +1 damage.

4

XP COST

5

Toughened Talent

You gain the Toughened talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (13 or 15) on your wound threshold.

Toughened: Your wound threshold is increased by 2 (from 13 to 15).

CHARACTER SHEET

CHARACTER NAME : CAEL

SPECIES HUMAN

CAREER SOLDIER



CHARACTERISTICS

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	1	
Charm (Pr)	0	
Coercion (Will)	1	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	0	
Deception (Cun)	0	
Discipline (Will)	1	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
1 Medicine (Int)	0 / 1	
Negotiation (Pr)	0	
Perception (Cun)	0	
Piloting (Ag)	0	
Resilience (Br)	1	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	1	
Gunnery (Ag)	1	
2 Melee (Br)	1 / 2	
Ranged (Light) (Ag)	1	
Ranged (Heavy) (Ag)	2	

SOAK VALUE 5	4 WOUNDS 13/15 THRESHOLD CURRENT
STRAIN 13 THRESHOLD CURRENT	CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Rifle	Ranged (Heavy)	Long	10	3
<ul style="list-style-type: none"> You deal 10 damage on a hit + 1 damage per uncanceled Success symbol rolled. Inflict a Critical Injury on a hit for 				
Vibroknife	Melee	Engaged	5	2
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per uncanceled Success symbol rolled. Inflict a Critical Injury on a hit for Pierce 2: The target's soak value is reduced by 2 against this attack. 				
Frag Grenade	Ranged (Light)	Short	8	
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success symbol rolled. Inflict a Critical Injury on a hit for Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success symbol) on You have 1 frag grenade. It can be used once. 				
AP Grenade	Ranged (Light)	Short	16	
<ul style="list-style-type: none"> You deal 16 damage on a hit + 1 damage per uncanceled Success symbol rolled. Inflict a Critical Injury on a hit for Pierce 3: The target's soak value is reduced by 3 against this attack. You have 1 AP grenade. It can be used once. 				

GEAR, EQUIPMENT, & OTHER ITEMS

4 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication with other players with comlinks.
Padded Armor	Soak 2 (already included in soak value).
Scan Goggles	Eliminates penalties for darkness

MONEY
50 credits

- Success symbols are canceled by Failure symbols; if there are any Success symbols left at the end (after canceling), the check succeeds.
- Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.
- Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.
- Failure symbols cancel Success symbols. If there are enough Failure symbols to cancel all the Success symbols, the check is a failure.
- Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.
- Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



THE PLAYER'S TURN

- On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.
- An **Action** may include:
- Perform an attack
 - Use a skill
 - Exchange your 1 **Action** for an additional **Maneuver**
- A **Maneuver** may include:
- Move
 - Aim
 - Take cover
 - Ready or stow a weapon or item
 - Interact with your environment
 - Engage or disengage
 - Stand up

You can suffer 2 strain to perform a second maneuver.
 You cannot perform more than 2 maneuvers on your turn.
 You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : CAEL

SPECIES HUMAN

CAREER SOLDIER



CHARACTERISTICS

3 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	2 PRESENCE

SKILLS

SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	1		
Athletics (Br)	•		
Charm (Pr)			
Coercion (Will)			
Computers (Int)			
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)			
Knowledge (Int)			
Leadership (Pr)			
Mechanics (Int)			
Medicine (Int)	•		
Negotiation (Pr)			
Perception (Cun)			
Piloting (Ag)			
Resilience (Br)	•		
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)	•		
Vigilance (Will)			
COMBAT SKILLS			
Brawl (Br)	•		
Gunnery (Ag)	•		
Melee (Br)	•		
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)	•		

