

STAR WARS[®] EDGE OF THE EMPIRE[™] BEGINNER GAME



READ THIS FIRST

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

WHAT IS A ROLEPLAYING GAME?

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

WHO ARE THE PLAYERS?

One player is the game master (GM). The game master takes the role of the setting and all the minor characters. He or she directs the plot of the story and controls the

antagonists. This player should take the Adventure Book.

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

EXAMPLE OF PLAY

Anne, Beth, Chris, Dave, and Ethan have gathered together to play the *Star Wars: EDGE OF THE EMPIRE ROLEPLAYING GAME*. Anne takes the role of the Game Master, or GM. Beth, Chris, Dave, and Ethan take the role of Player Characters, or PCs. Beth is playing Oskara, a deadly and devious Twi'lek bounty hunter. Chris is playing 41-VEX, a skilled and intelligent Droid colonist. Dave is playing Lowhrrick, a powerful and dangerous Wookiee hired gun, and Ethan is playing Pash, a dashing and daring human smuggler.

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

We join the group in mid-session, with Pash, Oskara, Lowhrrick, and 41-VEX on the run from a powerful crime boss. Seeking to avoid the crime boss's Gamorrean thugs, the PCs duck into a cantina and attempt to hide.

Continued within...



Anne (GM): The cantina is a darkened single room. At the far end of the room, at about medium range from the entrance, is a stage where a Twi'lek woman dances to pre-recorded music. There are booths along the walls and tables in the middle of the room, with a bar against the left hand wall staffed by a Devaronian. There seems to be some sort of storage closet behind the bar. You know the Gamorreans are right behind you; you'll have to hide quick. What do you do?

Ethan (Pash): I slip into a booth along one wall and hunker down so I can't be seen.

Chris (41-VEX): I'm not terribly stealthy. I'll shuffle into the storage closet and look for some way to bar the door.

Anne (GM): Okay. Ethan, that'll be an Easy Stealth check. Chris, there're some typical cleaning supplies and spare parts back there in the closet. You think you could find some way to bar the door with an Easy Mechanics check.

Ethan (Pash): (Ethan gathers his dice and rolls.) Success.

Chris (41-VEX): (Chris also gathers dice and rolls.) Success with a Triumph!

Anne (GM): Good rolls, both of you. Pash, you're hidden. Chris, you use the handle of a floor cleaner to jam the door shut. As you do, you happen to notice an Emergency Repair Kit just lying on the shelf in there.

Chris (41-VEX): It's so good to be a liberated droid. I'll take it.

Anne (GM): Great. What do the rest of you do?

Beth (Oskara): The dancing girl is a Twi'lek like me. I ask her to hide me—Twi'lek to Twi'lek.

Anne (GM): Make an Easy Charm check to convince her to let you backstage. You can take a Boost die on the check, since you're appealing to her Twi'lek to Twi'lek.

Beth (Oskara): Great—I knew I could count on her! (Beth gathers her dice and rolls.) Success, but with one threat.

Anne (GM): She seems reluctant, like she could get in trouble, but finally relents. "Okay, you can hide backstage in my dressing room, but don't let my boss find out or I'll be fired!" You feel guilty about it and suffer one Strain. That just leaves you, Dave. What do you do?

Dave (Lowhhrick): Well, I'd like to hide.

Anne (GM): And how would you like to do that?

Dave (Lowhhrick): I'm really good at Athletics. Is there a way I could use that skill here? Maybe by climbing up above the door? Are there rafters or something?

Anne (GM): Sure, there are a whole series of metal struts above the cantina floor where the extra alcohol appears to be stored. You can climb up there with an Easy Athletics check.

Dave (Lowhhrick): Great. I do that. (Dave gathers his dice and rolls.) Success with two Advantage. I'd like to spend that Advantage to take a free maneuver.

Anne (GM): Uh, okay. What would you like to do with that free maneuver?

Dave (Lowhhrick): I'd like to draw my vibro-axe.

Chris (41-VEX): Our objective is to hide from the Gamorreans, remember?

Dave (Lowhhrick): If they don't find us here, they'll just keep looking. And we still have to get our hands on that starship.

Beth (Oskara): If we're going to fight these guys eventually I'd rather do it from ambush. Can I draw my blaster, too?

Anne (GM): No time! Just as Lowhhrick settles into the support struts and draws his vibro-axe, four Gamorreans stomp into the cantina and peer around with their little pig-eyes in their fat pig-faces. You all rolled well and hid, so they don't seem to see you and turn to go.

HOW TO USE THE MAPS AND CHARACTER TOKENS



The maps and character tokens included in the *Star Wars: EDGE OF THE EMPIRE BEGINNER GAME* can be used as optional game aids to enhance your narrative play experience. The character tokens can be used to represent the approximate locations of the heroes and villains in important and exciting scenes of the adventure, by placing them directly onto the map. You can also draw your own maps, improvise using soda cans, books, and anything else that might be at hand, or forego maps entirely, whichever suits your playstyle the best.

Dave (Lowhrick): Let's get 'em. You guys blast them before I get stuck in and spoil your shot.

Ethan (Pash): Alright, fine, let's do it.

Anne (GM): Time to roll initiative, then. Since you're the ambushers, you can all roll Cool for initiative. The Gamorreans will roll Vigilance. (Everyone rolls and reports his or her score. All of the results combine to create the initiative order.) Alright, there'll be 3 PC slots, then the Gamorreans will act, then the last PC. Who'd like to go first?

Beth (Oskara): I will. For my free maneuver I draw my blaster. I say "Sorry about this" to the dancer and blast the first Gamorrean as my action.

Anne (GM): You're at Medium range so it's an Average difficulty shot.

Beth (Oskara): We're catching them totally by surprise. Should I get a Boost die for that?

Anne (GM): Good point. Go ahead and add a Boost die.

Beth (Oskara): (Beth gathers her dice and rolls, she rolls well.) Woo! A solid hit; looks like I deal 12 damage total—but I've got two Threat.

Anne (GM): The Gamorrean has 4 soak, so he suffers 8 wounds—that's enough to take him down. With the Threat, I'm going to grant one of the Gamorreans a free maneuver. The dancer screams and pushes past you as she ducks into the dressing room. She's distracted you briefly and when you glance back at the Gamorreans, one of them is already halfway across the cantina running towards you...



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

ESCAPE FROM MOS SHUUTA

It is a period of unrest and opportunity in the galaxy. The Galactic Empire struggles to maintain control in the midst of civil war. Meanwhile, scoundrels and smugglers, explorers and expatriates, and fringers of all types scramble for a living on the edges of galactic civilization. It is a hard life, but these renegades have more freedom and opportunity than any citizen of the Core Worlds.

On the desert world of TATOOINE, a few such renegades have run afoul of a local crime boss, TEEMO THE HUTT. Trapped in the tiny spaceport of Mos Shuuta, the renegades have no choice but to steal a starship and flee Teemo's forces. Fortunately, a suitable starship has recently docked at the landing bay: a freighter called the KRAYT FANG, captained by a Trandoshan slaver named Trex. As they flee through the suns-baked streets, the renegades duck into the local cantina to hide from their pursuers...