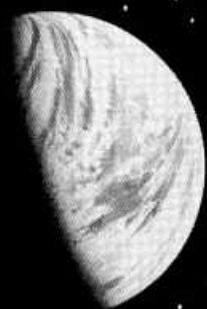
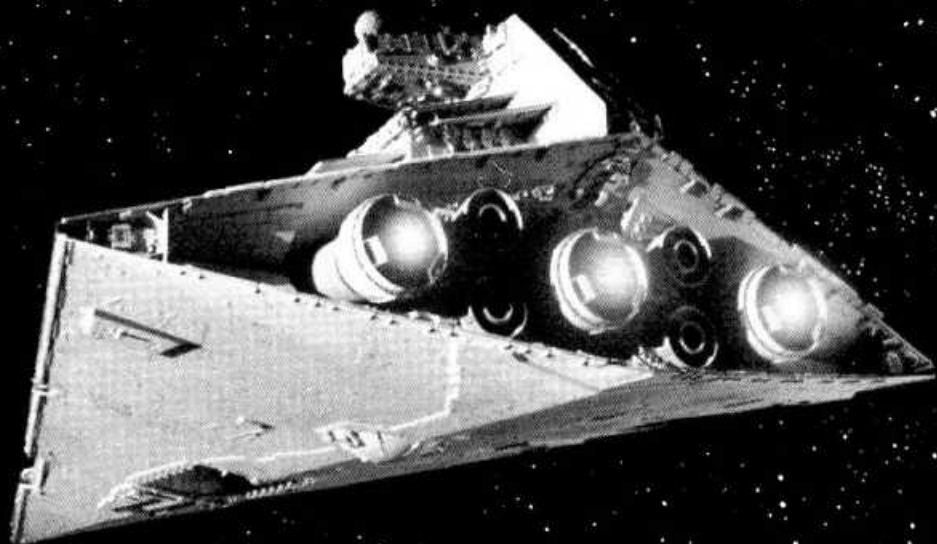


STAR WARS

Introductory ADVENTURE GAME



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



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

Far off in the Outer Rim, Rebel X-wing starfighters have wreaked havoc on Imperial shipping. Striking from a hidden base on Edan II, the Rebels have captured valuable supplies, weapons and medicine to aid the Alliance in the Galactic Civil War. Their successes have been small. If they continue, Edan Base could pose a greater threat to the Empire.

Even now an Imperial Star Destroyer is on its way to Edan II to destroy the base and take control of the planet. You will help determine whether the Rebels survive or the Empire triumphs. The Alliance needs you to strike back against Imperial tyranny. You are about to embark on a fantastic saga by playing the

STAR WARS **Introductory Adventure Game**

What's in This Box?

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

This box contains the following material:



- **Players Booklet:** This book begins with an adventure you can play right away. It also tells you everything you need to start.
- **Character Sheets:** These sheets represent the kinds of characters you can play. There's also a handy player reference sheet to remind you about the rules you learn in the *Players Booklet*.
- **Narrator Booklet:** One of your players is going to run the game, guiding the action. The narrator should read this booklet — it begins with an adventure he can run with the rest of the players, and includes additional rules for running your own *Star Wars* adventures.
- **Adventure Book:** The adventures you play in the *Players* and *Narrator Booklets* continue. Each short adventure can be run in one or two hours, and is part of a larger saga in which the players help liberate Edan II from the Empire.
- **64 Color Cards:** These cards represent allies, villains, aliens, droids, creatures, vehicles, starships, and Force powers you can use in the game. Punch them out and use them as handy reminders while you play.
- **7 Maps:** These maps show several locations for *Star Wars* adventures.
- **Stand-Up Characters:** Cut these out and stand them up on the maps to show where your heroes and their enemies are during battles.
- **6 Dice:** You use these six-sided dice to play the game.

STAR WARS

Player Name: _____

Character Name: _____
 Type: Bounty Hunter
 Gender/Species: _____/Human
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____



Brian Schomburg

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

Speed _____ **10** **Jedi Skills**

Force Points _____ Control _____

Dark Side Points _____ Sense _____

Character Points _____ Alter _____

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

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

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

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

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

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

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

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

And you fulfill your contracts.

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

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

STAR WARS

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



Brian Schomburg

Player Name: _____

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

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

Injuries

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

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

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

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

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

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

STAR WARS®

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



Brian Schomburg

Player Name: _____

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

Speed _____ **10** **Jedi Skills**

Force Points _____	Control _____ 1D
Dark Side Points _____	Sense _____ 1D
Character Points _____	Alter _____

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

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

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

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

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

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

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

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

STAR WARS

Character Name: _____
 Type: Gambler
 Gender/Species: _____/Human
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____



Brian Schomburg

Player Name: _____

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

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

Injuries

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

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

Background: The galaxy is your oyster. You can go anywhere, do anything. You're never down and out permanently — all you have to do is find a (fairly) honest game of chance, and there's gambling everywhere. Money comes and money goes, but the game goes on. Love 'em and leave 'em, that's your philosophy. You've never seen any point in settling down ... not when there's a starship leaving in an hour, a gambling table in the lounge and new worlds to explore at the other end of the journey.

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

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

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

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

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

STAR WARS

Character Name: _____
Type: Mon Calamari
Gender/Species: _____/Mon Calamari
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____



Brian Schomburg

Player Name: _____

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Dexterity ___ 3D+1	Perception ___ 2D+1
Blaster _____	Bargain _____
Dodge _____	Con _____
Grenade _____	Gambling _____
Lightsaber _____	Search _____
Melee _____	Sneak _____
Pick pocket _____	
Knowledge ___ 3D+1	Strength ___ 3D
Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping _____
Cultures _____	Lifting _____
Languages _____	Swimming _____
Planetary systems _____	
Streetwise _____	
Survival _____	
Mechanical ___ 2D+1	Technical ___ 3D+2
Astrogation _____	Computer program- ming/repair _____
Beast riding _____	Demolitions _____
Com-scan _____	Droid program- ming/repair _____
Gunnery _____	First aid _____
Repulsorlift operation _____	Repulsorlift repair _____
Shields _____	Security _____
Starship piloting _____	Starship repair _____
Speed _____ 9	Jedi Skills
Force Points _____	Control _____
Dark Side Points _____	Sense _____
Character Points _____	Alter _____

Injuries

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

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

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

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

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

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

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

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

STAR WARS

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



Player Name: _____
 Brian Schomburg

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

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

Injuries

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

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

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

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

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

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

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STAR WARS

Character Name: _____

Type: Protocol Droid

Model: 3PO Human-Cyborg Relations Droid

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

Physical Description: _____

Dexterity _____ **1D**

Blaster _____

Dodge _____

Grenade _____

Lightsaber _____

Melee _____

Pick pocket _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **1D**

Astrogation _____

Beast riding _____

Com-scan _____

Gunnery _____

Repulsorlift

operation _____

Shields _____

Starship piloting _____

Perception _____ **1D**

Bargain _____

Con _____

Gambling _____

Search _____

Sneak _____

Strength _____ **1D**

Brawling _____

Climbing/jumping _____

Lifting _____

Swimming _____

Technical _____ **1D**

Computer program-

ming/repair _____

Demolitions _____

Droid program-

ming/repair _____

First aid _____

Repulsorlift repair _____

Security _____

Starship repair _____

Speed _____ **7**

Force Points _____

Dark Side Points _____

Character Points _____

Jedi Skills

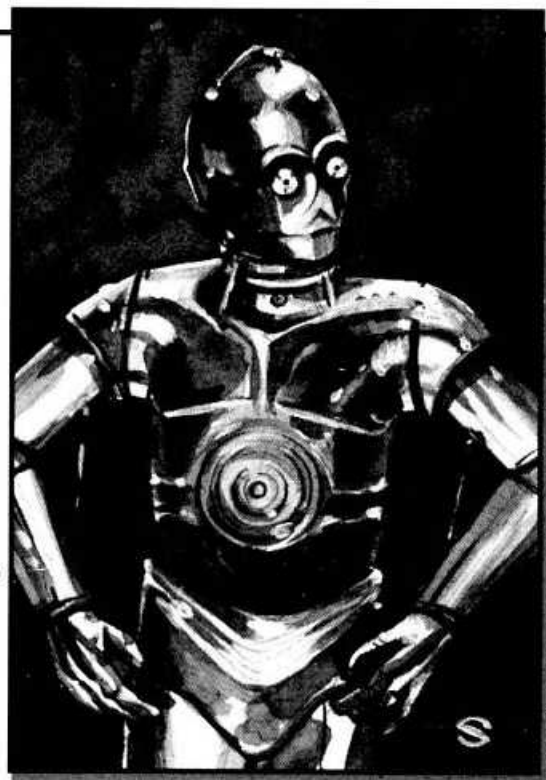
Control _____

Sense _____

Alter _____

Injuries

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



Brian Schomburg

Equipment: Comlink, datapad

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

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

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

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

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

Player Name: _____

STAR WARS

Character Name: _____
Type: Rebel Sergeant
Gender/Species: _____/Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

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

Knowledge _____ **2D** **Strength** _____ **3D+1**
 Alien species _____ Brawling _____
 Bureaucracy _____ Climbing/jumping _____
 Cultures _____ Lifting _____
 Languages _____ Swimming _____
 Planetary systems _____
 Streetwise _____
 Survival _____

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

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

Injuries

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



Brian Schomburg

Player Name: _____

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

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

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

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

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

STAR WARS

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

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

Knowledge ____ **4D** **Strength** ____ **3D**
 Alien species _____ Brawling _____
 Bureaucracy _____ Climbing/jumping _____
 Cultures _____ Lifting _____
 Languages _____ Swimming _____
 Planetary systems _____
 Streetwise _____
 Survival _____

Mechanical ____ **3D** **Technical** ____ **3D+1**
 Astrogation _____ Computer program-
 Beast riding _____ ming/repair _____
 Com-scan _____ Demolitions _____
 Gunnery _____ Droid program-
 Repulsorlift ming/repair _____
 operation _____ First aid _____
 Shields _____ Repulsorlift repair _____
 Starship piloting _____ Security _____
 _____ Starship repair _____

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

Injuries

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



Brian Schomburg

Player Name: _____

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

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

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

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

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

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

STAR WARS

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



Brian Schomburg

Player Name: _____

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

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

Injuries

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

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

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

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

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

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

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

STAR WARS®

Character Name: _____
Type: Sullustan
Gender/Species: _____/Sullustan
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____



Brian Schomburg

Player Name: _____

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Dexterity ____ 2D+1	Perception ____ 3D
Blaster _____	Bargain _____
Dodge _____	Con _____
Grenade _____	Gambling _____
Lightsaber _____	Search _____
Melee _____	Sneak _____
Pick pocket _____	_____
Knowledge ____ 2D+2	Strength ____ 2D
Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping _____
Cultures _____	Lifting _____
Languages _____	Swimming _____
Planetary systems _____	_____
Streetwise _____	_____
Survival _____	_____
Mechanical ____ 4D+1	Technical ____ 3D+2
Astrogation _____	Computer program- ming/repair _____
Beast riding _____	Demolitions _____
Com-scan _____	Droid program- ming/repair _____
Gunnery _____	First aid _____
Repulsorlift operation _____	Repulsorlift repair _____
Shields _____	Security _____
Starship piloting _____	Starship repair _____
_____	_____
Speed _____ 10	Jedi Skills
Force Points _____	Control _____
Dark Side Points _____	Sense _____
Character Points _____	Alter _____

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

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

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

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

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

Injuries

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

STAR WARS

Character Name: _____

Type: Wookiee

Gender/Species: _____/Wookiee

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

Physical Description: _____

Dexterity ____ **2D+2**

Blaster _____

Dodge _____

Grenade _____

Lightsaber _____

Melee _____

Pick pocket _____

Knowledge ____ **2D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical ____ **3D**

Astrogation _____

Beast riding _____

Com-scan _____

Gunnery _____

Repulsorlift

operation _____

Shields _____

Starship piloting _____

Perception ____ **2D**

Bargain _____

Con _____

Gambling _____

Search _____

Sneak _____

Strength ____ **5D**

Brawling _____

Climbing/jumping _____

Lifting _____

Swimming _____

Technical ____ **3D+1**

Computer program-

ming/repair _____

Demolitions _____

Droid program-

ming/repair _____

First aid _____

Repulsorlift repair _____

Security _____

Starship repair _____

Speed _____ **11**

Force Points _____

Dark Side Points _____

Character Points _____

Jedi Skills

Control _____

Sense _____

Alter _____

Injuries

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



Brian Schomburg

Equipment: Bowcaster (4D damage), 250 credits

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

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

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

Player Name: _____

STAR WARS

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



Player Name: _____

Brian Schomburg

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

Speed _____ **10** **Jedi Skills**

Force Points _____	Control _____ 1D
Dark Side Points _____	Sense _____ 1D
Character Points _____	Alter _____ 1D

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

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

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

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

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

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

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

STAR WARS®

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



Brian Schomburg

Player Name: _____

Dexterity _____ 3D	Perception _____ 3D+1
Blaster _____	Bargain _____
Dodge _____	Con _____
Grenade _____	Gambling _____
Lightsaber _____	Search _____
Melee _____	Sneak _____
Pick pocket _____	_____
Knowledge _____ 4D	Strength _____ 3D
Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping _____
Cultures _____	Lifting _____
Languages _____	Swimming _____
Planetary systems _____	_____
Streetwise _____	_____
Survival _____	_____
Mechanical _____ 2D+2	Technical _____ 2D
Astrogation _____	Computer program- ming/repair _____
Beast riding _____	Demolitions _____
Com-scan _____	Droid program- ming/repair _____
Gunnery _____	First aid _____
Repulsorlift operation _____	Repulsorlift repair _____
Shields _____	Security _____
Starship piloting _____	Starship repair _____
_____	_____
Speed _____ 10	Jedi Skills
Force Points _____	Control _____
Dark Side Points _____	Sense _____
Character Points _____	Alter _____

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

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

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

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

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

Injuries

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

Creating Your Character

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

1) Choose A Character Template

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

2) Get to Know Your Character

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

3) Raise Your Skills

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

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

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

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

4) Force and Character Points

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

5) Now You're Ready to Begin

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

Improving Characters

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

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

Attributes cannot be improved.

