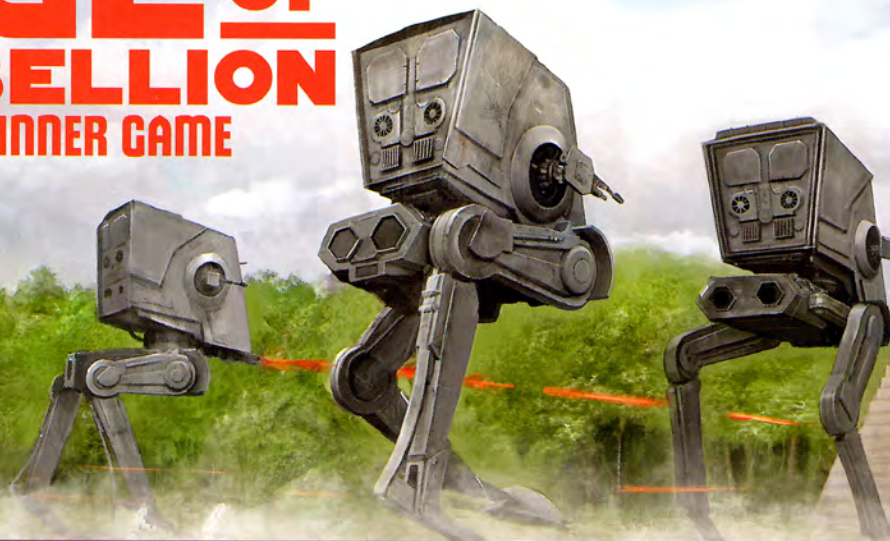


STAR WARS. AGE OF REBELLION BEGINNER GAME



READ THIS FIRST

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

WHAT IS A ROLEPLAYING GAME?

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

WHO ARE THE PLAYERS?

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

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

EXAMPLE OF PLAY

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

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

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

Continued within...



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

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

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

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

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

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

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

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

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

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

Nathan (Cael): Uh, the bad news.

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

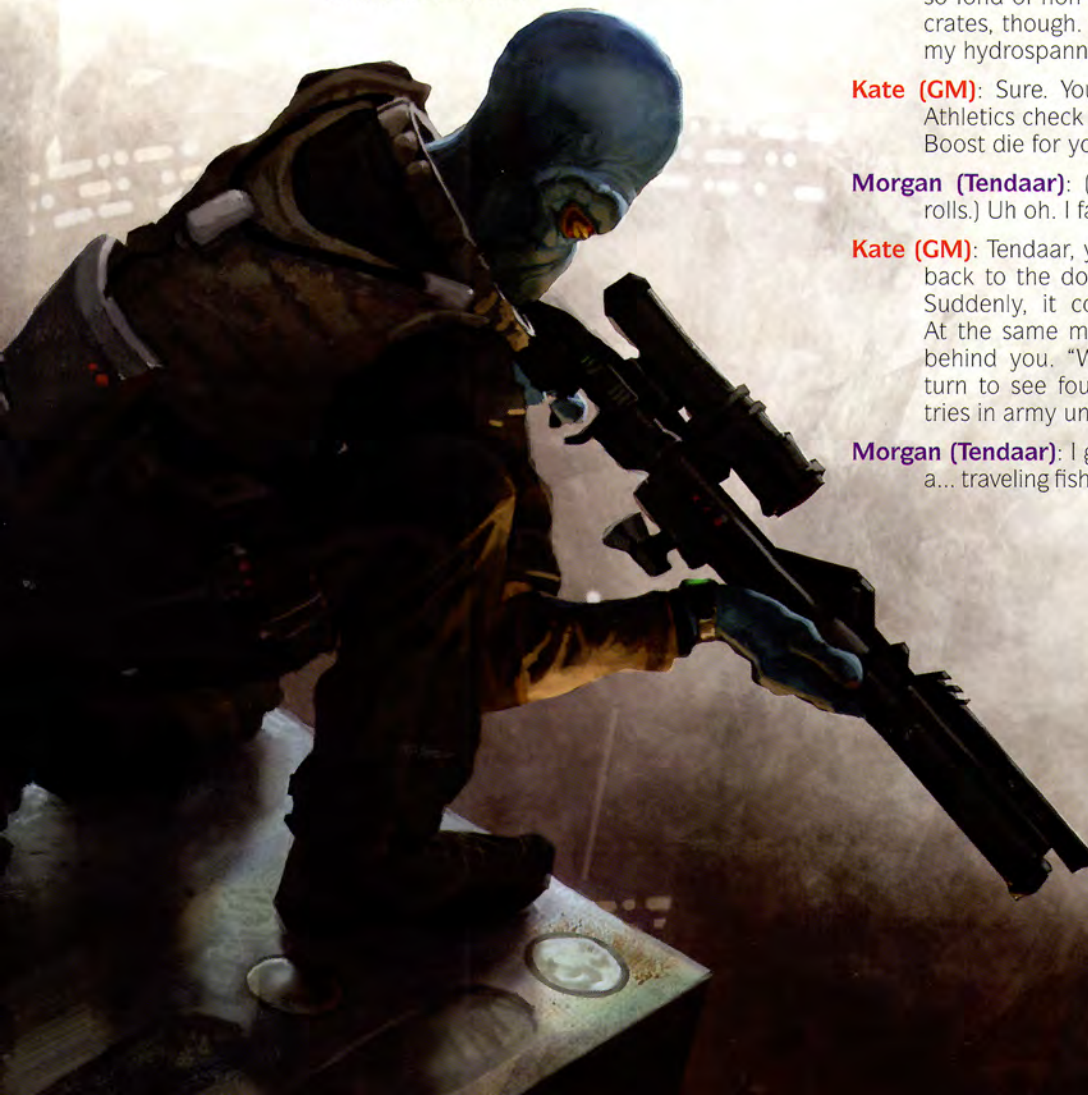
Morgan (Tendaar): Yeah, I don't think I'm going to be able to hide in plain sight. Imperials aren't so fond of non-humans. I wonder about those crates, though. Could I get inside one if I used my hydrosprayer to pry the lid off?

