STAR WARS®

EDGE OF THE EMPIRE™

BEGINNER GAME

AN INTRODUCTION TO ROLEPLAYING
FOR 3-5 PLAYERS

STAR WARS®
ROLEPLAYING

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 Lowhhrick, 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, Lowhhrick, 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 (Lowhhrick): 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...

STAR WARS®

EDGE OF THE EMPIRE™

BEGINNER GAME



READ THIS SECOND

ADVENTURE BOOK

STAR WARS® ROLEPLAYING

CREDITS

BEGINNER GAME WRITING AND DEVELOPMENT

Daniel Lovat Clark with Chris Gerber

BASED ON

The *Star Wars*: **Edge of the Empire Roleplaying Game** designed by Jay Little with Sam Stewart, Andrew Fischer, and Tim Flanders

PRODUCER

Chris Gerber

EDITING AND PROOFREADING

David Johnson and Jay Little with Andrew Fischer and Sam Stewart

GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck with Shaun Boyke, Taylor Ingvarsson, Brian Schomburg, and Michael Silsby

COVER ART

J.P. Targete

INTERIOR ART

Even Amundsen, Jacob Atienza, Tiziano Baracchi, Ryan Barger, Matt Bradbury, Caravan Studio, Sidharth Chaturvedi, Alexandre Dainche, Christina Davis, Sacha Diener, Fine Molds, Tony Foti, Ian Fullwood, Clark Huggins, Jeff Lee Johnson, Adam Lane, Ralph McQuarrie, Mark Molnar, Jacob Murray, David Nash, Mike Nash, Andrew Olson, R.J. Palmer, Anthony Palumbo, Aaron Panagos, Jim Pavelec, Francisco Rico, Alexandru Sabo, Nicholas Stohlman, Chase Toole, Alex Tooth, Magali Villeneuve, Stephen Youll, Timothy Ben Zweifel, and the Lucasfilm art archives

MANAGING ART DIRECTOR

Andrew Navaro

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGEMENT

Eric Knight

LICENSING & DEVELOPMENT COORDINATOR

Deb Beck

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Chris Beck, Deb Beck, Bryan Bornmueller, John Britton, Emily Callan, Andy Christensen, Rene "Wafflefry" DeDon, Matt Devries, J9 Duncan, Michael Gernes, Nick Glover, Patrick John Haggerty, Eric "Smuggins" Hanson, Tim Huckelbery, Brian "Bajanator" Johnson, Kalar Komarec, Rob Kouba, Dustin Kuntz, Caitlin Ledbetter, Joyce Ledbetter, Michael "Memnoth" Ledbetter, Michelle "Minniyar" Ledbetter, Lukas Litzsinger, Jason McCord, Carl Meyer, Nate Miller, Mercedes Opheim, Zoë Robinson, Adam Sadler, Bryan Sanchez, Gabriella Sanchez, Brian Schomburg, Amy "Hannah Shot First" Stomberg, Jeremy Stomberg, Dominic Tauer, Zach Tewalthomas, James Voelker, Jason Walden, John Wheeler

LUCAS LICENSING

DIRECTOR OF PUBLISHING

Carol Roeder

SENIOR EDITOR

Jennifer Heddle

CONTINUITY DATABASE ADMINISTRATOR

Leland Chee

FANTASY FLIGHT GAMES

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

Copyright © 2012 by Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization. Fantasy Flight Games and Fantasy Flight Supply are trademarks of Fantasy Flight Publishing, Inc. The FFG Logo is a registered trademark of Fantasy Flight Publishing, Inc.

ISBN: 978-1-61661-593-2 Product Code: SWE01 Print ID: 1528DEC12

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

www.FantasyFlightGames.com



WELCOME TO THE *STAR WARS* BEGINNER GAME!

You are about to embark upon an exciting journey through the *Star Wars* universe, living by your wits and your skill with a blaster, one step ahead of the Empire and the worst examples of the criminal element. The *Star Wars*: **Edge of the Empire 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 *Star Wars*: **Edge of the Empire 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. Each player takes on the role of characters in the fictional universe - in this case, the *Star Wars* universe. Players work together to tell a story in which those characters work together to overcome challenges, do battle with dangerous enemies, and maybe even make a little profit on the side. 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 and game rules dictating his or her strengths and weaknesses, and use the custom dice to determine their chances of success or failure at any given task.

BEFORE YOU BEGIN

The *Star Wars*: **Edge of the Empire Beginner Game** is designed for 3-5 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 every character in the galaxy 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 2-4 players take on the role 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 you succeed or fail. Characters controlled by hero players are called Player Characters, or PCs.

GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, CHOOSE A HERO CHARACTER PORTFOLIO 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

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

A MAP

The 4-fold map features 4 distinct map images: a map of the *Krayt Fang* in its hangar bay on one side, a map of the streets of Mos Shuuta on the reverse, and maps of the Cantina and traffic control center on the same side as the streets.



CHARACTER FOLIOS

Each one contains everything needed for one hero player.





DESTINY TOKENS

Dual-sided Dark Side of the Force and Light Side of the Force destiny tokens are used to create the Destiny pool.





THE RULEBOOK

The rulebook describes all of the *Star Wars*: **Edge of the Empire Beginner Game** rules. It's best to play though 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 *Star Wars*: **Edge of the Empire Beginner Game** includes fourteen custom dice used to resolve skill checks and generate random results.



CHARACTER TOKENS

These cardboard tokens represent the aliens, enemies, 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, scratch paper.



STAR WARS: EDGE OF THE EMPIRE

The *Star Wars*: **Edge of the Empire Beginner Game** is a complete, stand-alone product and contains everything 3-5 players need to roleplay on the edge of the Empire. Players can enjoy many hours of entertainment with the contents of this box, first by playing the included adventure and then by inventing their own adventures.

For players who are ready for a more complex, in-depth roleplaying experience, the *Star Wars*: **Edge of the Empire** core rulebook is also available. 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. Players who have experience with the Beginner Game will find that the two games have a great deal in common, and in fact players who have played through the adventure in this book will very quickly and easily learn the rules included in the *Star Wars*: **Edge of the Empire** core rulebook.

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 *Star Wars*: **Edge of the Empire Beginner Game** is a simpler and easier-to-learn version of the *Star Wars*: **Edge of the Empire** core rules.

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 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 this:

> 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 will have instructions for when to read it aloud. Often, it should be read as soon as the scene begins - as the heroes step into the Cantina, or when the crime-lord's thugs catch sight of them. Other times it will be in response to PC action, such as when they open a door or if they succeed at a skill check.

THE PLAYER CHARACTERS

There are four player characters: 41-VEX the Droid Colonist, Lowhhrick the Wookiee Hired Gun, Oskara the Twi'lek Bounty Hunter, and Pash the Human Smuggler. Depending on the hero players in your game, not all of these PCs are necessarily present.

RULES TEXT

Another common page element is a sidebar like this one.

Sidebars like this 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 a rules sidebar like this. Although new rules are introduced the first time the players are expected to use them, they remain in effect throughout the adventure. 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 may be other sidebars like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. Other times they provide advice. These sidebars often include characteristics for NPCs that are used in the encounter.



WELCOME TO MOS SHUUTA

This adventure takes place in Mos Shuuta, a small city on the desert world of Tatooine. Mos Shuuta is situated on the top of a tall, rocky bluff, with nothing but endless desert in every direction around it. As the story begins, the PCs are attempting to escape the servants of the ruler of Mos Shuuta, Teemo the Hutt. Each of the PCs is in trouble with Teemo the Hutt for one reason or another, as explained in their character folios. The only way to get off the planet and escape Teemo the Hutt is to steal a ship and fly to safety. Fortunately, they'll get a chance to do exactly that, by stealing a ship called the *Krayt Fang* from a Trandoshan named Trex.

Hopefully, the PCs won't attempt to climb down the rocky cliff or otherwise leave Mos Shuuta without stealing a ship. If they try, explain that the cliff is very sheer and the only entrance or exit that isn't the spaceport is very heavily guarded.

THE MAP

The adventure map is broken into several sections. The map includes the stony bluff of Mos Shuuta, the Mos Shuuta Cantina, the Command Center, and the *Krayt Fang* in its landing bay.

The Mos Shuuta 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 may find there and how visiting that location may help them in their mission to escape from Tatooine. The PCs are expected to start in the cantina (page 8), then visit the junk shop (page 14), spaceport control (page 17), and landing bay Aurek (page 24). The other locations in Mos Shuuta are briefly described on page 28.

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 may have to improvise the transitions. These transitions can be as simple as "You all walk from the cantina to the junk shop," 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 *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 Mos Shuuta can also be placed in between all players (with its street side showing), so everyone can easily see where the action is taking place. Each hero player should find his character token from amongst the available cardboard character tokens and keep it near his character folio; he may wish to use it to represent his character on the game map later during a fight scene! 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!)

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...

AFTER READING THE OPENING CRAWL...

Each hero now suffers 2 strain to represent his or her exhaustion from running through the desert heat of Tatooine. Instruct each hero player to mark 2 strain in the appropriate place on his or her character sheet. If a character ever suffers more strain than his or her strain threshold, the character collapses unconscious. The PCs will have opportunities to recover strain in the future.

The adventure has now begun! Proceed to Encounter 1 and flip the map to show the interior of the cantina.



ENCOUNTER 1: ON THE RUN

In this encounter, the PCs rush into the cantina moments ahead of Teemo the Hutt's Gamorrean goons. They have an opportunity to hide themselves before the goons arrive.

As the PCs enter the cantina, read or paraphrase the following aloud:

> You step down a short flight of stairs into the cantina's shadowy common room, the cool air a blessed relief from the scorching heat of Tatooine. The Devaronian bartender pauses in his chores to stare at you, his devilish features intimidating. On a stage against the far wall, a Twi'lek woman dances to recorded music. Private booths line the walls, and the cantina floor is scattered with tables and chairs. A few patrons turn in their seats to stare at you. The only other exits you see from the room are what looks to be a storage closet in one corner and a doorway behind the Twi'lek dancer. The arched roof above you is supported by thick, heavy struts. You only have a few moments to find a hiding place before Teemo's thugs arrive. What do you do?

Each PC has one chance to hide himself or herself before the goons come in the front door. Doing so is a skill check, and 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 in a booth, or under a table, or in the shadows of the cantina, then the skill check is a Stealth check. But there are other things the PCs may try, such as:

- Convince the Twi'lek dancing girl to let the PC backstage. (Charm or Coerce)
- Stepping into the storage closet and jamming the lock. (Mechanics)
- Climbing up into the support struts where the extra booze is stored. (Athletics)
- Getting behind the bar and pretending to be a bartender. (Deceit)
- Sitting down at the bar as if nothing was wrong, because only a madman would do that. (Cool)



Once each hero player makes his or her choice, that player should construct a dice pool and roll his or her skill check. (Each hero player will 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) does the following:

1. Collect a pool of dice - the dice listed on his 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, 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:

- Roll a pool of dice.
- Failure ▼ symbols cancel Success ✲ symbols.
- 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 - called 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 purple Difficulty dice ◆ to the pool based on the difficulty of the check. **In this case, the check is Easy, and the GM adds a single purple Difficulty die ◆.**

When 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, even-better version of a Success ✲ symbol. It is discussed it in more detail later; for now, simply treat it as a Success ✲ symbol.

SUCCESS, OR FAILURE?

If there are more Success ✲ symbols than Failure ➤ symbols, then 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 the Failure ➤ symbols, there are any Success ✲ symbols remaining, the task succeeds. (Extra Failure ➤ symbols are wasted.)

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. 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 above. If there are Advantage symbols remaining once this is done, then something beneficial for the active character has occurred. If there are Threat symbols remaining, 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 is always available to the active character; other options will be discussed later.

AFTER EACH HERO PLAYER HAS ROLLED...

If all of the PCs hide successfully, read the following aloud:

> Moments after you hide yourselves, a small troupe of pig-like Gamorreans carrying heavy, bone-breaking clubs steps through the door - Teemo's enforcers! They blink their beady little eyes in the gloom, peering about. Then, seeing nothing of interest, they grunt and whine in their primitive language and turn to go. You know they'll keep looking for you until you take them out. With their backs turned, this is the perfect moment to strike!

Continue to Encounter 2.

If any of the PCs fail, read the following aloud:

> Moments after you hide yourselves, a small troupe of pig-like Gamorreans carrying heavy bone-breaking clubs steps through the door - Teemo's enforcers! They blink their beady little eyes in the gloom, peering about - and then one lets loose a piercing shriek! You are spotted! Things are about to get violent.

Continue to Encounter 2.

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: A GANG OF GAMORREANS

In this encounter, a fight breaks out between the PCs and a group of Gamorreans in the employ of Teemo the Hutt. If the PCs were all successful in their attempts to hide during Encounter 1, then the PCs have an advantage over the Gamorreans.

There are as many Gamorreans as there are PCs. The Gamorreans are clustered by the door, engaged with one another; they are at short range from the bar and medium range from the far side of the room. The PCs should note where they are on the cantina map, based on their actions during Encounter 1.

IT IS TIME TO BEGIN COMBAT

Combat follows the following steps:

1. **Determine Initiative** - in this case, based on whether or not the heroes hid.
2. **Participants Take Turns** - each character takes one turn; PCs can choose what order they act in.
3. **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, all hero players and NPCs need to determine in what order the characters will take their turns. This is called the initiative order. In most cases this calls for a skill check from each participant, but in this case the initiative order will be fixed based on whether the heroes successfully hid from the Gamorreans or not. Note that each initiative slot is claimed by a team (PCs or NPCs), not by an individual character, and the **PCs can choose in what order they use their teams' slots**.

If the heroes hid successfully:	**If at least one hero failed:**
1st PC	1st PC
2nd PC	NPCs
3rd PC	2nd PC
NPCs	3rd PC
4th PC	4th PC

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

GAMORREAN THUGS

Brawn 3	**Cunning** 1	**Presence** 1
Agility 2	**Intellect** 1	**Willpower** 1

Dice Pools: Melee - [ability][ability][proficiency]

Soak: 3 **Wound Threshold:** 6
Strain Threshold: – (Suffers wounds instead)

Equipment: Cudgel (Skill: Melee [ability][ability][proficiency]; Range: Engaged; Damage 5; [triumph][triumph][triumph][triumph]: inflict Critical Injury)

Note that since the Gamorrean thugs have no strain threshold, whenever they would suffer strain they 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 will take one turn. Beginning with the first result in the initiative order, one member of that team (PC or NPC) will take his entire turn, then the round will progress to the next entry on the initiative order. **Each PC can use any PC initiative slot**, but each PC can only take one turn per round. PCs can choose who will act as each initiative slot is reached in the initiative order; they don't have to choose beforehand. They can also act in one order on one round, and a different order on 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 Gamorrean thugs) 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 all characters have taken a turn, a new round may begin.

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:

- Perform an attack with an equipped weapon.
- Use a skill.
- Perform a second maneuver.

POSSIBLE MANEUVERS INCLUDE:

- Move to a new location within short range, or move between range bands (engaged to short, short to medium).
- Ready or stow a weapon or other item (such as a stimpack).
- Use a stimpack.
- Open or close a door, flip a table over to provide cover, or otherwise interact with the environment.
- Aim - gain a Boost die ▢ on your next attack.
- Take cover - attackers suffer a Setback die ■ on their attacks against you until you leave cover or the situation changes such that you don't have cover anymore.

ONLY ONE MANEUVER?

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

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

Noncombatants, like the bartender, the dancing girl, and the other patrons, don't do anything important during the battle. They run for cover and generally keep out of the way; there's no need to track their activities.

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 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. 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 is in cover.

ENCOUNTER 2 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

In the *Star Wars*: **Edge of the Empire Beginner Game**, range and distance are handled abstractly with a system of range bands. There are four range bands and a special condition known as engaged. In order from closest to furthest:

Engaged: Characters are close enough to touch.

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 cantina.

Medium range: Opposite sides of a room. An average shot with a blaster. Still close enough to be easily 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 2 maneuvers to move from medium range to long range. In this encounter, medium range spans from one side of the cantina to the other side.

There are 2 other range bands – **Long range** and **Extreme range** – that aren't important here, because the cantina is relatively small.

You can use character tokens to roughly indicate where each character is on the map, and to estimate ranges between characters. Since the system is abstract, rough estimates are normally all that is required.

