

STAR WARS
AGE OF REBELLION
BEGINNER GAME



READ THIS SECOND



ADVENTURE BOOK

STAR WARS
ROLEPLAYING

CREDITS

PRODUCED AND DEVELOPED BY

Max Brooke

ADDITIONAL WRITING & DEVELOPMENT

Daniel Lovat Clark and Katrina Ostrander

BASED ON

The **AGE OF REBELLION ROLEPLAYING GAME** designed by Jay Little and developed by Andrew Fischer

MANAGING RPG PRODUCER

Chris Gerber

PROOFREADING

Christine Crabb and Molly Glover

GAME LINE GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck

EXPANSION GRAPHIC DESIGN

Chris Beck and Michael Silsby

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

Imaginary Friends Studio Pte Ltd.

INTERIOR ART

Cristi Balanescu, Tiziano Barrachi, Ryan Barger, Matt Bradbury, Alexandre Dainche, Anthony Devine, Tony Foti, Mariusz Gandzel, Tom Garden, Zach Graves, Clark Huggins, Imaginary Friends Studio Pte Ltd., Lukasz Jaskolski, Andrew Johanson, David Kegg, Yiğit Köroğlu, Leonid Kozienco, Adam Lane, Ignacio Bazán Lazcano, Henning Ludvigsen, Ralph McQuarrie, Raven Mimura, Christine Mitzuk, Jake Murray, David Auden Nash, Mike Nash, Anthony Palumbo, Alexandru Sabo, David Seeley, Alexandr Shaldin, Cynthia Sheppard, Matthew Starbuck, Nicholas Stohlman, Angela Sung, Darren Tan, Chris Trevas, Charles Urbach, Magali Villeneuve, Bruno Werneck and the Lucasfilm art archives

MANAGING ART DIRECTOR

Andrew Navaro

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGEMENT

Eric Knight

LICENSING & DEVELOPMENT COORDINATOR

Deb Freytag

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Zach Tewalthomas. Jonathan Ying with Zach Tewalthomas and Sam Stewart. Mercedes "Cutinni!" Opheim with John Wheeler, Jon Bond, and Thomas Merrill. Frank Brooks with Tim Huckelbery, Sam Bailey, and Andrew "The Introcutor" Fischer. "The Chicago Five" James Cartwright with Matt McTigue, Michael Hanson, Karl Collins, and Charles Buege. "Helsinki Rogue Squadron" Toni Minalainen with Tuukka Heimola, Jonna Hind, Miro Kauppinen, Mixu Lauronen, Jani-Petteri Pohjonen. "The Secret Playtesting Society" Andrea Dell'Agnesse with Simone Biga, Giulia Faeta, Silvia Faeta, Luca Marchesini and Erik Stradiot. "GameOn! at Henry's" Dan Catlin with Tauria, Charissa, Bethany, & Zoe Catlin and Cody & Kalen Jones. "El Dragon Negro" Juan Diego De Maya Gironés with África De La Rosa Jiménez, Jesus De La Rosa Jiménez, Raul Galán Martínez, Mari Carmen Vera Sánchez and Manuel Suárez Solís. Olivier De Ridder with Silvana N. De Ridder, Jonathan Beau Jolivet, Trent Burrell, and Thomas Wilson. "BGN" Jesse Gilhula with Jenelle de Jesus and Chris Wagner. "Darth Jellyfish" Chad Reverman with Nick Willis, David Tan, Justin Hughes, and John Bliss. "Unicorn Squad" Nathnael Tripp with Patrick Schifano, Samuel Stuart, and Greg Leveroos. "Whisper Squad" Bill James with Peter Van Dusartz III and Peter Van Dusartz IV. "The DisArmada" Blake "HTMC" Bennett with Matt "Krunch" Armstrong, Corrin "Rin" Grant, and Jasper "Drexl Wrangler" Crocker.

LUCAS LICENSING

DIRECTOR OF PUBLISHING

Carol Roeder



FANTASY
FLIGHT
GAMES

SENIOR EDITOR

Jennifer Heddle

MANAGER OF THE HOLOCRON

Leland Chee

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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

www.FantasyFlightGames.com

starwars.com



ADVENTURE BOOK
AGE OF REBELLION

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

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

WHAT IS A ROLEPLAYING GAME?

