STAR WARS®

NARRATORS BOOKLET

Introductory
ADVENTURE
GAME

Narrators Booklet

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

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

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

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

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

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

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

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

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

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

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

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

Let's Start Playing

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

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

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

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

Setting Up

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

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

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

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

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

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

borrow some from board games you own.

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

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

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

Assault on Edan Base

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

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

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

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

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

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

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

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

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

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

What are you going to do?

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

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

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

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

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

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

1

To the Command Center

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

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

The characters finally reach the command center. Read aloud:

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

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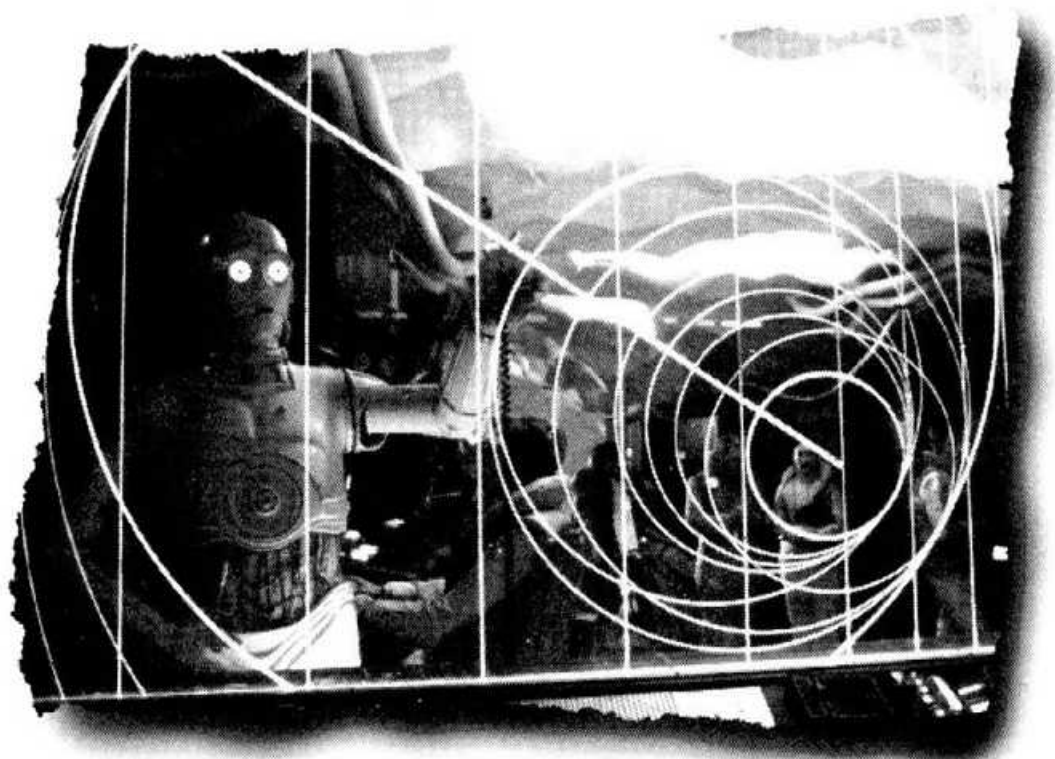
attack like this. Send the evacuation code signal. Get everyone out of the base immediately!"

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

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

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

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

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

2

Gathering Supplies

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

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

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

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

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

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

3

To the Docking Bay

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

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

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

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

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

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

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

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

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

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

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

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

• *The characters flee toward the guard bunker: go to 4.*

4

Out the Back Door

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

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

Please go to 11.

5

Healing Injuries

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

If the player rolls 10 or higher, a *wounded* character becomes fully healed. If the *first aid* roll is 15 or higher, an *incapacitated* character becomes *wounded twice.* If the roll is 20 or higher, a *mortally wounded* character becomes *incapacitated.* (These rules are from the "Healing" section of the *Players Booklet.*)

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

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

6

Gathering Medpacs

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

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

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

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

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

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

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

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

7

Grabbing Weapons

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

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

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

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

Use Character Points

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

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

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

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

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

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

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

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

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

8

A Glimmer of Light

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

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

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

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

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

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

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

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

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

9

A Hopeless Cause

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

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

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

To continue the story, please go to 10.

10

Climbing to Freedom

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

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

*Please go to 11.*

11

Imperial Attack

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

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

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

Bunker Entrance

Blast Door Control Panel

Blast Doors

Bunker

Rebels Start Here

Guard Area
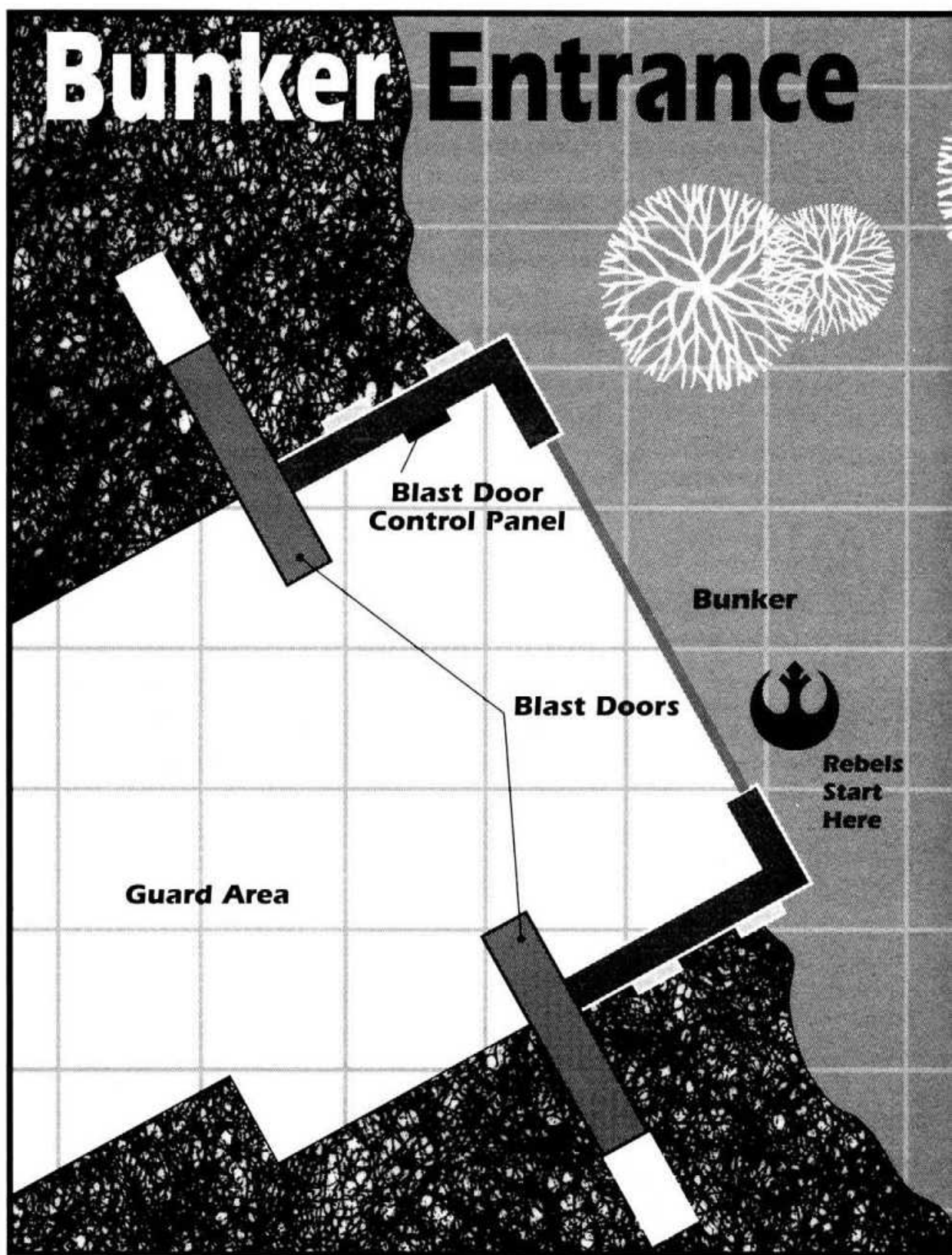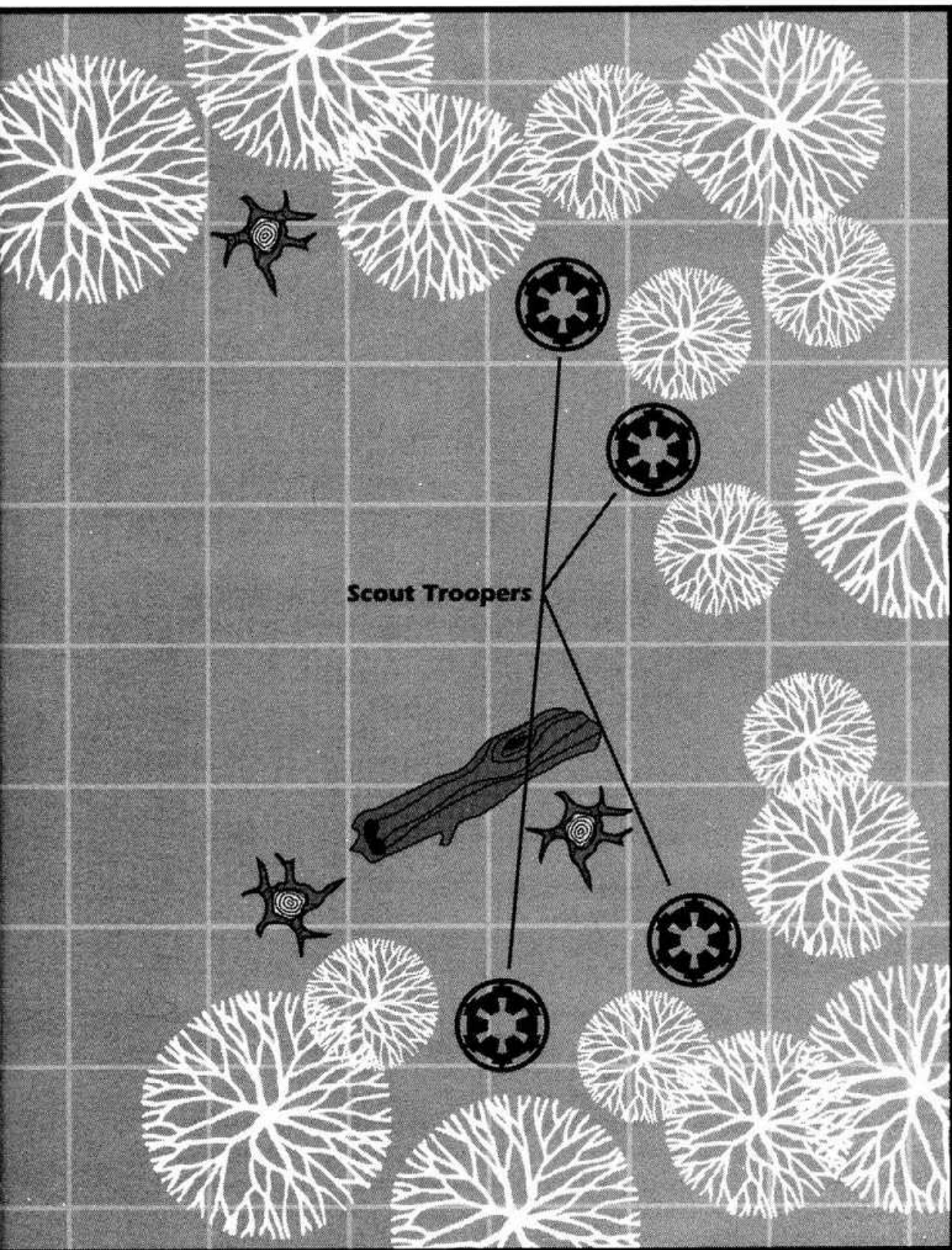
Scout Troopers