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

The most common action performed by characters during a battle is to perform an attack with an equipped weapon against a target in range. First the attacker should compare the range to his target against the listed range for his weapon. If the target is too far away, the attacker will have to move closer, choose a different target for the attack, or do something else with his action.

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

The difficulty of the 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 ◆.

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

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

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

Characters who use the aim maneuver may also add Boost dice □ to the attack's dice pool. Characters who are in cover may 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 is a hit and it 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 on the attack. For example, if Pash 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 example, if Pash shoots a Gamorrean thug for 7 damage, the thug 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 wounds exceeds his wound threshold, he is defeated and knocked unconscious.** He suffers an immediate Critical Injury and remains unconscious until healed by another character. NPCs who are defeated normally die outright, unless the plot calls for them to survive.

ADVANTAGE

Characters may spend Advantage to do several things. In general, the active player chooses how to spend his 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 (still only 2 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 a different amount of Advantage, as 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 suffer 1 strain.
- Spend 2 Threat to allow the target of the attack to immediately perform a bonus maneuver (even though it's not his 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, Triumph symbols still count as a Success symbol and make an attack more likely to hit or deal more damage. In addition, a Triumph symbol can be used to inflict 1 Critical Injury on the target, if the attack is successful, or trigger any effect that Advantage symbols could trigger.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

If the PCs win:

The Gamorreans are defeated! The silence that follows is broken by slow, unamused applause. The Devaronian bartender approaches and laughs a brittle little laugh. "I guess you're folks who need to get off the planet in a hurry. The good news for you is that I happen to know that there's a freighter in Landing Bay Aurek right now. The bad news is that its captain, Trex, is an associate of the Hutt's and won't just let you on. The other bad news is that the reason I know it's still in the landing bay is that it has a broken hypermatter reactor igniter and won't be flying anywhere until it gets a new one installed. I bet Vorn over at the junk shop has one." Then he points at the door. "Now get out of my cantina."

If the Gamorreans win:

A Gamorrean cudgel swings for your head, and then...blackness! You awaken sometime later with a groan to find the Devaronian bartender standing over you holding a now-empty stimpack. From the aches and bruises all over your body, you estimate that the Gamorreans kicked you in the ribs until they got bored, then wandered off. "Teemo must not want you dead, but it's still not healthy to stay in Mos Shuuta," says the bartender. "The good news for you is that I happen to know that there's a freighter in Landing Bay Aurek right now. The bad news is that its captain, Trex, is an associate of the Hutt's and won't just let you on. The other bad news is that the reason I know it's still in the landing bay is that it has a broken hypermatter reactor igniter and won't be flying anywhere until it gets a new one installed. I bet Vorn over at the junk shop has one." Then he points at the door. "Now get out of my cantina."

RECOVERING STRAIN AT THE END OF AN ENCOUNTER

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

COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: THE JUNK SHOP

In this encounter, the PCs must deal with an irritable junk shop owner named Vorn to secure a needed starship component - the hypermatter reactor igniter (HMRI). They can't simply purchase the item, as Vorn has already promised it to someone else. The PCs will have to convince the shopkeeper to part with it somehow. PCs may use their various social skills to talk Vorn into letting them have the item, or can simply steal it by stealth or by force.

When the PCs arrive at the junk shop, read or paraphrase the following aloud:

> The junk shop is immediately obvious by the scrapyard adjoining the low pourstone building. As you step inside, you see a hunched old human male lurking behind a low counter covered with disassembled droid and machine parts. The man glances up at you, then turns to a garbage can-shaped R5 droid standing at his side. He kicks the droid and shrieks "You're supposed to tell me when I have customers, you bucket of bolts! Go outside and finish stripping that speeder bike wreck." The droid trundles off with a surly "boooop" and the man turns to you. "Welcome, customers! As you can see," he points at the racks and shelves and enormous buckets full of scrap metal and parts, "I have anything you could want...for the right price."

The characters may now talk to Vorn, ask him questions, and generally try to convince him to part with his HMRI. The GM plays the role of Vorn and responds to their questions and statements as Vorn would. Vorn is reluctant to sell the starship part because he's already agreed to sell it to Trex (the Trandoshan captain of the freighter the PCs are hoping to steal) for 500 credits. He won't be talked into parting with it for less than that. Some of the questions the PCs may ask, or strategies they may try, are noted below, along with Vorn's response.

VORN TEL-OVIS, HUMAN MALE SHOP OWNER

Brawn 2	**Cunning** 3	**Presence** 3
Agility 2	**Intellect** 2	**Willpower** 2

Skills: Discipline 1 (◆●), Knowledge 1 (◆●), Mechanics 1 (◆●), Negotiation 1 (◆◆●), Ranged (Light) 0 (◆◆), Vigilance 1 (◆●)

Soak: 3 **Wound Threshold:** 10
Strain Threshold: – (Suffers wounds instead)

Equipment: Hold Out Blaster (Skill: Ranged (Light) [◆◆]; Range: Short; Damage 5; ❍❍❍❍: inflict 1 Critical Injury).

Heavy clothing. 1 stimpack. 1 emergency repair kit.

CAN WE BUY A HYPERMATTER REACTOR IGNITER FROM YOU?

> "No. I only have one, and it's already promised to Captain Trex of the *Krayt Fang*."

CAN YOU TELL US MORE ABOUT CAPTAIN TREX OR THE *KRAYT FANG*?

> "Trex is a Trandoshan bounty hunter who stops over in Mos Shuuta a few times a year. His ship, the *Krayt Fang*, is a beat-up old YT-1300 light freighter. A fine ship, if you can keep her running."

CAN WE PAY YOU MORE THAN TREX IS OFFERING TO BUY THE PART?

Vorn is happy to sell the part for more than Trex is offering, since he always wants to make more money. If the PCs choose this option, they'll have to choose one PC to make an opposed Negotiate check vs. Vorn's Negotiate (◆◆◆●). (Opposed checks are discussed in detail on page 15.) If they succeed, they negotiate a good price, and Vorn asks only 600 credits. If they fail, Vorn gouges them on the price, and asks 750 credits.

WE REPRESENT TREX. HE SENT US TO BUY THE PART FROM YOU.

Lying to Vorn is certainly possible. If the PCs choose this option, they'll have to choose one PC to make an opposed Deceit check vs. Vorn's Discipline (◆●). (Opposed checks are discussed in detail on page 15.)

WOULDN'T YOU RATHER SELL THE PART TO US THAN TO TREX, BECAUSE WE'RE SO LIKABLE AND HE'S A BAD MAN?

Buttering up Vorn isn't very effective, but it's worth a try. If the PCs choose this option, they'll have to choose one PC to make an opposed Charm check vs. Vorn's Discipline (◆●). (Opposed checks are discussed in detail on page 15.) However, because Vorn is generally ill-natured, the attempt will suffer a Setback die ■.

SELL/GIVE US THE PART OR WE WILL HURT YOU.

Intimidating Vorn can work, although he's more likely to agree to sell the piece than he is to just give it over. If the PCs choose this option, they'll have to choose one PC to make an opposed Coerce check vs. Vorn's Discipline (◆●). (Opposed checks are discussed in detail on page 15.)

HOW DO WE KNOW THE PART IS EVEN ANY GOOD? YOU'D BETTER SHOW IT TO US.

This is clever, and Vorn will show them the part. This makes any attempt to steal it later much easier, since the PCs know what they're looking for and where it's kept.

OPPOSED CHECKS

Dealing with Vorn 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 Negotiate vs. Negotiate example above, or the Athletics vs. Athletics check two wrestlers would make. Other times, one skill is opposed to a different skill, such as the Deceit vs. Discipline example above.

When making an opposed check, the active character (the one making the check; in this case a PC) 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 dice pool. For every yellow Proficiency die in the rival character's dice pool, a red Challenge die is added to the 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. 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 or Despair symbols could reflect something bad happening to the active character, or something good happening to the rival character, at the GM's discretion.

YOU WERE PRETTY MEAN TO THAT DROID.

"That droid is a lazy good-for-nothing. It hates me almost as much as I hate it. But we're stuck with each other."

GETTING HELP FROM THE R5 UNIT.

The R5 unit, R5-K3, is afflicted with the bad attitude common to its model and hates its master Vorn Tel-Ovis. If the PCs go outside into the junkyard and talk to it, it will be happy to go inside, steal the HMRI, and bring it to them. All the PCs have to do is keep Vorn distracted (which can be as simple as engaging him in conversation, or creating a disturbance in the shop).

STEALING THE PART.

There are two basic strategies the PCs can use here: stealth and violence. If the PCs use stealth, then pilfering the item without Vorn noticing will require an opposed Skulduggery check vs. Vorn's Vigilance ( ). If the PCs choose violence, then they must begin a combat encounter against Vorn. Vorn will not be expecting a fight, and he will go last in the initiative order. (So the initiative order will be PC, PC, PC, PC, NPC.) His droid simply flees from combat.

WHAT ELSE HAVE YOU GOT FOR SALE?

The PCs may wish to purchase something else from Vorn. He doesn't have any weapons or armor for sale, but the PCs may purchase stimpacks or emergency repair kits from him for 25 credits each. Vorn has only 4 stimpacks and 3 emergency repair kits on-hand.



ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

BOOST DICE & 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 ■ may be added to a dice pool, and this is a good time to learn more about it.

Characters may add a Boost die ■ for any of the following:

- Offering Vorn a chance to make more money.
- Distracting Vorn so he cannot focus on the negotiation (or the theft).
- Joining in on badmouthing droids.

In short, any circumstantial benefit that applies on any check may offer a Boost die ■ to the active character.

Characters may suffer Setback dice ■ for any of the following:

- Being a droid (such as 41-VEX) or sticking up for droids.
- Offering Vorn less money.
- Insulting Vorn.

In short, any circumstantial hindrance that applies on any check may inflict a Setback die ■ on the active character.

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 opposite number of Proficiency dice ⬢. In opposed checks, they appear when the rival 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, it 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 may be a weapon jamming or running out of ammunition. In this case, a Despair ▽ symbol on a check means that the active character accidentally knocks over a valuable repulsorlift drive array, damaging it. Vorn insists the PC immediately pay for damages - 50 credits.



WE'VE GOT IT!

When the PCs have the hypermatter reactor igniter, it is time for them to proceed to spaceport control and disable the docking clamps holding the *Krayt Fang* in place. Proceed to Encounter 4.

COMPLETE ENCOUNTER 3 BEFORE MOVING ON



ENCOUNTER 4: COMMAND & CONTROL

During this encounter, the PCs must gain access to the spaceport control facility and release the docking clamps holding the *Krayt Fang* in place. This will require them either sneaking, talking, or fighting their way past the guards outside, and then gaining access to the computers within. If the PCs are clumsy or trigger-happy, they may have another fight inside spaceport control.

Read or paraphrase the following aloud as the PCs approach spaceport control:

> The spaceport control facility is a low, squat building clinging to the edge of the Mos Shuuta bluff. The front entrance stands open, but a pair of spaceport security droids stand at attention. If you're going to get off Tatooine, you need to disable the docking clamps holding the *Krayt Fang* in its landing bay, and you can only do that inside spaceport control. You'll have to either get past those droids somehow, or find another way in.

The two droids will deny the PCs access to the building, but won't attack unless the PCs try to go in anyway or attack the droids. The PCs have three basic choices for how to proceed.

TALK THEIR WAY PAST THE GUARDS.

To do this, the PCs will have to come up with some sort of reason for the guards to let them through, then pass an opposed Deceit or Coerce check vs. the droids' Discipline (◆). If the story the PCs come up with sounds plausible, reward them with a Boost die □ on the check. If it's very unlikely, give them a Setback die ■. If the PCs fail, the droids tell them to move along. The PCs can try another way in or try a new story. Each time they try a new story to convince the droids, they suffer an additional Setback die ■ as the droids' suspicion programming is activated.

FIND ANOTHER ENTRANCE AND SNEAK IN.

There's a side entrance the PCs can find if they go looking, and no one will stop them if they walk up to it. The door is locked, but the PCs can open it by using Skulduggery (to trigger the physical locking mechanism) or Computers (to fake a valid access code). This check is **Average (◆◆)**. If the PCs fail, they must find another way in. If they succeed, they find themselves in a small conference room off the main chamber.

FIGHT!

The PCs can simply attack the guards and fight their way in. If they do this, however, the guards inside the facility will also be on high alert and they will likely have to fight inside as well. The guards are not expecting a fight; each guard 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

SPACEPORT SECURITY DROIDS

Brawn 2	**Cunning** 2	**Presence** 1
Agility 2	**Intellect** 1	**Willpower** 1

Skills: Cool 0 (◆), Discipline 1 (⬢), Perception 0 (◆◆), Ranged (Light) 3 (◆⬢⬢), Vigilance 0 (◆)

Soak: 3 **Wound Threshold:** 8
Strain Threshold: – (Suffers wounds instead)

Equipment: Built-in Blaster Pistol (Skill: Ranged (Light) [◆⬢⬢]; Range: Medium; Damage 6; ❍❍❍: inflict 1 Critical Injury)

OVERSEER BRYNN

Brawn 2	**Cunning** 3	**Presence** 3
Agility 2	**Intellect** 2	**Willpower** 2

Skills: Cool 1 (◆◆⬢), Discipline 1 (◆⬢), Perception 1 (◆◆⬢), Ranged (Light) 1 (◆⬢), Vigilance 0 (◆◆)

Soak: 2 **Wound Threshold:** 10
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Skill: Ranged (Light) [◆⬢]; Range: Medium, Damage 6; ❍❍❍: inflict 1 Critical Injury), comlink.

EXPANDED RULES: DETERMINE INITIATIVE

Initiative order is normally determined by means of a skill check performed by all participants. Characters make a **Cool** check if they were expecting a fight. If they were not expecting a fight, they make 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 may wish to write this down on some scratch paper.)

The GM should now have a list of initiative checks, 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 **each PC can act on any PC slot** - it doesn't matter who rolled what value, the initiative slots belong to the team, not an individual (The same is true for NPCs).

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 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 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 or 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 at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, find 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 breathable atmosphere.

ONCE INSIDE

When they get inside, the PCs find themselves in a tasteful antechamber, with several seats for visitors and a few sickly-looking potted plants. The spaceport control proper is down either of two short corridors. When the PCs venture down a corridor, read or paraphrase the following aloud:

> You step through the doorway into a large chamber, crowded with computer equipment and centered around a large holo display showing a plot of the local aerospace. Standing in front of the display with her arms folded behind her back is a human woman. She appears to be in charge and, as you watch, she speaks into a headset in a formal, commanding tone: "Imperial shuttle Lambda-11238, this is Overseer Brynn with spaceport control. You are cleared for landing. Welcome to Mos Shuuta." A half-dozen technicians of different species work at consoles and two security droids stand near the doorway. Your attention is pulled to the floor-to-ceiling transparisteel windows against the far wall, looking out over the desert of Tatooine, where an Imperial shuttle is coming in for a landing.

If the PCs have already fought their way through the droids outside, then the droids inside will immediately attack them and Overseer Brynn joins in – roll for initiative and begin combat. (Both teams should use Vigilance in this case.) Otherwise, the PCs have similar options as before.

CONVINCE OVERSEER BRYNN TO UNLOCK THE DOCKING CLAMPS

Overseer Brynn is a little more clever than the droids outside, but the PCs can still attempt to talk her into opening the clamps with a clever story and a Charm, Coerce, or Deceit check opposed by Brynn's Discipline (◆●). If they fail, Overseer Brynn tells them to leave. If they don't, the droids attack. See "Fight!" above.

SLICE THE COMPUTERS AND DO IT THEMSELVES

No one's paying attention to the PCs, so they can simply walk up to the closest computer console, gain illicit access, and release the docking clamps themselves. This is an **Average** (◆◆) **Computers check**. If they generate any Threat ⚙ symbols, a small alarm is triggered and Overseer Brynn asks them what they think they're doing. The PCs will have to think quickly to convince her that they're harmless and should be let go! See "Convince Overseer Brynn" above, but add a Setback die ■ to any check. Or the PCs can just run away - no one pursues. If the PCs fail on the Computers check, they will have to somehow force Overseer Brynn or one of the other spaceport technicians to disengage the clamps (see "Convince Overseer Brynn" above, and perhaps "Fight!" as well).

EXPANDED RULES: RANGE

Now that the characters are outside the confines of the cantina, combat may occur at a longer range on the streets of Mos Shuuta.