SOAK VALUE

--

WOUNDS

THRESHOLD	CURRENT

STRAIN

THRESHOLD	CURRENT

CRITICAL INJURIES

--

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

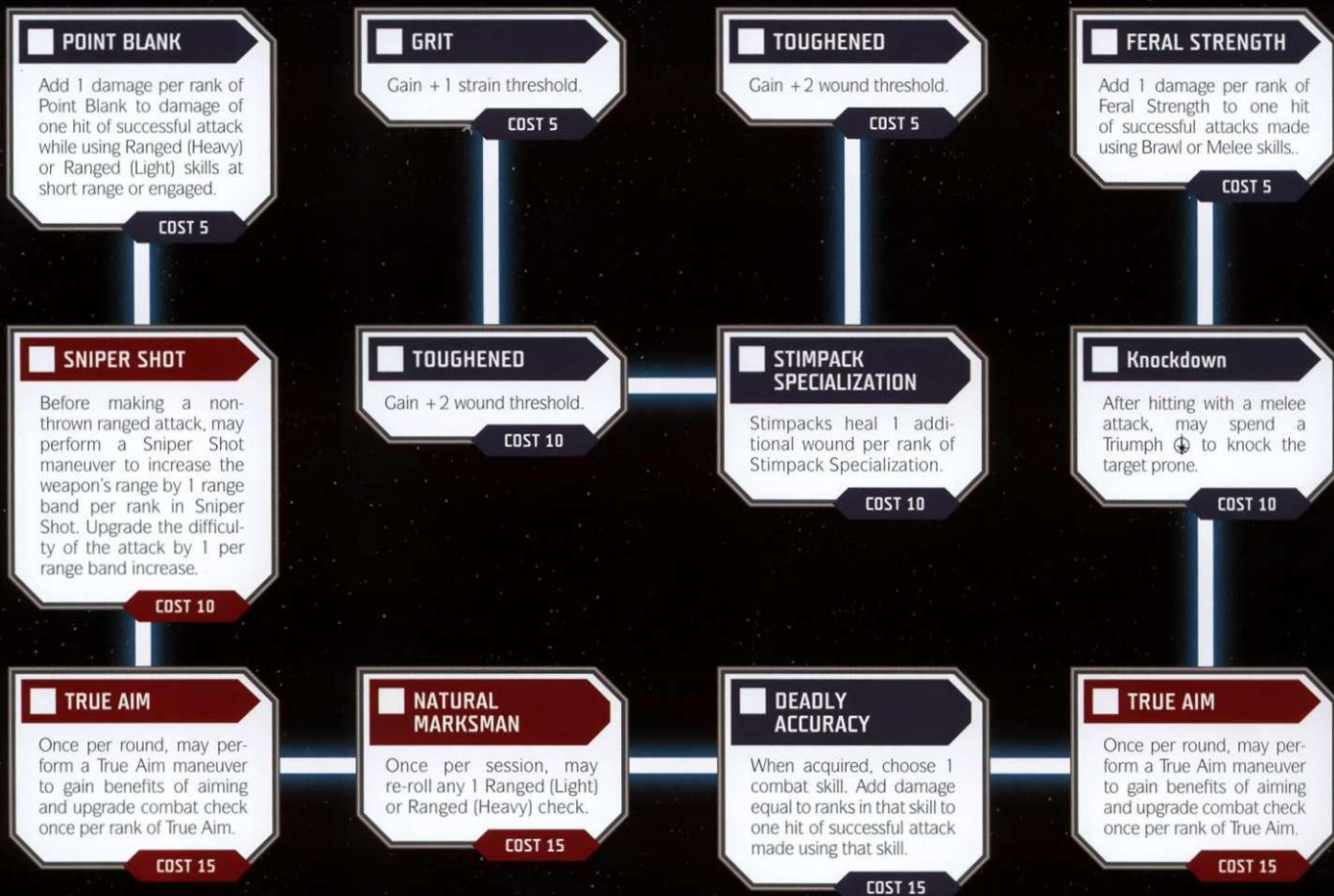
MONEY

--

SOLDIER: TALENT TREE

2

Career Skills: Athletics, Medicine, Resilience, Survival, Brawl, Gunnery, Melee, Ranged (Light), Ranged (Heavy)



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 11 of the **BEGINNER GAME** rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



CAEL'S STORY

Cael of House Hanarist had it all. He was born into one of Alderaan's noble Houses and could have lived a life of easy leisure. In a sense he did, if one defines leisure as becoming one of Alderaan's foremost athletes and one of the fastest limmie players to ever move a ball across the field. Cael had fame, fortune, a charming fiancée from another noble House, and a lovely home in Crevasse City. Though the direction of the galaxy under the Empire disturbed Cael, he stood firmly behind the ideals of pacifism, believing that moderating change would come from individuals working to improve the system from within. After all, he thought, using violence against the Empire would only affirm the might-makes-right logic that brought it to power in the first place.

Then Alderaan was destroyed by the Death Star and Cael's world was gone. Cael happened to be offworld at the time, playing with Team Alderaan in the Galactic Cup on Fondor. When news reached the limmie players, they were devastated. The Galactic Cup was placed on hiatus, and Team Alderaan evaporated, each member racing off across the galaxy to chase some rumor or hope of finding far-flung family members and other survivors.

Cael used the last of his family's money to charter a ship and flew back to Alderaan itself. Staring into the asteroid-strewn void that used to be his home, something inside Cael broke. All his life, he had committed himself to peace and non-violence, as was traditional among Alderaanians. He'd used his celebrity status for the cause: he'd been part of peaceful protests on Alderaan and Corellia, raised funds for war orphans, and lobbied in the Senate for the dissolution of the Imperial war machine. All of it had come to nothing.

Confronted by the ashes of his world, Cael renounced his pacifism. Non-violence had achieved nothing but the destruction of Alderaan, and the Empire wouldn't be toppled by anything less than all-out military rebellion. Cael took his chartered vessel to Chandrila and quickly found members of the Rebel Alliance eager to recruit the young athlete. In a matter of weeks, Cael went from limmie star to soldier, and he has never looked back.

TENDAAAR

↓VIA7KK7

ENGINEER

VIA7VIA7



CHARACTER FOLIO

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

- 1 Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more than , you succeed.
- 2 Please reference these skills and descriptions of what they do on the back of the **BEGINNER GAME** rulebook.

SYMBOLS & DICE

Success symbols are canceled by Failure symbols; if there are any Success symbols left at the end (after canceling), the check succeeds.

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Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

CHARACTER SHEET

CHARACTER NAME : *TENDAAR*

SPECIES *MON CALAMARI*

CAREER *ENGINEER*



CHARACTERISTICS

1

2 BRAWN	2 AGILITY	4 INTELLECT
1 CUNNING	3 WILLPOWER	3 PRESENCE

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	2	
Cool (Pr)	0	
Coordination (Ag)	0	
Deception (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	1	
Leadership (Pr)	0	
Mechanics (Int)	1	
Medicine (Int)	1	
Negotiation (Pr)	0	
Perception (Cun)	0	
Piloting (Ag)	0	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged (Light) (Ag)	1	
Ranged (Heavy) (Ag)	0	

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

12

THRESHOLD

CURRENT

5 STRAIN

13

THRESHOLD

CURRENT

CRITICAL INJURIES

6

MEDPAC

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ☆ and 1 strain per ☹.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	◆◆
<ul style="list-style-type: none"> • You deal 6 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹☹. 				
Stun Grenade	Ranged (Light)	Medium	8	◆◆
<ul style="list-style-type: none"> • You deal 8 stun damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. This damage is suffered as strain rather than wounds. • Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ☆ symbol) on ☹☹. • You have 1 stun grenade. It can be used once. 				
Fists	Brawl	Engaged	2	◆◆
<ul style="list-style-type: none"> • You deal 2 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹☹☹☹. 				