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

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

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

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

1) Players Take Their Actions.

2) You Take Actions for the Enemy.

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

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

Narrator Tip #1

Using Props to Tell A Story

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

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

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

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

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

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

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

Character Actions

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

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

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

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

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

Use the Force!

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

Scout Trooper Actions

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

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

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

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

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

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

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

Resolving Damage

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

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

Narrator Tip #2

Don't Let the Rules Ruin A Good Story

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

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

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

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

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

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

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

To wrap up this adventure, go to 12.

12

Epilogue

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

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

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

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

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

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

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

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

Becoming A Narrator

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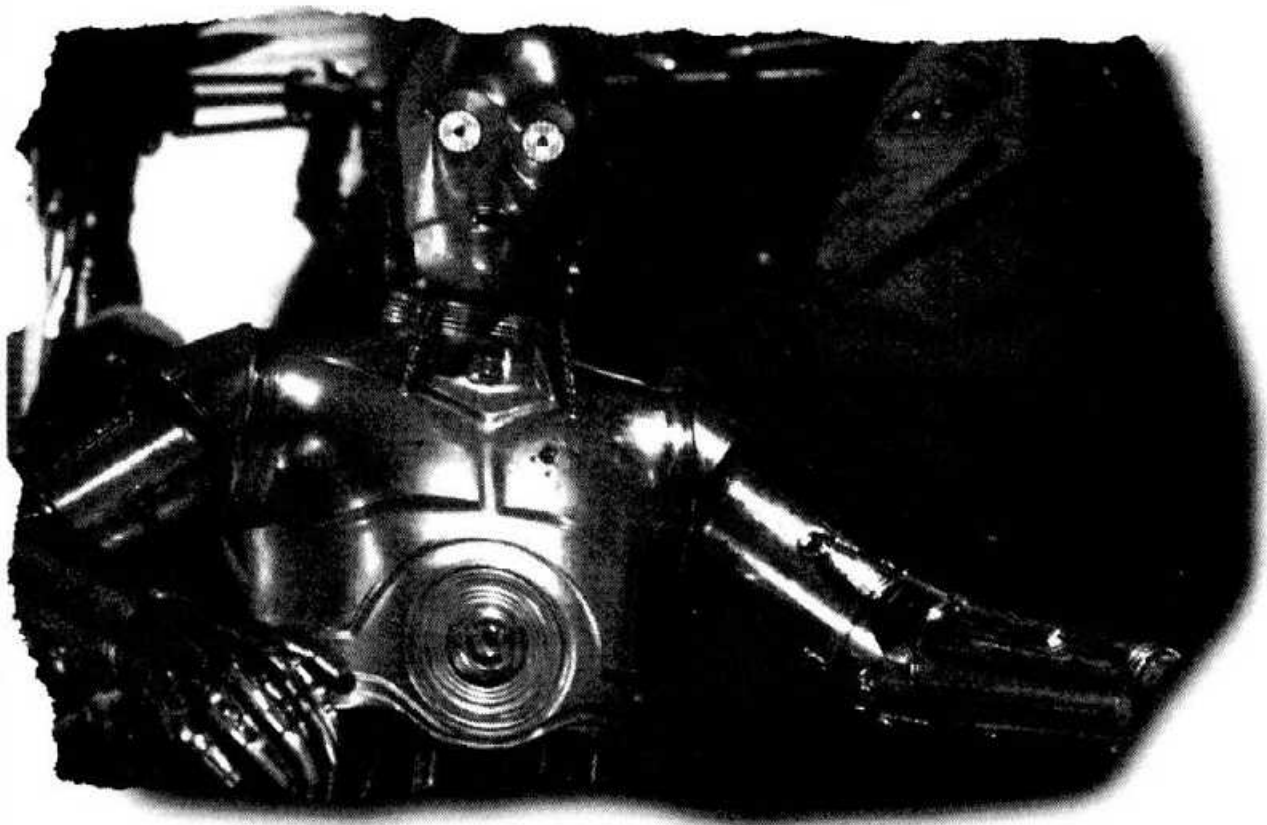
Telling any good story requires some planning. The players have already done their part by creating their characters. Now you have to get ready by reading over the adventure you're going to run, setting some difficulties, and being familiar with the rules so the game runs smoothly.

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

Star Wars Game Rule of Thumb

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

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

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

Setting Difficulties

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

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

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

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

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

Running Combat

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

Remember the two steps to every combat turn:

1) Players Take Their Actions.

2) You Take Actions for the Enemy.

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

Actions

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

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

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

Now You're Ready

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

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

Starships and Vehicles

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

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

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

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

Raising Shields

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

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

Speed and Chases

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

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

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

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

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

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

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

Starship and Vehicle Damage

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ion Cannons

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

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

Smuggler's Run

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

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

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

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

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

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

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

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

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

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

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

Repairing Damage

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

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

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

Character Rewards

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

Character Points

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

Character Points than others if they performed particularly well.

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

Force Points

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

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

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

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

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

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

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

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

Equipment

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

The Force

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Star Wars Universe
Another galaxy, another time.

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

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

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

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

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

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

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

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

—From the First Saga, *Journal of the Whills*

Droids, X-wings, Aliens & More

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

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

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

General Equipment

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

Breath Masks

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

Breath mask: 50 credits.

Comlinks

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

Comlink: 25 credits.

Datapads

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

Datapad: 100 credits.

Glow Rods

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

Glow rod: 10 credits.

Macrobinoculars

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

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

Medpacs

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

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

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

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

Medpac: 100 credits.

Syntherope

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

Syntherope: 2 credits.

Toolkits

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

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

Blaster Weapons

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

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

Hold-Out Blasters

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

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

Sporting Blasters

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

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

Blaster Pistols

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

Blaster pistol: 500 credits, 4D damage.