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

BEFORE YOU BEGIN

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

ONE PLAYER IS THE GAME MASTER

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

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

THE OTHER PLAYERS ARE HERO PLAYERS

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

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

GAME MASTER ONLY!

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

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



CONTENTS OF THIS BOX

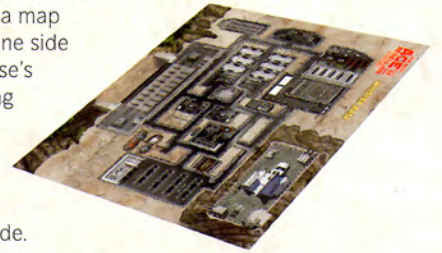


THIS ADVENTURE BOOK

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

A MAP

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



CHARACTER FOLIOS

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



DESTINY POINT TOKENS

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



THE RULEBOOK

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

CUSTOM DICE

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



CHARACTER TOKENS

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



YOU WILL ALSO NEED

Pens or pencils and scratch paper.



STAR WARS: AGE OF REBELLION

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

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

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

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

HOW TO USE THIS BOOK

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

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

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

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

THE PLAYER CHARACTERS

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

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

RULES TEXT

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

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

OTHER SIDEBARS

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

WELCOME TO ONDERON

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

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

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

THE MAP

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

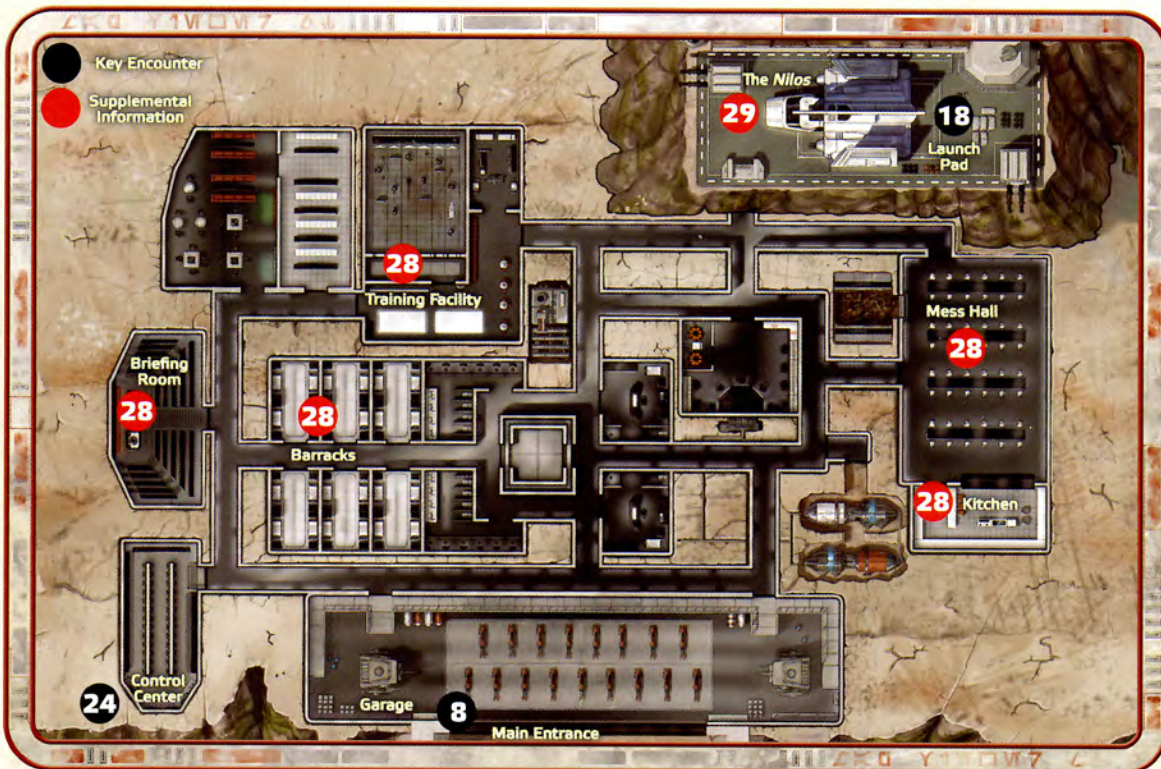
Lambda-class shuttle Nilos), a comm tower the base uses to transmit messages, and the local region of Onderon's jungle.