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Armored Vest	Soak 2 (already included in soak value).
Fusion Lantern	Provides bright light and power for electronic devices.
Datapad & Gear	A handheld computer and accessories for breaking into secure systems.
Medpac	Allows you to heal living creatures by using the Medicine skill.

MONEY

100 credits

- 3 Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.
- 4 Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.
- 5 Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.
- 6** You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the **BEGINNER GAME** Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.



UPGRADE MENU

1

XP COST **10**

Mechanics Skill

You train your Mechanics skill. You gain one skill rank in Mechanics. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

2

XP COST **5**

Piloting Skill

You train your Piloting skill. You gain one skill rank in Piloting. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

3

XP COST **5**

Grit Talent

You gain the Grit talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (13 or 14) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 13 to 14).

3

XP COST **5**

Solid Repairs Talent

You gain the Solid Repairs talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Solid Repairs: Whenever you repair hull trauma to a vehicle, such as by using the Damage Control action, you repair 1 additional hull trauma on that vehicle.

CHARACTER SHEET

CHARACTER NAME : TENDAAR

SPECIES *MON CALAMARI*

CAREER *ENGINEER*



CHARACTERISTICS

2

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING

3

WILLPOWER

3

PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogration (Int)	0	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	2	
Cool (Pr)	0	
Coordination (Ag)	0	
Deception (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	1	
Leadership (Pr)	0	
1 Mechanics (Int)	1 / 2	
Medicine (Int)	1	
Negotiation (Pr)	0	
2 Perception (Cun)	0	
Piloting (Ag)	0 / 1	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged (Light) (Ag)	1	
Ranged (Heavy) (Ag)	0	

SOAK VALUE

4

WOUNDS

12

THRESHOLD CURRENT

3 STRAIN

13/14

THRESHOLD CURRENT

CRITICAL INJURIES

MEDPAC

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ☆ and 1 strain per ☹.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	◆◆
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. Inflict a Critical Injury on a hit for ☹☹☹. 				
Stun Grenade	Ranged (Light)	Medium	8	◆◆
<ul style="list-style-type: none"> You deal 8 stun damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. This damage is suffered as strain rather than wounds. Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ☆ symbol) on ☹☹. You have 1 stun grenade. It can be used once. 				
Fists	Brawl	Engaged	2	◆◆
<ul style="list-style-type: none"> You deal 2 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. Inflict a Critical Injury on a hit for ☹☹☹☹☹. 				

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Armored Vest	Soak 2 (already included in soak value).
Fusion Lantern	Provides bright light and power for electronic devices.
Datapad & Gear	A handheld computer and accessories for breaking into secure systems.
Medpac	Allows you to heal living creatures by using the Medicine skill.

MONEY

100 credits



Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left at the end (after canceling), the check succeeds.



Triumph ☼ symbols count as Success ☆ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ☺ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.



Failure ▼ symbols cancel Success ☆ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☆ symbols, the check is a failure.



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Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☺ symbols.



THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
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A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : **TENDAAR**

SPECIES **MON CALAMARI**

CAREER **ENGINEER**



CHARACTERISTICS

2
BRAWN

2
AGILITY

4
INTELLECT

1
CUNNING

3
WILLPOWER

3
PRESENCE

SOAK VALUE

--

WOUNDS

THRESHOLD	CURRENT

STRAIN

THRESHOLD	CURRENT

CRITICAL INJURIES

--

SKILLS

SKILLS	1 CAREER	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)	•		
Charm (Pr)			
Coercion (Will)			
Computers (Int)	•		
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)			
Mechanics (Int)	•		
Medicine (Int)	•		
Negotiation (Pr)			
Perception (Cun)	•		
Piloting (Ag)	•		
Resilience (Br)			
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)			
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