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

Using Your Character

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

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

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

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

Opposed Rolls

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

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

Skill	Opposed Skill
<i>blaster</i>	<i>dodge</i>
<i>sneak</i>	<i>Perception or search</i>
<i>con</i>	<i>Perception</i>
<i>search</i>	<i>sneak</i>
<i>brawling</i>	<i>brawling</i>
<i>melee</i>	<i>melee</i>
<i>beast riding</i>	<i>creature's omeriness dice</i>

Damage

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

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

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

Using A Character Point

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

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

Using A Force Point

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

Combined Rolls

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

Here are some typical actions that use combined rolls:

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

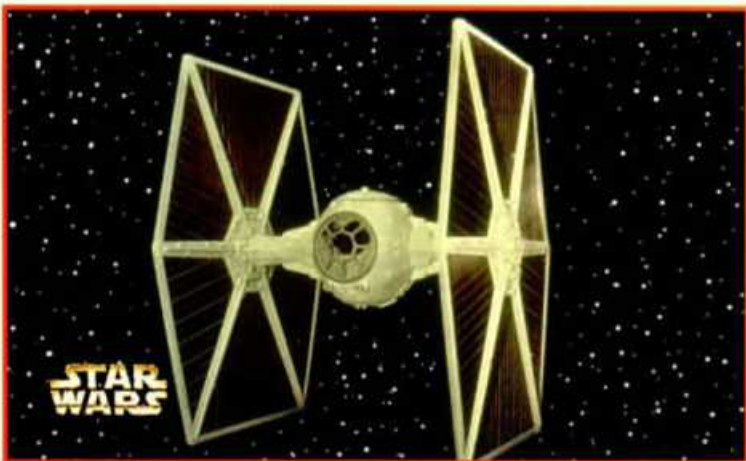
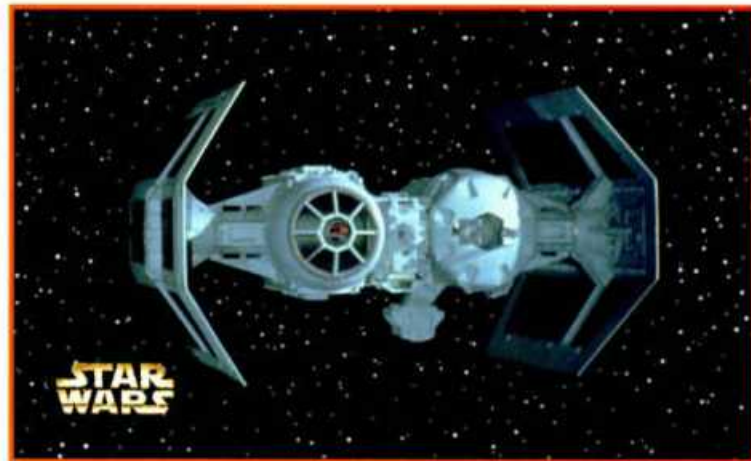
Combat Turns

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

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

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

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



Telekinesis

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

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Magnify Senses

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

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TIE Bomber

Crew scores: *gunnery 5D, starship piloting 4D*. Maneuverability 0D, speed 33, sensors 1D, hull 4D+1, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 3D), concussion missiles (fire control 3D+2, damage 9D).

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AT-AT Walker

Crew scores: *Mechanical 4D, gunnery 5D*. Maneuverability 0D, speed 4, sensors 0D, hull 10D, shields 0D. Weapons: 2 fire-linked heavy laser cannons (fire control 2D, combined damage 10D), 2 fire-linked medium blasters (fire control 2D, combined damage 7D).

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Imperial Star Destroyer

Crew scores: *astrogation 4D, com-scan 4D, gunnery 4D+2, shields 4D+1, starship piloting 5D+1*. Maneuverability 1D, speed 33, sensors 3D, hull 13D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 11D), 60 ion cannons (fire control 2D+2, damage 9D).

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TIE Fighter

Crew scores: *gunnery 4D, starship piloting 4D+1*. Maneuverability 2D, speed 42, sensors 1D, hull 2D, shields 0D. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D).

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Imperial Lambda Shuttle

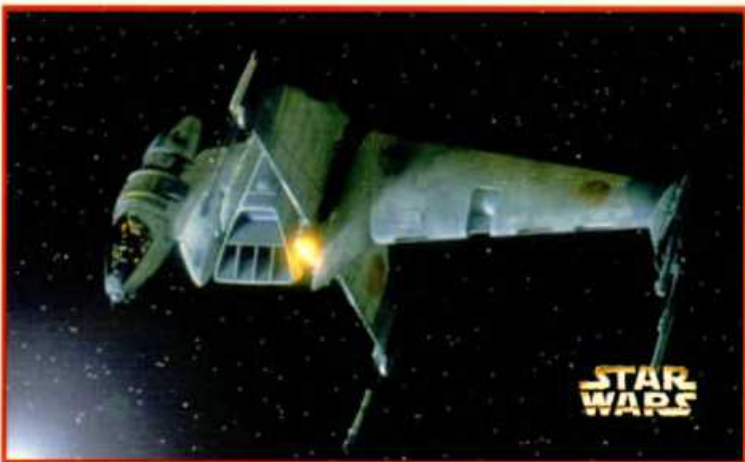
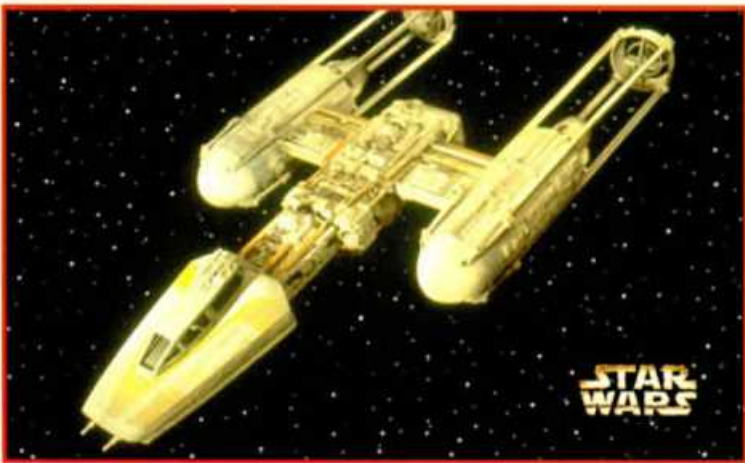
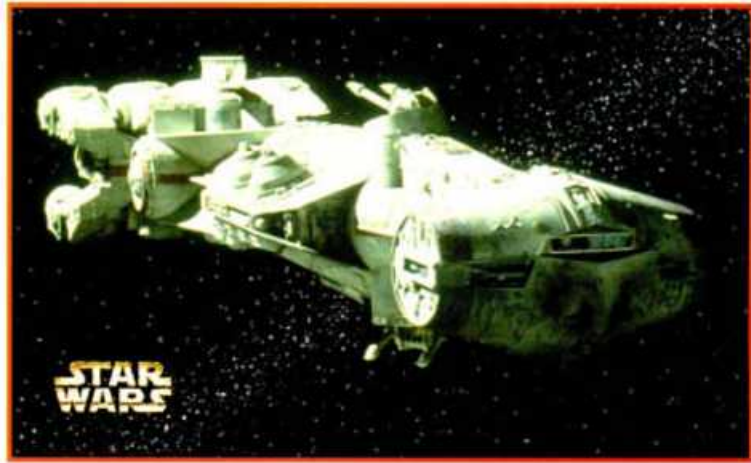
Crew scores: *gunnery 5D, shields 4D, starship piloting 5D*. Maneuverability 1D, speed 30, sensors 1D, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 fire-linked double laser cannons (fire control 3D+1, combined damage 4D).

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TIE Interceptor

Crew scores: *gunnery 4D+2, starship piloting 5D*. Maneuverability 3D+2, speed 44, sensors 2D, hull 3D, shields 0D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D).

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Corellian Corvette

Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2*. Maneuverability 2D, speed 33, sensors 2D, hull 10D, shields 2D. Weapons: 6 double turbolaser cannons (fire control 3D, damage 10D+2).

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A-wing Fighter

Crew scores: *gunnery 4D+2, shields 3D+1, starship piloting 5D*. Maneuverability 4D, speed 45, sensors 1D, hull 2D+2, shields 1D. Weapons: 2 fire-linked laser cannons (fire control 3D, combined damage 5D), enemy targeting jammer (-2D from enemy ship's fire control).

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Mon Calamari Star Cruiser

Crew scores: *astrogation 4D, com-scan 3D+1, gunnery 5D, shields 5D, starship piloting 5D+2*. Maneuverability 2D, speed 33, sensors 2D, hull 12D, shields 6D. Weapons: 48 turbolaser batteries (fire control 2D, damage 10D), 20 ion cannon batteries (fire control 3D, damage 9D).

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Corellian YT-1300 Freighter

Crew scores: *gunnery 4D, shields 3D, starship piloting 4D*. Maneuverability 0D, speed 28, sensors 1D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 4D).

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X-wing Fighter

Crew scores: *gunnery 4D+2, shields 3D, starship piloting 5D*. Maneuverability 3D, speed 37, sensors 1D, hull 4D, shields 1D. Weapons: 4 fire-linked laser cannons (fire control 3D, combined damage 6D), 2 proton torpedo launchers (fire control 2D, damage 9D).

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Y-wing Fighter

Crew scores: *astrogation 3D+2, gunnery 4D+1, shields 3D, starship piloting 4D+2*. Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 fire-linked light ion cannons (fire control 3D, combined damage 4D).

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Nebulon-B Frigate

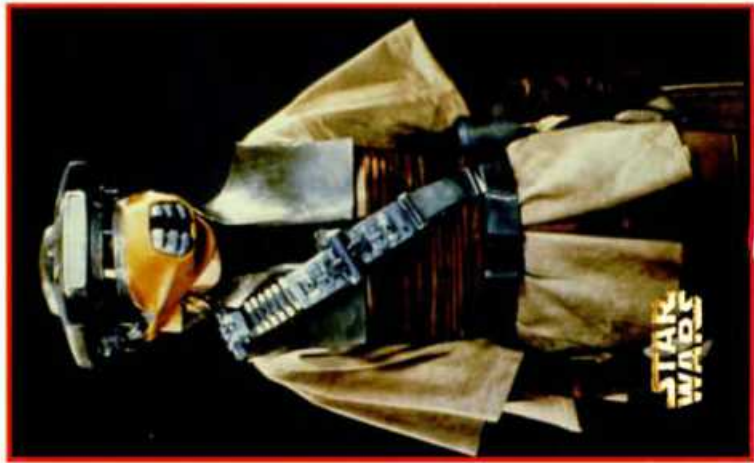
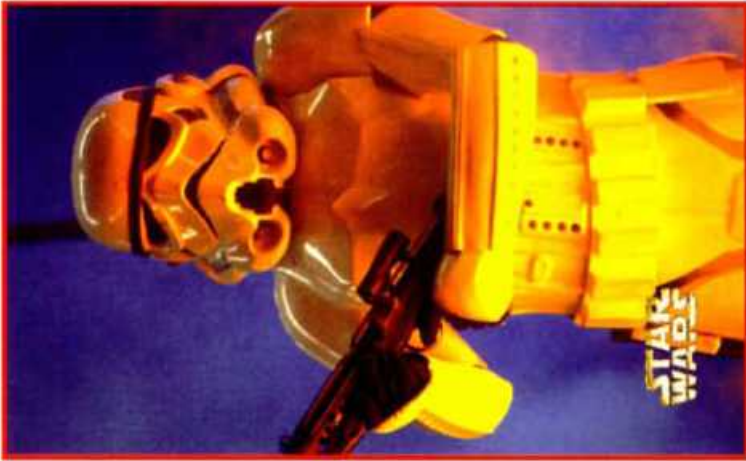
Crew scores: *astrogation 3D, com-scan 3D+1, gunnery 4D+1, shields 3D, starship piloting 3D+2*. Maneuverability 1D, speed 28, sensors 1D, hull 9D+2, shields 2D. Weapons: 12 turbolaser batteries (fire control 3D, damage 10D).

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D-wing Fighter

Crew scores: *gunnery 3D+2, repulsorlift operation 3D+2*. Maneuverability 1D+1, speed 33, sensors 1D, hull 3D, shields 2D. Weapons: laser cannon (fire control 1D, damage 7D), 2 proton torpedo launchers (fire control 1D, damage 9D), 3 fire-linked medium ion cannons (fire control 4D, combined damage 4D), 2 auto blasters (fire control 2D, damage 3D).

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Rodian Bounty Hunter

All scores are 2D except: *Dexterity* 4D, *blaster* 6D, *dodge* 5D, *Knowledge* 2D+2, *languages* 3D, *streetwise* 4D+2, *Mechanical* 2D+2, *gunnery* 4D+2, *starship piloting* 4D+2, *Perception* 3D, *bargain* 4D, *search* 5D, *Strength* 3D+2, *brawling* 4D+2, *demolition* 4D, *starship repair* 3D. Speed 10. Equipment: blaster pistol (4D damage).