Long range: Down the street. A hard shot with a blaster; a blaster pistol cannot make the shot at all. Characters must shout to be heard clearly and it may be hard to see details. It takes 2 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. Characters cannot hear one another even if they shout. Only some sniper rifles or vehicle-mounted weapons can shoot this far. It takes 2 maneuvers to move from extreme range to long range.

FIGHT!

Once both droids are defeated, Overseer Brynn surrenders and agrees to help the PCs. If Overseer Brynn is killed, then the PCs can release the docking clamps at the central command console without having to make a skill check.

Once the docking clamps have been disengaged, the PCs can leave. Proceed to the Interlude.



COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

Up until now, the adventure has been deliberately very linear to help teach the game and to ensure that the critical plot elements were put in place. But now the PCs have accomplished the majority of their goals and can steal the *Krayt Fang* and fly away at any time. They may wish to explore Mos Shuuta a bit first, or see what's up with the Imperial shuttle that just landed. They may wish to come up with some creative way to get Trex off his ship so it'll be easier to steal. Or they may wish to proceed directly to Landing Bay Aurek and secure their new ship, flying off into the double sunset.

But first, 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 will be awarded experience points 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 (secured everything necessary to steal the ship and escape), 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 smugglers, bounty hunters, and renegades. 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 token in the Destiny pool with its white side showing. For each black pip rolled, place a Destiny token in the Destiny pool with its black side showing. The Destiny pool is a collection of Destiny 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 of his Ability dice ◆ 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 of the Difficulty dice ◆ to a Challenge die ⬢. When the hero players do this, they spend 1 light Destiny by flipping a Destiny token from its light side to its dark side. When the GM does this, he spends 1 dark Destiny and does the opposite. If there are no Destiny tokens showing the correct face, that player cannot spend Destiny points until some have been flipped.

NEXT STEPS

- If the PCs want to explore the rest of Mos Shuuta before moving on, flip to the "Other Encounters in Mos Shuuta" section on page 28. If they spend a lot of time exploring and don't take any precautions against being discovered by their pursuers, then another troupe of Gamorreans or a squad of stormtroopers may catch up with them – refer to Encounter 2 or Encounter 5 for guidelines as to how to run those encounters.

- If the PCs want to investigate the arrival of an Imperial shuttle, then they will shortly find themselves confronted with a squad of stormtroopers looking for them! Proceed to Encounter 5.

- If the PCs want to move directly to the landing bay and leave the planet, then proceed to Encounter 5. They won't be able to escape Mos Shuuta without dealing with at least one stormtrooper patrol.

- If the PCs are unsure of how to proceed, the GM should encourage them to proceed to the spaceport and commence Encounter 5 as they run into a squad of stormtroopers on the way.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: IMPERIAL STORMTROOPERS

In this encounter, the PCs encounter a group of stormtroopers on the streets of Mos Shuuta and must fight them off or run away.

The stormtroopers answer to an Imperial officer who has arrived on the Lambda-class shuttle, Lieutenant Herkin. Herkin has some (not entirely legal) connections to Teemo the Hutt and has placed his stormtroopers at Teemo's disposal, so the stormtroopers are now also looking for the PCs. The stormtroopers break into three-man teams and spread out through Mos Shuuta, interviewing locals and looking around on the streets. When they catch up to the PCs, the stormtroopers immediately call for help from another nearby trooper team. When the PCs encounter the stormtroopers, read or paraphrase the following:

> Suddenly, the crowds thronging the streets of the settlement part and you see a chilling sight: three soldiers in the white armor of the Empire's elite – stormtroopers! As you see them, you realize the lead trooper is pointing right at you. You hear his voice break through the crowd, sounding mechanical through his armor's speakers. "There they are," the stormtrooper says. "Get them!" As you turn to escape, you see a second group of three stormtroopers approaching down a side street. This could get tricky.

There are two groups of stormtroopers. The groups have three stormtroopers each. The first group is at medium range. The second group is at long range down a side street. (Use the Mos Shuuta streets map and place the standups appropriately.) As soon as the PCs are spotted, roll for initiative using Vigilance. (If the PCs have used some clever stratagem to get advance warning that the stormtroopers are coming, the GM may let them use Cool instead.)

ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE

Warning! Squads of Imperial stormtroopers can be extremely dangerous to low-level PCs. PCs who cavalierly attack stormtroopers expecting an easy fight may be quickly defeated. The GM is encouraged to point out that Imperial stormtroopers have a fearsome reputation and suggest that the PCs may wish to flee.

ENCOUNTER 5 CONTINUES ON THE NEXT PAGE

STORMTROOPERS

Brawn 3	**Cunning** 2	**Presence** 1
Agility 3	**Intellect** 2	**Willpower** 3

Skills: (group only): Athletics (varies; ◆◆⬢ for full group of 3, ◆◆⬢ for a group of 2, ◆◆◆ for a single stormtrooper), Discipline (varies; as Athletics), Melee (varies; as Athletics), Ranged (Heavy) (varies; as Athletics)

Other commonly used skills: Cool 0 (◆); Vigilance 0 (◆◆◆)

Soak: 5 **Wound Threshold:** 5
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Rifle (Skill: Ranged (Heavy) (varies; ◆⬢⬢ for full group of 3); Range: Long; Damage 9; ❍❍❍: inflict 1 Critical Injury),

Vibroknife (Skill: Melee (varies; ◆⬢⬢ for full group of 3); Range: Engaged; Damage 4; ❍❍❍: inflict 1 Critical Injury; Pierce 1 - reduce the target's soak by 1),

Stormtrooper laminate armor, utility belt.

Minion Rules: These stormtroopers use the Minion Group rules.

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 characteristics, 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 comprised 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 of the minions in the group take their turn at the same time, and they perform the same action and/or maneuver. 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 threshold 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, each time the total wounds suffered exceeds that group member's share of the total wound threshold. 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, then the third and final stormtrooper is defeated. If the minion group suffers a Critical Injury, it immediately suffers wounds equal to the wound threshold of one member of the group (in other words, one member of the group is immediately defeated).

When minions perform checks, they use the characteristics of a single member of the group. If the check is a skill that is listed under the "skills" section of the minion's entry, then the group receives a bonus if there is more than one minion working together. For every minion beyond the first in the group, 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 ◆⬢⬢ when making Ranged (Heavy) checks. The same group has no ranks of training in Pilot (because that skill is not on the list in the stormtrooper description) and would roll ◆◆◆ on Pilot checks.

DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character was 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 may 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 governing characteristic for the skill check. Each skill entry on the hero character sheets indicates a governing attribute for each skill; GMs and hero players can both refer to this list. A list of skills and governing characteristics is also included in the rulebook on page 22.

Compare the value of the governing 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 ◆ for yellow Proficiency dice ⬢ equal to the smaller value. These dice form the core of his dice pool.

For example, the Athletics skill is governed by 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, one group of stormtroopers seeks cover and shoots at the most threatening-looking PC. The other group of stormtroopers rushes forward to engage in melee. The stormtroopers fight to the death.

If the PCs run away, the stormtroopers pursue unless the PCs take steps to cut off pursuit. The PCs may duck down a side alley, or create a diversion, or create a barrier of some kind to discourage any pursuers. Stormtroopers can be very dangerous enemies, so the GM is encouraged to let the PCs get away if they have a moderately clever idea.

COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: ALL ABOARD

In this encounter, the PCs gain access to Landing Bay Aurek and the *Krayt Fang*, the starship docked there. They will have to contend with a particularly powerful and dangerous enemy, a Trandoshan named Trex, and his security droids.

As the PCs approach Landing Bay Aurek, read or paraphrase the following aloud:

> A large pourstone hangar looms before you, an enormous letter aurek stenciled onto the building's side. As you approach, you can see through the open hangar doors to the cavernous interior, where a rusty-looking light freighter rests with its loading ramp deployed. All you have to do is get to that ship and you can leave Tatooine!
>
> Two equally-rusty security droids stand outside the entrance. If you want that ship, first you'll have to get by them.

The droids will challenge any PCs that approach and refuse them entry to the loading bay. As at the spaceport command center, the PCs will have to find a way past the droids to get in. Currently, Trex is on board the *Krayt Fang* in the cockpit, going over some systems diagnostics. There are two security droids at the front door of the hangar and two more at the base of the loading ramp.

"WE HAVE A BOUNTY TO TURN IN"

Pretending to turn one of their number in for a bounty can get Trex to leave the *Krayt Fang* and come talk to the PCs, if the droids can be persuaded that they're telling the truth. (Deceit vs. Discipline [◆]). If the "bounty" offered is Lowhhrick, the attempt gains a Boost die ■; Trex always enjoys hunting Wookiees.

"WE'RE HERE TO INSTALL THE HYPERMATTER REACTOR IGNITER."

The droids ask to see the HMRI, then let the PCs go right in to install it. Trex will come greet them as they board the starship, and they'll have to use Deceit vs. his Discipline (◆◆◆) or a fight will start right there!

SNEAKING PAST.

There's a side entrance to the hangar, which is locked. Opening the lock is an **Average** (◆◆) **Skulduggery** or **Computers check**. If the PCs fail on this check, one of the security droids from the entrance comes to see what they're doing. Once the lock is opened, there's no way to sneak past the droids at the foot of the loading ramp, but a Stealth check opposed by the droids' Vigilance (◆) can let the PCs sneak up to the front door and close and lock it from the inside, so the first two security droids can't come to Trex's aid.

FIGHT!

As soon as a fight begins, the droids send out a distress call to the other two droids and Trex. Trex takes cover within his ship and shoots anyone who approaches the loading ramp. If the ship is boarded, Trex retreats deeper into the ship, blasting as he goes.

ONCE ABOARD

Once the PCs are aboard (and Trex is not, either because they somehow tricked him into leaving the ship or defeated him in combat), proceed to Encounter 7.

SPACEPORT SECURITY DROIDS

Brawn 2	**Cunning 2**	**Presence 1**
Agility 2	**Intellect 1**	**Willpower 1**

Skills: Cool 0 (◇), Discipline 1 (⬡), Perception 0 (◇◇), Ranged (Light) 3 (◇⬡⬡), Vigilance 0 (◇)

Soak: 3 **Wound Threshold:** 8
Strain Threshold: – (Suffers wounds instead)

Equipment: Built-in Blaster Pistol (Skill: Ranged (Light) [◇⬡⬡]; Range: Medium; Damage 6; ❍❍❍: inflict 1 Critical Injury)

TREX, TRANDOSHAN SLAVER (NEMESIS)

Brawn 4	**Cunning 3**	**Presence 2**
Agility 3	**Intellect 2**	**Willpower 3**

Skills: Brawl 1 (◇◇◇⬡), Cool 1 (◇⬡), Discipline 1 (◇◇⬡), Mechanics 3 (◇⬡⬡), Negotiation 1 (◇⬡), Perception 2 (◇⬡⬡), Pilot 1 (◇◇⬡), Ranged (Light) 2 (◇⬡⬡), Vigilance 1 (◇◇⬡)

Soak: 5 **Wound Threshold:** 16
Strain Threshold: 11

Equipment: Heavy Blaster Pistol (Skill: Ranged (Light) [◇⬡⬡]; Range: Medium; Damage 7; ❍❍❍: inflict 1 Critical Injury),

Trandoshan Claws (Skill: Brawl [◇◇◇⬢]; Range: Engaged; Damage 5; ❍❍❍: inflict 1 Critical Injury),

Heavy clothing, comlink, stimpack (heals living creature 4 wounds), emergency repair kit (repairs droid 4 wounds).

As a Nemesis NPC, Trex has a Strain Threshold and can suffer Strain, just like a PC. He also suffers Critical Injuries like a PC.

COMPLETE ENCOUNTER 6 BEFORE MOVING ON



ENCOUNTER 7: UP, UP, AND AWAY!

In this encounter, the PCs take their positions on board the *Krayt Fang* and fly to safety. Before they can break orbit and make the jump to light speed, however, they are attacked by enemy spacecraft!

As the PCs prepare to depart, each of them must choose a crew station. One PC (probably Pash) must serve as pilot and take the pilot's chair in the cockpit. There are two laser cannon turrets on the *Krayt Fang*, one on the top (dorsal) and one on the bottom (ventral) of the ship, and each one of these can take one gunner (probably Oskara and Lowhhrick). The fourth PC (probably 41-VEX) can man the engineering station.

If the PCs delay, or can't decide what positions to take, the GM should inform them that a group of stormtroopers have just arrived in the hangar bay and are setting up what seems to be a very large gun pointed at the *Krayt Fang*. It's time to go!

THE HYPERMATTER REACTOR IGNITER

Astute PCs will remember that they are supposed to install the hypermatter reactor igniter (HMRI) before they leave. They probably don't have time to do so before they launch, but see the "Install Hypermatter Reactor Igniter" action in the list of starship actions and maneuvers.

The HMRI is not needed to take off. If the PCs ask if they need the HMRI, allow them to make an **Easy (◇) Knowledge check** to determine that the HMRI is only needed to jump to lightspeed, not to leave the planet's atmosphere.

FEWER THAN 4 PCS

If there are fewer than 4 PCs, then not every crew station will be filled. This is okay. If the group is lacking gunners, the GM should reduce the number of TIE fighters chasing them by 2 (so there is only one wing of TIEs to evade). If the group is lacking an engineer, then simply assume that they have installed the HMRI and can escape in 6 turns. The ship cannot fly without a pilot.

Once the PCs are settled in position, they can launch the *Krayt Fang* and fly into the skies above Mos Shuuta. (This does not require a skill check - it's a trivial task.) Read or paraphrase the following aloud:

> The *Krayt Fang* thrums around you as its engines power up, lifting through the hangar bay doors and into the bright sunslight of the Tatooine sky. Soon, Mos Shuuta vanishes behind you as you race out over the Dune Sea and climb towards outer space.
>
> Suddenly, an alert klaxon blares! As you leave Tatooine's atmosphere, several spherical starfighters with distinctive hexagonal wing assemblies appear on the ship's scanners, screaming in on an intercept course - TIE fighters! The starfighters shoot past, laser cannons blazing, and sparks fly from a console in the cockpit - you've been hit! You're not clear of the planet's gravity well yet and can't jump to lightspeed without the hyperspace reactor igniter installed. You'll have to deal with these TIE fighters first.

ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

The TIE fighters give the *Krayt Fang* a glancing blow and the *Krayt Fang* suffers 2 system strain. A hero player should keep track of the *Krayt Fang*'s system strain and hull trauma on a sheet of scratch paper.

The TIE fighters have already reached close range from the *Krayt Fang*. There are four TIE fighters (unless the PCs have only one gunner, in which case there are 2). The TIE fighters act in wings of two fighters each. The PCs will have to shoot down all the TIE fighters or survive until the hypermatter reactor is warmed up (about six rounds after the igniter is installed) and escape. Once they have done so, they have finished the adventure!

STARSHIPS

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 vessel, from 1 (person sized) to 10 (the Death Star).

Speed: The speed of the vessel. Faster vessels 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 Pilot check made to steer the vehicle. If it is a negative number, that many Setback dice ■ are added to the Pilot checks instead.

Defense: The number of Setback dice ■ that are added to attacks against the ship thanks to its deflector shields.

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

Hull Trauma Threshold: When a starship 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 starship is disabled or, if an NPC ship, is destroyed.

System Strain Threshold: Starships can suffer strain much like characters and for the same reason (to perform a second starship maneuver, or as a consequence of uncanceled Threat on checks). To differentiate it from personal strain, this strain is called System Strain, and when a starship suffers System Strain in excess of this Threshold, the ship is disabled. Important note: System strain cannot be recovered by rolling Advantage on checks. It can only be repaired by the ship's crew using the Damage Control action (see below).

IMPERIAL TIE FIGHTER PILOT

Brawn 2	**Cunning** 2	**Presence** 2
Agility 3	**Intellect** 2	**Willpower** 2

Skills: Gunnery, Pilot (both vary; ◆◆◆○ for wing of 2, ◆◆◆ for a single pilot)

Soak: 3 **Wound Threshold:** 5
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Skill: Ranged (Light) [◆◆◆]; Range: Medium; Damage 6; ❍❍❍: inflict 1 Critical Injury)

TIE Fighter pilots are minions and use the same minion group rules as stormtroopers. Note that some of the fighter pilot's statistics aren't relevant for this encounter - he's flying a TIE fighter!