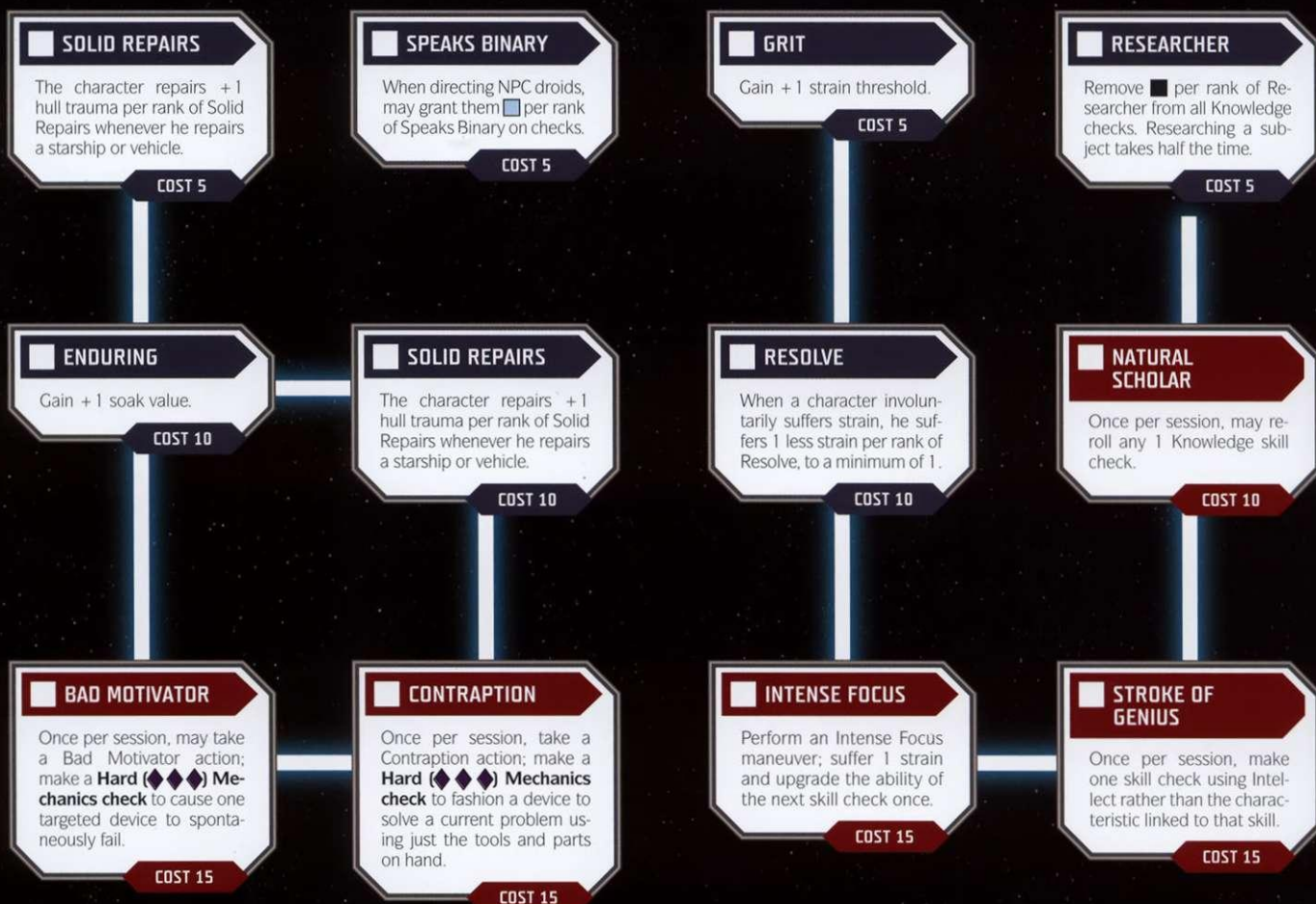
GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

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ENGINEER: TALENT TREE 2

Career Skills: Athletics, Computers, Knowledge, Mechanics, Medicine, Perception, Piloting, Vigilance, Ranged (Light)



INVESTING EXPERIENCE POINTS

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You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

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Success Triumph Advantage Failure Despair Threat



Ability Die ◆ Proficiency Die ● Difficulty Die ◆ Challenge Die ● Boost Die □ Setback Die □ Force Die ●

TENDAAR'S STORY

A certain amount of dignity, refinement, and gravitas is expected from academics on Dac, the Mon Calamari homeworld. Education is highly prized in Mon Calamari society, and success in the academic sphere is an essential part of social status. To be well educated is to be, by definition, well bred.

As such, Tendaar Bel has always been a bit of an anomaly. Undeniably brilliant, Tendaar was an indifferent student at the Coral Collegium and a complete social misfit. In accordance with his family's wishes, he studied astrophysics. Or rather, he was enrolled in astrophysics classes that he never actually attended, instead preferring to spend time in his chambers or in the Lagoon, an undersea community of renegade computer techs who took delight in unorthodox solutions to seemingly unsolvable problems and in challenging what they saw as stodgy social conventions. Because of his reclusive lifestyle, Tendaar's social graces did not improve at the Coral Collegium.

His career would have continued to putter along this meandering path, but then the Empire arrived and enslaved his planet. Tendaar Bel went from frustrating Collegium student to indentured shipyard technician overnight. Tendaar spent years crafting starships and weapons of war for the Empire, and resentment finally began to give him a sense of purpose.

When Dac was finally freed and joined the Rebel Alliance, Tendaar eagerly signed on to do his part in undermining the Empire. Initially, Alliance High Command assigned him to work in the Mon Calamari shipyards, but Tendaar's disrespect for the social conventions of his own people proved problematic. He was reassigned to an R&D position on the A-wing project, where his unorthodox approach helped him solve certain persistent problems with the targeting computers, but he still chafed against regulations. Tendaar helped save the base on Cardooin from an Imperial assault by randomizing all of the starfighters' IFFs mid-battle, creating confusion for the untested A-wings to exploit. As a result, Alliance Command concluded that his true talent lay in unconventional-to-the-point-of-crazy thinking and assigned him as a tech expert for Special Operations. Tendaar enjoys the ever-changing puzzles of his duties, and takes particular pleasure in finding unorthodox ways to fight the Empire.

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CHARACTER FOLIO

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SYMBOLS & DICE



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Triumph ⊕ symbols count as Success ★ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ⊕ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⊗ symbols.



Failure ▼ symbols cancel Success ★ symbols. If there are enough Failure ▼ symbols to cancel all the Success ★ symbols, the check is a failure.



Despair ⊖ symbols count as Failure ▼ symbols (they cancel Success ★ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⊗ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⊕ symbols.