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

THE ADVENTURE STRUCTURE

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

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



THE ADVENTURE BEGINS

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

ARRANGING THE PLAY AREA

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

RAISING THE CURTAIN

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

TAKEOVER AT WHISPER BASE

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

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

AFTER READING THE OPENING CRAWL...

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

STRAIN

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

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



ENCOUNTER 1: INFILTRATION

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

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

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

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

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

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

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

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

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

PERFORMING THE SKILL CHECK

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

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

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

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

THE CORE MECHANIC

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

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

THE DICE POOL




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

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




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

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



IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE








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

THE TRIUMPH SYMBOL





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





SUCCESS, OR FAILURE?





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







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





ADVANTAGE, OR THREAT?

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

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

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

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

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

AFTER EACH HERO PLAYER HAS ROLLED...

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

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

Continue to **Encounter 2**.

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

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

Continue to **Encounter 2**.

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: SPRINGING THE TRAP

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

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

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

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

DETERMINE INITIATIVE

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

If the heroes hid successfully:

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

If at least one hero failed:

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

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



WHISPER BASE SENTRIES

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

Skills: Ranged (Light) 0 (◆◆◆◆)

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

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

PARTICIPANTS TAKE TURNS

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

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



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

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

POSSIBLE ACTIONS INCLUDE:

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



POSSIBLE MANEUVERS INCLUDE:

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

ONLY ONE MANEUVER?

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





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

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

THE ROUND ENDS; A NEW ROUND BEGINS

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

BOOST DICE AND SETBACK DICE

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

ENCOUNTER 2 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

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

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

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

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

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

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

CRITICAL INJURY?

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

PERFORMING AN ATTACK

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

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

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

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

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

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

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

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



DEALING DAMAGE AND SUFFERING WOUNDS








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

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



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








ADVANTAGE

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





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

THREAT

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

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

TRIUMPH

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

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

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

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

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

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

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

RECOVERING STRAIN

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

COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: BARGAINING

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

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

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

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

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



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

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

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

WHAT'S A RESTRAINING BOLT?

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

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

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

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

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

WHAT DOES "ONEROUS" MEAN?









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





HOW DID YOU GET HERE?

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


OPPOSED CHECKS

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



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

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

HOW CAN WE FREE YOU?


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

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


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

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


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

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

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

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

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

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


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


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

CAN'T WE JUST SCRAP THIS DROID?

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

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

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

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

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

BOOST & SETBACK DICE, REVISITED

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

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

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

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

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

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

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

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

CHALLENGE DICE & THE DESPAIR SYMBOL

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

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

BACK TO BUSINESS!

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



COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: OF COURSE WE HAVE CLEARANCE!

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

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

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

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

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

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

ity to enter. If the story the PCs come up with sounds plausible, reward them with a **Boost** die □ on the check. If they don't have a believable explanation, give them a **Setback** die ■. If the PCs did nothing to prevent Toor from filing its report on the devastation in the garage, they suffer an additional **Setback** die ■ due to the base being on alert. If the PCs fail this check, they are told to return to training (or lockdown, if their breach has been detected). The PCs can try another way in or try a new story. Each time they try a new story to convince the guards, they suffer an additional **Setback** die ■ as their deception grows increasingly obvious.

FIND AN ALTERNATE ROUTE.

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

FIGHT!

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



ENCOUNTER 4 CONTINUES ON THE NEXT PAGE

LAUNCH PAD GUARDS



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

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

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

ON THE LAUNCH PAD

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

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

EXPANDED RULES: DETERMINE INITIATIVE

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

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

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

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

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

SKILL CHECKS: DIFFICULTY

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

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

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

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

MANUALLY DISCONNECT THE SHUTTLE'S ENGINES.

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

BARRICADE THE DOORS AND LEAVE THROUGH THE VENTS.