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Imperial Stormtrooper

All scores are 2D except: *blaster* 4D, *dodge* 4D, *brawling* 4D. Speed 10. Equipment: blaster pistol (4D damage), blaster rifle (5D damage), stormtrooper armor (+2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills).

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Imperial Scour Trooper

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

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Imperial Officer

All scores are 2D except: *Dexterity* 2D+2, *blaster* 4D+2, *dodge* 4D, *Knowledge* 3D, *bureaucracy* 4D, *planetary systems* 3D+1, *Mechanical* 3D+2, *starship piloting* 4D, *Perception* 3D+1, *bargain* 5D+1, *Strength* 2D+1, *brawling* 3D+2, *Technical* 3D, *starship repair* 4D+1. Speed 10. Equipment: blaster pistol (4D damage), comlink.

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Gamorrean Guard

All scores are 2D except: *Dexterity* 3D, *melee* 5D, *survival* 3D, *Strength* 4D, *brawling* 6D. Speed 8. Equipment: force pike (7D damage), vibro-ax (7D+1 damage).

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Tusken Raider

All scores are 2D except: *Dexterity* 2D+1, *blaster* 3D+1, *dodge* 4D+1, *melee* 4D, *survival* 5D+1, *beast riding* 4D+2, *search* 2D+2, *sneak* 3D+1, *Strength* 3D+2, *brawling* 4D+2. Speed 10. Equipment: blaster rifle (5D damage), breath mask, gaffi stick (5D+2 damage).

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Bounty Hunter

All scores are 2D except: *blaster* 4D+2, *dodge* 4D+1, *grenade* 4D, *melee* 4D+2, *streetwise* 3D, *survival* 2D+2, *sneak* 3D+2, *Strength* 3D, *brawling* 3D+2. Speed 10. Equipment: blaster rifle (5D damage), bounty hunter armor (+2D to *Strength* when resisting damage), 1 grenade (5D damage, hits 1D targets nearby), knife (4D damage).

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Imperial Army Trooper

All scores are 2D except: *Dexterity* 3D, *blaster* 4D+1, *dodge* 4D+1, *grenade* 3D+2, *survival* 2D+2, *gunnery* 3D+2, *repulsorlift operation* 2D+1, *Strength* 3D+1, *brawling* 4D+1. Speed 10. Equipment: blaster rifle (5D damage), field armor and helmet (+1D to *Strength* when resisting damage), 2 grenades (5D damage, hits 1D targets nearby), helmet comlink.

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Mon Calamari Scout

All scores are 2D except: *blaster 3D+2, planetary systems 3D, Mechanical 2D+1, astrogation 4D, com-scan 3D, gunnery 3D+2, shields 3D+1, starship piloting 3D+2, Technical 2D+1, starship repair 3D+2*. Speed 10. Equipment: blaster pistol (4D damage), comlink, datapad.

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Jawa Trader

All scores are 2D except: *blaster 2D+2, dodge 3D, streetwise 4D, survival 4D+2, Mechanical 3D, bargain 4D, con 3D+1, climbing/jumping 2D+2, Technical 3D, computer programming/repair 4D, droid programming/repair 4D, repulsorlift repair 4D+2*. Speed 8. Equipment: Jawa demp gun (3D stun damage against droids only), tool kit, 200 credits.

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R2 Astromech Droid

All scores are 1D except: *Mechanical 2D, astrogation 5D, starship piloting 3D, Technical 2D, computer programming/repair 4D, starship repair 5D*. Speed 5. Equipped with: extendable video sensor, fire extinguisher, holographic projector/recorder, small circular saw.

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Protocol Droid

All scores are 1D except: *Knowledge 3D, cultures 6D, languages 10D*. Speed 8. Equipped with: two visual and audio sensors, vocabulator speech/sound system.

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Rebel Alliance Soldier

All scores are 2D except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Strength 3D, brawling 4D*. Speed 10. Equipment: blaster pistol (4D damage), blast vest and helmet (+1D to *Strength* when resisting damage), comlink, 1 grenade (5D damage, hits 1D targets nearby).

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Sullustan Smuggler

All scores are 2D except: *Dexterity 3D, blaster 4D, dodge 4D, bureaucracy 3D, planetary systems 4D, Mechanical 4D+1, astrogation 5D, gunnery 5D+1, shields 5D, starship piloting 6D+1, Perception 3D, bargain 4D, con 4D+2, Technical 3D, starship repair 5D*. Speed 10. Equipment: blaster pistol (4D damage), Corellian YT-1300 freighter, datapad, 500 credits.

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Twi'lek Merchant

All scores are 2D except: *blaster 3D, dodge 4D, Knowledge 3D, bureaucracy 4D, languages 4D, streetwise 4D+2, Perception 4D+2, bargain 6D, con 5D+2, search 5D, Technical 3D, computer programming/repair 4D, droid programming/repair 4D*. Speed 10. Equipment: comlink, datapad, 2,000 credits.

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Wookiee Outlaw

All scores are 2D except: *Dexterity 3D, blaster 5D, dodge 4D, Mechanical 3D, Strength 5D, brawling 7D, climbing/jumping 6D, starship repair 3D+2*. Speed 10. Equipment: bowcaster (4D damage), satchel.

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Edan Tiger (Snowcat)

Dexterity 3D, Perception 2D, Strength 4D. Claws inflict 3D damage. Bite inflicts 4D damage. Speed 15.

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Dantaree

All scores are 2D except: *Dexterity 3D, blaster 5D+2, dodge 5D, Knowledge 3D, cultures 4D, languages 5D, planetary systems 5D+2, streetwise 5D, survival 6D+1, Mechanical 3D, beast riding 4D, repulsorlift operation 4D+1, Perception 3D+2, bargain 4D, con 4D+2, search 5D, Strength 3D, brawling 5D, climbing/jumping 4D+1, lifting 3D+2, swimming 4D+1, Technical 2D+1, droid programming/repair 3D, repulsorlift repair 3D+2.* Speed 10. Force Points 2. Character Points 6. Equipment: comlink, heavy blaster pistol (5D damage), medpac, vibroknife (4D damage).

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Locux Hyen

All scores are 2D except: *Dexterity 4D, blaster 6D, dodge 7D, grenade 6D, melee 5D, gunnery 6D, repulsorlift operation 6D, Strength 5D, climbing/jumping 6D, security 5D.* Speed 10. Dark Side Points 2. Character Points 4. Equipment: datapad, 2 flash grenades (anyone hit becomes *stunned*), 5 grenades (5D damage, hits 1D targets nearby), Imperial codekey, internal comlink, internal jump jet pack (10 combat turns of flight), phased-plasma blaster cannon (6D damage).

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Jarus Kai

All scores are 2D except: *blaster 5D, dodge 5D, streetwise 4D, comscan 4D, shields 4D, Perception 3D+2, computer programming/repair 6D, demolitions 6D, droid programming/repair 5D, repulsorlift repair 5D, security 6D+2, starship repair 5D.* Speed 10. Dark Side Points 1. Character Points 7. Equipment: datapad, glow rod, hold-out blaster (3D damage), 2 mini-transceivers, purse with 15,000 credits in large denominations, satchel, security toolkit (+1D to *security*), 3 thermal detonators (10D damage, hits 3D targets nearby).

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Colonel Pertarn

All scores are 2D except: *blaster 4D, melee 4D+2, Knowledge 3D+1, alien species 4D, cultures 4D, languages 5D, survival 4D, starship piloting 6D, gunnery 5D+1, Perception 3D+2, Technical 2D+1.* Speed 10. Force Points 2. Character Points 12. Equipment: blaster pistol (4D damage), datapad, Rebel uniform, several service medals.

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Viv

All scores are 2D except: *dodge 5D, pick pocket 4D, survival 4D, sneak 4D+1, Technical 3D+2D, computer programming/repair 5D, demolitions 6D, starship repair 5D+1.* Speed 10. Force Points 1. Character Points 3. Equipment: flight suit.

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Colonel Deers

All scores are 2D except: *blaster 5D, dodge 5D, grenade 5D, Knowledge 4D, alien species 5D, bureaucracy 6D, languages 5D, planetary systems 5D+1, Perception 3D+2, search 5D, Technical 2D.* Speed 10. Dark Side Points 1. Character Points 6. Equipment: blaster pistol (4D damage), datapad, Imperial uniform, riding crop.

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Teles Jalohafi

All scores are 2D except: *Dexterity 3D+2, blaster 4D, dodge 5D+2, lightsaber 6D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 4D, climbing/jumping 5D, control 2D, sense 3D, alter 3D.* Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 3. Character Points 6. Equipment: lightsaber (5D damage).

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Affect Mind

Very Easy (5) to Moderate (15) control, victim's **control or Perception roll against Jedi's sense**, **Very Easy (5) to Very Difficult (25) alter**. Allows the Jedi to alter another person's perceptions so he senses an illusion or fails to see what the Jedi doesn't want him to see. The *control* difficulty depends on the complexity of the deception; the *sense* difficulty is the target's *control* or *Perception* roll to resist this Force power; the *alter* difficulty depends on how long the deception is to last.

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Life Detection

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

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Absorb/Dissipate Energy

Very Easy (5) to Difficult (20) control. Allows Jedi to ignore the harmful effects of energy. Being immune to sunburn is **Very Easy (5)**, surviving a solar wind is **Moderate (15)**, and living through a radiation storm is **Difficult (20)**. Jedi can use this power to dissipate blaster bolts — the difficulty is **Moderate (15)** plus the blaster's *damage* roll. Once a Jedi uses this power, it is in effect until he stops it.

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Concentration

Easy (10) to Very Difficult (25) control. Through this power, the Jedi clears all negative thoughts from his mind and feels the Force flowing through him. It lets him add +4D to any *one* action in a combat turn. The *control* difficulty depends on how at peace the Jedi is — if he's relaxed, the difficulty is **Easy (10)**, but if he's filled with anger, it could be **Moderate (15)** or even **Very Difficult (25)** if the Jedi is acting on that aggression.

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

Hibernation Trance

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Control Pain

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

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Lightsaber Combat

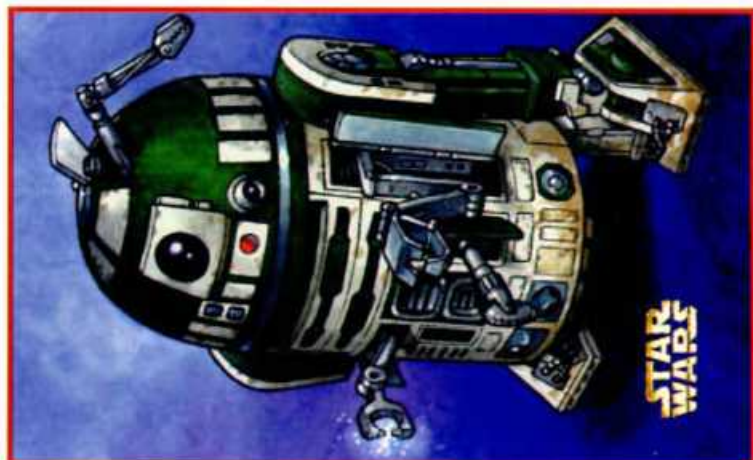
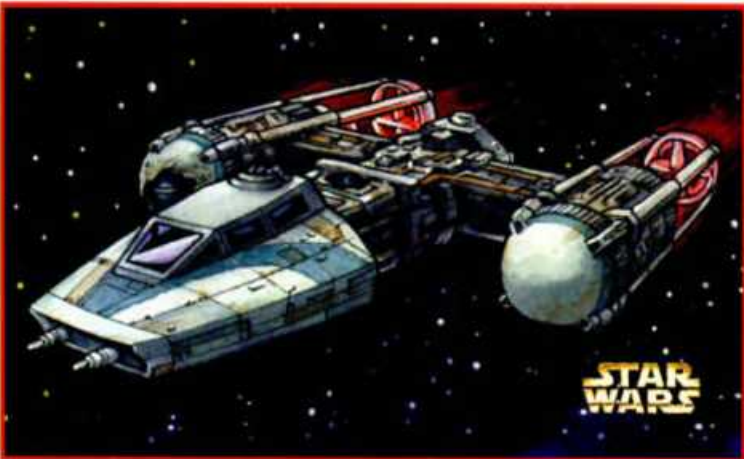
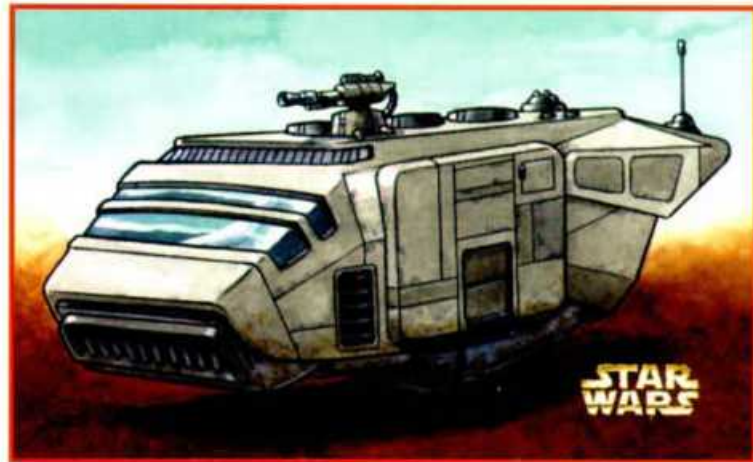
Moderate (15) control, Easy (10) sense. A Jedi successfully making the *control* and *sense* rolls for this power may add his *sense* dice to his *lightsaber* skill and may add or subtract part or all of his *control* dice to the lightsaber's damage of 5D. Once a Jedi uses this power, it is in effect until he is injured. The Jedi can also parry blaster bolts. The *lightsaber* skill roll becomes the new difficulty for the attacker to hit. If the *blaster* roll is higher than the *lightsaber* roll, the shot hits the Jedi. If the *lightsaber* roll is equal or higher than the *blaster* roll, the shot is deflected.