Heavy Blaster Pistols

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

Heavy blaster pistol: 750 credits, 5D damage.
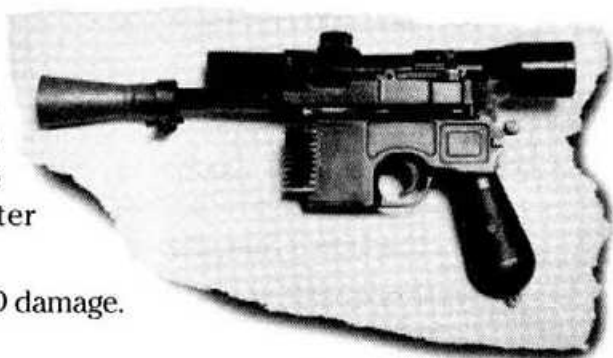
Blaster Rifles

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

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

Light Repeating Blasters

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

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

Heavy Repeating Blasters

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

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

Bowcasters

These guns are unique to Wookiees, and are only available on their homeworld of Kashyyyk. Also called laser crossbows, they fire explosive quarrels wrapped in an energy cocoon.
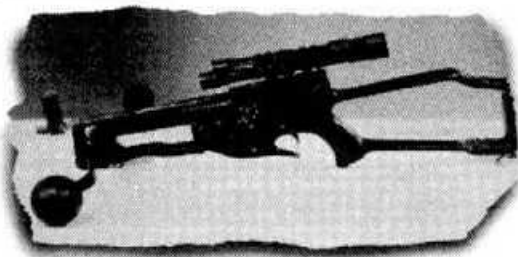
Bowcaster: not available for purchase, 4D damage.

Melee Weapons

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

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

Knives

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

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

Vibro-Axes

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

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

Vibroblades

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

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

Force Pikes

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

Force pike: Moderate (15) *melee,* 500 credits, *Strength*+2D damage.

Lightsabers

Lightsabers are the legendary blades of the Jedi Knights. They are small, hand-held weapons that project an energy blade capable of cutting through the densest of materials. Each lightsaber was custom-built by a Jedi: no two are alike. These weapons are extremely prized artifacts, and are rarely found for sale. Possession of a lightsaber is highly illegal in the Empire.
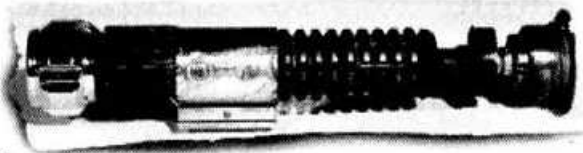
Lightsaber: Difficult (20) *lightsaber,* not available for purchase, 5D damage.

Explosives

Heroes prefer a stand-up fight — but sometimes desperate Rebels and ruthless Imperial forces resort to using explosives on the battlefield. Most weapons injure only the target they hit — since explosives are more powerful than a blaster, they affect more than one target in the area. When an explosive hits a target, roll 1D for grenades or 3D for thermal detonators. This roll shows how many people nearby take damage from the explosion. If an explosive doesn't hit, assume it was tossed too far or bounced out of range. Here are a two kinds of explosives, each listed with their cost and damage.

Grenades

Grenades come in a variety of sizes and forms. The most common grenades require the user to press or pull an activation switch which ignites a fuse. Users have between five and 20 seconds in which to plant or throw the grenade before it goes off.

Grenade: 200 credits, 5D damage, hits 1D targets nearby.

Thermal Detonators

Thermal detonators are highly effective weapons of terror and destruction. Their variable timing device can be set to go off in 10 seconds up to one hour. These fist-sized explosives pack enough power to destroy everything within a small building.

Thermal detonator: 2,000 credits, 10D damage, hits 3D targets nearby.

Armor

Rebel troopers and stormtroopers alike rely on armor to protect them in battle. In the game, armor adds its protective dice to the wearer's *Strength* when rolling to resist damage. Several forms of armor are described below with their cost and *Strength* bonus.

Blast Vests and Helmets

These are the most readily available forms of personal armor. Blast vests and helmets are common among Rebel Alliance soldiers, but are also widely used by mercenaries, low-level bounty hunters, and crime lord thugs.

Blast vest and helmet: 600 credits, +1D to *Strength* when resisting damage.

Bounty Hunter Armor

Many bounty hunters wear armor to protect themselves against their prey. These suits are often modified to give them maximum protection and mobility. Some are even equipped with utility belts, sensors and hidden weapons.

Bounty hunter armor: 2,500 credits, +2D to *Strength* when resisting damage.

Stormtrooper Armor

Stormtroopers are the elite shock troops of the Empire, and their stark white armor is unmistakable. The suit consists of a black, two-piece, temperature-controlled body glove, and 18 pieces of white armor. Unfortunately, the armor is not very flexible, and can hinder the wearer's actions. Non-stormtroopers getting caught wearing this armor in Imperially controlled systems face immediate imprisonment. Wearing this armor in non-Imperial areas often makes one a target.

Stormtrooper armor: not available for purchase, +2D to *Strength* when resisting damage, -1D to *Dexterity* and related skills.

Scout Trooper Armor

Scouts wear a suit of white armor over their two-piece, temperature-controlled black body glove. The flexible armor is not as protective as stormtrooper armor, but allows the wearer to move more freely. It is illegal for non-Imperial personnel to own this armor.

Scout Trooper Armor: not available for purchase, +2 to *Strength* when resisting damage.

Characters

The *Star Wars* universe is filled with people, soldiers and aliens. Many are adversaries, some are allies. Here are some characters most often encountered in the game. Their scores are listed in a version much shorter than a full character sheet. Assume all scores are 2D unless otherwise noted. Higher attribute and skill dice are listed first, followed by the character's *speed* and any equipment carried.

Imperial Stormtroopers

The Emperor's elite soldiers, stormtroopers inspire fear anywhere the Empire seeks to assert its power. Imperial command deploys the white-armored troopers to crush resistance and neutralize opposition. Stormtroopers expect to be obeyed unquestioningly when dealing with civilians, and cannot be bribed. Failure to comply with an order from a stormtrooper typically results in incarceration or death.

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

Imperial Scout Troopers

These speeder bike troopers perform the Empire's reconnaissance and patrol duties in remote areas. Although they are not heavy combat soldiers, scout troopers play important roles in battles by monitoring enemy positions and reporting any activity to their superiors. They are often deployed to newly discovered planets, or scout the wilds which often surround Imperial bases. Scout troopers are rarely seen without their speeder bikes nearby.

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

Imperial Officers

The Imperial Army and Navy is run by all ranks of officers, from lofty admirals to low lieutenants. Low-level officers carry out many duties: some serve aboard Star Destroyers, others pilot Lambda shuttles, and others command Imperial Army infantry and walker units. Most carry out their duties with cold precision, and foster a special hatred for Rebels, smugglers and other scum.

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

Imperial Army Troopers

The Empire's standard infantry trooper is the most common and visible symbol of Imperial domination. They are confident, arrogant, eager to fight, and hate the Rebel Alliance. Squads of Imperial Army troopers are often commanded by an Imperial officer.

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

Bounty Hunters

Hired guns, bounty hunters work for security forces, the Empire, even crime lords. They specialize in tracking down criminals and bringing them to justice — any way they can. Bounty hunters are infamous for using excessive force to capture their prey, especially if a bounty is posted as "dead or alive." They are hard to evade, and lethal in combat.

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

Rebel Alliance Soldiers

The standard infantry trooper of the Rebellion is a dedicated volunteer who believes in the cause. Many are soldiers who mutinied against the Empire, while others are raw recruits eager to fight for

what's right. They serve as security troops on Alliance ships and as ground troops at Rebel bases.

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

Gamorrean Guards

These green, pig-like aliens often hire themselves out as mercenaries and guards for crime lords. For Gamorreans, fighting is a way of life. They are known throughout the galaxy for their great strength and brutality. Gamorreans aren't too fond of high technology — they prefer to use melee weapons rather than blasters, and foster a violent dislike for droids.

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

Mon Calamari Scouts

The Mon Calamari were enslaved by the Empire. Many fled their homeworld and joined the Rebel Alliance. They serve aboard massive star cruisers, but some scout out new planets for the Alliance. The Rebels are always looking for new base locations and safe worlds. Scouts survey planets, mapping entire continents, discovering new flora and fauna, and making contact with any aliens living there.

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

Rodian Bounty Hunters

Rodians consider hunting an art form. They are notorious for their persistence and their eagerness to kill intelligent beings for a few credits. Crime lords, including the Hutts, often hire Rodian bounty hunters to track down those who owe them money or who have otherwise offended them. Not all Rodians are bounty hunters, but it's always a good idea to be suspicious of a strange Rodian until his true intentions are revealed.

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

Sullustan Smugglers

Many Sullustans are space-going traders. Since their planet's government allied itself with the Empire, many Sullustans have joined the Rebel Alliance or have become "independent" merchants. These smugglers sometimes work for the Rebellion, but always work for their own profit. Sullustans are known as exceptional pilots and navigators, and have keen senses of vision, hearing and direction.