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

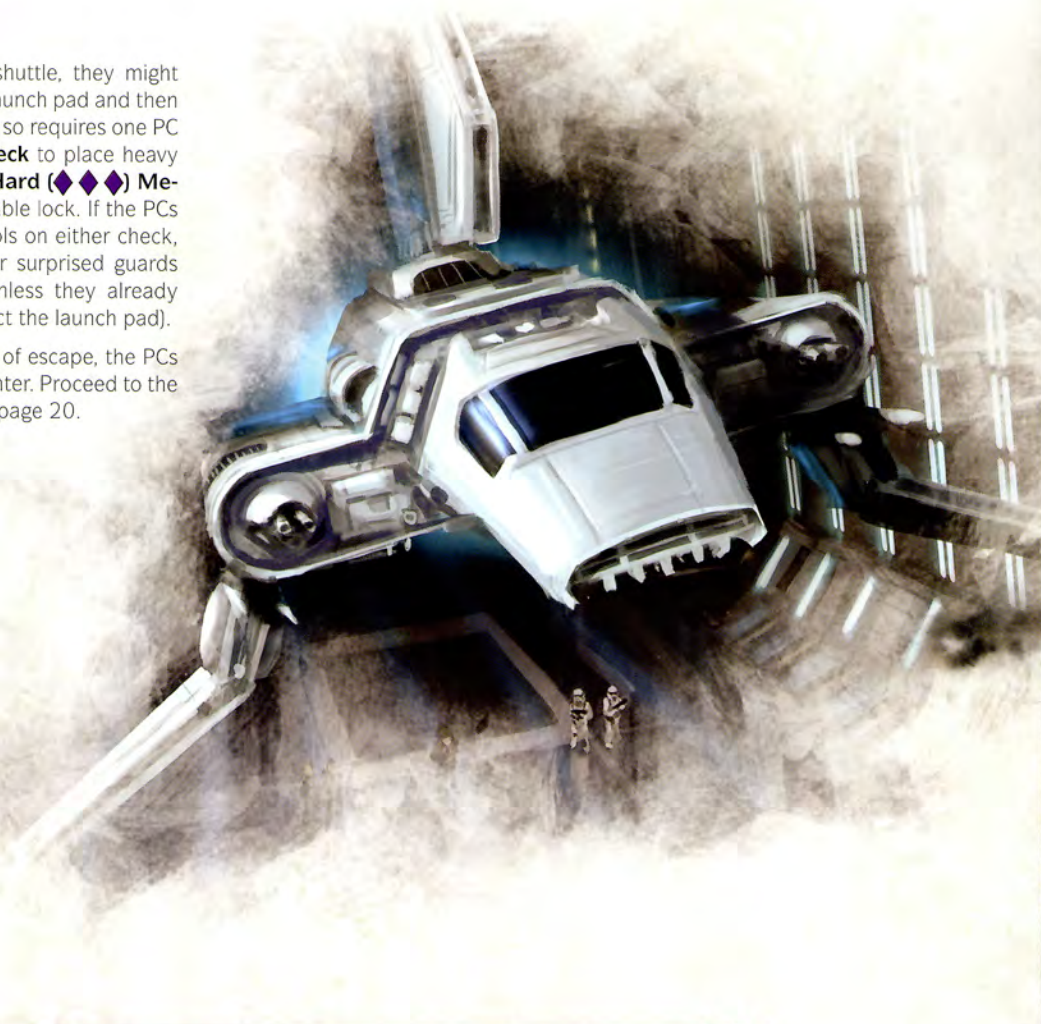
Once they have closed off this avenue of escape, the PCs can continue on toward the command center. Proceed to the **Interlude: Experience and Destiny** on page 20.