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

Sense Force

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Imperial Heavy Repulsortank

Crew scores: *repulsorlift operation 4D, gunnery 4D*. Maneuverability 0D, speed 15, sensors 0D, hull 7D, shields 0D. Weapons: 2 light repeating blasters (fire control 1D, damage 6D), 1 turret-mounted heavy laser cannon (fire control 1D, damage 10D), 1 grenade launcher (fire control 0D, damage 5D).

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Shela Jalohafi

All scores 2D except: *Dexterity 3D+2, blaster 5D, dodge 4D+2, lightsaber 5D, melee 4D+1, Perception 3D, search 4D, Strength 3D, brawling 5D, climbing/jumping 4D, control 3D, sense 3D, alter 4D*. Force powers: absorb/dissipate energy, control pain, life detection, lightsaber combat, sense force. Speed 10. Dark Side Points 4. Character Points 8. Equipment: hold-out blaster (3D damage), lightsaber (5D damage).

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Armored Repulsorlift Transport

Crew scores: *repulsorlift operation 3D, gunnery 3D*. Maneuverability 0D, speed 12, sensors 0D, hull 6D, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

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Scruts

All scores are 2D except: *Dexterity 4D, blaster 5D, dodge 5D, pick pocket 4D+2, Technical 4D, demolitions 5D, droid programming/repair 5D, starship repair 5D*. Speed 10. Force Points 1. Character Points 4. Equipment: blaster rifle (5D damage), datapad, droid repair toolkit, glow rod, starship repair toolkit.

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Imperial Patrol Landspeeder

Maneuverability 1D, speed 20, sensors 0D, hull 5D+2, shields 0D. Weapons: 1 light repeating blaster (fire control 1D, damage 6D).

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Salvaged Y-wing Fighter

Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D).

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Vindicator

Maneuverability 1D, speed 28, sensors 1D, hull 5D, shields 2D. Weapons: turret-mounted laser cannon (fire control 1D, damage 4D), 4 proton torpedo tubes (fire control 1D, damage 9D), sensor shroud (-3D from enemy com-scan rolls to detect ship as long as *Vindicator* remains beyond Long Range).

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R2-D6

All scores are 1D except: *Mechanical 2D, Technical 2D, computer programming/repair 7D, starship repair 7D*. Speed 5. Equipped with: arc welder (3D damage), computer interface port, extendible video sensor, fine grasper, fire extinguisher, heavy grasper, holographic projector/recorder, small circular saw.

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Landspeeder

Crew scores: *repulsorlift operation* 3D. Maneuverability 2D, speed 23, sensors 0D, hull 4D, shields 0D. Weapons: none.

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Skiff

Crew scores: *repulsorlift operation* 3D. Maneuverability 0D, speed 14, sensors 0D, hull 3D, shields 0D. Weapons: none.

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AT-ST Walker

Crew scores: *Mechanical* 3D, *gunnery* 4D. Maneuverability 1D, speed 6, sensors 0D, hull 7D, shields 0D. Weapons: twin blaster cannon (fire control 1D, damage 8D), twin light blaster cannon (fire control 1D, damage 6D), concussion grenade launcher (fire control 1D, damage 7D).

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Dewback

Dexterity 3D, *Perception* 2D, *Strength* 4D, *brawling* 4D+1. Bite inflicts 5D damage. Speed 35 (during day), 7 (at night). Orneriness 3D.

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Speeder Bike

Crew scores: *gunnery* 3D+2, *repulsorlift operation* 3D+2. Maneuverability 3D+2, speed 35, sensors 0D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 5D).

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Bantha

Dexterity 2D, *Perception* 2D, *Strength* 5D. Horns inflict 6D damage, trample attack inflicts 5D damage. Speed 15. Orneriness 2D.

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Tauntaun

Dexterity 2D, *Perception* 3D, *Strength* 4D. Charge attack inflicts 5D+1 damage. Can withstand arctic temperatures. Speed 16. Orneriness 1D.

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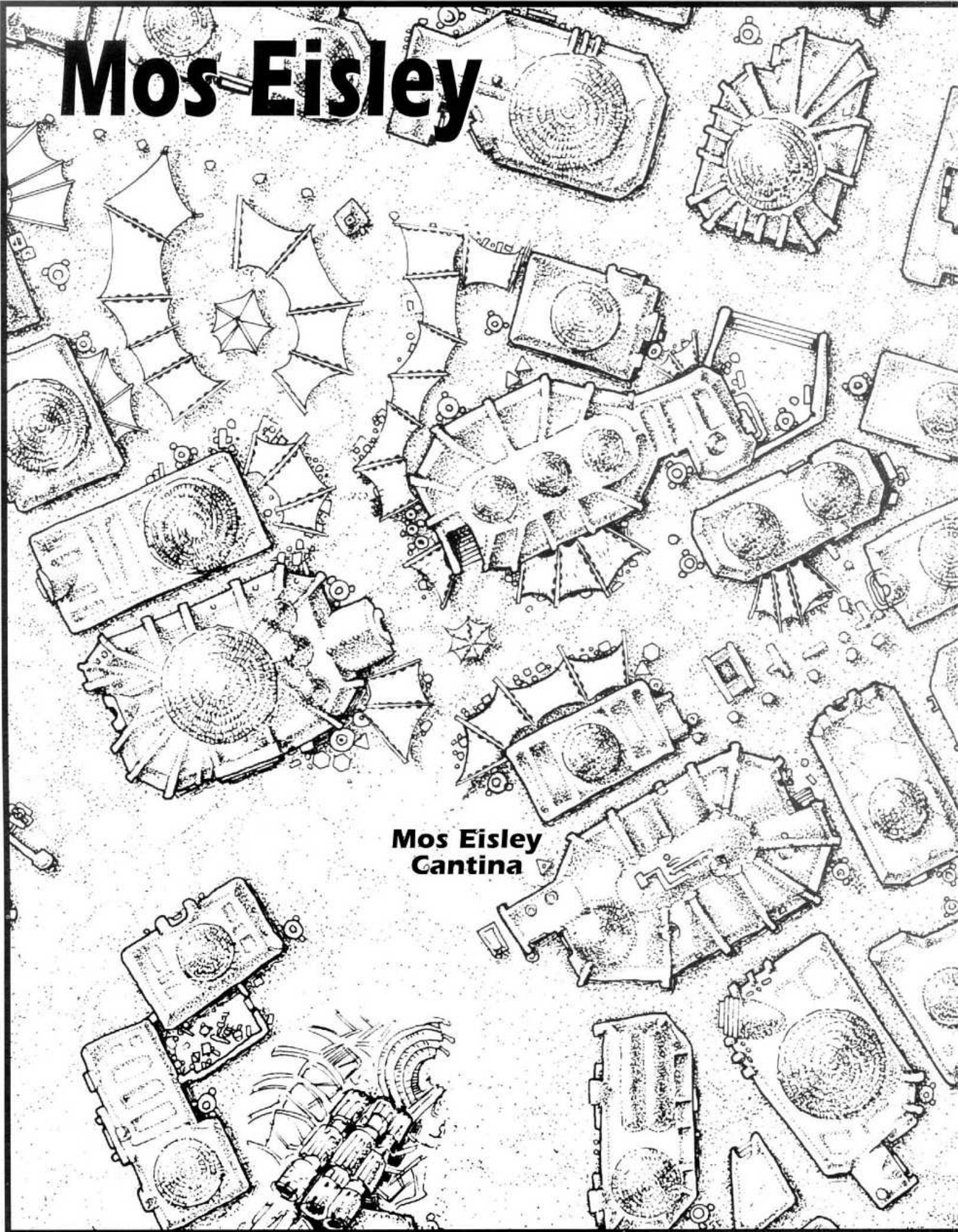
Probe Droid

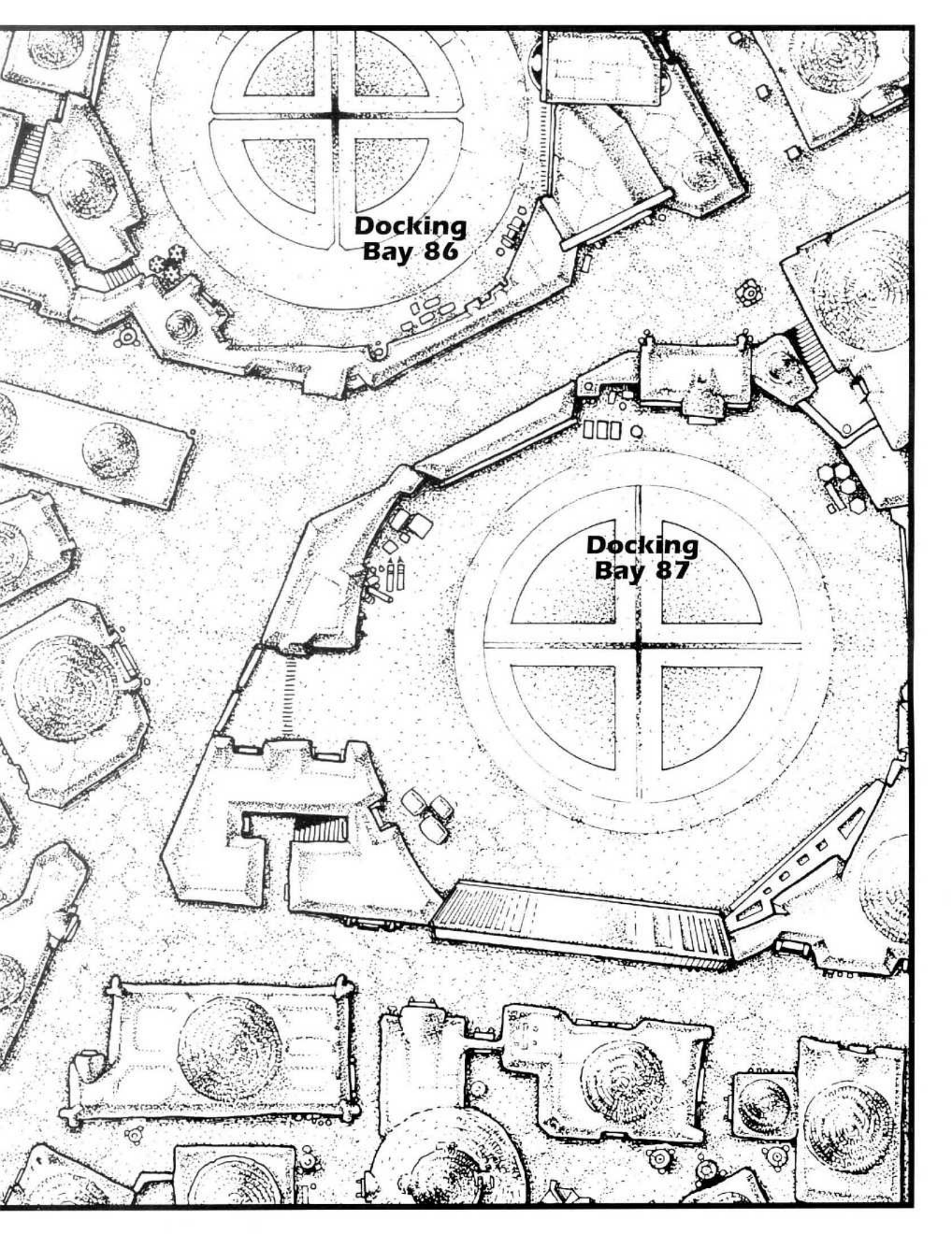
All scores are 1D except: *Dexterity* 3D, *blaster* 4D, *Knowledge* 2D+2, *planetary systems* 4D, *Mechanical* 3D, *com-scan* 6D, *Perception* 3D, *search* 5D+2, *Strength* 4D, *Technical* 2D+1. Speed 14. Equipped with: blaster cannon (4D+2 damage), long-range sensors (+1D to search when scanning for objects between 100 meters and 5 kilometers away), self-destruct mechanism.