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

Twi'lek Merchants

Many Twi'leks seen throughout the galaxy have escaped their harsh homeworld of Ryloth and set up businesses of their own. They are used to scavenging and scraping a living from whatever they could find on Ryloth — they are even better at stocking their shops with all kinds of goods. Twi'lek merchants are hard bargainers, and are always looking to buy or sell at a profit. Twi'leks are easily recognized by their twin head-tails.

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

Wookiee Outlaws

Wookiees are considered slaves by the Empire; free slaves are outlaws. Some Wookiee outlaws join the Rebel Alliance, but many simply wander from system to system, avoiding the Empire and using their incredible strength to earn enough credits to get by. Wookiees make good bounty hunters and mercenaries; but outlaws like privacy, and Wookiee outlaws rarely stay in crowded starports and cities for long.

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

Jawa Traders

Jawas travel the sandy Tatooine wastes in their immense sandcrawlers, picking up whatever scrap they find and selling it to moisture farmers. They collect abandoned droids, broken machinery, and other discarded bits of advanced technology they can find. A good Jawa trader can refurbish and sell anything for a profit, taking parts from one machine to make another one work. Although they're good at bargaining, they're not very brave, and shy away from fights.

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

Tusken Raiders

These savage nomads inhabit Tatooine's more desolate regions. Tusken Raiders often attack small moisture farms, but they avoid the larger settlements. They prey on anyone foolish enough to wander into their rugged territory. The Tusken Raiders' clothing protects them against Tatooine's hot suns, and helps them blend into their rocky surroundings. They ride across the wastes on banthas and use gaffi sticks in combat.

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

Droids

Droids are an almost everyday aspect of life in the galaxy. These robotic servants are used for tasks which are too complex, dangerous or even dull for organic beings. They are often programmed for several specific tasks. Some are shaped to interact well with humans, others are built to serve their particular function. Here are some typical droids most often encountered in the *Star Wars* universe. Assume they have 1D in all attributes and skills, although boosted scores have been listed. The droid's speed and equipment are also shown.

Protocol Droids

These human-shaped droids are programmed for etiquette and translation. The 3PO-series droids are capable of reproducing any sound that their audio sensors pick up, allowing them to speak almost any language. They are frequently used by diplomats and wealthy traders to better understand aliens they meet. These droids have pleasant personalities with emphasis on their masters' well-being.

Protocol Droid. All scores are 1D except: *Knowledge 3D, cultures 6D, languages 10D.* Speed 8. Equipped with: two visual and audio sensors, vocabulator speech/sound system.
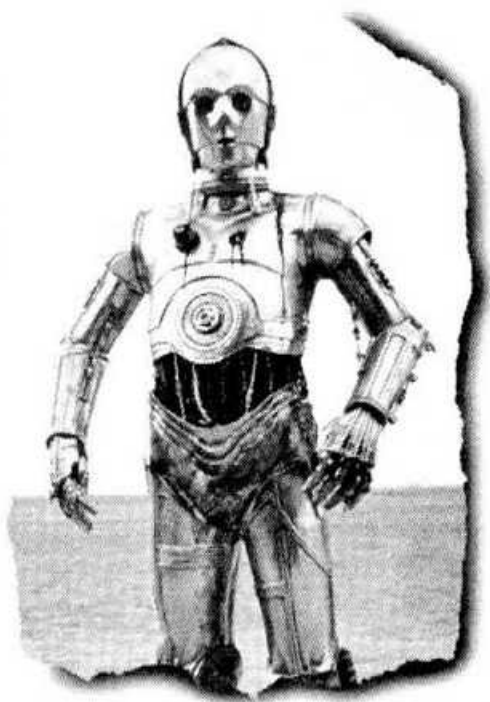
R2 Astromech Droids
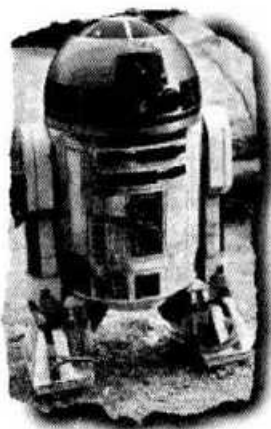
Astromech droids are designed for in-flight and post-flight starship operations and maintenance duty. They interface with starship computers during flight, and can assist computerized repairs, allowing the pilot to keep his full attention on flying. Their processors can store up to 10 pre-programmed hyperspace jumps.

R2 Astromech Droid. All scores are 1D except: *Mechanical 2D, astrogation 5D, starship piloting 3D, Technical 2D, computer programming/repair 4D, starship repair 5D.* Speed 5. Equipped with: extendable video sensor, fire extinguisher, holographic projector/recorder, small circular saw.

Probe Droids

Originally designed for peaceful exploration, pro droids have been extensively used by the Empir Probots search for hidden Rebel outposts, smuggle bases and pirate shadowports in remote areas. Impe rial probe droids are also used to survey asteroids monitor starport traffic and spy on the Empire's enemies.

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

Creatures

Strange worlds and alien environments breed all kinds of creatures. Many are used as pack animals. Creatures don't have all the scores regular characters have. They're listed below with their *Dexterity, Perception* and *Strength* (with any skills they might use), plus comments about damage they do when attacking, and their *speed. Orneriness* measures how tame they are to ride. Characters mounting and controlling a creature must roll their *beast riding* skill equal to or greater than the dice rolled for an animal's *orneriness*.

Banthas

Banthas are used as pack beasts by more primitive peoples, including the Tusken Raiders of Tatooine. These huge beasts are covered in long, shaggy fur. Their large, spiral horns protect them from predators. Banthas can go for weeks without water or food, and can survive in harsh environments.

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

Dewbacks

These lizard-like beasts are native to Tatooine. Tamed dewbacks are often used as patrol animals since they can withstand the desert's high temperatures. Although they are faster and more agile than banthas during the day, at night they become slow and inactive.

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

Tauntauns

Natives of the ice planet Hoth, tauntauns are used as riding beasts by the Rebel forces there. Although they are easily tamed as mounts, they are are easily startled by the unexpected. Tauntauns can withstand severely cold temperatures, but cannot do so for too long without occasional rests in warmer environments.

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

Vehicles and Starships

The fantastic machines used for transport and combat are part of *Star Wars'* appeal. Some of the most popular vehicles and starships are described below. When players' characters aren't piloting these vessels, use the scores listed for the typical crew's skills. Each vessel's information is shown: *maneuverability, speed, sensors, hull* and *shields.* Weapons are listed with their *fire control* dice and *damage:* those which are "fire-linked" can be fired once, inflicting the combined damage shown.

AT-AT Walkers

Imperial All Terrain Armored Transports (AT-ATs) are four-legged giants that shake the ground as they plod along. The massive machines are considered virtually unstoppable. They are front-line battle vehicles used to assault enemy positions and smash opposing forces. In addition to their weapons, AT-ATs can carry up to 40 stormtroopers each.
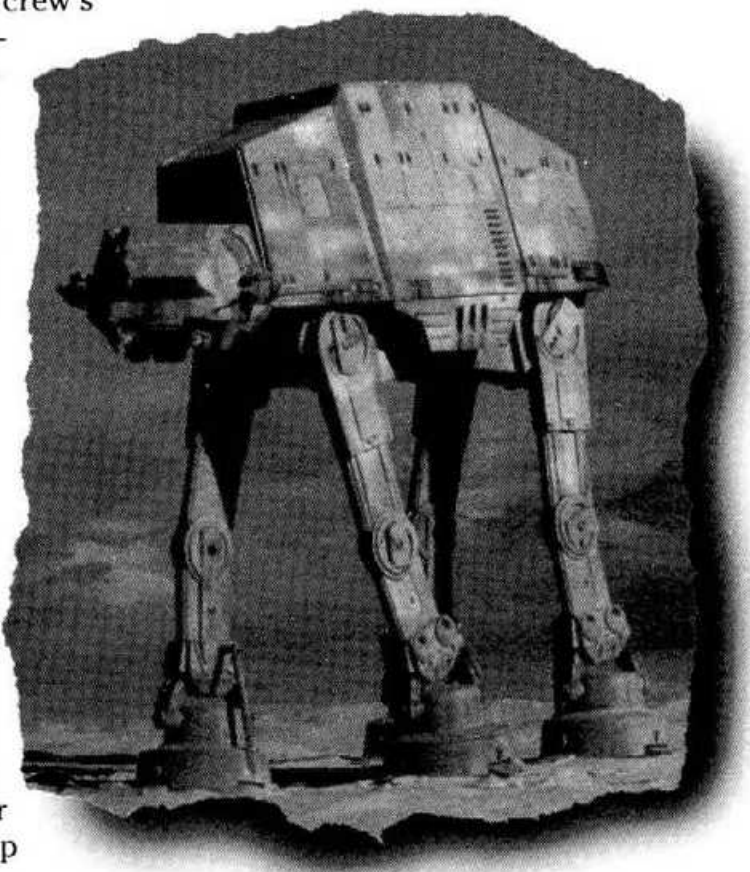
AT-AT Walker. Crew scores: *Mechanical 4D, gunnery 5D.* Maneuverability 0D, speed 4, sensors 0D, hull 10D, shields 0D. Weapons: 2 fire-linked heavy laser cannons (fire control 2D, combined damage 10D), 2 fire-linked medium blasters (fire control 2D, combined damage 7D).