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

CHARACTER SHEET

CHARACTER NAME : VENDRI

SPECIES DUROS

CAREER SPY



CHARACTERISTICS

1

2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆◆
Athletics (Br)	0	◆◆
Charm (Pr)	0	◆◆
Coercion (Will)	0	◆◆
Computers (Int)	1	◆◆◆◆
Cool (Pr)	1	◆◆◆
Coordination (Ag)	1	◆◆◆◆
Deception (Cun)	0	◆◆◆
Discipline (Will)	0	◆◆
Knowledge (Int)	0	◆◆◆◆
Leadership (Pr)	0	◆◆
Mechanics (Int)	0	◆◆◆◆
Medicine (Int)	1	◆◆◆◆
Negotiation (Pr)	0	◆◆
Perception (Cun)	1	◆◆◆◆
Piloting (Ag)	1	◆◆◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆◆
Stealth (Ag)	1	◆◆◆◆
Streetwise (Cun)	0	◆◆◆
Survival (Cun)	1	◆◆◆◆
Vigilance (Will)	0	◆◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆
Gunnery (Ag)	0	◆◆◆
Melee (Br)	0	◆◆
Ranged (Light) (Ag)	0	◆◆◆◆
Ranged (Heavy) (Ag)	1	◆◆◆◆

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

13

THRESHOLD

CURRENT

5 STRAIN

12

THRESHOLD

CURRENT

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	Long	9	🟡🟢🟢
<ul style="list-style-type: none"> You deal 9 damage on a hit + 1 damage per uncanceled Success 🟡 symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Combat Knife	Melee	Engaged	3	🟢🟢
<ul style="list-style-type: none"> You deal 3 damage on a hit + 1 damage per uncanceled Success 🟢 symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Stun Grenade	Ranged (Light)	Short	8	🟢🟢🟢
<ul style="list-style-type: none"> You deal 8 stun damage on a hit + 1 damage per uncanceled Success 🟢 symbol rolled. This damage is suffered as strain rather than wounds. Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success 🟢 symbol) on 🟡🟡. You have 1 stun grenades. It can be used once. 				

GEAR, EQUIPMENT, & OTHER ITEMS

3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Com Suite	Communicates with comlinks; use Computers skill to jam or listen in on others.
Padded Armor	Soak 2 (already included in soak value).
Electrogoggles	See objects far away and through darkness, smoke, and other obstructions.

MONEY

75 credits

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the **BEGINNER GAME** Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

1

XP COST **10**

Computers Skill

You train your Computers skill. You gain one skill rank in Computers. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

2

XP COST **5**

Deception Skill

You train your Deception skill. You gain one skill rank in Deception. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST **5**

Stalker Talent

You gain the Stalker talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Stalker: Add a Boost die to all Stealth and Coordination checks.

XP COST **5**

Dodge Talent

You gain the Dodge talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Dodge: When you are attacked, before dice are rolled, you may choose to suffer 1 strain and force the attacker to upgrade the difficulty of his attack once (upgrade one Difficulty die to a Challenge die). You can do this only once per attack.

CHARACTER SHEET

CHARACTER NAME : VENDRI

SPECIES **DUROS**

CAREER **SPY**



CHARACTERISTICS

2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
1 Computers (Int)	1 / 2	/
Cool (Pr)	1	
2 Coordination (Ag)	1	
Deception (Cun)	0 / 1	/
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	1	
Negotiation (Pr)	0	
Perception (Cun)	1	
Piloting (Ag)	1	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	1	
Streetwise (Cun)	0	
Survival (Cun)	1	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged (Light) (Ag)	0	
Ranged (Heavy) (Ag)	1	

SOAK VALUE

4

WOUNDS

13

THRESHOLD CURRENT

STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	Long	9	🟡🟢🟢
<ul style="list-style-type: none"> You deal 9 damage on a hit + 1 damage per uncanceled Success 🟡 symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Combat Knife	Melee	Engaged	3	🟢🟢
<ul style="list-style-type: none"> You deal 3 damage on a hit + 1 damage per uncanceled Success 🟡 symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Stun Grenade	Ranged (Light)	Short	8	🟢🟢🟢
<ul style="list-style-type: none"> You deal 8 stun damage on a hit + 1 damage per uncanceled Success 🟡 symbol rolled. This damage is suffered as strain rather than wounds. Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success 🟡 symbol) on 🟡🟡. You have 1 stun grenades. It can be used once. 				

GEAR, EQUIPMENT, & OTHER ITEMS

3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Com Suite	Communicates with comlinks; use Computers skill to jam or listen in on others.
Padded Armor	Soak 2 (already included in soak value).
Electrogoggles	See objects far away and through darkness, smoke, and other obstructions.

MONEY

75 credits



Success 🟡 symbols are canceled by Failure 🟣 symbols; if there are any Success 🟡 symbols left at the end (after canceling), the check succeeds.



Triumph 🟡 symbols count as Success 🟡 symbols and may also be spent to trigger a powerful positive consequence.



Advantage 🟡 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat 🟡 symbols.



Failure 🟣 symbols cancel Success 🟡 symbols. If there are enough Failure 🟣 symbols to cancel all the Success 🟡 symbols, the check is a failure.



Despair 🟣 symbols count as Failure 🟣 symbols (they cancel Success 🟡 symbols) and may also be spent to trigger a powerful negative consequence.



Threat 🟡 symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage 🟡 symbols.