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Mos Eisley

Mos Eisley
Cantina

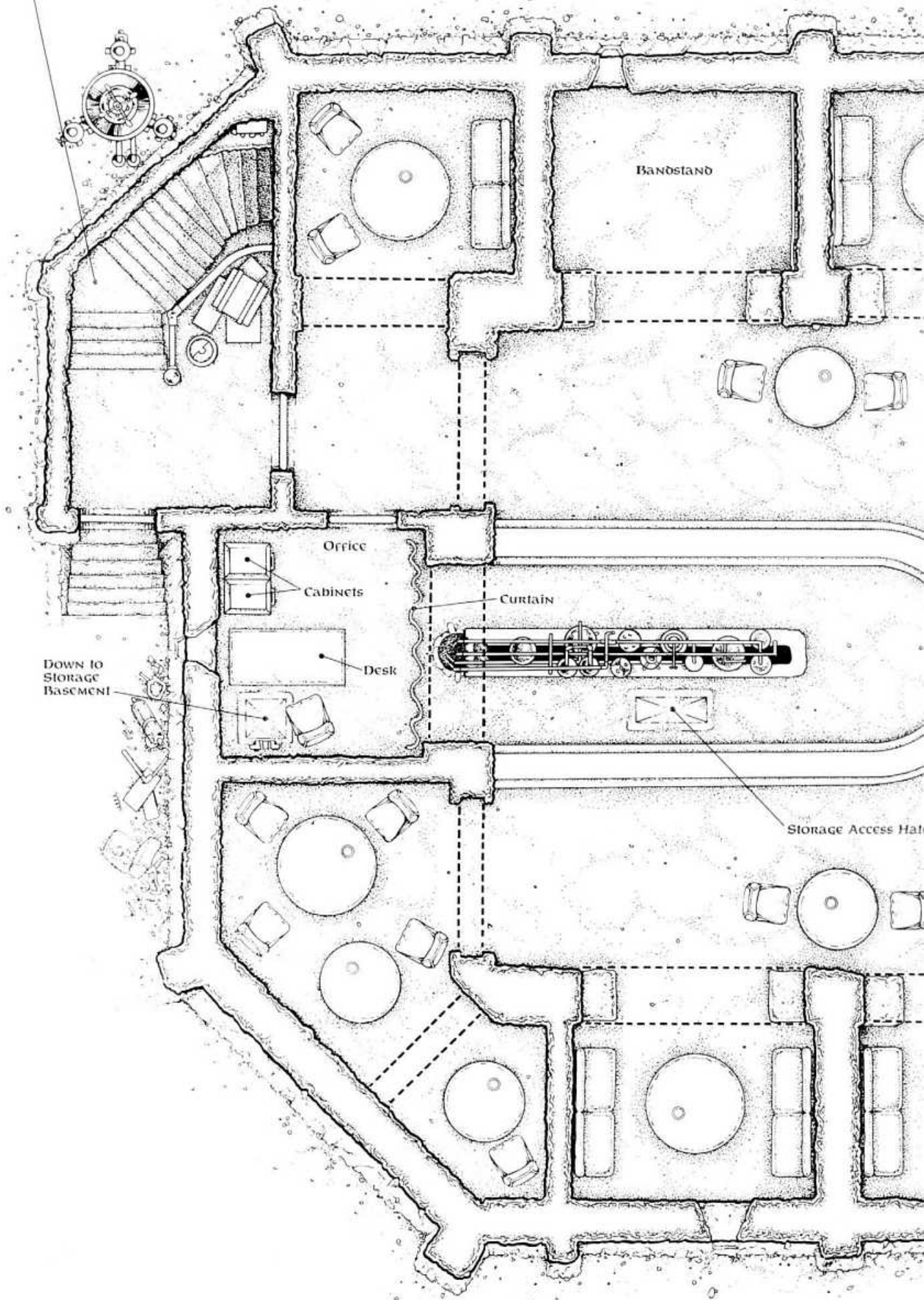




**Docking
Bay 86**

**Docking
Bay 87**

DOWN TO Storage Basement / Rest Rooms



DOWN TO Storage Basement

Office

Cabinets

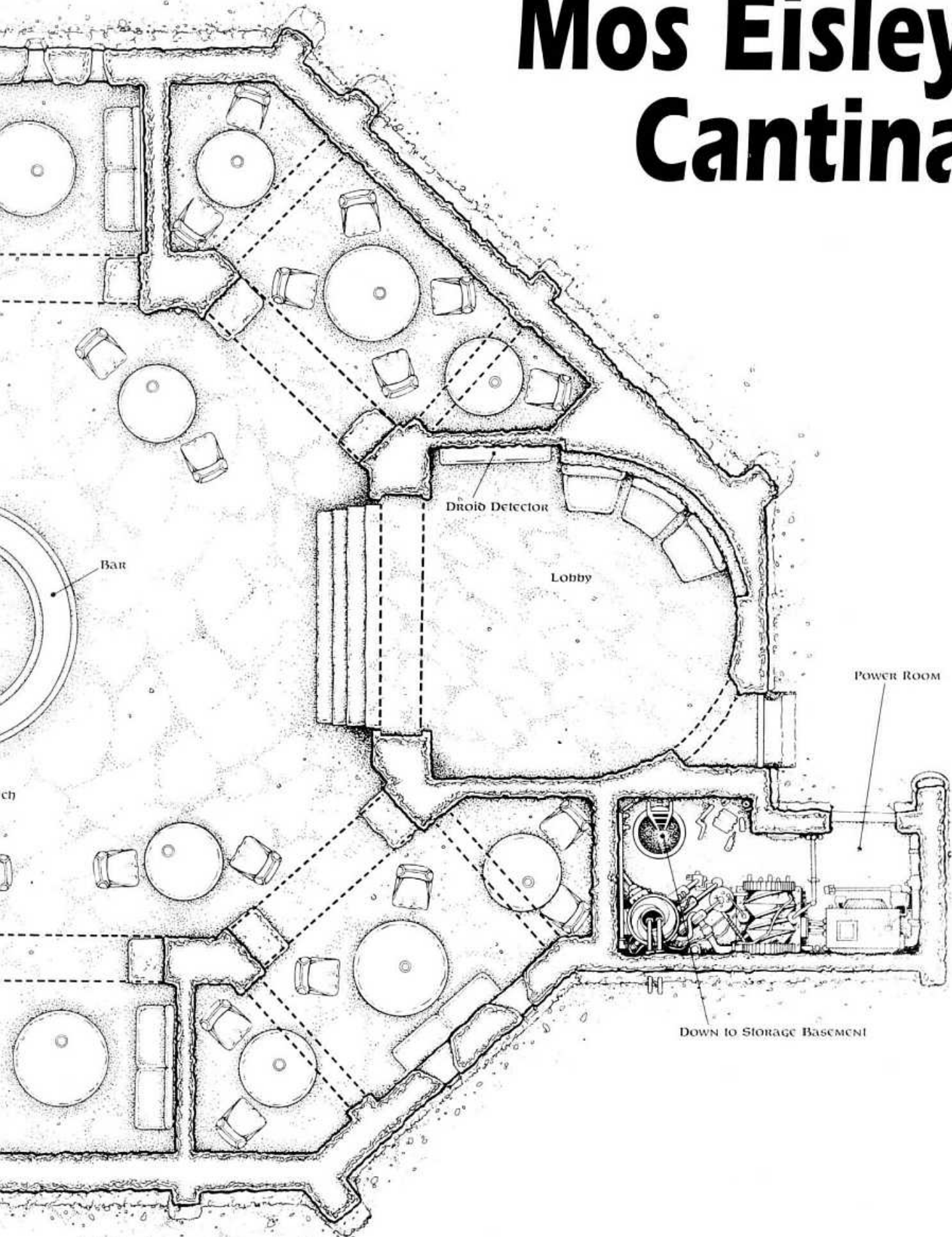
Desk

Curtain

BANDSTAND

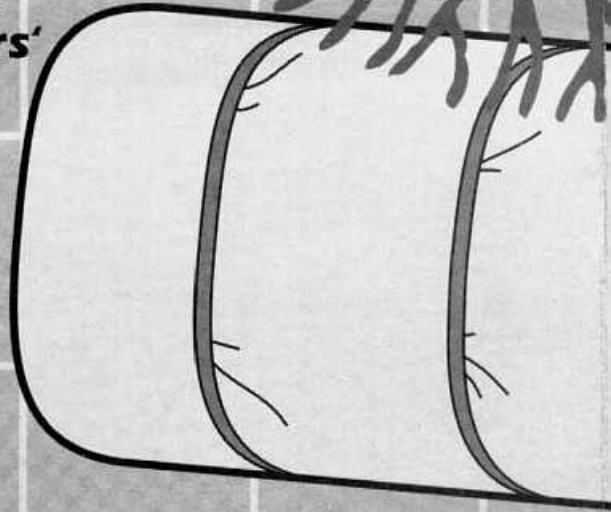
Storage Access Hat

Mos Eisley Cantina

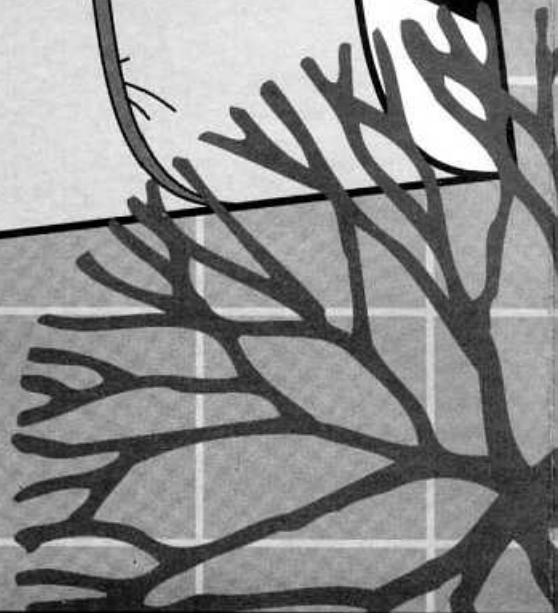
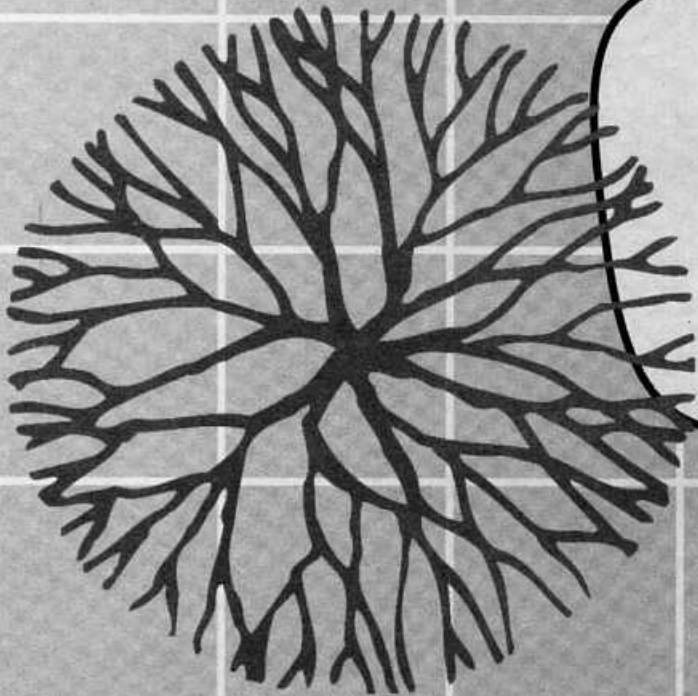


Imperial Scout Post

Scout Troopers' Tent



Officers' Tent





**Imperial
Patrol
Landspeeder**

A detailed illustration of an Imperial Patrol Landspeeder, a small, boxy vehicle with a prominent black and white striped body and a long, thin antenna extending from the top. It is positioned in the upper right quadrant of the image.



**Communications
Array**

A schematic drawing of a Communications Array, featuring a central circular component with a grid-like pattern and a long, thin, curved blade-like structure extending from the top. It is located in the lower center of the image.

Bunker Entrance

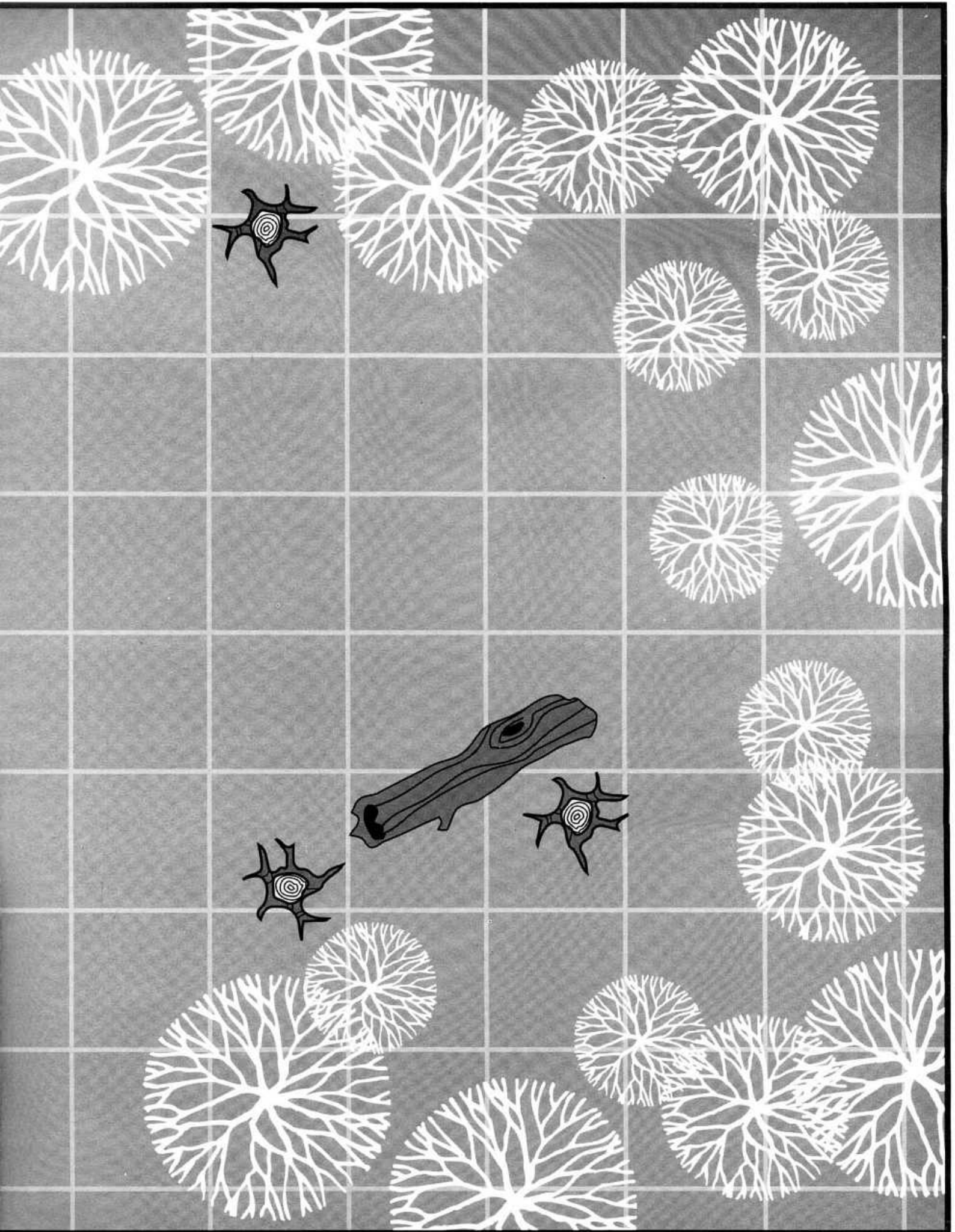
The diagram shows a cross-section of a bunker entrance. A thick, dark grey structure represents the bunker's exterior wall, which is perforated with a pattern of small white dots. Two large, dark grey rectangular panels, labeled 'Blast Doors', are positioned at the top and bottom of the entrance. A control panel, labeled 'Blast Door Control Panel', is located on the upper left side of the entrance. The interior of the bunker is a light grey grid pattern. The area outside the bunker is a dark grey grid pattern. The label 'Bunker' is placed in the interior area, and 'Guard Area' is placed in the exterior area. The background features a light grey grid pattern with several white, starburst-like patterns.