TIE/LN STARFIGHTER

Silhouette: 3 **Speed:** 5 **Handling:** +3

Defense: 0 **Armor:** 2 **Hull Trauma Threshold:** 6

System Strain Threshold: 8

Weapons: Forward Mounted Laser Cannons (Skill: Gunnery; Range Close; Damage 6; ❍: Linked - this weapon hits a second time for equal damage to the first hit).

KRAYT FANG - CUSTOMIZED YT-1300 LIGHT FREIGHTER

Silhouette: 4 **Speed:** 4 **Handling:** -1

Defense: 1 **Armor:** 3 **Hull Trauma Threshold:** 22

System Strain Threshold: 14

Weapons: One Dorsal and One Ventral Turret Mounted Medium Laser Cannon (Skill: Gunnery; Range Close; Damage 6).



STARSHIP COMBAT

Starship combat broadly follows the same rules as personal scale combat–initiative order is determined, participants take turns, etc.

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 Starship Weapon (Action):** Attacks with vehicle mounted weapons use the Gunnery skill. Since the *Krayt Fang* and the TIE/ln starfighters are close to the same size, all attacks with starship weapons in this encounter are Average (◆◆) checks. When a starship weapon deals damage, that damage is reduced by the target ship's armor. The damage is then applied as hull trauma, and if a starship suffers hull trauma in excess of its hull trauma threshold, it is destroyed or disabled.

- **Aim (Maneuver):** Just as in personal combat, the gunner may aim to add a Boost die ■ to his next attack.

ENGINEER

- **Damage Control (Action):** A crewman at an engineering station may attempt to repair either hull trauma or system strain suffered by the ship. To do so, he must pass a **Mechanics check**. The difficulty of the check is Easy (◆) if the ship has suffered no damage, Average (◆◆) if the ship is damaged. On a successful check, one point of system strain or hull trauma is repaired.

- **Install HMRI (Action):** The ship cannot jump to lightspeed until its HMRI has been installed. A character in the engine room can do so by performing an **Average (◆◆) Mechanics check**. Once the HMRI is installed, it takes a little while to boot up; the ship will be able to jump to light speed 6 rounds after the reactor is installed. Each Success ✲ symbol beyond the first reduces this time by 1 round, to a minimum of 2 rounds. If this check generates 3 or more Threat ⊛, or a Despair ▽, then the emissions of the hyperdrive attract the attention of another 2-ship TIE fighter patrol, which arrives 2 rounds after the check is made. (Note that this action is special and unique to this encounter; PCs won't be performing it in most starship battles.)

CLOSE RANGE

Starship combat uses distinct range bands on a much larger scale than personal combat. Instead of the engaged condition, starship combat adds another range band, close range, that is closer than short range.

PILOT

- **Gain the Advantage (Action):** The pilot of the starship maneuvers to gain the advantage over an enemy vessel. The pilot chooses another ship and makes a Pilot check; if he is successful, he has gained the advantage over the enemy ship and everyone on the pilot's ship ignores the penalties associated with **Evasive Maneuvers**, both on the part of the pilot's ship and the target ship, when shooting at the enemy ship. This bonus lasts until the end of the following round or until the enemy ship uses Gain the Advantage in return. The enemy's attempts to Gain the Advantage on the pilot's ship suffer an additional Difficulty die ◆.

  The difficulty of the pilot check is based on the relative speeds of the two vessels. Because the TIE fighters are faster than the *Krayt Fang*, the check is Hard (◆◆◆).

- **Evasive Maneuvers (Maneuver):** The pilot sends his ship on an erratic course that makes it hard to predict his movements. When a ship 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 Difficulty die ◆ is instead added.) When a ship using evasive maneuvers attacks, the same penalty applies. (And when two ships using evasive maneuvers trade fire, the difficulty is upgraded twice.) The effects of **Evasive Maneuvers** last until the beginning of the next round.

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

TIE FIGHTER PILOT

The TIE fighter pilots can use a limited subset of all of the above actions. Specifically:

- Attack With a Starship Weapon (Action)
- Aim (Maneuver)
- Evasive Maneuvers (Maneuver)

JUMP TO LIGHTSPEED

At the end of the round in which the HMRI comes online, the PCs automatically jump to lightspeed. The adventure is over!

COMPLETE ENCOUNTER 7 BEFORE MOVING ON

OTHER ADVENTURES IN MOS SHUUTA

If the PCs spend some time exploring Mos Shuuta, they may visit the following locations and meet the following characters (and find the following things) there...

LANDING BAY BESH & WAREHOUSE BESH

The second landing bay is where the Imperial shuttle lands. It is sure to be crawling with stormtroopers; see Encounter 5 for characteristics and advice. Warehouse Besh is close to the landing bay and currently unoccupied. PCs may be able to hide in warehouse Besh to spy on the Imperials.

BARRACKS

Two dozen of Teemo's Gamorrean guards dwell here. At any given time, six of them are malingering about. Should the PCs actually manage to fight or sneak inside, a careful search reveals 75cr worth of cash and a great deal of worthless garbage.

TEEMO'S PALACE

Teemo the Hutt's opulent palace is enormous and strikingly designed. It is guarded by more Gamorreans and security droids, and a large amount of servants, supplicants, and guests fill its many halls and galleries. Teemo himself is currently in residence and any attempt to reach the Hutt will certainly be thwarted by his many guards.

ELECTROGATE

The only way off the rocky bluff of Mos Shuuta is the stone spur at its southwest corner. The spur is guarded by a normally-dormant electrogate and a group of four Gamorreans. The electrogate is currently switched on as the Gamorreans search for the PCs, and a small group of brown-robed Jawas has gathered outside the gate, insisting they be let in to trade with the settlement. Nothing can pass through the gate until it is disabled, a **Hard (◆◆◆) Computers check**.

DEWBACK STABLES

A human woman so dark she seems burned black by the suns presides over the Dewback stables. Her name is Clarelle and she has a short temper and no patience for anyone who doesn't know how to ride a Dewback. Six of the giant lizards are in residence at the moment, and Clarelle will rent them out for 100cr per day each.

OFFWORLD TRADER'S

Just across the alley from Vorn's Junk Shop is the Offworld Trader's, marked by a rusty old stylized rocket ship. Bengara, the male Twi'lek proprietor, specializes in fine goods from offworld, including luxurious clothing, exotic art objects, and difficult-to-find foodstuffs and spices. In short, Offworld Trader's has anything one could want, but absolutely nothing useful, and always at too high a price.

WATER TOWER

The water tower is the tallest structure in Mos Shuuta. Climbing to the top of the tower (an **Average (◆◆) Athletics check**) would give any character an excellent view of the entire town.

SLAGWORKS

Three Gamorrean overseers (using the same stats as Gamorrean guards) oversee the wretches who labor in the slagworks. The slagworks consists of several mineshafts descending into the Mos Shuuta bluff as well as a smelting facility where the ore removed from the mines is converted into a useable state. In the guard house is a small box with 3 stimpacks and a toolkit containing 2 emergency repair kits. It looks like these items have been placed here so that the Gamorreans can tend to the needs of the workers and the machinery, but judging from the amount of dust on them the guards have never even touched them. About two dozen workers of various species labor in the shafts or the smelting facility at any given time.

SHANTYTOWN

A riot of ramshackle tents, huts, and hovels clinging to outcroppings of rock, the shantytown represents the (completely unsafe) dwellings of Mos Shuuta's poor population. The various "islands" of the shantytown are connected to Mos Shuuta proper by rickety rope bridges with planks of rusting scrap metal. Any check on one of these bridges that generates a Despair ▽ symbol may result in someone falling...

WAREHOUSE AUREK

A grotesquely fat Twi'lek male named Hotho Allaran oversees the droid market at warehouse Aurek. He is assisted by a timid protocol droid designated XL-77, or "Exel." Since Trex has a reputation for using droids in his bounty hunting work, Hotho is eager to meet with Trex and sell him some droids.



WRAPPING UP; REWARDS

As the PCs jump to hyperspace in their stolen starship, this adventure is over. But their adventures in the *Star Wars* galaxy are just beginning!

LOOT AND CREDITS

Often, adventures end in a payday. A bounty is turned in. A valuable cargo is delivered. A precious relic is stolen or recovered. Financial rewards are strong motivators, especially for characters living on the fringes of the *Star Wars* galaxy. But there are many other rewards that can be gained, and this adventure includes one of the most exciting: a new starship! Now that the PCs are in possession of their very own YT-1300 light freighter, they can go anywhere. They have a mobile base of operations and a powerful tool for smuggling, space battles, and other adventures.

Furthermore, after searching the *Krayt Fang* thoroughly, the PCs may find credits and valuable cargo. Some of this cargo can serve as adventure hooks, helping to guide the PCs from one adventure to the next. Some of the cargo may simply be useful equipment, or highly salable, and a source of additional wealth.

The PCs should find raw cash on the ship equal to 1,000 credits per PC.

EXPERIENCE AWARDS

Furthermore, it is customary to receive an award of experience points at the end of each session which the PCs can invest in new or upgraded skills and talents. Each of the hero players should turn to the final spread of his character folio now, where investing experience is explained. He should also be sure to transfer information from his 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 section. This makes it a total of 20 experience points, a fitting award for their achievement of acquiring a new starship!

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 10 XP per character for a session of two or three major encounters and a handful of minor ones. An additional 5 XP bonus may be granted for reaching key milestones or completing story arcs. The GM may consider awarding an extra point or two of XP for exceptional roleplaying or highly clever thinking.

The GM should give the hero players an idea of the source of their XP. For example, they may receive 5 XP for avoiding a bounty hunter and another 5 XP for successfully transporting their cargo to their client. Any bonus XP that is awarded should definitely be explained to the players so they may aspire to those standards in future sessions.

FURTHER ADVENTURES: ADVENTURE SEEDS

Having escaped from Teemo the Hutt's clutches on Mos Shuuta, the PCs have acquired a starship and can go anywhere in the galaxy! But when faced with a galaxy full of options, how do you choose where to go next? Adventure lurks everywhere, but sometimes the PCs need help finding it.

The *Krayt Fang* could be full of adventure! Each item or person the PCs find when they explore the ship could be the start of a new adventure. Maybe there's a prisoner in the holding cells with a bounty on his head – but another bounty hunter is still on his trail. Maybe a strange alien device is resting in the cargo hold. When it powers up mid-flight, it deposits the ship on an uncharted world! Even something as simple as a cargo hold full of a valuable but illicit substance will make the PCs think carefully about where to take it and how to sell it without running afoul of the authorities: an adventure in its own right. For that matter, if the ship suffered any damage then getting it repaired is likely a priority.

If Trex survived (or if he was left for dead in the spaceport; Trandoshans are notoriously hard to kill), he may come after the PCs for revenge! The PCs may wonder how he keeps finding them in every port of call and have to take their ship to a specialist to find the transponder he left there, broadcasting their location.

Teemo the Hutt may still be hunting the PCs, and a gunship full of bounty hunters could be hot on their tails. Finding the leader of the bounty hunters and convincing him to give up the contract may be difficult, but it's certainly better than being chased forever!

The PCs may wish to return to Mos Shuuta in the future. Perhaps they wish to settle their debts to Teemo, or to take revenge and take him down. Or maybe another job takes them to Mos Shuuta, but they must keep a low profile. In any case, if the group revisits Mos Shuuta the information in this booklet will be useful to the GM.



FURTHER ADVENTURES: THE STAR WARS GALAXY

The *Star Wars* galaxy is full of adventure. Whether your PCs are idealistic revolutionaries or scoundrels whose hearts of gold are well-tarnished, there's never a shortage of places to go, people to meet, or things to do.

A GALAXY TO EXPLORE

Hyperdrive was invented (or re-discovered, depending on whose version of the story one believes) about twenty-five thousand years ago, and, since that time, the history of the galaxy has been one of exploration and expansion. Major hyperspace routes cross the entire galactic disc, connecting thousands of worlds into one galactic civilization. From the remote desert world of **Tatooine** to the shining city-planet of **Coruscant**, from the Core Worlds where the Empire's grip is strong to the lawless Outer Rim, a human being could visit a new planet every day and never see them all.

But huge swathes of the galaxy still remain unexplored. Who knows what new treasures could be discovered at each new star? The relics of a long-dead civilization? A rare new crystal with healing properties? Rich deposits of valuable cortosis ore? Buried pirate treasure? Anything is possible!

A GALAXY AT WAR

The galaxy is currently caught in the grips of a civil war between the Empire and the Rebel Alliance. About 20 years ago, Chancellor Palpatine seized control of the Republic and transformed it into the Galactic Empire, an autocratic regime where the Senate, with its representatives from every civilized world, had sharply reduced power, the ancient mystic order of the Jedi Knights was persecuted and destroyed, and a pro-human agenda was enforced, with potentially dire consequences for the galaxy's aliens.

The Rebel Alliance, also called the Alliance to Restore the Republic, fights valiantly against the Empire. Militarily weaker, the Rebels must rely on secrecy and flexibility to keep themselves safe from the Imperial forces, and they are always seeking gifted smugglers, spies, and ne'er-do-wells to assist them in their struggle against the Empire. Recently, the Empire's mighty superweapon known as the Death Star was deployed to destroy the peaceful core world of **Alderaan**. Shortly thereafter, the Rebels won their first major victory against the Empire at the Battle of Yavin, where the Death Star was destroyed. The Rebel Alliance is currently enjoying a rise in confidence and sympathy, with many new recruits and even whole worlds throwing off the yoke of Imperial oppression.

For their part, the Empire makes frequent use of bounty hunters to track down and apprehend suspected Rebel agents. Their white-armored stormtroopers are a constant presence on many worlds, a reminder that despite its recent setback, the Empire remains the most powerful force in the galaxy.

A GALAXY OF OPPORTUNITY

With the civil war raging and the Empire struggling to enforce its control over many systems, the galaxy is rich with opportunity for those who live on its edges. As the Empire tightens its grip, criminals need catching, keeping bounty hunters gainfully employed. As pirates and rogues take advantage of the chaos, mercenaries are required to defend colonists and those too unimportant to assist either side in the war. Contraband needs smuggling, and everywhere the neglected and the downtrodden need assistance...for a reasonable fee.

There's opportunity to be had indeed. A bold group of rogues and renegades could go far and do much on the edge of the Empire...

FURTHER ADVENTURES: GM TIPS & ADVICE

The Game Master has the hardest job at the table, since he's trying to manage many characters at once and keep the session moving. He can also have the most rewarding job, as he has a unique role in the collaborative storytelling experience, one with great creative freedom and rewards. There are a few key pieces of advice that can make the GM's job easier and ensure a better game for everyone.

DON'T LET THE STORY STOP FOR A FAILED CHECK

One of the most common mistakes made by new GMs is to conceal too much information from the other players, or to make the assumption that the PCs will succeed at every task. If the villain of the story is hiding in a secret warehouse, but the PCs fail their checks to find the warehouse, then the story can grind to a halt. The simplest solution to this is just to not roll for checks that must be passed for the story to continue. Another answer is to have an alternative means of progressing the story. For example, the PCs fail to find the villain's warehouse, but he learns that they are searching for him and sends out his minions to attack the PCs. The PCs are still "punished" for their failure (they have a battle they could otherwise have avoided) but now they have another means to progress the story, by interrogating the villain's minions or tracking them back to their lair.

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 of the responsibilities to another player at the table. For example, one player could keep track of initiative and call out the next initiative slot each time a player finishes his or her turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and equipment. 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 in the scene.

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 becoming 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 have some illegal goods they wish to sell. The smuggler player may ask if he knows any contacts who might wish to buy the goods. The answer could be "Yes, but the last time you met he tried to kill you." Now the PCs have a way forward–a possible buyer - but also a complication, something to consider and deal with. Maybe they should use an intermediary or just make sure to bring their weapons in case a fight breaks out.

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 fall to the street?" "Yes, but the check will receive two Setback dice ■ ■ because you're falling and because you only have a moment to make the shot." Secondly, the dice–particularly Advantage, Threat, Triumph, and Despair–lend themselves to improvisation very well. The dice symbols can be inspiration for new complications and unexpected 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: 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 town?" can be "I don't know; does he?" 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, for simplicity's sake that NPC is simply defeated. If a player character suffers a Critical Injury, he suffers ill effects based on the number of Critical Injuries he is currently suffering from. Each Critical Injury persists until it is healed. See page 19 of this 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 action. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	Suffer a Setback die ■ to all actions until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆)	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



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 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 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 or 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 at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, find 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 breathable atmosphere.