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

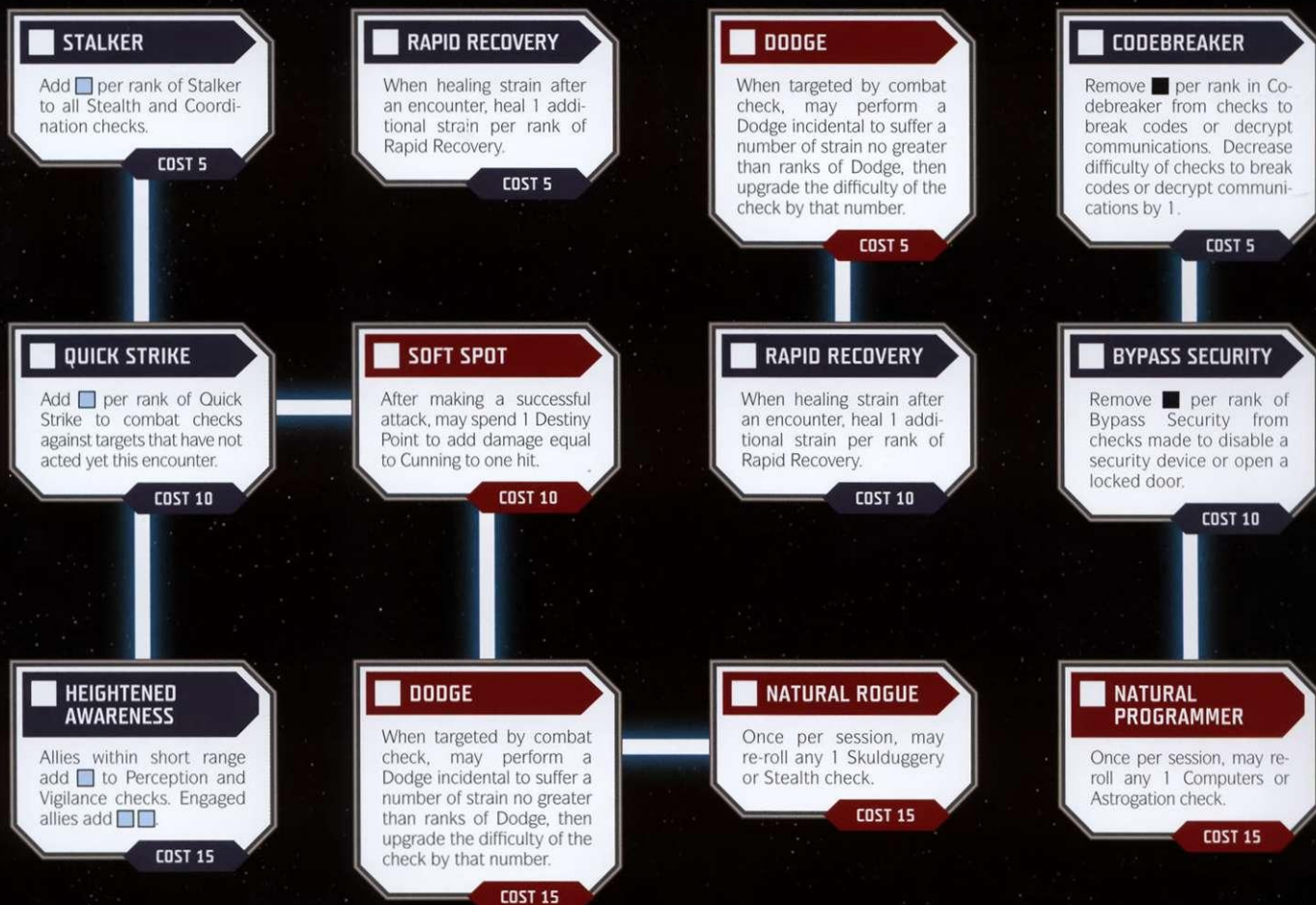
You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

SPY: TALENT TREE

2

Career Skills: Athletics, Computers, Cool, Coordination, Deception, Knowledge, Medicine, Perception, Piloting, Skulduggery, Stealth, Survival



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 11 of the **BEGINNER GAME** rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



Success Triumph Advantage Failure Despair Threat



Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

VENDRI'S STORY

Vendri DeRalm is the inheritor of a legacy of generations of explorers and wanderers, traveling from star to star across the galaxy. The Duros people have always placed a high value on discovery and travel, being one of several species with competing claims to be the inventors of the hyperdrive in the distant past. Vendri has long enjoyed traveling to unspoiled and verdant worlds, where he can explore the natural beauty to his heart's content. For years, Vendri made his living as a wildlife and landscape holographer, taking 2-, 3-, and 4-dimensional images of exotic locales and animals. In that time, he became extremely adept at passing unseen to line up the perfect shot.

Over the last few years, as the Empire has consolidated its power, Vendri's life has become more complicated. His homeworld has been reassigned to a new sector with a new, human governor. His main business, traveling across the galaxy, now requires more paperwork and inspections than ever before, and more than once, his cargo of biological specimens has been either seized with no explanation or completely spoiled during "customs inspections" by Imperial officials. Vendri himself is routinely selected by human officers for "random inspections," and he has been arrested three times on trumped up charges (until he could pay the proper bribe).

The whole situation, Vendri concluded, had become completely intolerable. The Empire was human-controlled and routinely exploiting and harassing non-humans like him. So when he was contacted by a mysterious figure identifying herself only as "Mother," Vendri was only too happy to help the Rebel Alliance. His duties started small, gathering intelligence and acting as courier (although his non-human status complicated the latter role; Vendri was forced to commit messages to memory). Eventually, Vendri reported for advanced training on a small, forested moon called Yavin 4, where he finally met "Mother" face-to-face and discovered that she was a Duros, like him. During his training, Vendri's new superiors discovered that his career as a wildlife holographer had made him quite handy in rough country, and so they attached him to Alliance Special Operations Command. Vendri's duties now consist primarily of reconnaissance of lightly populated worlds, often in advance of or in conjunction with a Special Operations team.