Blast Door Control Panel

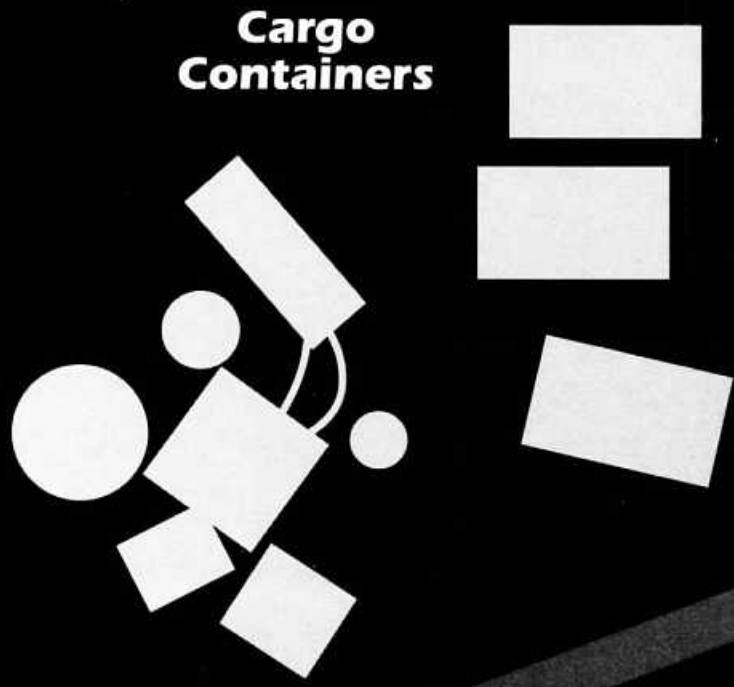
Bunker

Blast Doors

Guard Area

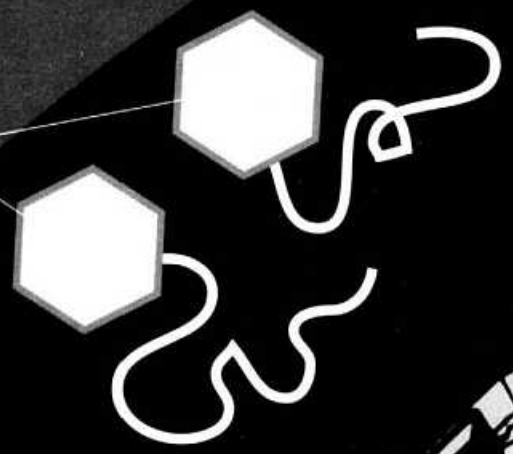


Docking Bay Entrance



Open Blast Doors

Umbilicals Connection



Landing Light



nce

Cargo Containers

Arched Entrance

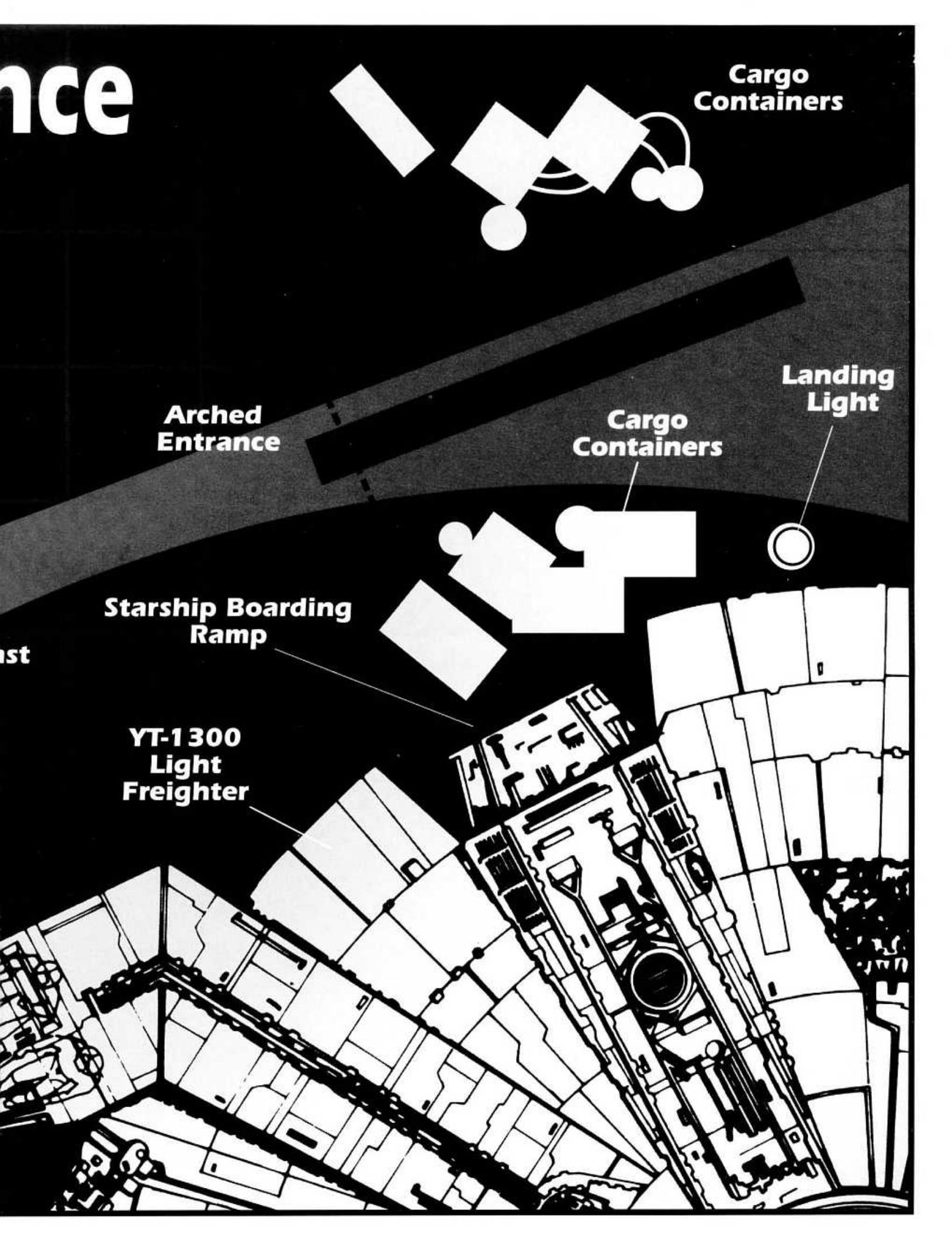
Cargo Containers

Landing Light

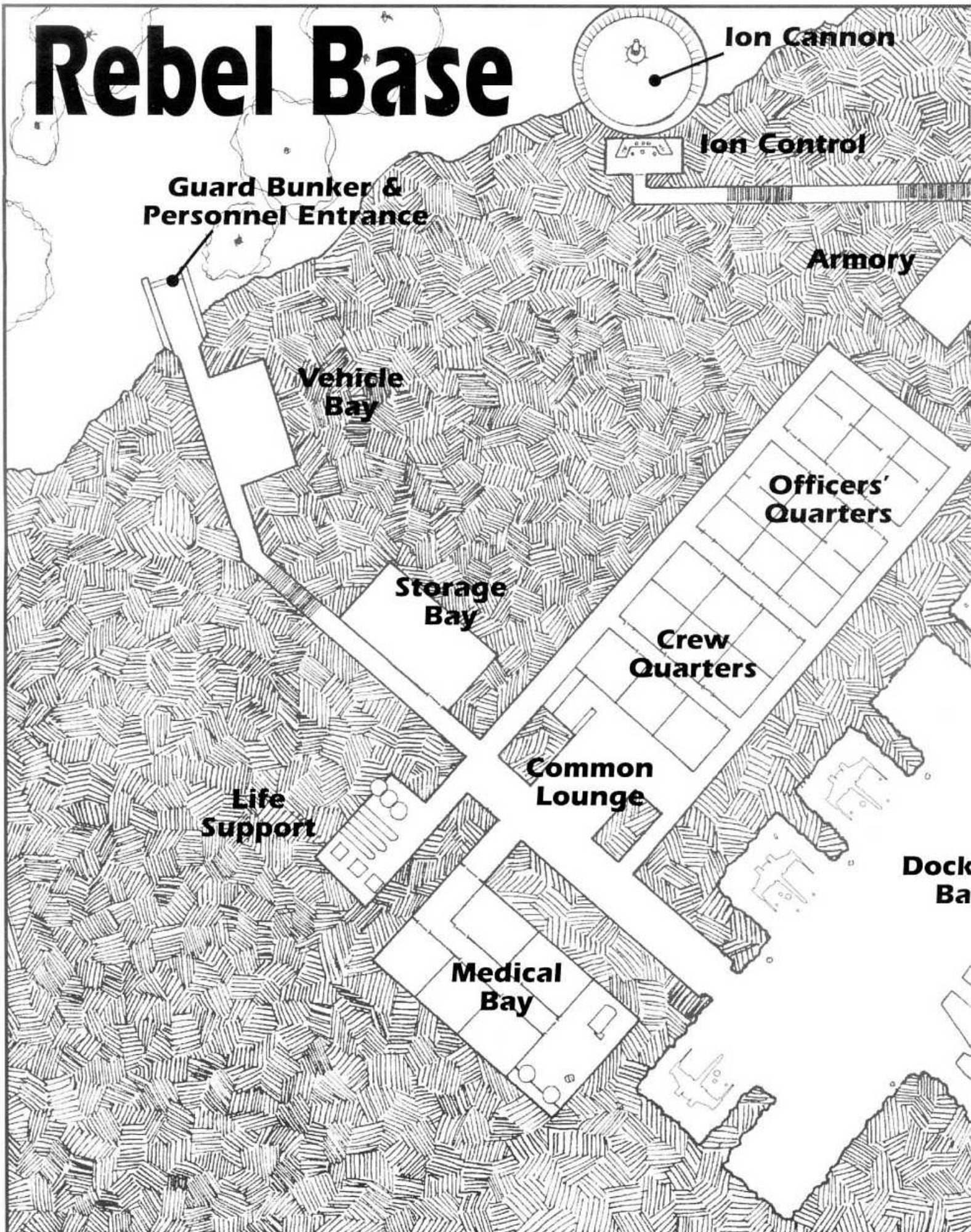
Starship Boarding Ramp