AT-ST Walkers

All Terrain Scout Transports (AT-STs) are faster and more maneuverable than their larger walker cousins. The Empire uses AT-STs for scouting and patrolling large areas and to give heavy fire support to infantry operations. They don't carry any troops, but can be operated by only two crewmen.

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

Speeder Bikes

These repulsorlift vehicles sacrifice safety and protection for speed and maneuverability. They can't carry as much as a landspeeder or skiff, but they're fast. Imperial scout troopers use speeder bikes for patrols — civilian versions are not equipped with the laser cannon.

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

Landspeeders

Landspeeders are common ground-based repulsorlift vehicles on planets throughout the galaxy. Most families and individuals have their own landspeeder, especially on remote worlds where there is very little public transportation.

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

Skiffs

Skiffs are used to transport passengers and large cargoes. They tend to be slow and clumsy, and can be easily operated, even by low-intelligence labor droids. Skiffs are a common sight around starports.

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

A-wing Fighters

A-wing starfighters were designed as fast, maneuverable interceptors for the Alliance. Their agility can compete with the most maneuverable TIE fighters. A-wing engines put the hull under great stress, and they requires constant maintenance to remain spaceworthy.

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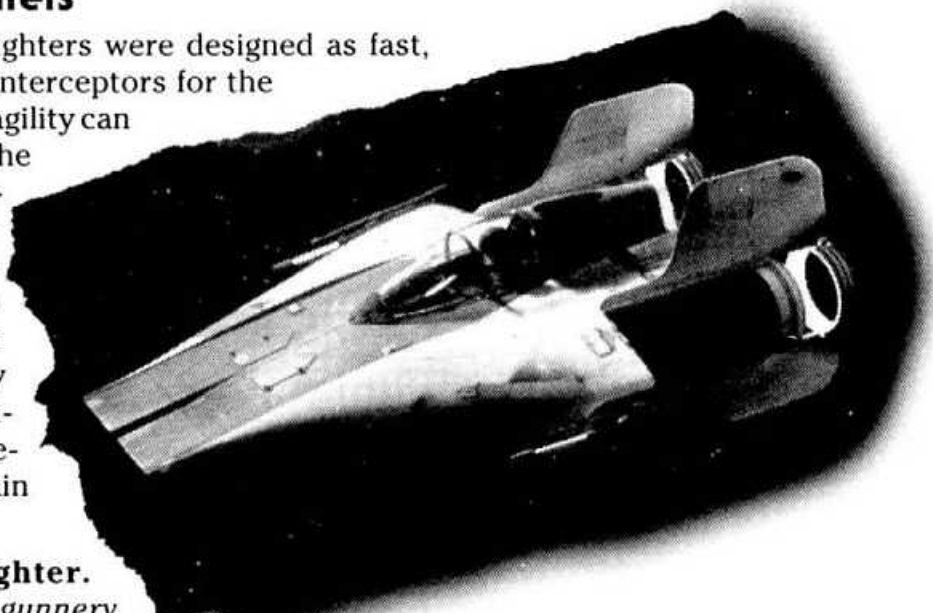
B-wing Fighters

Originally developed by Admiral Ackbar's research team, the B-wing starfighters are heavily-armed escort starfighters. The hulls contain a gyroscopically balanced cockpit, and enough weapons and armor to make them formidable opponents in battle. B-wings aren't very maneuverable, though, and can be outflown by skilled TIE fighter pilots.

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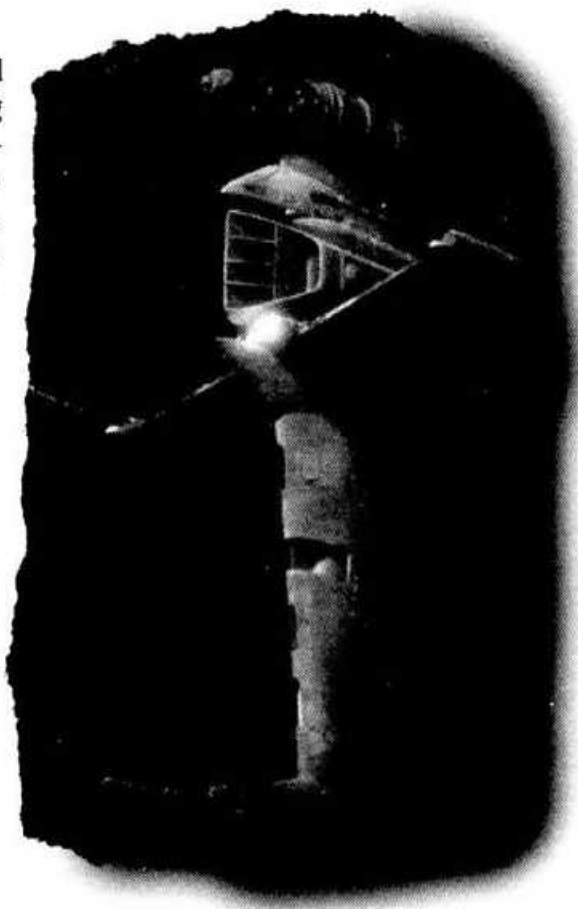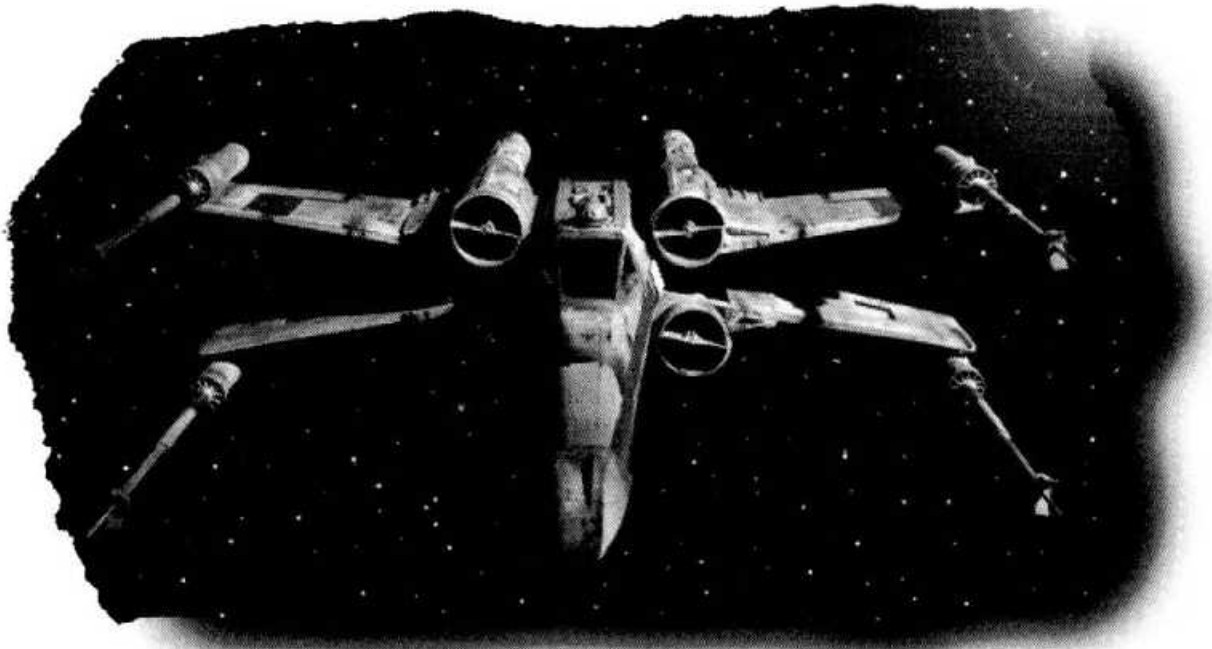
X-wing Fighters

The backbone of the Rebel Alliance starfighter fleet, X-wing fighters have seen extensive action. They're not as new as some other starfighters, but the X-wings are durable and effective in combat. Luke Skywalker piloted an X-wing when he destroyed the Death Star.