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

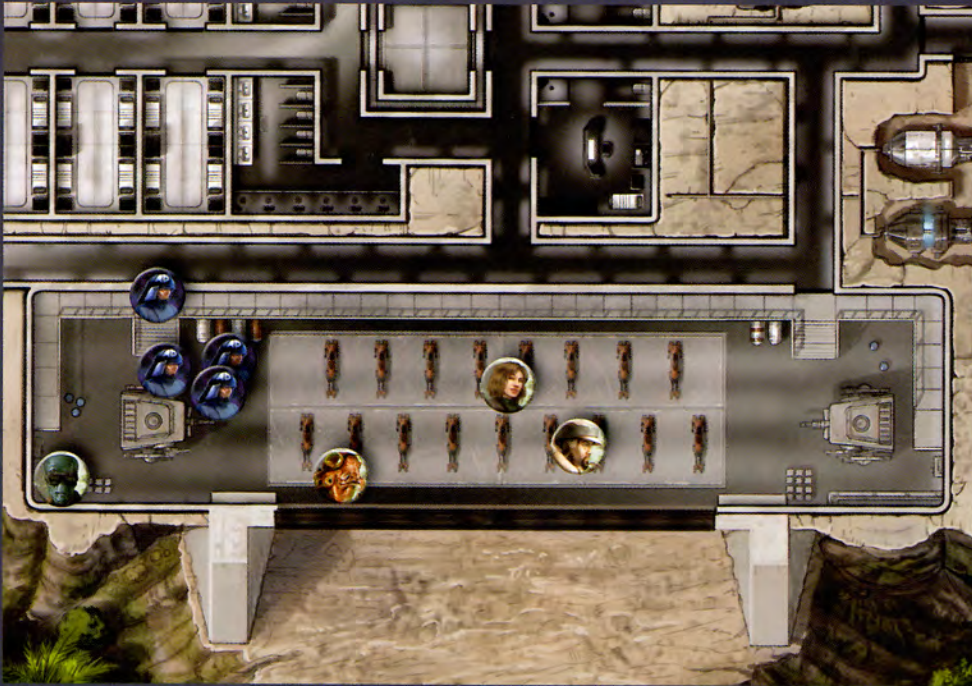
Morgan (Tendaar): (Morgan gathers the dice and rolls.) Uh oh. I failed.

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

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



HOW TO USE THE MAPS AND CHARACTER TOKENS



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

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

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

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

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

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

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

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

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

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

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

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

TAKEOVER AT WHISPER BASE

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

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