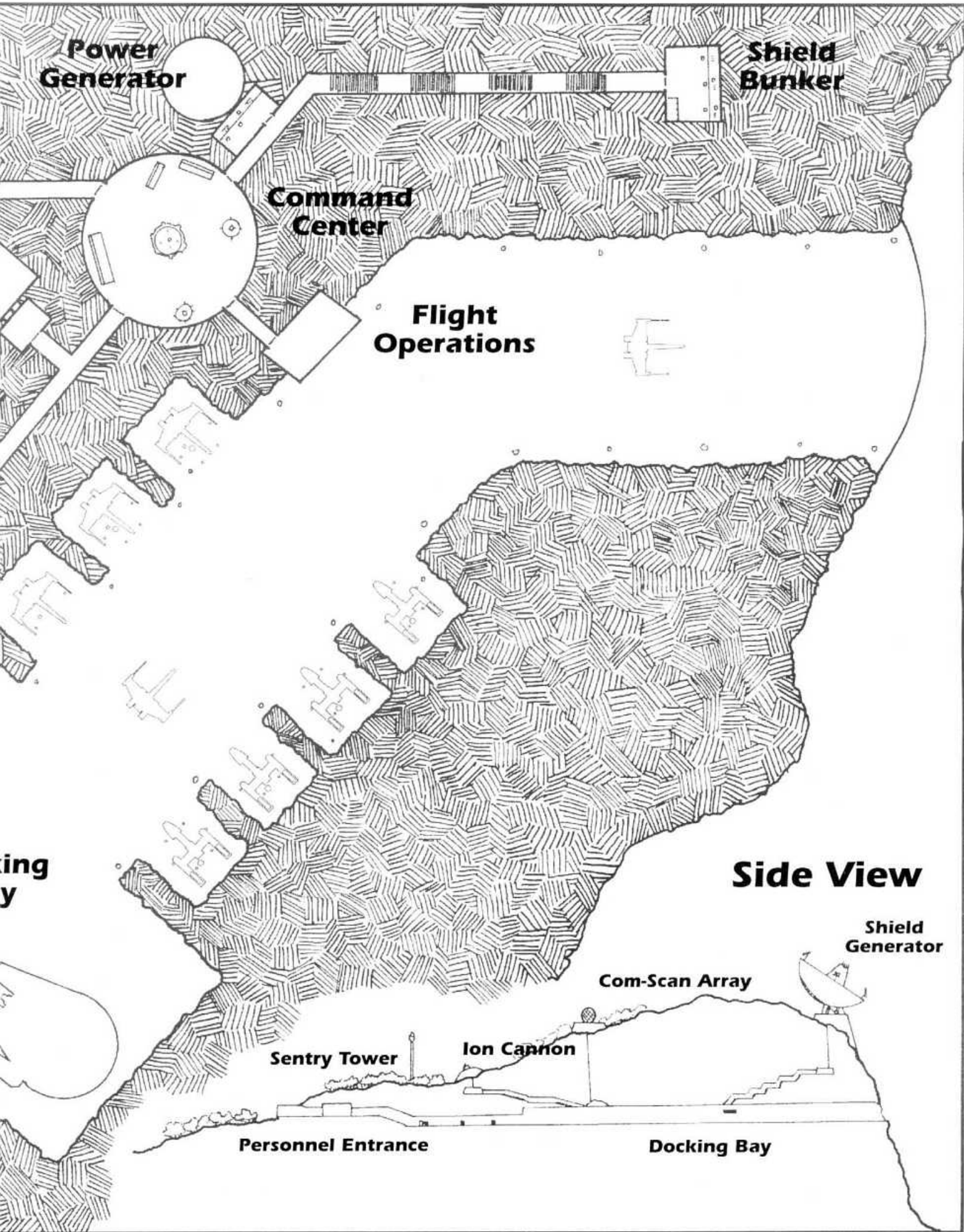
YT-1300 Light Freighter

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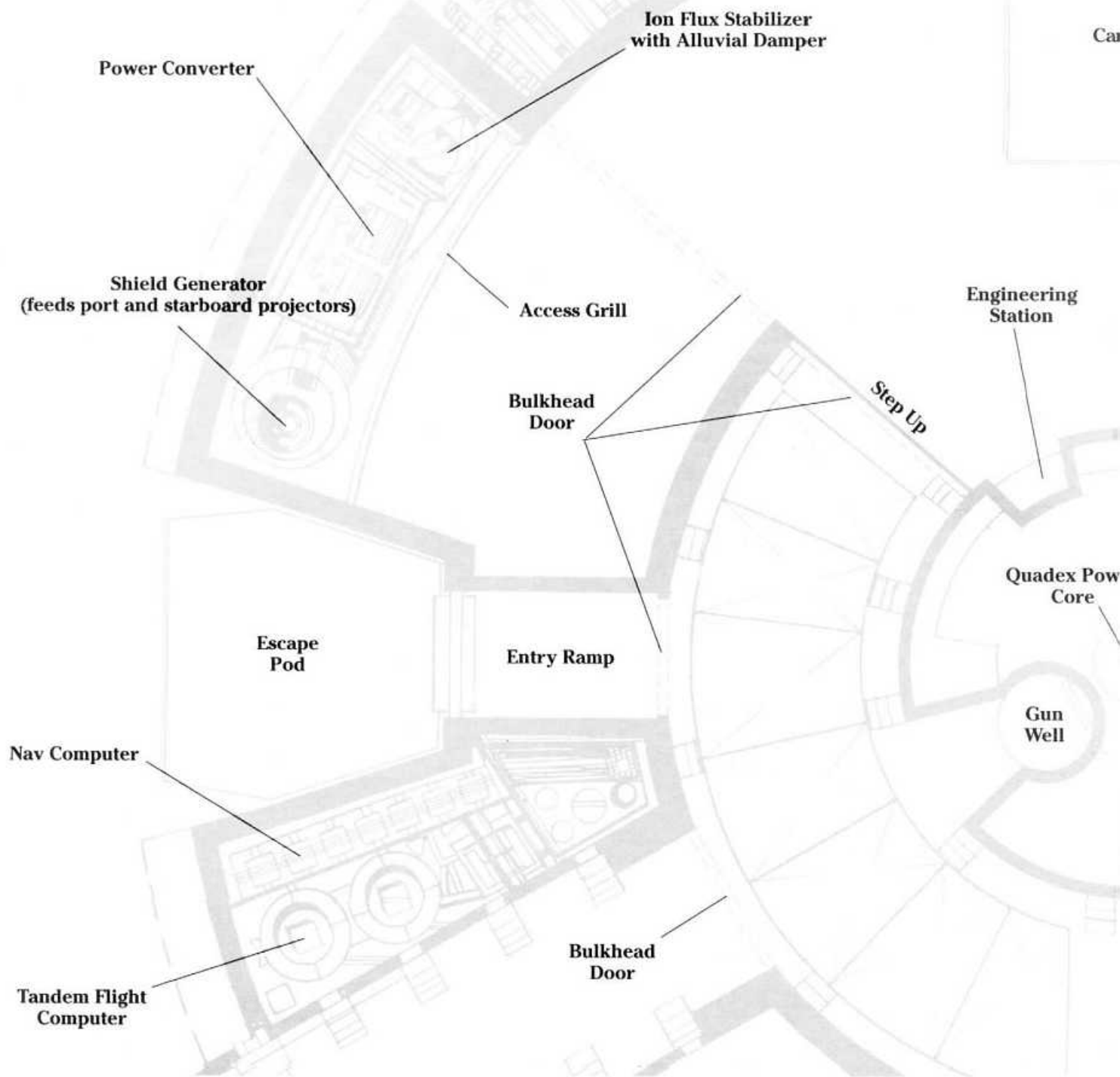
Rebel Base



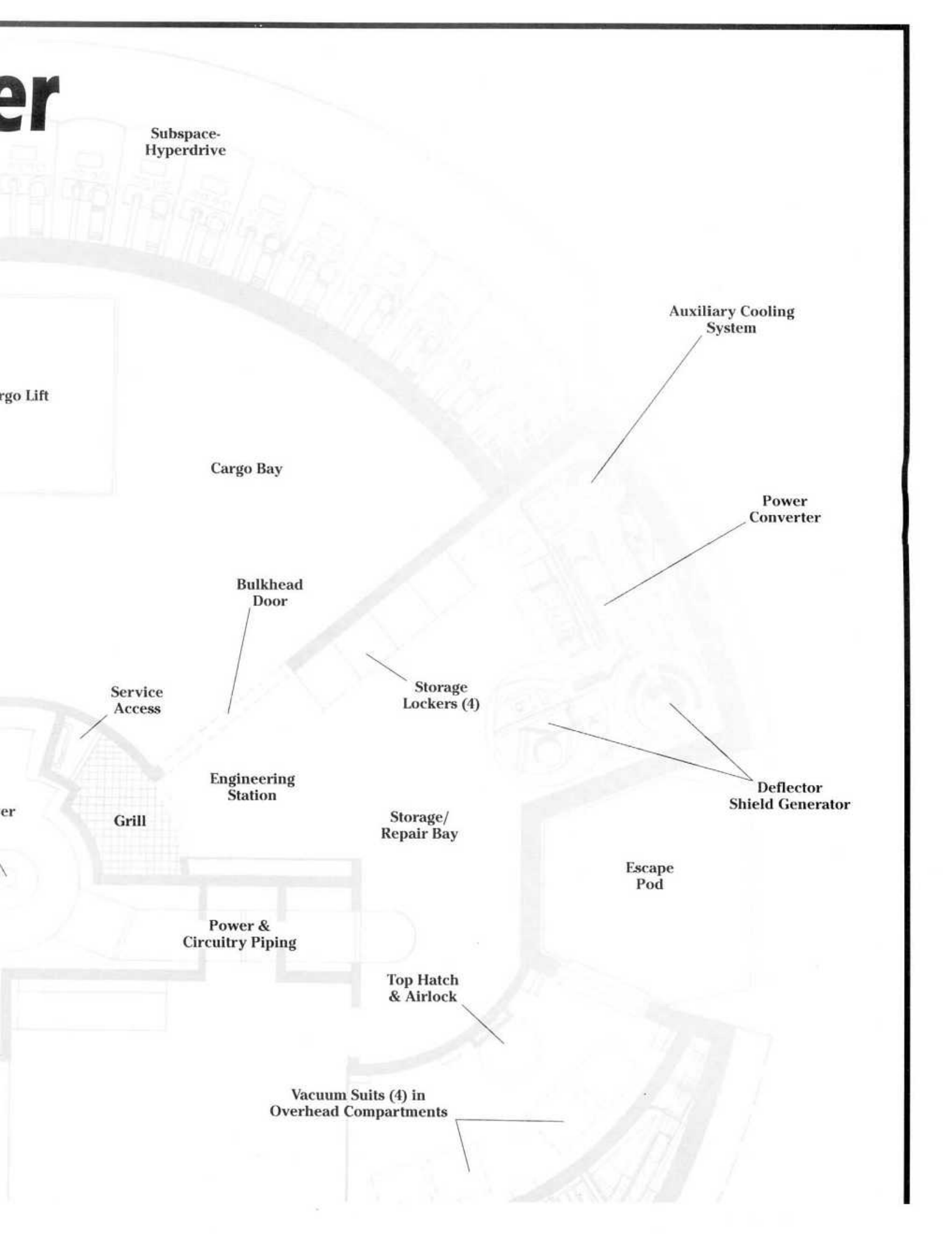


YT-1300 Light Freighter

Section 1



er



Subspace-Hyperdrive

argo Lift

Cargo Bay

Auxiliary Cooling System

Power Converter

Bulkhead Door

Service Access

Storage Lockers (4)