EXPANDED RULES: RANGE

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

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

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



COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

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

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

EXPERIENCE AWARDS


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

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





THE DESTINY POOL

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

BUILDING THE DESTINY POOL

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

DESTINY

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

NEXT STEPS

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

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

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: FIREFIGHT

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

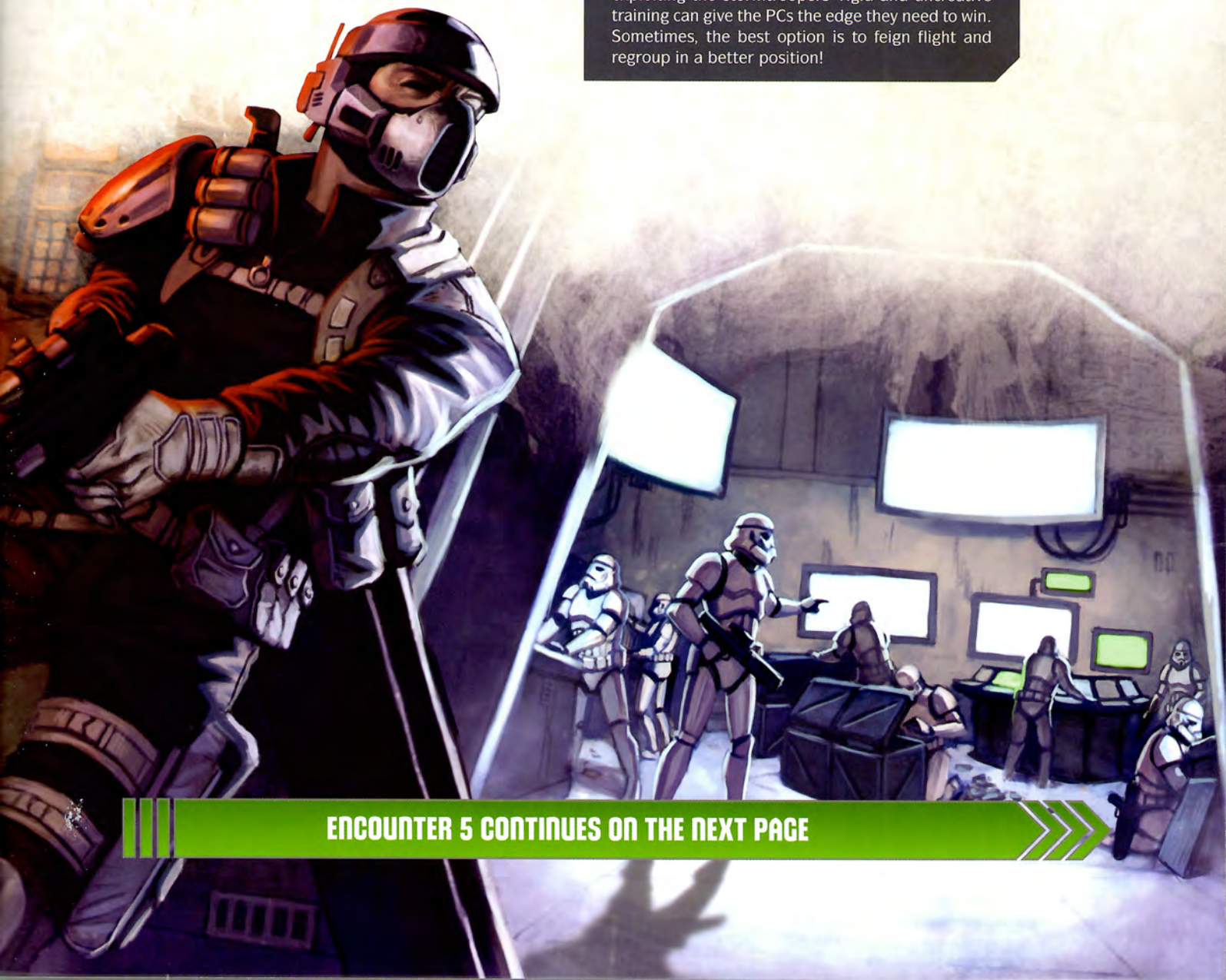
The door to the control room is guarded by a group of three stormtroopers. There is a second group of three stormtroopers patrolling the corridor beyond the control room. When the PCs encounter the stormtroopers, read or paraphrase the following:

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

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

THE ELEMENT OF SURPRISE

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



ENCOUNTER 5 CONTINUES ON THE NEXT PAGE

STORMTROOPERS



Skills (group only): Athletics (varies; $\color{yellow}\blacklozenge\color{yellow}\blacklozenge\color{yellow}\blacklozenge$ for a full group of 3, $\color{yellow}\blacklozenge\color{yellow}\blacklozenge$ for a group of 2, $\color{yellow}\blacklozenge\color{yellow}\blacklozenge$ for a single stormtrooper), Discipline (varies; as Athletics), Melee (varies; as Athletics), Ranged (Heavy) (varies; as Athletics)

Other commonly used skills: Cool 0 ($\color{green}\blacklozenge$); Vigilance 0 ($\color{green}\blacklozenge\color{green}\blacklozenge$)

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

Minion Rules: These stormtroopers use the minion group rules.