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

Y-wing Fighters

Y-wings were adopted at the inception of the Rebel Alliance. These versatile fighters remain popular despite their old, almost obsolete design. The ships are easy to maintain since parts for them are much more readily available than those for newer starfighters.
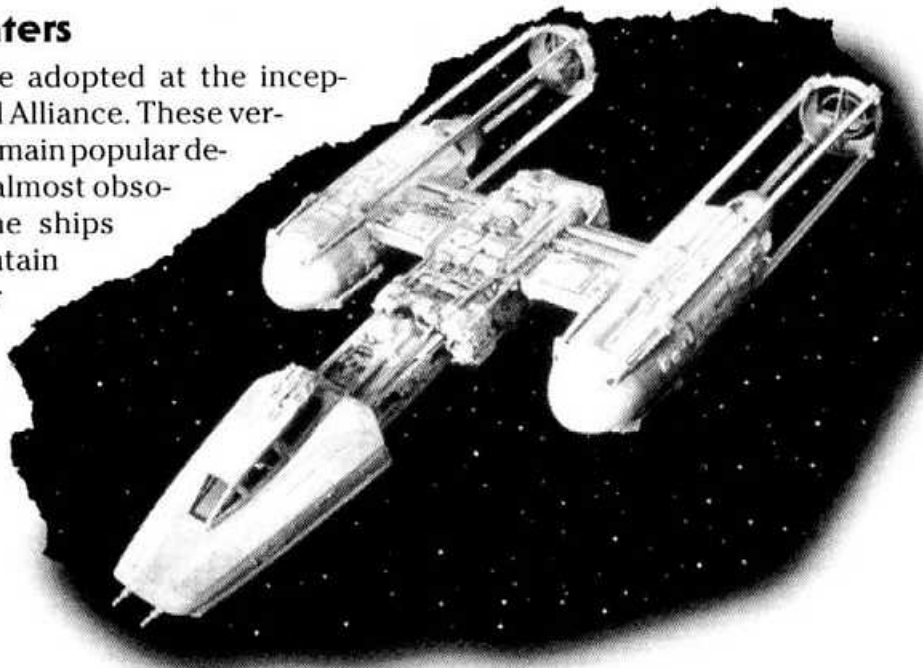
Fighter. Crew scores: *astrogation 3D+2, gunnery 4D+1, shields 3D, starship piloting 4D+2.* Maneuverability 2D, speed 35, sensors 1D, hull 4D, shields 1D+2. Weapons: 2 fire-linked laser cannons (fire control 2D, combined damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 fire-linked light ion cannons (fire control 3D, combined damage 4D).

TIE Fighters

The Twin-Ion Engine starfighter (TIE) is the prime Imperial starfighter. TIEs are designed to be fast, but they are also light and very fragile. They are stationed at Imperial outposts throughout the galaxy. Short of Star Destroyers, TIE fighters are the most visible sign of Imperial power along the space lanes.

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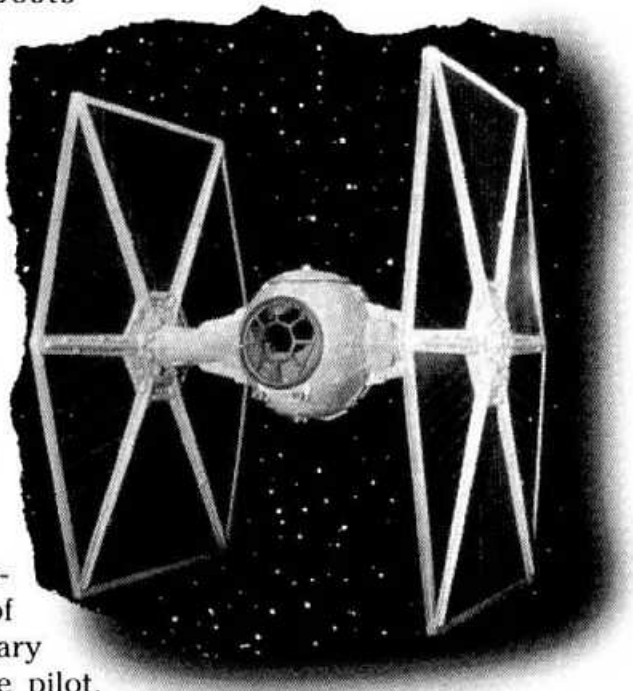
TIE Bombers

The Empire uses TIE bombers for surgical bombardment of targets on asteroid and planetary surfaces. One pod carries the pilot, flight computers, life support and power regulators, while the other pod contains targeting systems and 16 concussion missiles.

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

TIE Interceptors

TIE interceptors were designed to counter the advantages of Rebel Alliance X-wing starfighters. They feature larger engines and more powerful energy converters in their solar panels. Although TIE interceptors were introduced shortly before the Battle of Yavin, they were not put into general use until just before the Battle of Endor.

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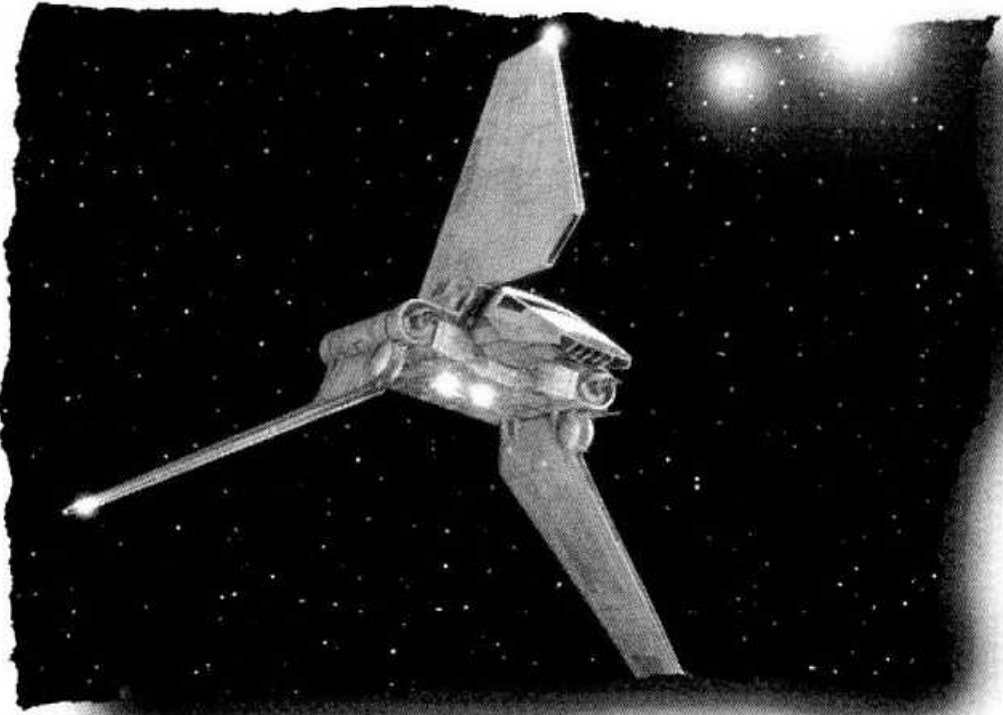
Imperial Lambda Shuttles

These personnel shuttles can ferry up to 20 passengers and their cargo. Lambda shuttles are capable of jumping to hyperspace, so they can transfer troops between starships and planet surfaces, and between different star systems.

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

Corellian YT-1300 Freighters

YT-1300s are like thousands of other light freighters travelling the galaxy. These Corellian