STAR WARS®

EDGE OF THE EMPIRE™

BEGINNER GAME



READ THIS BOOK LAST

RULEBOOK

STAR WARS® ROLEPLAYING

STOP! OPEN THE ADVENTURE BOOK FIRST

The rules presented in this book are intended for players who have already played through the included Adventure Book. The adventure featured in that book is designed to walk you through all of the basic *Star Wars*: **Edge of the Empire Beginner Game** rules in an easy play-as-you-learn format. So grab some friends, crack open the Adventure Book, and get started!

GETTING STARTED

Now that you have played through the tutorial adventure from the Adventure Book, there is no need to stop there. The galaxy is yours to explore and this book is filled with all the rules you will need to carry on with your adventures. All of the rules introduced and taught in the Adventure Book can also be found here for ease of play and many of the concepts have been expanded with further detail.

WHAT'S IN THE BOOK?

- **Chapter I: Playing the Game (Page 2)**. Rules for building and interpreting dice pools, performing checks, using Destiny Points, and investing experience points to enhance the *Star Wars*: **Edge of the Empire Beginner Game** characters.
- **Chapter II: Combat (Page 12)**. Rules for handling combat, movement, and the health of a character.
- **Chapter III: Skills (Page 21)**. Descriptions and common uses of each of the various skills that a character might learn over the course of his adventures in the *Star Wars* galaxy.
- **Chapter IV: Talents (Page 26)**. Special abilities and techniques available to the characters in the *Star Wars*: **Edge of the Empire Beginner Game**.
- **Chapter V: Gear and Equipment (Page 30)**. Common personal weapons, armor, and gear critical for surviving on the fringe of the galaxy.
- **Chapter VI: Starships and Vehicles (Page 37)**. Special rules associated with starships and other vehicles common to the *Star Wars* universe
- **Chapter VII: Adversaries (Page 44)**. Several additional opponents for the players to face off against.

GAME RULES

Many of the rules presented here will be familiar now that you have played through the tutorial adventure, although this section provides greater depth.

WHAT PLAYERS NEED TO PLAY

Continuing with your *Star Wars*: **Edge of the Empire Beginner Game** requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens as well as the character folios and custom dice they used in the Adventure Book.

The players and GM may also find it helpful to obtain the *Star Wars* dice rolling application. More information can be found on the Fantasy Flight Games website at www.FantasyFlightGames.com.

NARRATIVE PLAY

The *Star Wars*: **Edge of the Empire Beginner Game** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules on how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations–tempered with common sense–to explain what happens.

In the *Star Wars*: **Edge of the Empire Beginner Game**, combat, placement of characters, and other situations are represented in an abstract fashion. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.

FANTASY FLIGHT GAMES

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

Copyright © 2012 by Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization. Fantasy Flight Games and Fantasy Flight Supply are trademarks of Fantasy Flight Publishing, Inc. The FFG Logo is a registered trademark of Fantasy Flight Publishing, Inc.

ISBN: 978-1-61661-593-2 Product Code: SWE01 Print ID: 1528DEC12

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

www.FantasyFlightGames.com



1 PLAYING THE GAME

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, and any consequences that may accompany that success or failure. This core mechanic in the *Star Wars*: **Edge of the Empire Beginner Game** is quite simple, and can be broken into two key elements:

1. Roll a pool of dice.
2. After all other factors, if there is at least one Success ✲ symbol, the task succeeds.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and type of dice are influenced by several factors, such as the character's innate abilities, skill training, equipment, and the inherent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants certain dice as well. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in his pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of each die. Certain symbols work in pairs, one type canceling out another. Other symbols are not canceled, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired symbols—Success ✲ and Failure ▼—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage and Threat —to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements—the pool of dice being assembled or the results on the dice after they are rolled.

THE DICE

When a character makes a skill check in the *Star Wars*: **Edge of the Empire Beginner Game,** the dice allow the players to quickly determine success and failure, as well as magnitude and narrative implications of each task. To accomplish this, the *Star Wars*: **Edge of the Empire Beginner Game** uses seven different types of dice. Each die face will either be blank or feature one or more symbols that represent various positive or negative effects.

POSITIVE DICE

There are three types of positive dice which provide symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice represent the character's aptitude or skill used when attempting a skill check.

BOOST DICE

Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters.

PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when a character is attempting a skill check using a skill he has trained. Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 7).

NEGATIVE DICE

There are three types of negative dice which impose symbols that undermine success or introduce unwanted complications.

DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed.



POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are comprised of "positive dice" and "negative dice."

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects.

POSITIVE DICE COME FROM	NEGATIVE DICE COME FROM
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of Light Destiny Points	The use of Dark Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by GM	Other disadvantages, as determined by the GM

SETBACK DICE

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are not as potent as Difficulty dice.

CHALLENGE DICE

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 7).

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force. In the *Star Wars*: **Edge of the Empire Beginner Game**, Force dice are only used when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points**, page 10).

DICE SYMBOLS & RESULTS

The dice used in the *Star Wars*: **Edge of the Empire Beginner Game** feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section defines the different symbols and describes how they may be used in play.

POSITIVE RESULTS

There are three positive symbols found on the task resolution dice.

SUCCESS ✲

Success ✲ symbols are critical for determining whether a skill check succeeds or fails. One Success ✲ symbol is cancelled by one Failure ➤ symbol. If there is at least one Success ✲ symbol remaining in the pool after all cancellations, the skill check succeeds.

Success ✲ symbols also influence the magnitude of the outcome. For example, in combat, each Success ✲ symbol is added to the damage inflicted to the target. Generating four net Successes ✲ would inflict four additional damage.

ADVANTAGE

The Advantage symbol indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation. One Advantage symbol is cancelled by one Threat symbol.

It is possible for a task to fail while generating a number of Advantages, allowing something good to come out of the failure.

TRIUMPH ⊛

The Triumph ⊛ symbol is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph ⊛ symbol provides two effects:

- First, each Triumph ⊛ symbol also counts as one Success ✲, in every means previously defined as a Success ✲.
- Secondly, each Triumph ⊛ can be used to trigger incredibly potent effects. See page 15 for more information on using Triumph ⊛ to trigger effects.

Players gain both effects with each Triumph ⊛ symbol; they do not have to choose between the Success ✲ or the special effect trigger.

NEGATIVE RESULTS

There are three negative symbols found on the task resolution dice.

FAILURE ➤

Failure ➤ symbols are critical for determining whether a skill check succeeds or fails. One Failure ➤ symbol cancels one Success ✲ symbol. If there is at least one Success ✲ symbol remaining in the pool after all cancellations, the skill check succeeds. Multiple net Failure ➤ symbols have no further effect.

THREAT

The Threat symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of these negative side effects could include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight which allows an enemy to duck into cover, or suffering additional strain during a stressful situation. One Advantage symbol is cancelled by one Threat symbol.

It is possible for a task to succeed while generating a number of Threats, tainting or diminishing the impact of the success. The GM generally resolves Threat effects. The applications of Threat are covered in more detail on page 15.

DESPAIR

The Despair symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

- First, each Despair symbol also counts as one Failure ➤, in every means previously defined as a Failure ➤.
- Secondly, each Despair can be used to trigger potent negative effects. See page 15 for more information on using Despair to trigger effects.

Players suffer both effects with each Despair symbol; they do not get to choose between the Failure ➤ or the special effect trigger. As a Failure ➤, that aspect of the can be cancelled by a Success ✲ symbol as usual, however the second aspect of the Despair result cannot be canceled.



LIGHTS, CAMERA, ACTION!

During the course of a *Star Wars*: **Edge of the Empire Beginner Game** adventure, characters find themselves attempting a variety of tasks. When the outcome of a PC's task is uncertain, that character will usually need to perform a skill check to determine success or failure of a particular action.

The type of skill check required is determined by the GM (for more information on skill types, see page 22). Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. This could be a combination of many types of dice, and varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, others are cumulative. Once all evaluations have been made, the player and GM can resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

The *Star Wars*: **Edge of the Empire Beginner Game** utilizes a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **The Dice** on page 3). The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

CHARACTERISTICS

A character's intrinsic abilities are defined by six characteristics:

AGILITY
The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN
A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed.

CUNNING
Cunning reflects how crafty, devious, clever, and creative a character can be.

INTELLECT
The Intellect characteristic measures a character's intelligence, education, mental acuity, and ability to reason and rationalize.

PRESENCE
A character's Presence characteristic is a measure of his moxie, charisma, confidence, and force of personality.

WILLPOWER
The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

CHARACTERISTIC RATINGS
Characteristic ratings for both PCs and NPCs generally range from 1 to 6.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent exceptional, peak performance and ability.

SKILLS & TRAINING

Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, he will be far more effective and capable if he is skilled at performing the task at hand.

Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deceit relies on Cunning, and Knowledge uses Intellect.

For a more in-depth look at skills and their application, see page 21.

DIFFICULTY

Difficulty adds negative dice to the dice pool, which make success more challenging. In addition to the task's inherent difficulty, other dice may be added to reflect additional complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six difficulty levels (see **Table 1-1: Difficulty Levels** on page 7).

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section shows how the dice pool is actually assembled.

APPLYING CHARACTERISTICS & SKILLS

The active character's skill training and the skill's associated characteristic are equally important when building a dice pool. When performing a task, the GM and player determine which skill is most appropriate. This also determines which characteristic is used. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill which is linked to the Intellect characteristic.

Once the characteristic and skill are determined, the player can start building his dice pool. The player compares his ranks of skill training and the linked characteristic's rating.

The higher value between the two determines how many Ability dice are added to the skill check's dice pool. Then the player *upgrades* a number of those Ability dice into Proficiency dice based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that is automatically the lower value—zero—and the character will rely solely on the appropriate characteristic.

Example 1: *41-VEX, a converted protocol droid, is attempting to slice his way past the security terminal described above. This uses 41-VEX's Computers skill and Intellect rating. 41-VEX has Computers 2 and Intellect 3. His Intellect is higher, so the player begins by adding three Ability dice to his pool. His Computers skill is lower, so he upgrades that many dice (two) into Proficiency dice. To attempt this action, 41-VEX starts out with three dice in his pool—, one Ability die and two Proficiency dice.*

Example 2: *Later, Oskara the gear-head Twi'lek bounty hunter must attempt to slice past the same security terminal. Oskara is more experienced with slicing and has the skill Computers 3. However, her Intellect is only 2. Her Computers skill is higher, so the player begins by adding three Ability dice to her pool. Her Intellect rating is lower, so she upgrades that many dice (two) into Proficiency dice. To attempt this action, Oskara starts out with three dice in her pool—, one Ability die and two Proficiency dice.*

Note that both 41-VEX and Oskara begin with the same size and type of dice pool, despite the fact their ranks in the Computers skill and Intellect ratings are different.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM then chooses the level of difficulty for the task by consulting **Table 1–1: Difficulty Levels** on page 7. The difficulty level of the task determines the number of Difficulty dice that the player must add to his pool. For example, an Average skill check means the player adds two Difficulty dice to the dice pool.

In some cases, the GM may *upgrade* one or more of these Difficulty dice—removing them from the dice pool and replacing them with an equal number of Challenge dice. Difficulty dice are most often upgraded into Challenge dice when facing skilled opposition, particularly challenging circumstances, or when Destiny points are invested to make a check more challenging. Upgrading Difficulty dice into Challenge dice is discussed in more detail on page 7.

If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.



TABLE 1-1: DIFFICULTY LEVELS

DIFFICULTY LEVEL	DICE	EXAMPLE
Simple	–	A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally only the case if one or more Setback dice are introduced, such as Setback dice added from injuries, the environment, or opposition
Easy	◆	An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. Examples are picking a primitive lock, tending to minor cuts and bruises, finding food on a lush planet, shooting a target at short range
Average	◆◆	An average task represents a routine action where success is common enough to be expected, but failure is not surprising. Examples are picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard	◆◆◆	A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. Examples are 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	◆◆◆◆	A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. Examples are 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	◆◆◆◆◆	Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Examples are picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

Following the examples above, the GM reviews the table of difficulty levels. She decides that this terminal is outdated and security is generally lax in this area, so she assigns a difficulty of Average ◆◆ to the task. Two Difficulty dice are added to the players' dice pools when attempting to slice past this terminal's security.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that may impact the outcome of a task, the basic dice pool may be sufficient to represent the check. However, in a setting as diverse and action-packed as *Star Wars*, it is common for other factors to be introduced.

Any number of factors may warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, investment of Destiny points, or critical injuries. The following sections describe these modifications in more detail.

It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then they add additional dice. Then they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost ▢ and Setback ■ dice. As a general rule, one Boost die ▢ is added to the dice pool for each advantage that would help the character succeed, and one Setback die ■ is added for each disadvantage or obstacle impeding success.

A single Boost die ▢ is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice ▢ to be added to the dice pool.

Likewise, a single Setback die ■ is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice ■ to the dice pool.

For example, in the computer terminal slicing example used previously, the scene may have been described to reflect the character attempting the task while under heavy fire from enemy forces (a disadvantage) and after suffering a broken wrist (a disadvantage). Fortunately, the character acquired a fragment of the terminal's passcode algorithms earlier (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice and one Boost die ■■▢ to the pool.

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects, such as Destiny points, upgrade a weaker die into a more potent die, or downgrade a potent die into a weaker die.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice and Difficulty dice. When an Ability die is upgraded, it is converted into a Proficiency die. When a Difficulty die is upgraded, it is converted into a Challenge die.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once he determines this, he removes that number of Ability dice or Difficulty dice from the pool and replaces them with an equal number of either Proficiency dice or Challenge dice.

UPGRADING MORE DICE THAN AVAILABLE

There may be situations in which a player needs to upgrade Ability dice into Proficiency dice, but there are no more Ability dice remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die into a Proficiency die. This process is repeated until all potential upgrades have been applied.

If a player needs to upgrade Difficulty dice into Challenge dice but there are no more Difficulty dice remaining, the same process is followed.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and applies only to Proficiency dice and Challenge dice. When a Proficiency die is downgraded, it becomes an Ability die. When a Challenge die is downgraded, it becomes a Difficulty die.

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once he determines this, he removes that number of Proficiency dice or Challenge dice from the pool and replaces them with an equal number of either Ability dice or Difficulty dice.

DOWNGRADING MORE DICE THAN AVAILABLE

There may be situations where a player needs to downgrade Proficiency dice into Ability dice or Challenge dice into Difficulty dice. If all the potential dice are already in their downgraded form, any further downgrades are ignored.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both dice upgrades and downgrades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE

Just like some effects add Boost dice or Setback dice to a pool, some effects remove dice from the pool before they are ever rolled. Most often this comes from character talents that allow the removal of Setback dice from a pool. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades or downgrades have been applied.

INTERPRETING THE POOL

After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is determining the success or failure of the skill check. Then, the players can determine if any significant side effects–good, bad, or both–are triggered.

SUCCESSES & FAILURES

Each Failure symbol cancels one Success symbol. Remember that Triumph symbols are counted as Success symbols in addition to their Triumph effects, and the Success portion of their effect may be canceled by a Failure symbol. Likewise, Despair symbols count as Failure symbols in addition to their Despair effects and may cancel a Success symbol.

If all Successes and Failures in the pool are cancelled out, or if there are any net Failures remaining, the skill check fails. If at least one Success remains, the skill check succeeds. *Remember, a dice pool must have at least one Success symbol remaining for a skill check to succeed.*

ADVANTAGES & THREATS

Advantage symbols and Threat symbols cancel one another. Each Threat symbol cancels one Advantage symbol. After all Threat symbols have cancelled Advantage symbols, a pool will have one or more Advantage

symbols, one or more Threat symbols, or have everything evenly cancelled out.

Having one or more net Advantage symbols indicates a positive side effect or benefit. Having one or more net Threat symbols indicates a negative side effect or complication with the check. If all the Advantages or Threats cancel each other out, there are no additional effects. .

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph and Despair are special cases and operate slightly differently than the other symbols. Unlike Success and Failure or Advantage and Threat, Triumph and Despair do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect. Only the "success" and the "failure" portion of each symbol can cancel each other out.