ZAL

ИМ

ACE

ИМ



CHARACTER FOLIO

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

- Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more than , you succeed.
- Please reference these skills and descriptions of what they do on the back of the **BEGINNER GAME** rulebook.

SYMBOLS & DICE



Success symbols are canceled by Failure symbols; if there are any Success symbols left at the end (after canceling), the check succeeds.



Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.



Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.



Failure symbols cancel Success symbols. If there are enough Failure symbols to cancel all the Success symbols, the check is a failure.



Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.



Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

CHARACTER SHEET

CHARACTER NAME : ZAL

SPECIES *HUMAN*

CAREER *ACE*



CHARACTERISTICS

1

2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
Coordination (Ag)	0	
Deception (Cun)	1	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	0	
Piloting (Ag)	2	
Resilience (Br)	0	
Skulduggery (Cun)	1	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	1	
Melee (Br)	0	
Ranged (Light) (Ag)	1	
Ranged (Heavy) (Ag)	0	

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

12	
THRESHOLD	CURRENT

5 STRAIN

12	
THRESHOLD	CURRENT

CRITICAL INJURIES

6

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the **BEGINNER GAME** Adventure.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hyv Blaster Pistol	Ranged (Light)	Medium	7	🟡🟢🟢🟢
<ul style="list-style-type: none"> • You deal 7 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Fists	Brawl	Engaged	2	🟢🟢
<ul style="list-style-type: none"> • You deal 2 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡🟡🟡. 				
Frag Grenade	Ranged (Light)	Short	8	🟡🟢🟢🟢
<ul style="list-style-type: none"> • You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡. • Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✨ symbol) on 🟡🟡. • You have 2 frag grenades. Each grenade can be used once. 				
AP Grenade	Ranged (Light)	Short	16	🟡🟢🟢🟢
<ul style="list-style-type: none"> • You deal 16 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡. • Pierce 3: The target's soak value is reduced by 3 against this attack. • You have 1 AP grenade. It can be used once. 				

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Flight Suit	Soak 2 (already included in soak value). Can seal for vacuum tolerance.
Lock-Breaker	Can pick mechanical and electronic locks with Skulduggery.

MONEY

300 credits

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

1

XP COST **5**

Mechanics Skill

You train your Mechanics skill. You gain one skill rank in Mechanics. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

2

XP COST **10**

Gunnery Skill

You train your Gunnery skill. You gain one skill rank in Gunnery. Your dice pool changes from to .

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

3

XP COST **5**

Grit Talent

You gain the Grit talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (12 or 13) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 12 to 13).

CHARACTER SHEET

CHARACTER NAME : ZAL

SPECIES *HUMAN*

CAREER *ACE*



CHARACTERISTICS

2
BRAWN

4
AGILITY

2
INTELLECT

3
CUNNING

2
WILLPOWER

2
PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogration (Int)	1	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
Coordination (Ag)	0	
Deception (Cun)	1	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
1 Mechanics (Int)	0 / 1	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	0	
Piloting (Ag)	2	
Resilience (Br)	0	
Skulduggery (Cun)	1	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	0	
COMBAT SKILLS		
2 Brawl (Br)	0	
Gunnery (Ag)	1 / 2	
Melee (Br)	0	
Ranged (Light) (Ag)	1	
Ranged (Heavy) (Ag)	0	

SOAK VALUE

4

WOUNDS

12

THRESHOLD CURRENT

STRAIN

3

12/13

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Pistol	Ranged (Light)	Medium	7	🟡🟢🟢🟢
<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for 🟡🟡🟡. 				
Fists	Brawl	Engaged	2	🟢🟢
<ul style="list-style-type: none"> You deal 2 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for 🟡🟡🟡🟡. 				
Frag Grenade	Ranged (Light)	Short	8	🟡🟢🟢🟢
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for 🟡🟡🟡🟡. Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✨ symbol) on 🟡🟡. You have 2 frag grenades. Each grenade can be used once. 				
AP Grenade	Ranged (Light)	Short	16	🟡🟢🟢🟢
<ul style="list-style-type: none"> You deal 16 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for 🟡🟡🟡. Pierce 3: The target's soak value is reduced by 3 against this attack. You have 1 AP grenade. It can be used once. 				
GEAR, EQUIPMENT, & OTHER ITEMS				
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication with other characters using comlinks.			
Flight Suit	Soak 2 (already included in soak value). Can seal for vacuum tolerance.			
Lock-Breaker	Can pick mechanical and electronic locks with Skulduggery.			

MONEY

300 credits



Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left at the end (after canceling), the check succeeds.



Triumph ☀ symbols count as Success ✨ symbols and may also be spent to trigger a powerful positive consequence.



Advantage 🎲 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☄ symbols.



Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.



Despair ☹ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ☄ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage 🎲 symbols.



Ability Die 🟢 Proficiency Die 🟡 Difficulty Die 🟣 Challenge Die 🔴 Boost Die 🔵 Setback Die ⬜ Force Die ⬜