ships are reliable, durable and easy to modify. They are the favorites of free-traders, smugglers, and even some bounty hunters. The famous smuggler Han Solo's *Millennium Falcon* is a heavily modified Corellian YT-1300.
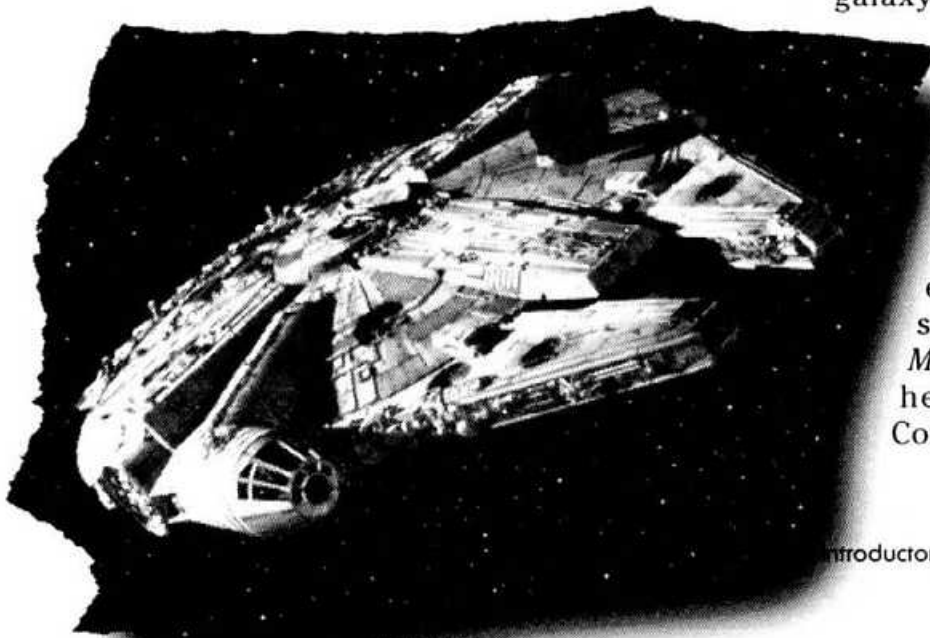
Corellian YT-1300 Freighter. Crew scores: *gunnery 4D, shields 3D, starship piloting 4D.* Maneuverability 0D, speed 28, sensors 1D, hull 4D, shields 0D. Weapons: laser cannon (fire control 2D, damage 4D).
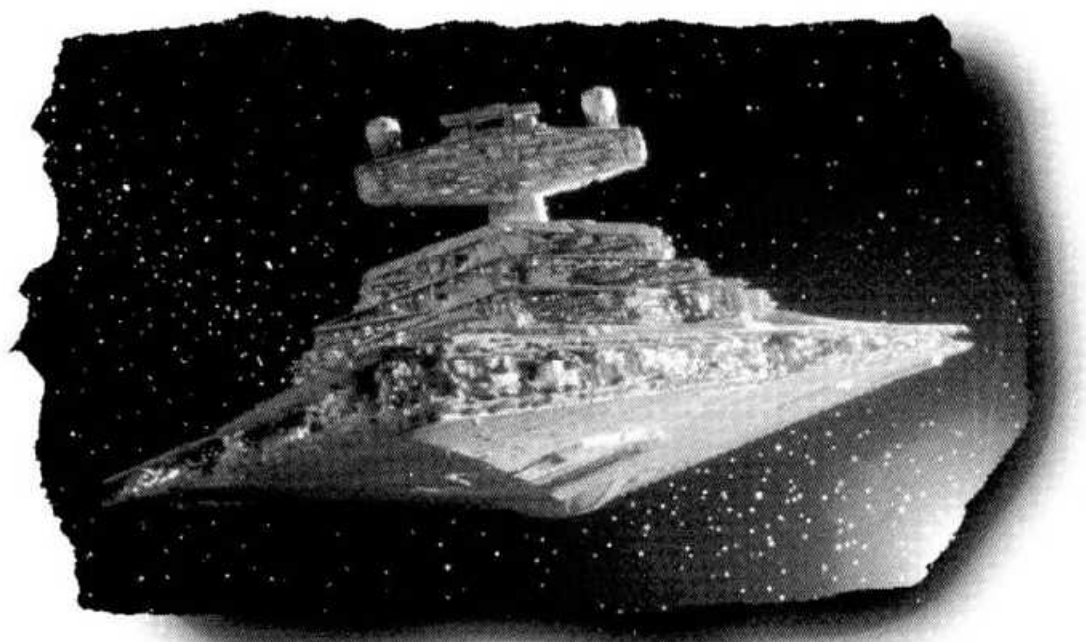
Imperial Star Destroyers

Imperial Star Destroyers are among the most fearsome weapons of the Imperial war machine. The Emperor uses these awesome battleships to instill fear in the hearts of citizens throughout the galaxy. In addition to its weaponry, one Star Destroyer carries a wing of 72 TIE fighters, a full stormtrooper division, 20 AT-ATs and 30 AT-ST walkers.

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

Mon Calamari Star Cruisers
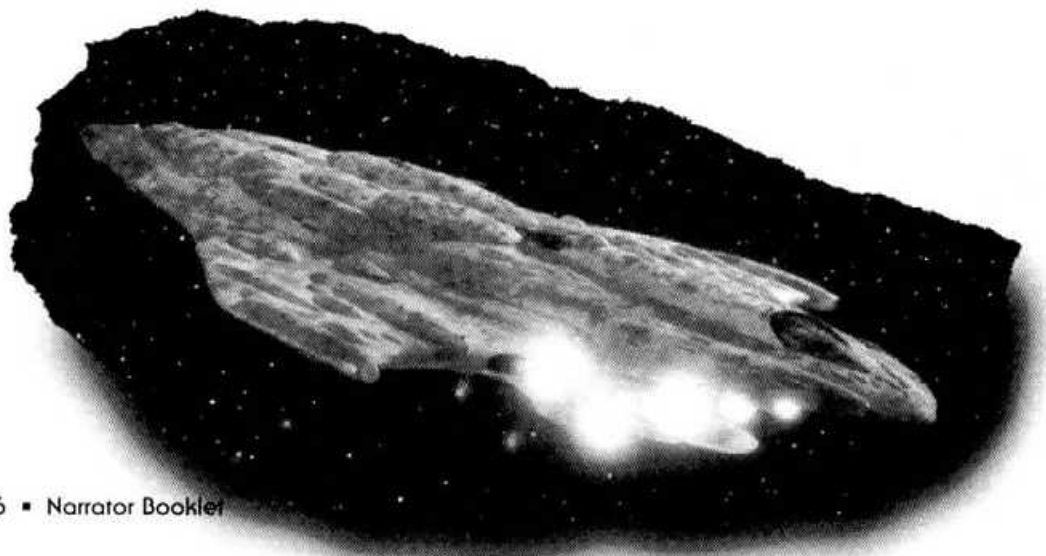
The Mon Calamari provided the Alliance with virtually the only star cruisers in the Rebel Fleet. Cobbled together from Mon Cal exploration vessels, the ships have proven surprisingly effective in combat. The Mon Calamari crews are better trained, and the ships are protected by extra deflector shields.

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

Corellian Corvettes

Corellian Corvettes are used by private corporations, pirates and the Rebel Alliance. They can be used for blockade running, heavy combat duty, and freight transport.

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

Nebulon-B Frigate

These vessels are the Alliance's best close support vessel. The Nebulon-Bs are able to escort convoys and cause damage to larger star cruisers in combat. They are well armed with turbolasers and protected by shields. Some frigates have been converted into hospital ships

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

An Exciting Universe

The *Star Wars* galaxy is filled with adventure. It's a place teeming with conflicts — situations which could easily inspire adventures for your players. The Empire is trying to put down the Alliance. Rebels battle stormtroopers, TIE fighters and other Imperial minions in a galaxy-spanning civil war. But there are others. Every day, smugglers struggle to make a profit shipping cargoes past Imperial Customs inspectors, all while dodging bounty hunters trying to collect on debts owed to powerful crime lords. Scouts push beyond the Outer Rim Territories into Unknown Space, seeking new worlds and making contact with strange and often hostile alien species.

The *Adventure Book* will bring you and your players through the story of how a handful of Rebels liberate a planet from the Empire's grasp. What happens after that?

Creating Your Own Adventures

The *Adventure Book* has some good examples of how to create scenarios. It's really very much like writing a good short story. Your players have provided the characters, you just provide an interesting setting and a conflict — usually with squads of stormtroopers and angry bounty hunters.

Give the characters a goal in each adventure. Maybe they have to find something, like stolen Rebel information. An adventure might start in an Imperial prison, and the characters have to break out. Perhaps they have to track down an Imperial spy before he betrays the location of a secret Alliance base.

The settings, villains and situations from the *Star Wars* movies, novels and comic books can give you ideas for your own adventures, too. The characters might need to rescue a smuggler friend from the dungeons of an infamous Hutt crime lord. Or they might pilot scouting missions seeking a new location for a hidden Rebel base.

Using Star Wars Roleplaying Game Adventures

The *Star Wars Introductory Adventure Game* is based on the *Star Wars Roleplaying Game,* a more complicated version of the rules you're reading now. You can use published adventures from one game to continue your characters' exploits using the *Introductory Adventure Game* rules.

There are a few differences between the two games. Many skills are the same, but some are more specific. *Melee* and *brawling* are broken into *melee combat* and *melee parry,* and *brawling* and *brawling parry. Droid programming/repair* becomes two skills, one to program droids and another to repair them. Starship piloting, weapon and repair skills are divided up into skills for space transports (for freighters and shuttles), starfighters and capital ships (immense cruisers like Star Destroyers). There are some additional skills, too, like *running, forgery* and *intimidation* (most of which are self-explanatory). Don't worry too much about these skills — just use the ones that look familiar.