Remember that it is possible for a skill check to result in both Triumph and Despair symbols. In this case, *both results are interpreted separately*. For more about the specific applications of Triumph and Despair, see page 15.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through multiple Advantages, Threats, Triumphs, and Despairs, no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character may achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantages, or a moderate success with Advantages that are tempered with Despair. Likewise, failed checks may have a silver lining by also featuring Advantage or Triumph, or create truly dire situations in which failure is accompanied by both Threats and Despair.

The sheer number of possibilities provide opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create action-packed sessions.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. Some situations require a slightly different approach to properly resolve.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, a suspected thief lies to the local governor, claiming he had nothing to do with the burglary of medical supplies. The thief's Deceit check might be opposed by the governor's Vigilance. When a hunter tries to quietly sneak past a watchful gundark, the hunter's Stealth check is opposed by the gundark's Perception skill.

Opposed checks add Difficulty and potentially Challenge dice to the skill check's dice pool, similar to standard checks. However, rather than assigning a general difficulty level to an opposed check, a quick comparison between the active and opposing characteristics and skill ratings determine the difficulty of an opposed check.

The active character's dice pool is built using Ability dice and potentially upgrading some into Proficiency dice based on his characteristic and skill rating, as normal. The opposition then introduces Difficulty dice and Challenge dice based on its relevant characteristic and skill rating. The opposition's higher value between its characteristic and skill determines how many Difficulty dice are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice (see **Upgrading Dice** on page 8).

For example, Pash the smuggler is trying to sneak past a security patrol. Pash has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (in total). The security patrol has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice to the check, one of which is subsequently upgraded to a Challenge die (in total). If there are no other factors, the skill check has the following dice: .

COMPETITIVE CHECKS

When multiple characters are attempting the same task and trying to determine who accomplishes the task first, performs the task better, or measure some other outcome, they are engaging in a competitive check.



For example, two characters engage in a friendly swoop race down a rocky canyon. Each one has the same goal—to win the race by crossing the finish line first. This is a competitive check to see who outperforms the other.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many total Successes ✲ they generate with their respective dice pools. The character with the most total Successes ✲ "wins" the check.

Although Advantages ❍ and Triumphs ⊕ still provide their customary effects in these situations, they also provide one additional benefit. If the two characters tie with the number of net Successes ✲ they generate, the character with the greater number of Triumphs ⊕ becomes the winner. If the characters are still tied, the character with more total Advantages ❍ is declared the winner.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine the winner, or the consequences if everyone loses, or call for another competitive check.

For example, Oskara the Twi'lek bounty hunter and Lowhhrick the Wookiee hired gun engage in a friendly drinking contest. The players decide to go for the good stuff, using Corellian Brandy, a notoriously potent potable. The GM decides the drinking contest will require a **Hard (◆◆◆) Resilience check**. *Oskara has Brawn 3 and Resilience 1, while Lowhhrick has Brawn 4 and Resilience 3. Oskara manages to generate two Successes, no Triumphs, and two Advantages (✲✲❍❍ in total). Despite his superior brawn, Lowhhrick only manages to generate one Success, one Triumph (which in addition to being a Triumph, also counts as Lowhhrick's second Success), and three Threat ✲⊕۞۞۞. Lowhhrick wins the competitive check based on the tiebreaker.*

DESTINY POINTS

Destiny is that special spark that elevates heroes above commoners, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, destiny may intervene on their behalf for good or ill.

The concept of destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, and is one way the Force guides and surrounds the characters.



THE POOL OF DESTINY

Like the Force, destiny has both a light side and a dark side. Light side Destiny Points favor the characters and can be used to aid them in their actions. Dark side Destiny Points impede the characters and are used by the GM to imperil and complicate their actions. As the pool of light side destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each player with a PC rolls one Force ⎔ die (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol ○, he adds one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols ●●, he adds two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for that session. Before the next session, players will roll and generate a new Destiny pool which may have a different number and composition of Destiny Points.

TRACKING DESTINY POINTS

Destiny points can be easily tracked using the included two-sided gaming tokens. The white side represents light side Destiny Points, and the black side designated to represent dark side Destiny Points. As Destiny Points are spent, simply flip the token over to its other side.

HOW DESTINY POINTS ARE USED

Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. A player can only spend one light side Destiny Point during a single action. The GM likewise is limited to spending one dark side point per action.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once he has decided whether or not he will use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond.

The following section explains some of the ways in which Destiny Points can be used.

A HELPING HAND

All characters have the opportunity to call on destiny to enhance any skill check they are about to attempt. A player may spend one light side Destiny Point to upgrade his starting dice pool by one step. The GM may spend a dark side Destiny Point in this way to upgrade one of his NPC's dice pools. Additional information on upgrading dice can be found on page 7.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Characters can call on destiny to make an opponent's skill check more challenging. A player may spend one light side Destiny Point to upgrade the Difficulty dice ◆ in any NPC's skill check by one step. The GM may spend a dark side Destiny Point in this way to upgrade one of the PC's dice pools. Additional information in upgrading dice can be found on page 7.

SPECIAL ABILITIES AND TALENTS

Some powerful talents allow characters to spend Destiny Points for various effects. For example, after acquiring the talent Anatomy Lessons, 41-VEX can spend one light side Destiny Point to add damage equal to his Intellect to a successful combat check. Other uses exist, as well—see the individual talent descriptions for details.

INVESTING EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Players should receive experience from the GM as they continue to play with the characters in the *Star Wars*: **Edge of the Empire Beginner Game**, which can be spent to improve their characters.

SKILL TRAINING

Each skill has five ranks of training available. The cost for training skills falls into one of two categories—career skills and non-career skills. The character should have check marks next to a number of skills (based on his career). These are the character's career skills.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 25 experience points (10 for raising it from zero to Rank 1, then 15 more for raising it from Rank 1 to Rank 2).

ACQUIRING TALENTS

Talents in the *Star Wars*: **Edge of the Empire Beginner Game** are acquired from a character's career talent tree. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each talent tree has four columns and three rows. This means each talent tree has a total of twelve talents that characters may purchase. The cost of each talent depends on the row it occupies. The topmost row of talents are the least expensive, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. When purchasing talents, characters may only purchase talents they are eligible for. Characters are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character has already acquired. Each entry on the talent tree may only be acquired once.

TABLE 1-2: INVESTING EXPERIENCE

OPTION	COST	PREREQUISITES
May purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rating in experience. Non-career skills cost five times the purchased rating in experience, plus five additional experience.	Whether career skills or non-career skills, each rank must be purchased sequentially (so rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents within talent trees.	Each talent tree is broken into different levels. Talents on each level cost five times the level in experience.	Talents may only be purchased if they are on the first level of a talent tree, or if they are connected with a bar to a talent already purchased.



11 COMBAT

The *Star Wars*: **Edge of the Empire Beginner Game** strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast moving, and meant to showcase the talents and abilities of the Player Characters.

Most of the gameplay is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

STRUCTURED GAMEPLAY OVERVIEW

When using structured gameplay, the game is broken down into a series of **rounds**, each of which is further broken down into a series of **turns**. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**) such as combat follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and NPCs need to determine in what order the characters will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (-) Cool or Vigilance check** - Cool when aware and ready for combat, Vigilance when combat begins unexpectedly. It is important to note that different characters may use different skills to determine Initiative during the same combat, depending on their differing circumstances.

Once all Initiative checks have been made, the GM notes down the results of each check and ranks them in order, from highest number of Successes ✡ to lowest number of Successes ✡. If two checks are tied, the check with more Advantages ❍ is ranked higher. If a Player Character and an NPC are still tied, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters, and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from amongst the Player Characters who have not acted that turn. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from amongst the NPCs who have not acted that turn. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used "once per encounter" reset. Each Player Character also has a chance to catch his breath and recover strain, and may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using his skills, and even attacking others. The activities the character can perform during his turn are split into three categories: Incidentals, Maneuvers, and Actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. There is no hard limit to the number of incidentals a character may perform during his turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.

MANEUVER LIMITATIONS

A character may perform one free maneuver on his turn. He may also perform a second maneuver by voluntarily suffering two points of strain. A single character may not perform more than two maneuvers during his turn.

TYPES OF MANEUVERS

The following is a list of the most common maneuvers a character can perform during combat.

AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking, granting one Boost die ▢ to his next combat check.

ASSIST

Performing the assist maneuver allows an engaged ally to add a bonus Boost die ▢ to his next check. Several characters can use the assist maneuver to add more bonus Boost dice ▢ to the engaged ally's next check. The Game Master should use his own discretion when allowing Players to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can take a maneuver to assume a guarded stance, helping him defend against melee attacks. A character who performs this maneuver adds one Setback die ■ to any combat checks he makes until the end of his next turn. However, he also adds one Setback die ■ to any Melee or Brawl checks made targeting him until the end of his next turn.

RANGED ATTACKS AND MELEE ATTACKS

A **ranged attack** or a **melee attack** are two different types of **attacks**, meaning they are also two different types of **combat checks**. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat with an opponent with a weapon designed for use in close combat, most likely an attack made with the Melee or Brawl skill.

INTERACT WITH THE ENVIRONMENT

This is a broad category of possible interactions, such as opening a blast door, flipping or ducking behind a table, pressing a specific button on a control panel, or grabbing a blaster off of the ground.

Taking cover. Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk; all of these allow the character to add a Setback die ■ to any ranged combat checks against him.

MANAGE GEAR

Managing items and equipment, such as drawing or loading a weapon or drawing something from a pouch or satchel is accomplished by this maneuver.

MOVE

This maneuver allows the character to move within his environment.

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see **Range Bands on page 16**.
- **Engage or Disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage or disengage from that target.
- **Move within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range of him.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add one Setback die ■ to all ranged attacks made against him, although he also must add one Boost die □ to all melee attacks made against him.

ACTIONS

During a character's turn, they generally have the chance to perform one primary activity. This is the character's action. A character may only perform one action in a turn. In the *Star Wars*: **Edge of the Empire Beginner Game**, there are four major types of actions a character can perform during his turn:

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. However, he still may not perform more than two maneuvers during his turn.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability, he has used his action for his turn.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Skill descriptions are covered on page 22.

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a **combat check** when he uses a combat skill to attack a target. This is also referred to as an **attack.** A combat check follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool (see page 5). However, there are several additional steps included in a combat check:

1. DECLARE AN ATTACK AND SELECT TARGETS

The character chooses to make an attack. He selects what skill he will use to make the attack, and if the skill requires a weapon to use, which weapon he will be using. He then declares the target of his attack.

2. ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents and other abilities.

The difficulty of combat checks depends on whether the attack is a ranged attack (using Ranged (Light), Ranged (Heavy), or Gunnery) or a melee attack (using Melee or Brawn). Melee attack difficulties are always Average ◆◆. Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 2–3: Ranged Attack Difficulty** (page 17) lists difficulties as they relate to different range bands. See page 16 for more information about range bands.

3. POOL RESULTS AND DEALING DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results (see page 8). As with any skill check, the check must generate more Successes ✲ than Failures ▼ to be successful.

When making a combat check, after calculating overall success, each remaining Success ✲ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target.

4. RESOLVE ADVANTAGE AND TRIUMPHS

As with every skill check, Advantage and Triumphs can be spent by the activated character to gain incidental beneficial effects on a combat check. There are specific options for spending Advantage and Triumphs in encounters, however, and the most common of these can be found on **Table 2–1: Spending Advantage and Triumphs in Combat.**

Keep in mind, this is not intended to be the only options available. As always, players and GMs may invent other ways to spend Advantage and Triumphs depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

5. RESOLVE THREAT AND DESPAIR

In the same fashion that the controlling player determines how his character spends Advantage and Triumphs in his combat check, the GM then determines how to spend any Threat and Despair generated in the check. By default, the GM determines how Threat and Despair are spent.

There are specific options for spending Threat and Despair in encounters, and the most common of these can be found on **Table 2–2: Spending Threat and Despair in Combat** (page 16). As with Advantage and Triumphs, keep in mind that these are not intended to be the only options available.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, he reduces the damage received by his soak value. If any damage remains after this reduction, he suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on soak, damage, and wounds, see **Wounds, Strain, and States of Health** on page 19.

> **Example:** *Oskara is wearing padded armor, and with her natural Brawn, she has a total soak value of four. A successful hit with a blaster pistol deals eight points of damage to her. Her soak value absorbs four points of damage, resulting in four wounds.*

An attack may also generate a Critical Injury if the target suffers at least 1 wound. In this case, an NPC target is defeated outright. If the target is a PC or nemesis NPC, they instead refer to **Table 2–4: Critical Injuries** on page 19.

TABLE 2-1: SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT

COST	RESULT OPTIONS
1 Triumph or (variable) Advantage	• Activate a Critical Injury (if the target suffers at least 1 wound) or active weapon quality (based on weapon - see page 30).
1 Advantage or 1 Triumph	• Recover 1 strain (this option may be selected more than once). • Add one Boost die ▢ to the next allied active character's check. • Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
2 Advantage or 1 Triumph	• Perform an immediate free maneuver, provided you have not already performed two maneuvers in that turn. • Add one Setback die ■ to the targeted character's next check. • Add one Boost die ▢ to any allied character's next check, including the active character.
1 Triumph	• Upgrade the difficulty of the targeted character's next check. • Upgrade any allied character's next check, including the current active character. • Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.
2 Triumph	• When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

TABLE 2-2: SPENDING THREAT AND DESPAIR IN COMBAT

COST	RESULT OPTIONS
1 Threat or 1 Despair	• The active character suffers 1 strain (this option may be selected more than once).
2 Threat or 1 Despair	• An opponent may immediately perform one free maneuver in response to the active character's check. • Add one Boost die to the targeted character's next check. • The active character or an allied character suffers one Setback die on his next action.
3 Threat or 1 Despair	• The active character falls prone.
1 Despair	• The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. • Upgrade the difficulty of an allied character's next check, including the current active character. • The tool or melee weapon the character is using becomes damaged.

SOAK

A character's soak value helps protect him from incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most types of armor or other forms of protection provide additional soak (see page 34).

After calculating the total amount of physical damage inflicted from any source, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage.

RANGE BANDS

The *Star Wars*: **Edge of the Empire Beginner Game** relies on broad terms used to describe ranges and distances. The distance between two points—people, objects, or adversaries—is defined in general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on.

THE FIVE RANGE BANDS

For ease of play, distance in *Edge of the Empire* is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his vibrosword.

Engaged is also used to indicate that a person is close enough to an item to use it. For example, a slicer needs to be engaged with a security terminal to attempt to hack it.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range is usually easy to do and generally only requires one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range takes little exertion, and generally requires one maneuver.

TABLE 2-3: RANGED ATTACK DIFFICULTY

RANGE BAND	DIFFICULTY
Engaged	Easy ◆ plus additional modifiers depending on weapon used.
Close	Easy ◆
Medium	Average ◆◆
Long	Hard ◆◆◆
Extreme	Daunting ◆◆◆◆

ADDITIONAL DIFFICULTY

RANGE	DIFFICULTY
Engaged w/Ranged (Light)	+1 difficulty ◆
Engaged w/Ranged (Heavy)	+2 difficulty ◆◆
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

LONG RANGE

Long range is further than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High tech sniper weaponry and some vehicle-mounted armaments may reach out to this range. Two people at extreme range may not be able to hear each other even if they shout. Moving between long range and extreme range can be time consuming and exerting, and requires two maneuvers.

For example, during a battle within a huge hangar bay, the characters are ambushed by four stormtroopers—two approach from one side and two on the other—considered at the medium range band to the characters. During their turns, the characters split up to attack. Two of the players move towards one group of stormtroopers, getting within short range, and the other group moves to the opposite set of stormtroopers. Both groups of characters are now considered within short range to their specific targets, but medium range to the other group of targets.





ADDITIONAL COMBAT CHECK MODIFIERS

Any number of things can modify a combat check, from environmental factors to actions the character chooses. This section discusses some of these modifiers.

RANGED ATTACKS AT ENGAGED TARGETS

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step (upgrading one Difficulty die ◆ to a Challenge die ⬢).

RANGED ATTACKS WHILE ENGAGED

A character may add +1 Boost die □ to his next Brawl or Melee check against an engaged opponent that makes a ranged attack.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 2–3: Ranged Attack Difficulty** (page 17) for more information.

UNARMED COMBAT

Characters fighting with their bare fists (or other appendage) use the Brawl combat skill. When doing so, the character's attack has a base damage of his Brawn rating, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities (see page 32). Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold, still reducing the damage by the target's soak.