Engineering Station

Deflector Shield Generator

Grill

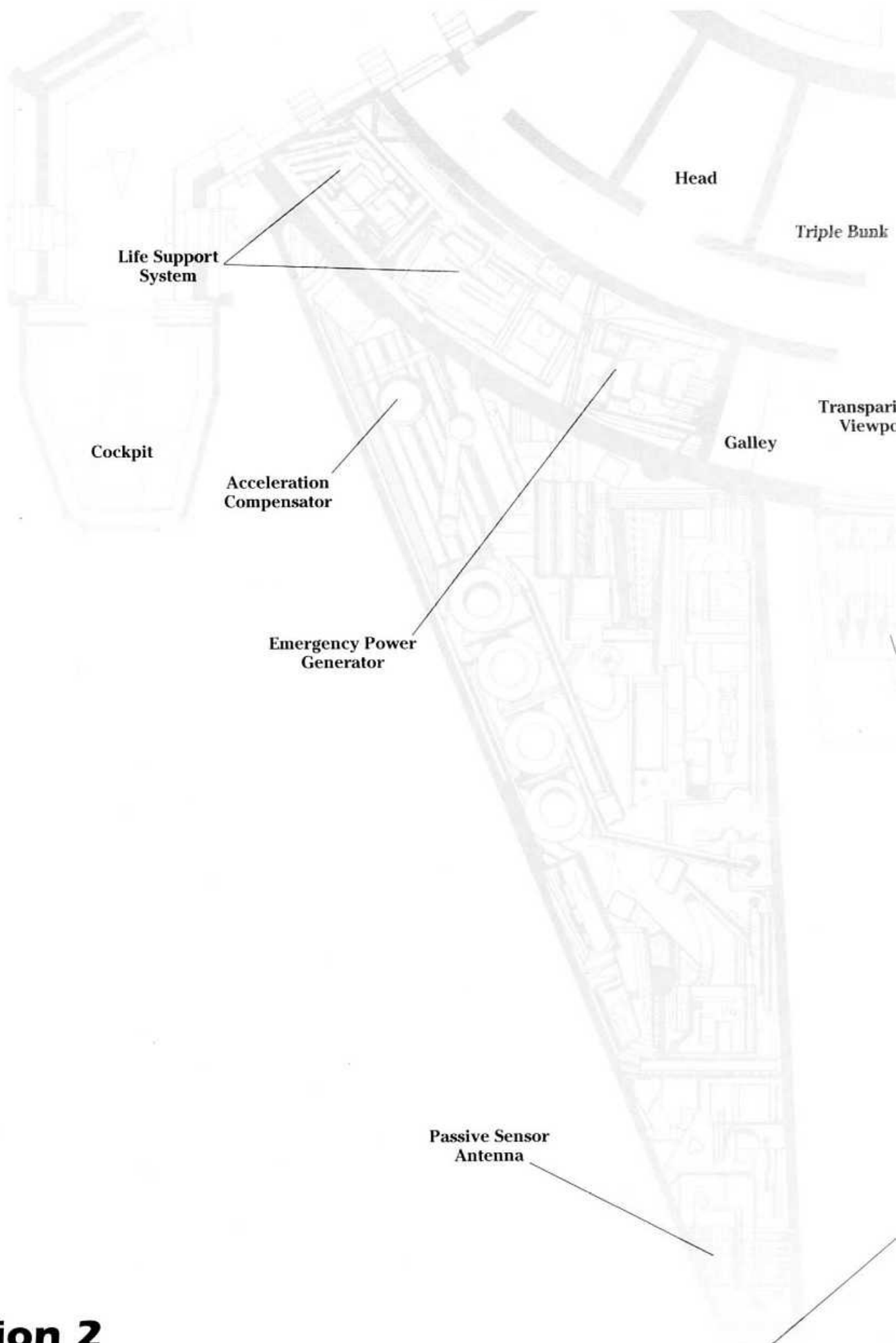
Storage/Repair Bay

Escape Pod

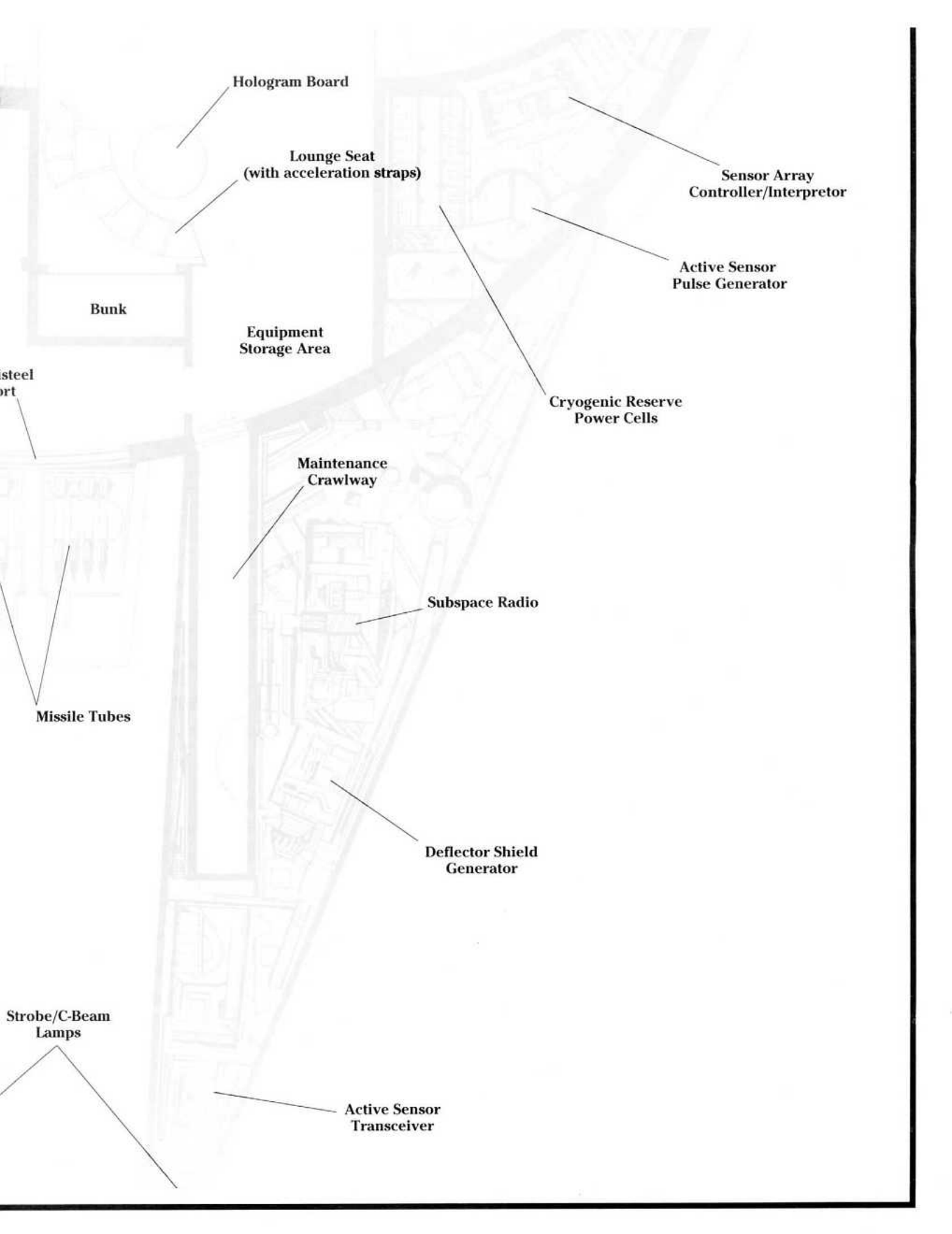
Power & Circuitry Piping

Top Hatch & Airlock

Vacuum Suits (4) in Overhead Compartments



Section 2



Hologram Board

Lounge Seat
(with acceleration straps)

Sensor Array
Controller/Interpreter

Active Sensor
Pulse Generator

Bunk

Equipment
Storage Area

Cryogenic Reserve
Power Cells

Steel
Port

Maintenance
Crawlway








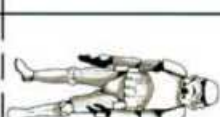
























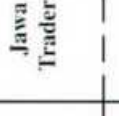
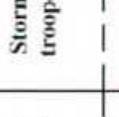
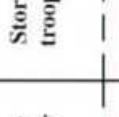
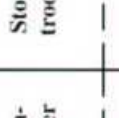
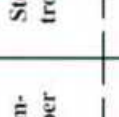
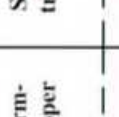

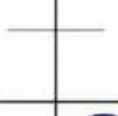

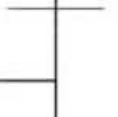



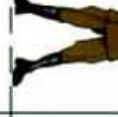



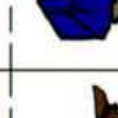
















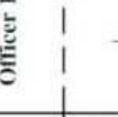
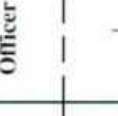
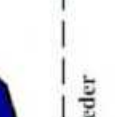











Subspace Radio

Missile Tubes

Deflector Shield
Generator

Strobe/C-Beam
Lamps

Active Sensor
Transceiver



To assemble your AT-ST cut along the black lines and fold along the red lines (see Figure 3 below). Glue tabs to underside of cab ceiling and back.

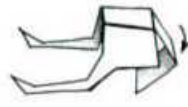
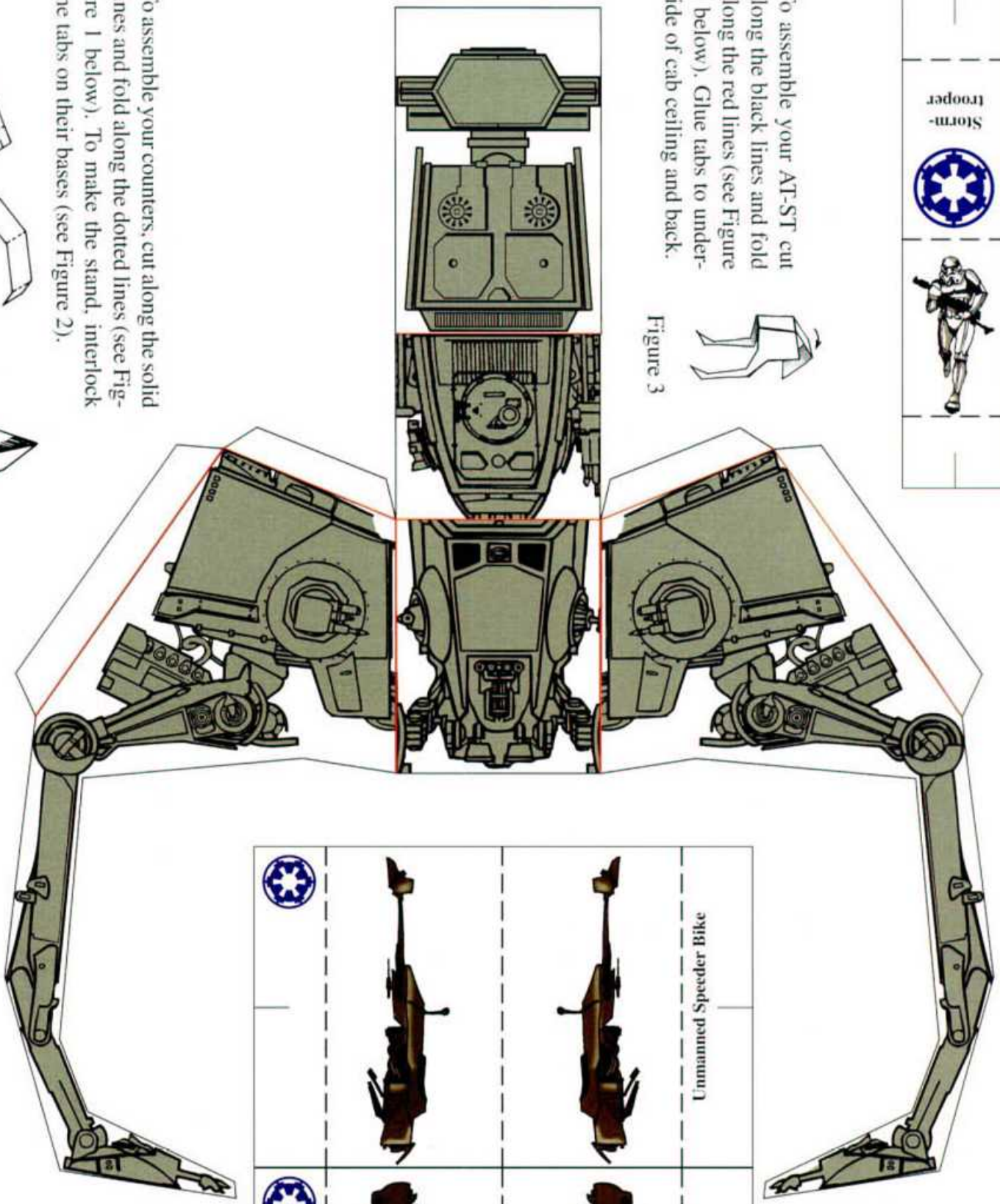


Figure 3



To assemble your counters, cut along the solid lines and fold along the dotted lines (see Figure 1 below). To make the stand, interlock the tabs on their bases (see Figure 2).

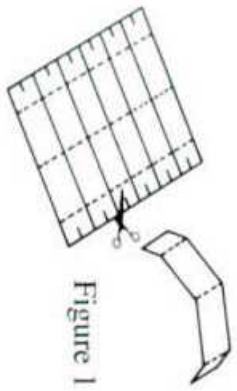


Figure 1

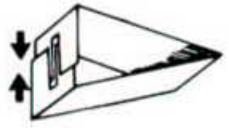
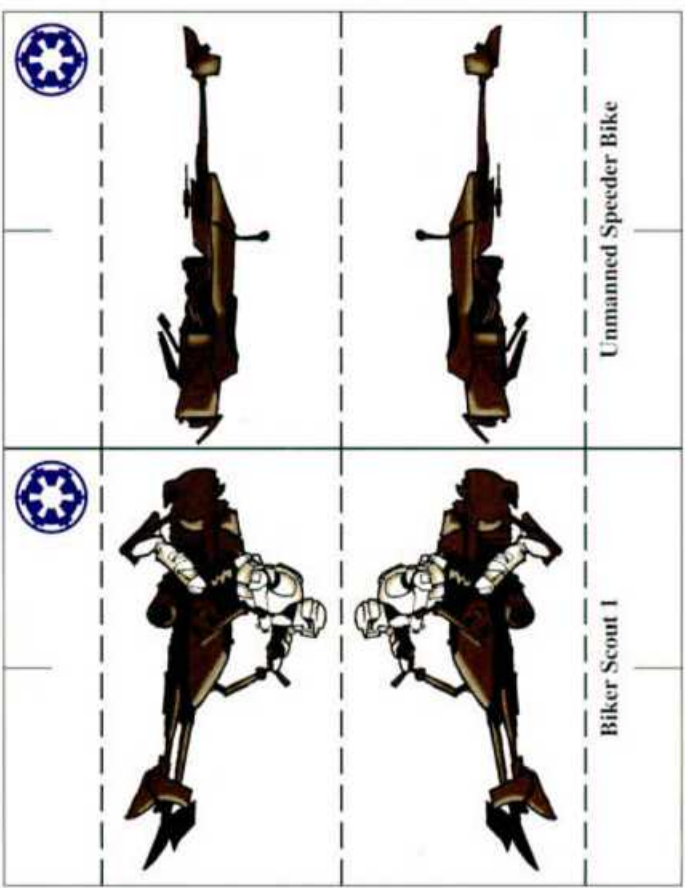


Figure 2



Unmanned Speeder Bike

Biker Scout 1



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- A **Star Wars Adventure Book** in which you help liberate a planet from the evil Empire.
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- 6 **Dice**.

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

By Peter Schweighofer and Stephen Luminati



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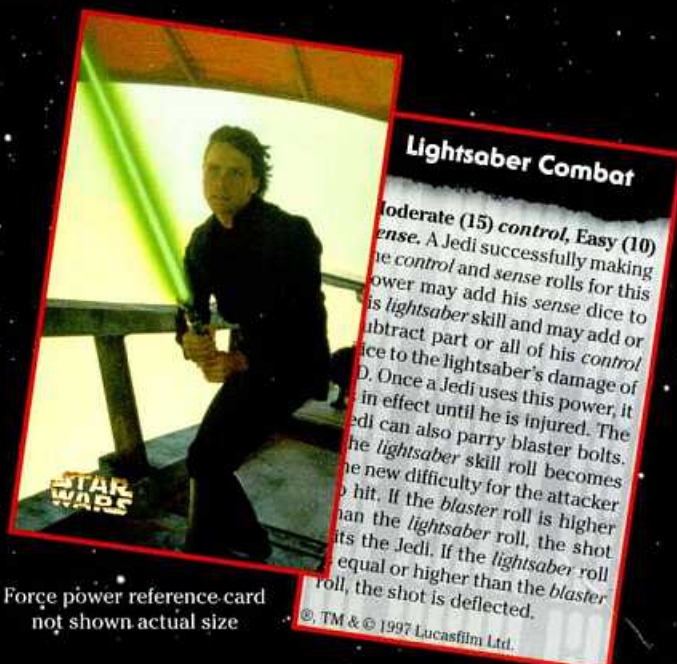
Match wits against an Imperial probe droid. Fight your way out of a besieged Rebel Base. Gather your allies, supplies and weapons while the Empire hunts you down with TIE fighters and walkers. Take on an Imperial Star Destroyer with a handful of starfighters and a heavily armed freighter. Liberate an entire planet from the Empire's tyranny.

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Force power reference card
not shown actual size

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