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

MINION GROUPS

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

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

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

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

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




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














DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

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

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

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

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

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

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



COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: LOCKDOWN

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

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

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

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

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

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

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

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

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

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

"WELL, THE SHORTEST PATH IS STRAIGHT THROUGH!"

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

"BACK INTO THE VENTS, TEAM!"

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

ONCE INSIDE

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

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

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

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

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

TWISTS OF FATE

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

COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: THE CHASE

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

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

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

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

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

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

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

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

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

GETTING THE VEHICLES STARTED

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

VEHICLE CHARACTERISTICS

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

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

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

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

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

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

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

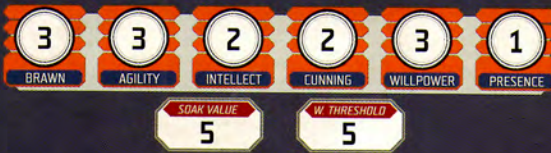
VEHICLE SCALE WEAPONS

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

ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

SCOUT TROOPER SPEEDER BIKE PILOT

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



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

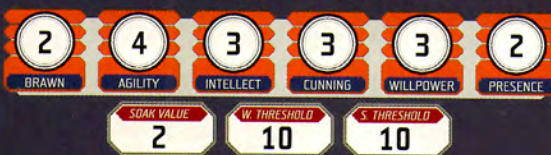
Equipment: Light blaster pistol (Skill: Ranged [Light] [◆◆◆◆]; Damage 5; Range [Medium]; ●●●●: inflict Critical Injury), scout trooper armor (+2 soak).

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

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

LIEUTENANT SAREV

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



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

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

ARATECH 74-ZB

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



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

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

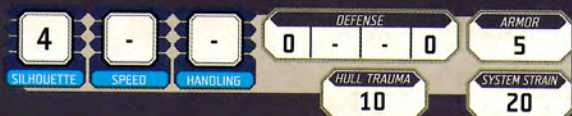
SLIGHTLY RUSTED AT-ST WALKER

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



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

COMM STATION



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

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



STARSHIP AND VEHICLE COMBAT

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

GUNNER

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

ENGINEER

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

PILOT

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

CLOSE RANGE

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

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

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

CHARACTERS ON SPEEDER BIKES

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

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

BRING IT DOWN!

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

COMPLETE ENCOUNTER 7 BEFORE MOVING ON



AFTER ENCOUNTER 7 ENDS

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

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

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

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

OTHER ENCOUNTERS AT THE BASE

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

BRIEFING ROOM

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

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

MESS HALL

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

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

TRAINING FACILITY

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

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

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

ARMORY

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

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

BARRACKS

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

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

CONTROL CENTER

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

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

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

LAUNCH PAD

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

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

THE NILOS

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

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

GARAGE

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

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

WRAP UP AND REWARDS

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

THE SPOILS OF WAR!

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

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

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

EXPERIENCE AWARDS

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

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

AWARDING EXPERIENCE POINTS

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

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

FURTHER ADVENTURES

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

MISSIONS ON ONDERON

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

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

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

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

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

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

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

THE STAR WARS GALAXY

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

A MYRIAD OF BATTLEFRONTS

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

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

VICTORIES GREAT AND SMALL

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

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

CONFLICT ON THE FRINGES

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

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

GM TIPS & ADVICE

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

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

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

DELEGATE!

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

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

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

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

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

TREAT THE OTHER PLAYERS LIKE ALLIES.

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

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



CRITICAL INJURIES

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

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



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



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



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



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



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



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

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ◆



Difficulty Die ◆



Challenge Die ◆



Boost Die ◆



Setback Die ■



Force Die ◆

SKILL CHECKS: DIFFICULTY

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

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