Unlike other weapons, Brawl weapons augment this basic attack. Brawl weapons can add damage to this attack, and may have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

IMPROVISED WEAPONS

Improvised weapons such as broken bottles, rocks, and sticks use the Melee skill, and like all Melee weapons, the attacker adds his Brawn to the damage dealt. Improvised weapons generate one automatic Threat ⚙ on any check. Improvised weapons deal 1 damage. Any attack roll that results in a Despair ▽ or Threat ⚙ indicates that the improvised weapon breaks and is useless in further rounds of combat.

ENVIRONMENTAL EFFECTS

The GM can add Boost □ and Setback dice ■ as he deems appropriate to any combat check due to environmental effects, such as darkness or smoke.

COVER

Being behind some sort of cover—a rock, crate, wall, or vehicle, for example—imposes one Setback die ■ to opponent's attack rolls and certain skill checks, such as Perception.

DIFFICULT TERRAIN

Difficult terrain is anything that a GM decides is hard to move through or over. It can include tight passageways, bodies of water, slippery ice, thick undergrowth, loose rubble, or deep and shifting sand. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance.

FALLING

Gravity is extremely dangerous. If a character falls from a height within Short range, he should suffer 10 damage and 10 strain. Falls from greater heights may cause a character to become incapacitated or even killed, per the GM.

WOUNDS, STRAIN, AND STATES OF HEALTH

A character's health is tracked using two separate yet similar systems, strain and wounds.

WOUNDS AND WOUND THRESHOLD

Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before he is incapacitated. This is represented by the character's wound threshold.

- When a Player Character suffers wounds greater than his wound threshold, he is knocked out and incapacitated for the remainder of the encounter or until his wounds are reduced so that they no longer exceed his wound threshold (likely through healing). **He also immediately suffers one Critical Injury.**

- When NPCs and creatures suffer wounds greater than their wound threshold, they are defeated (Note that the GM may wish to designate some important NPCs as Nemesis NPCs. These NPCs follow the same rules for being incapacitated and suffering critical injuries as PCs).

STRAIN AND STRAIN THRESHOLD

Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain.

- When a character has suffered strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold.

- When NPCs and creatures suffer strain, they apply them directly to their wound threshold (unless they are a high level opponent such as a nemesis who instead uses the same rules as PCs).

Characters can also voluntarily suffer strain to trigger certain effects such as gaining an additional maneuver during a character's turn or activating a special talent.

INCAPACITATED

Because the galaxy is a dangerous place, the Player Characters will often find themselves in treacherous situations. While even the most stalwart character cannot survive everything, the *Star Wars*: **Edge of the Empire Beginner Game** does not include rules for Player Character death. Instead, a PC that becomes too injured or strained will find himself **incapacitated**.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and no longer able to act until the number of wounds or strain he is suffering is decreased below the appropriate threshold.

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. A Critical Injury is often the result of a critical hit from an attack during combat, but characters can also suffer them from exceeding their wound threshold. Each time a character suffers a Critical Injury, he suffers ill effects based on the number of Critical Injuries he is currently suffering from (see **Table 2–4: Critical Injuries**).

RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are thankfully several options for recovery.

RECOVERING FROM WOUNDS

There are several ways that characters can recover from wounds:

- **Natural Rest.** For each full night's rest, the character recovers one wound. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty for this check depends on the number of Critical Injuries he is currently suffering from (see **Table 2–4: Critical Injuries**. A Triumph ⊕ result means the character can heal one additional Critical Injury. Droids benefit from natural rest like any other character, as their subroutines and automated systems attempt self-repairs.

TABLE 2-4: CRITICAL INJURIES

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 action. No ongoing effect.
Third Critical Injury	Hard ◆◆◆	Suffer a Setback die ■ to all actions until this Critical Injury is healed.
Fourth Critical Injury	Hard ◆◆◆	PC is incapacitated until this Critical Injury is healed.

- **Medical Care.** Once per encounter, a character may attempt a Medicine check to heal themselves or another character. The difficulty of the check is based on the target's current state of health (see **Table 3–1: Medicine Check Difficulty** on page 24). In addition, if the character does not have access to the proper medical supplies (such as a Medpac), the difficulty of the check is increased by 1. On a successful check, the target recovers a number of wounds equal to the number of Successes ✡ generated by the Medicine roll, and an amount of strain equal to the number of Advantages ❨ generated.

  Once per week, a character may also attempt to heal a Critical Injury by making a Medicine check with a difficulty based on the number of Critical Injuries the patient is currently suffering from (see **Table 2–4: Critical Injuries** on page 19).

  Droids cannot benefit from medical care. However, they do receive the same benefits from Mechanics checks.

- **Bacta Tank.** Characters can also recover using a bacta tank. Bacta tanks are rare outside of medical installations. A wounded character recovers at a rate of one wound per two hours. At the end of each 24-hour period, the character may attempt one Resilience check to remove one Critical Injury. The difficulty for this check depends on the number of Critical Injuries he is currently suffering from (see **Table 2–4: Critical Injuries** on page 19).

  Droids cannot benefit from a bacta tank. However, droids can gain the same benefits from an oil bath.

- **Stimpacks.** Stimpacks heal a fixed amount with no roll necessary. Each stimpack used on a character automatically recovers four wounds. It requires one maneuver to inject a stimpack to yourself or an engaged character. Stimpacks have no effect on Critical Injuries.

  Droids cannot use stimpacks. However, they benefit from repair kits in the exact same fashion.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. At the end of each encounter, each PC recovers strain equal to his Presence score or his ranks in the Cool skill, whichever is greater. Furthermore, a good night's rest generally removes all strain a character has suffered.





03

SKILLS

The vast majority of a character's actions are governed by abilities that he has learned through education or experience. Any time he attempts an action which has a reasonable chance of success or failure, his skills come into play as a means of determining the result.

Anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn has applications that fit well within a dramatic game. To reflect this, the *Star Wars*: **Edge of the Empire Beginner Game** includes a list of skills that are most likely to come up in the course of dramatic adventures set within the *Star Wars* galaxy. The list may not cover every imaginable situation, but it should address those that are most likely to come up during the course of a beginner game session.

SKILL RANKS

Every time a character prepares to check for an action, he begins by forming a dice pool. The higher value of the relevant characteristic or skill is used to determine the total number of Ability dice. The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice. A character who has not spent XP to increase a skill is considered unskilled. This character has a value of 0 for the skill in question, so would make checks using that skill without any Proficiency dice.

The first two ranks of a skill represent someone who has a thorough grounding in a skill but little practical experience. The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. Few individuals actually attain the fifth rank of a skill. Few can adequately appreciate the artistry of a master, so those who attain this level must deliberately challenge themselves to perfect their expertise.

CAREER SKILLS

Each character has several skills denoted on his character sheet as career skills. These are skills that define the core focus of a character's chosen career. These skills are easier to advance when spending experience.

SKILL DESCRIPTIONS

This section provides a basic description of all of the skills used throughout the *Star Wars*: **Edge of the Empire Beginner Game**. Each skill is presented with clarifications of how it may best be used, along with key differences from similar skills.

ASTROGATION (INTELLECT)

The Astrogation skill represents a character's ability to use his knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump. Astrogation examples include:

- Programing a navicomputer for a hyperspace jump.
- Astrogation may be checked any time a character wonders what other planets and systems are nearby.

ATHLETICS (BRAWN)

The Athletics skill serves as a measure of the character's overall fitness and physical conditioning. Athletics examples include:

- Climbing. The difficulty of these tasks is calculated by the surface and weather conditions during the attempts.
- Swimming in difficult conditions. Water conditions—particularly waves, current, and tides—dictate the overall challenge of any efforts to swim.
- Vertical and horizontal jumping. Gravitational conditions and the distance required are the factors most likely involved in difficulty calculations.

BRAWL (BRAWN)

Some individuals are thoroughly trained in unarmed combat, have natural weapons that they prefer to use during physical altercations, or seek to incapacitate foes without seriously injuring them. In any of these situations, Brawl is the skill used to determine success or failure in the combat Remember, attacks made with Brawl inflict strain upon their target, unless the acting character has a natural weapon that induces wound damage.

CHARM (PRESENCE)

An individual with the Charm skill is capable of giving just the right compliment to his target. Charm examples include:

- Persuading an individual to make a special exception to his usual practices through flattery, flirting, and grace.
- Appeals to a target to go out of his way to aid the characters, without any hope of remuneration.

Charm is often an opposed check, using the subject's Presence and Cool.

COERCE (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, they utilize Coerce. Examples include:

- Any time a character issues a threat. An implied threat—such as gesturing or pointing towards a weapon—is sufficient to invoke Coerce.
- A target is questioned or persuaded under conditions of physical captivity.

Coerce is an opposed check, resisted by the subject's Willpower and Discipline. Attempting to persuade a subject to betray his core beliefs should always add an extra Difficulty die ◆ to the pool.

COMPUTERS (INTELLECT)

The Computers skill is used to program, manipulate, and exploit the seemingly infinite computer systems and droid brains found throughout the galaxy. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and routine maintenance necessary to keep the software on a computer or droid running effectively. Computers examples include:

- Attempts to open a locked door, control an elevator, or bypass a security system.
- Efforts to alter a droid's programming or gain access to its memories.

The difficulty for a Computers check is calculated based upon any defenses present within the system and the inherent sophistication of the system against intrusion.



COOL (PRESENCE)

Life on the fringe is filled with an endless variety of dangers. Characters with the Cool skill have the ability to stay calm and think as one's life hangs in the balance.

Cool is also used to resist Charm and Negotiation.

In some combat situations, a character's Initiative may be determined by his Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 12 for the full details.

COORDINATION (AGILITY)

When a character needs to balance upon unstable surfaces, crawl through narrow openings, or tumble down from a dangerous height, he utilizes the Coordination skill. Examples include:

- Walking across a narrow surface.
- Escaping from restraints.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute.

DECEIT (CUNNING)

When a falsehood plays the central part of a persuasive effort, then that character is employing the Deceit skill. Attempts to deceive are subject to the perceptions of the target. Deceit is opposed by the subject's Discipline. Examples include:

- Misleading a buyer or seller about the value of an object.
- Distracting an opponent through guile—even within the context of a physical confrontation.

DISCIPLINE (WILLPOWER)

The ability to maintain composure and react in an effective manner is governed by the Discipline skill. A character's Discipline may enable him to overcome treachery and threats that others attempt to impose upon him. It is used to resist Leadership, Coerce, and Deceit. Discipline examples include:

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- A character's ability to engage a terrifying foe rather than flee is governed by the Discipline skill.

GUNNERY (AGILITY)

Gunnery applies to weapons that are simply too large for a person to carry. Examples include:

- Firing a starfighter's weapons.
- Using a vehicle mounted weapon or a turret built into a defensive emplacement.

KNOWLEDGE (INTELLECT)

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. The Knowledge skill serves to bridge this gap. It enables a player to make decisions about his character's actions that are informed by what his character might know. Knowledge examples include:

- Recognizing accents, dress, and mannerisms that are associated with a particular world.
- Understanding of basic scientific knowledge.
- Deciphering an ancient piece of writing or identify its context.
- Determining the best location to sell a cargo of goods,
- Identifying the vulnerabilities of another species.

LEADERSHIP (PRESENCE)

The Leadership skill represents a character's ability to instill faith and trust in the people with whom he chooses to interact. Leadership examples include:

- Rallying allies.
- Swaying an assembled crowd to take action.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey and the intelligence and professionalism of the subjects he is attempting to command.



TABLE 3-1: MEDICINE CHECK DIFFICULTY

STATE OF HEALTH	MEDICINE CHECK
Current wounds equal half or less of wound threshold	Easy ◆
Current wounds more than half of wound threshold	Average ◆◆
Wounds exceed wound threshold	Hard ◆◆◆
Recover Critical Injury	Critical Injury Severity Rating per **Table 2–4: Critical Injuries** on page 19

MECHANICS (INTELLECT)

The Mechanics skill represents the expertise required to repair anything from a failed hyperspace engine to a trusty blaster. Examples include:

- Repairing a device that has suffered physical damage, provided the necessary tools and replacement components are available. Droids may not benefit from Medicine, but they may substitute the Mechanics skill for the same healing effects (see **Medicine** below).
- Identifying the parts and tools necessary for a repair job along with their approximate cost.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. The Medicine skill is used to treat these injuries and perform first aid. Examples include:

- Routine first aid.
- Treating a poison.
- Surgeries, cybernetic augmentations, and psychotherapy—these generally require additional pharmaceuticals and medical instruments.

When treating injuries, the difficulty of the check is based on the target's current state of health (see **Table 3-1: Medicine Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of Successes ✲ generated by the Medicine roll, and an amount of strain equal to the number of Advantages ❨ generated.

Droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 2.

MELEE (BRAWN)

The majority of melee weapons depend upon the wielder's strength to inflict damage. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available. Attacks made with Melee inflict wounds upon their target, unless the acting character has a weapon that specifically induces strain.

NEGOTIATE (PRESENCE)

The art of negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. Negotiate is opposed by the subject's Presence and Cool. Examples include:

- Purchasing goods or services for less than the seller's asking price.
- Selling goods or services—whether legal or of more questionable nature—at the best price possible.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. The Perception skill represents the character's constant, passive state of awareness. Perception may be opposed by skills used for concealment or might have a difficulty set by the environment. Perception examples include:

- Noticing a trap or an ambush before falling prey to the assault.
- Spotting a disguised opponent.
- Noticing a subtle clue—an overheard conversation or the stink of a Jawa.

PILOT (AGILITY)

For those who travel between worlds, their livelihood is often dependent upon their ability to pilot a starship. Smaller craft however, particularly ones best suited to a given planet's habitats, are commonly used for surface transportation. No matter how a vehicle moves—rolling, gliding, walking, flying, or floating—the skill that governs its use is Pilot.

Under normal conditions and for regular actions, a character is not required to make a Pilot check. When those actions are complicated by treacherous weather conditions, the use of a failing vehicle, or enemy fire, then the character piloting the craft must demonstrate his expertise.

RANGED (HEAVY) (AGILITY)

When firing upon a target from range, weapons that are held with two hands offer a more stable firing platform than those which are held in a single hand and are generally more deadly and more accurate than their lighter counterparts. These large weapons depend upon the Ranged (Heavy) skill for their operation.

RANGED (LIGHT) (AGILITY)

The Ranged (Light) skill includes the use of any weapon that can be fired with one hand, without the benefit of a brace or other support element.

RESILIENCE (BRAWN)

Resilience represents a character's physical fortitude against threats such as sleep depravation, hideous climates, the most restrictive of rations, and ingested toxins. This skill reflects the body's ability to be pushed beyond reasonable limits. Examples include:

- When a character attempts to go without sleep for significantly longer than is healthy for his species.
- If a character ingests a toxin, he uses Resilience to resist its effects.
- When a character endures prolonged exposure to a hostile environment—including heat, cold, or toxic pollution.

SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad ranges of skills that are crucial to performing physical criminal actions such as picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check may use Agility instead of Cunning, to reflect a more physical approach. Skulduggery is often opposed by a target's Perception—for the watchful—or Vigilance. Skulduggery examples include:

- Picking a lock or pocket using physical tools rather than programming. Note that not every electronic lock has a physical interface.
- Escaping from a cell by picking locks and safely navigating away from security elements.

STEALTH (AGILITY)

The Stealth skill reflects how talented a character is at not being noticed. Examples include:

- Attempting to blend in with a crowd.
- Hiding from all of an opponent's senses.
- Hiding people or objects from the attentions of others, either through concealment or misdirection.

STREETWISE (CUNNING)

The Streetwise skill represents the ability of a character to survive in the less savory portions of the galaxy by recognizing the warning signs that come with danger as well as those that might signal an opportunity. Examples include:

- Looking for a merchant who specializes in unsavory goods or illicit services.
- Discovering rumors that are actively circulating within a region.

SURVIVAL (CUNNING)

Learning to recognize the dangers of the natural environment as well as exploiting its resources is dependent upon the Survival skill. Examples include:

- Identifying safe food, potable water, or shelter in a natural environment.
- Recognizing the signs of imminent dangerous weather conditions, and knowing the best way to prepare.
- Tracking a subject through the wilderness—whether game or a bounty.