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

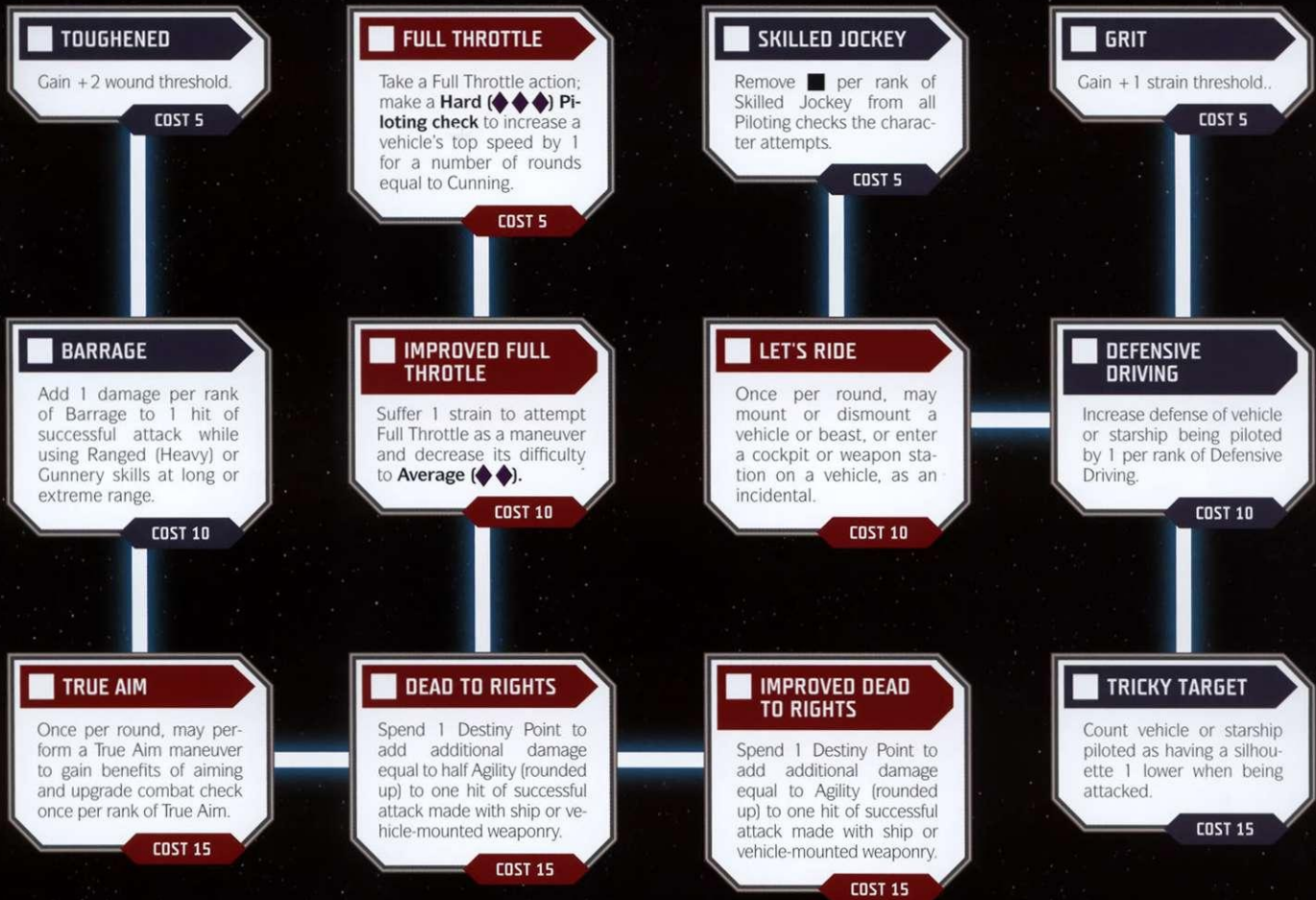
You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

ACE: TALENT TREE 2

Career Skills: Astrogration, Cool, Mechanics, Perception, Piloting, Gunnery, Ranged (Light)



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 11 of the **BEGINNER GAME** rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



Success Triumph Advantage Failure Despair Threat



Ability Die ◆ Proficiency Die ● Difficulty Die ◆ Challenge Die ● Boost Die ■ Setback Die □ Force Die ●

ZAL'S STORY

Zal Artha never fit in. Born and raised on Chandrila, Zal should have been a nature-loving, peace-making scholar like most of the rest of her family and, in fact, most of the rest of the planet. But while her brother and sisters were playing with their pet squalls and taking dance and elocution lessons, Zal was racing speeders through the crystal canyons and breaking curfew.

As soon as she was old enough, Zal left Chandrila and enrolled in the Rengali Imperial Naval Academy, bringing nothing with her from Chandrila but a lucky charm made for her by her older brother. All she wanted out of life was to sit behind the stick of a starfighter. While at the academy, Zal faced constant harassment, discrimination, and derision from instructors and students alike. Undeterred, Zal pushed through and distinguished herself time and time again before graduation. Unfortunately, discrimination graduated with her. After being turned down for numerous choice assignments, she was finally placed as a shuttle pilot (a post Zal found at least as boring as contemplating the idyllic beauty of the woods back on Chandrila). When she shared her frustration with a friendly Senator she was ferrying, she finally learned why she had been denied a combat posting: Imperial Naval Command suspected her of Rebel sympathies due to her Chandrilan upbringing.

Frustrated with the Empire and unhappy with her stalled career, Zal decided to prove Imperial Naval Command right and defected to the Rebel Alliance. She was assigned to a starfighter squadron, the Soaring Dactillions. In mere weeks, she was piloting an X-wing in combat situations. After a high-attribution raid on the Fondor shipyards left the Dactillions under strength, her squadron was reassigned as test pilots for the new A-wing fighter, stationed on Cardooin.

A week later, the Dactillions scrambled again, this time using untested prototype A-wing fighters to repulse an Imperial raid on Cardooin. Though the Dactillions pushed back the Imperials and A-wing proved itself a superlative interceptor, the cost was high. Zal, perhaps protected by her lucky charm, was one of only two Soaring Dactillions to survive the battle. In the wake of these events, Zal requested (and received) a transfer to Special Operations. Zal couldn't be happier with this assignment, or with her role in the Rebellion.

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