Scores for vehicles and starships might seem more complex. Use those scores with familiar names, like *hull, shields, maneuverability,* and *fire control.* For vehicles, *hull* becomes *body strength.* The *move* score replaces the *Introductory Adventure Game's speed* — you'll need to divide vehicle speeds by 5 and starship atmosphere speeds by 10 so they work with the introductory rules.
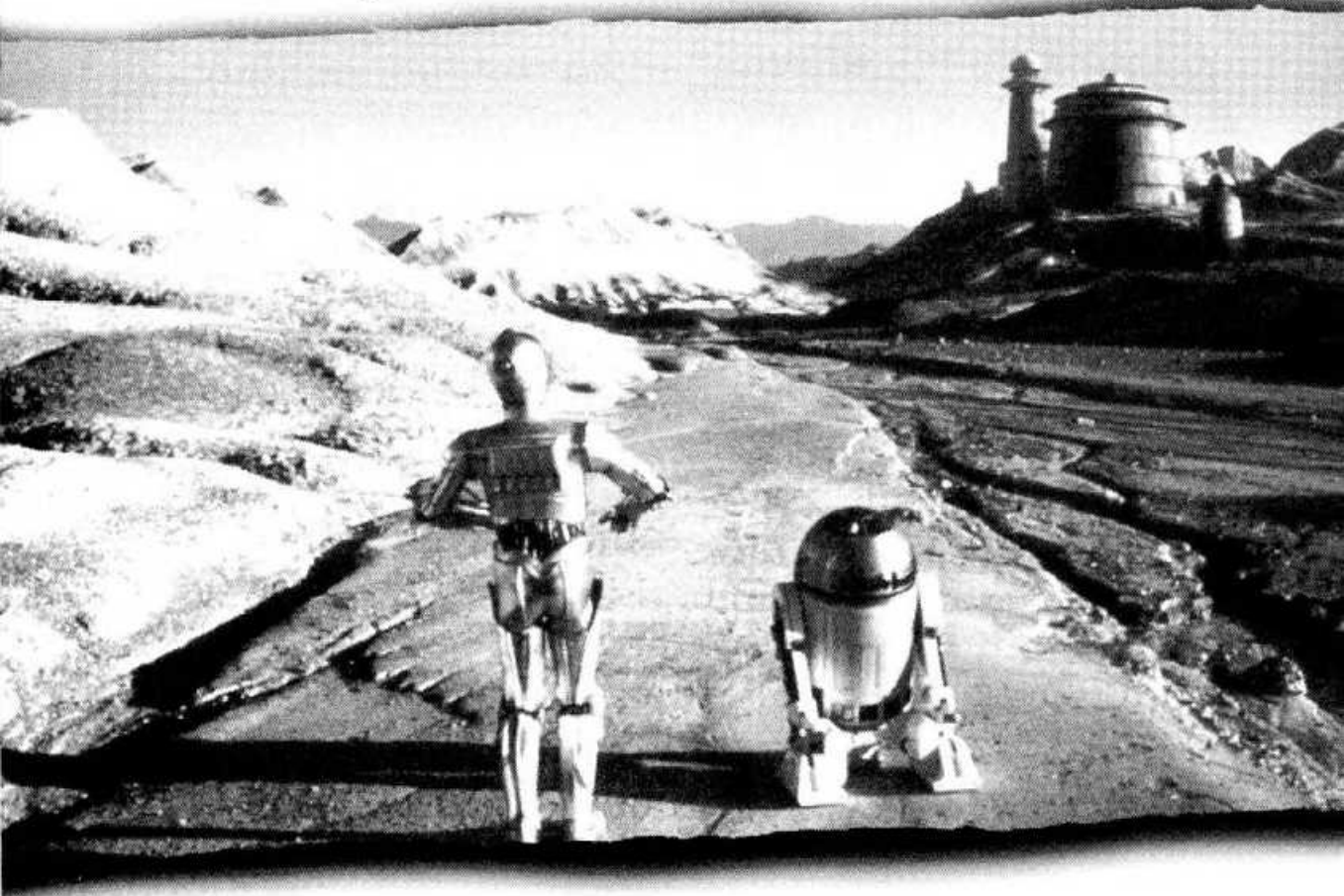
What matters most in these adventures isn't the scores, but the story. You can always substitute the ships, aliens and characters from this game's "Star Wars Universe" section for the ones found in published adventures.

With a few changes, you can use adventures for the *Star Wars Roleplaying Game* using these same rules for the *Introductory Adventure Game*. You can find these adventures in book stores and hobby stores.

Playing the Star Wars Roleplaying Game

If you're ready for a greater challenge, give the *Star Wars Roleplaying Game* a try. It's a bit more complicated, but the same principles apply. Use the directions above to help translate characters to the regular *Star Wars* game. If you're a narrator, you'll want to take some time and read the entire *Star Wars Roleplaying Game* to see where some things are different. Although the rules are more complicated, they allow you to do more within the exciting *Star Wars* galaxy. You can play many other characters. There are more Force skills Jedi can use. Both personal and vehicle combat give you more options and strategies.

Translating Characters

Here's how to convert characters from the *Introductory Adventure Game* into the *Star Wars Roleplaying Game* format.

Your character's attributes remain the same. Most of the skills are the same, too. Some skills in the *Introductory Adventure Game* become several more specific skills in the regular game. For instance, *melee* becomes *melee combat* and *melee parry*. For these skills, figure out how many extra dice you've put into it: just subtract the corresponding attribute's dice score from the skill. What you have left shows how much you've improved the skill. Now divide those dice among the related new skills.

Example: *A character has a* Mechanical *of 3D and a* starship piloting *of 6D+2. He's boosted his skill 3D+2 over his attribute. In the* Star Wars Roleplaying Game, *he must divide this extra 3D+2 between* capital ship piloting, space transports *and*
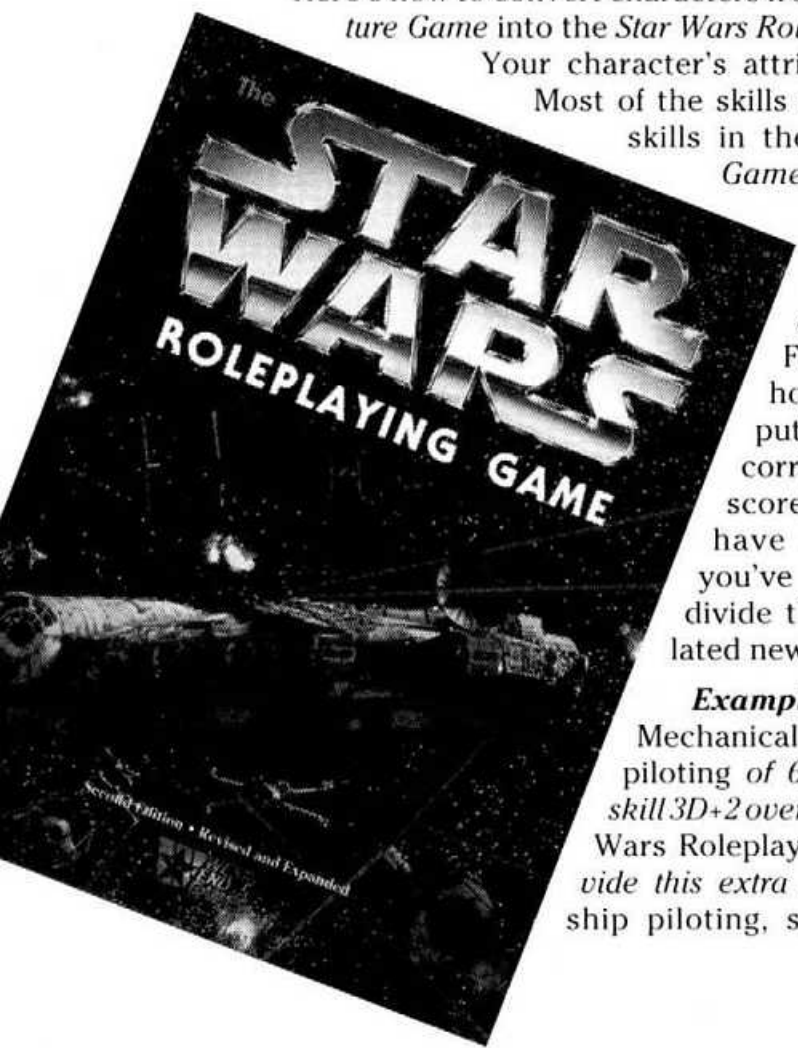
starfighter piloting. *He's not going to be flying any capital ships soon, so he wants to split his 3D+2 between* space *transports and* starfighter piloting. *He puts 2D in* space transports *to make it 5D, and 1D+2 in* starfighter piloting *to make it 4D+2.*

Here's a list of skills that are divided up into several more specific skills in the *Star Wars Roleplaying Game:*

Old Skill	New Skills
blaster	*blaster*
	bowcaster
melee	*melee combat*
	melee parry
com-scan	*communications*
	sensors
gunnery	*vehicle blasters*
	capital ship gunnery
	starship gunnery
starship piloting	*capital ship piloting*
	space transports
	starfighter piloting
shields	*capital ship shields*
	starship shields
droid programming/	*droid programming*
repair	*droid repair*

If you're playing an alien, check the *Star Wars Roleplaying Game* rules for any special abilities you might have.

Speed becomes your *move* score, but the number doesn't change. Force Points, Character Points and Dark Side Points all remain the same. Jedi characters and others with Force powers have a listing that "This character is Force-sensitive." Injuries are listed under "Wound Status"—the levels are the same, although the effects of injuries are not shown.

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Mountains
Hills
Forest
Desert

City/Base
Imperial Strong Point

WEST
END
GAMES