VIGILANCE (WILLPOWER)

In uncertain times, Vigilant individuals are constantly prepared to face a variety of challenges and are far more likely to succeed than those who simply react to the ever-changing circumstance. This sort of preparedness requires mental discipline, and also depends upon the wisdom to keep a variety of essential tools and supplies close at hand.

In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative. See page 12 for the full details.





IV

TALENTS

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat his foe and triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flare and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. Talents are tightly linked to a character's identity, particularly his identity as represented by his profession. A character is likely to be more successful when engaged in actions for which he has both a skill and a talent that is appropriate for the situation.

TALENT TREES

Each of the *Star Wars*: **Edge of the Empire Beginner Game** character folios has a talent tree on the final spread. As the GM continues to award experience, the players can invest it by selecting new talents from the trees.

Any time a player wishes to select a new talent for his character, he must first make certain that it is currently accessible on his tree. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, descending through a particular column of the tree. All such descents must follow the available lines shown on the tree. Note that for some trees, directly descending within a single-column is not possible, because there is a break in the listing. In these cases, the character must first access a talent from an adjacent column and create a new path to the desired talent.

For more information on investing experience on talents, see page 11.

TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When a character learns a talent for the second—or later—time, he gains an additional rank of the ability.

Dave's character Lowhhrick has one rank of Feral Strength from his Hired Gun talent tree. This allows him to inflict 1 additional damage when using his Melee or Brawl skills. When he later purchases an additional rank of Feral Strength, he now inflicts 2 additional damage when using his Melee or Brawl skills

TALENT DESCRIPTIONS

A description for each of the talents used in the *Star Wars*: **Edge of the Empire Beginner Game** follows. Every entry includes the information required for game play:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If activation is required, the type of action necessary is indicated. Some talents may be activated on other character's turns. If this is the case, the Activation will also include the "out of turn" note.

ANATOMY LESSONS
Activation: Active (Incidental)

After making a successful attack with a non-vehicle/starship weapon, the character may spend one Destiny Point to add damage equal to his Intellect to the result.

ARMOR MASTER
Activation: Passive

When wearing armor, the character increases his total soak value by one.

BARRAGE
Activation: Passive

Add one damage per rank of Barrage to Ranged (Heavy) or Gunnery checks at medium or long range.

BODY GUARD
Activation: Active (Maneuver)

Once per round on the character's turn, the character may perform a maneuver to guard another character with whom he is engaged. Until the character's next turn, any melee or ranged attacks targeting the guarded character suffer one Setback die ■.

BODY GUARD (IMPROVED)
Activation: Active (Maneuver)

The character may perform two maneuvers while guarding another character, which increases the difficulty of the attacks by one. Keep in mind, however, that a character only gets one free maneuver per turn—to perform an additional maneuver, the character must voluntarily suffer two strain.

DODGE
Activation: Active (Incidental, Out of Turn)

When targeted by a combat check (ranged or melee) the character may choose to immediately suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

ENDURING
Activation: Passive

Character gains +1 soak value per rank of Enduring.

EXPERT TRACKER
Activation: Passive

Remove one Setback die ■ per rank from skill checks to find or follow tracks and to track targets. Survival checks made to track a target take 50% less time than would be expected (this does not increase by rank).

FERAL STRENGTH
Activation: Passive

The character deals +1 damage on all successful Brawl and Melee checks per rank of Feral Strength.

FIELD COMMANDER
Activation: Active (Action)

The character may take a Field Commander action. By successfully passing an **Average (◆◆) Leadership check**, a number of allies equal to his Presence may immediately suffer one strain to perform one maneuver. This does not count against the number of maneuvers they may perform in their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbitrator.

FULL THROTTLE
Activation: Active (Action)

The character may push a ship or vehicle past its limits of speed. He may perform the Full Throttle action, attempting a **Hard (◆◆◆) Pilot check**. On success, the ship's top speed increases by one for a number of rounds equal to Cunning. The ship may still not perform actions or maneuvers it could not perform normally (i.e. actions that have a minimum speed requirement).

FULL THROTTLE (IMPROVED)
Activation: Active (Maneuver)

The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to Average **(◆◆)**.

GRIT
Activation: Passive

Each rank of Grit increases a character's strain threshold by one.





HIDDEN STORAGE
Activation: Passive

Any large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage. The size of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoids within its compartments. Any checks to detect these compartments have a Formidable (◆◆◆◆◆) difficulty.

INSPIRING RHETORIC
Activation: Active (Action)

The character may take the Inspiring Rhetoric action. Make an **Average (◆◆) Leadership check**. For each Success ✡ result, one ally within short range recovers one strain. For each Advantage result, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

JUMP UP
Activation: Active (Incidental)

Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

JURY RIGGED
Activation: Passive

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one, decrease the Advantage cost on its Critical Hit or any single other effect by one, or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one.

The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

KILL WITH KINDNESS
Activation: Passive

Remove one Setback die ■ per rank of Kill with Kindness from all Charm and Leadership checks the character attempts.

KNOCKDOWN
Activation: Passive

After hitting with a melee attack, the character may knock the target prone by spending a Triumph result. If the target is larger than the acting character, it requires one additional Triumph for each silhouette larger.

NATURAL CHARMER
Activation: Active (Free Action)

Once per game session, the character may reroll any one Charm or Deception check.

POINT BLANK
Activation: Passive

Add one damage per rank of Point Blank to successful Ranged (Heavy) or Ranged (Light) checks made while at short range or engaged.

PRECISE AIM
Activation: Active (Maneuver)

Once per round on the character's turn, the character may perform a Precise Aim maneuver before attempting a combat-related skill check to reduce a target's defense by one.

QUICK DRAW
Activation: Active (Incidental)

Once per round on the character's turn, he may draw or holster an easily accessible weapon as an incidental, not a maneuver. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver.

QUICK STRIKE
Activation: Passive

When performing an attack check during combat, the character adds one Boost die ▢ per rank of Quick Strike to combat checks against any target that has not yet acted.

RAPID REACTION
Activation: Active (Incidental, out of turn)

The character may suffer a number of strain to add an equal number of Successes ✲ to any Vigilance or Cool check to determine initiative order. The number may not exceed his ranks in Rapid Reaction.

RESEARCHER
Activation: Passive

Remove one Setback die ■ per rank of Researcher from all knowledge checks. Researching a subject takes 50% less time (this does not increase with multiple ranks of researcher).

RESOLVE
Activation: Passive

When a character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

SKILLED JOCKEY
Activation: Passive

Remove one Setback die ■ per rank of Skilled Jockey from all Pilot checks the character attempts.

SOFT SPOT
Activation: Active (Incidental)

After making a successful attack with a non-vehicle/starship weapon, the character may spend a Destiny Point to add damage equal to his Cunning rating to the result.

STIM APPLICATION
Activation: Active (Action)

The character may take the Stim Application action. To perform this action, he must have access to drugs, a medpac, or stimpacks. He makes a **Average (◆◆) Medicine check**. If successful, one ally he is engaged with (including himself) increases one characteristic of the character's choice by one for the remainder of the encounter, and suffers four strain. A single characteristic may only be increased once by Stim Application.

STREET SMARTS
Activation: Passive

Remove Setback dice ■ from any Perception or Streetwise checks the character attempts equal to his ranks in Street Smarts.

STRONG ARM
Activation: Passive

Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.

SURGEON
Activation: Passive

When this character makes a Medicine check to help a character recover wounds, the target recovers one additional wound per rank of Surgeon.

TOUGHENED
Activation: Passive

The character increases his wound threshold by one per rank of Toughened.

WELL ROUNDED
Activation: Passive

Choose any two skills. They permanently become career skills.





V

GEAR AND EQUIPMENT

As important as skill and ability may be, sometimes it's just as useful to have a trusty blaster by your side. Having the right equipment can often help characters resolve tasks more effectively.

In the following section, players can find information on some common personal weapons, armor, and gear critical for wandering everywhere from the Core Worlds to the fringe.

WEAPONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are some of the weapons most common to thieves, scoundrels, and rogues, and those who chase them for bounty! The following section discusses some of the most common weapons and any special qualities they possess.

CURRENCY

Goods and services are paid for with "credits." This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard Imperial Credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called "chips").

AMMO

The weapons in *Star Wars* are primarily energy-based. Except for weapons with the Limited Ammo Quality (see page 32) players do not need to track ammunition for their characters' weapons.

However, a weapon may still "run out" of ammo when a Despair symbol is rolled during combat. This reflects the weapon's energy source being drained, and the character needs to perform a maneuver to slap a new energy cell into the weapon before it can be fired again.

BLASTERS

The most common type of weapons in the galaxy are blasters. Most blasters can be set to Stun, overloading the victim's nervous system so that he is essentially paralyzed (see the Stun Damage weapon quality, page 32). Stun beams may only be used at short and medium range, no matter what the weapon's normal range is. Switching between "Stun" and "Kill" requires an incidental action.

HOLDOUT BLASTER PISTOL

The smallest of blasters are easy to conceal but still pack a powerful punch. Add one Difficulty die ◆ to a character's Perception check when attempting to find a holdout pistol on a person's body.

LIGHT BLASTER PISTOL

A good compromise between concealment and power, light blasters are favored by those who often need a firearm—but just as often need to pretend they don't.

BLASTER PISTOL

Most spacers carry standard blaster pistols. They pack a punch, have decent range, and are light enough to carry around at all times.

HEAVY BLASTER PISTOL

Heavy blasters are very powerful. Their only major drawback is that they carry less shots than either, a trade-off for the increased power. Game Masters can spend one Despair ▽ to have a heavy blaster pistol run out of ammo (see **Table 2–2: Spending Threat ⚙ and Despair ▽ in Combat** on page 16).

BLASTER RIFLE / CARBINE

The rifle or carbine blaster is the typical firearm of soldiers and heavy security forces around the galaxy.

HEAVY REPEATING BLASTER

These deadly weapons fire much more slowly than their lighter counterparts, but are designed to destroy light machinery, armored targets, or opponents in light cover. Heavy repeaters are far too unwieldy to fire effectively without the included tripod, which takes 2 rounds to set up. When fired from the tripod, decrease the weapon's Cumbersome rating by 3.

BOWCASTER

Bowcasters are associated with the Wookiees of Kashyyyk. Each Bowcaster is hand-built for its user and usually fires standard micro-explosive quarrels. It requires the user to spend a maneuver cocking the weapon before each shot.

EXPLOSIVES

Explosive devices may not be as ubiquitous as blasters, but they're no less deadly.

FRAG GRENADE

Grenades are designed to cause as much damage and mayhem as possible over a large area. Frag grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

STUN GRENADE

Stun grenades shock the senses. Stun grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

THERMAL DETONATOR

These insidious (and dangerous) explosives create a particle wave that disintegrates everything in the blast radius. When using a thermal detonator, any Despair ▽ result on the check means the detonator explodes prematurely. The wielder takes full damage from the weapon unless he can perform an additional maneuver to try and get clear; in this case, he only suffers the Blast damage. Thermal detonators can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Thermal detonators are also so potent that their Blast quality affects everyone within short range of the original target.

BRAWLING WEAPONS

Weapons designed to fit directly over the fists fit into this category.

BRASS KNUCKLES

Dirty fighters, and those looking to protect their fists from the tough hides of certain alien species, rely on these metallic knuckles.

MELEE WEAPONS

Some wielders prefer a blade to a blaster, as they know the blade is far more reliable and just as deadly in the right hands.

COMBAT KNIFE

Vicious combatants rely on sharp blades to slice and gash their foes. They're also far easier to conceal than a firearm and just as deadly if the user is skilled in its use.

TRUNCHEON

Truncheons may be made of metal, wood, bone or other materials, but all fulfill the same basic function—bruising flesh, breaking bones, and cracking skulls.

VIBROKNIFE

A vibroknife is essentially a modded combat knife that contains a small but powerful device within the handle that vibrates the blade at an incredibly high frequency so that it essentially acts as a miniature saw.

VIBRO-AXE

A long axe fitted with vibration technology. Most are very heavy and suited only for beings of considerable strength.

WEAPON QUALITIES

Some weapons feature special qualities. Special qualities are either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, requiring two Advantage ✪ results or one Triumph ✱ result to activate unless otherwise stated in their description.

Weapon qualities often have a number associated with them. This is their **rating**. Ratings effect qualities in different ways, depending on the quality in question.

AUTO-FIRE (ACTIVE)
An auto-fire weapon has the chance to hit multiple targets or strike a single target multiple times but with sacrificed accuracy. The attacker must increase the difficulty of his attack roll by one (add one Difficulty die ◆ to the attack roll).

Auto-fire requires one Advantage ✪ to activate, and can be activated multiple times. Each time it does so, the weapon deals an additional hit to the target or another target engaged with the first target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of total Successes ✡ scored on the check.

Note that each target can never suffer more Criticals than the number of times he was hit by the weapon.

BREACH (PASSIVE)
Breach weapons ignore one point of armor (on starships and vehicles) for every rating of Breach. They also ignore 10 points of soak for every rating of Breach.

BLAST (ACTIVE)
The weapon has a large spread or explosive blast. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers wounds equal to the weapon's Blast rating (plus an additional wound per Success ✡ as usual). If the Blast quality doesn't activate, the ordnance still detonates, but only hits the original target for normal damage.

CUMBERSOME (PASSIVE)
A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn the character is deficient, he must increase the difficulty of all checks made while using the weapon by 1.

DISORIENT (ACTIVE)
A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds one Setback die ■ to all skill checks he performs.

KNOCKDOWN (ACTIVE)
When knockdown is triggered, the target is knocked prone.

ION (PASSIVE)
Ion weapons are designed to knock out opponents' shields, sensors, and engines. They are shorter range than laser weapons, and deal larger amounts of damage, but their damage is dealt to the target's strain threshold. It is still reduced by armor and soak.

LIMITED AMMO (PASSIVE)
A weapon with the Limited Ammo Quality may be used to make a number of attacks equal to its Limited Ammo Rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used again. This also applies to grenades and other "one use" weapons which have the Limited Ammo 1 Quality.

LINKED (ACTIVE)
Some weapons are designed to fire together at the same target. When firing a linked weapon, on a successful attack, the weapon deals one hit, then one additional hit for every Advantage ✪ gained on the Gunnery check, up to the weapon's Linked rating. Additional hits from linked weapons may only be applied against the original target.

PIERCE (PASSIVE)
An attack made with this weapon ignores one point of soak for each rank of Pierce. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores 2 points of soak, but the extra "point" of Pierce has no further effect.

STUN DAMAGE (PASSIVE)
Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is a Stun setting. As an incidental action, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does stun damage as described above.

WEAPON CHARACTERISTICS
Each weapon has a variety of characteristics which define its abilities and make it distinct.

NAME
The general name of the weapon.

TABLE 5-1: WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	PRICE	SPECIAL
BLASTERS						
Holdout Blaster	Ranged (Light)	5	4	Short	300	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	400	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	500	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	750	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	850	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	900	Stun setting
Heavy Repeating Blaster	Gunnery	15	2	Long	6,000	Auto-fire, Pierce 2, Cumbersome 5
Bowcaster	Ranged (Heavy)	10	3	Medium	1500	Cumbersome 3, Knockdown
EXPLOSIVES						
Frag Grenade	Ranged (Light)	6	4	Short	50	Blast 4, Limited Ammo 1
Stun Grenade	Ranged (Light)	6	NA	Short	75	Disorient 3, Stun Damage, Blast 6, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	2000	Blast 15, Breach 1, Limited Ammo 1
BRAWLING WEAPONS						
Brass Knuckles	Brawl	+1	4	Engaged	25	Disorient 3
MELEE WEAPONS						
Combat Knife	Melee	+1	3	Engaged	25	
Truncheon	Melee	+2	5	Engaged	15	Disorient 2
Vibroknife	Melee	+1	3	Engaged	250	Pierce 1
Vibro-Axe	Melee	+3	3	Engaged	750	Pierce 2

SKILL USED
The combat skill used when attempting an attack with this weapon.

BASE DAMAGE (DAM)
The base damage the weapon inflicts. This is the minimum damage inflicted if the attack with this weapon hits. Each net Success ✲ generated during the attack check adds one point of damage to this base damage rating.

RANGE
The effective range of the weapon. See **Range Bands** on page 16.

CRITICAL RATING (CRIT)
Indicates the number of Advantage ❨ required to trigger a Critical Injury using this weapon.

PRICE
This is the price of the weapon on the open market.

SPECIAL
These are the qualities or other special rules each weapon possesses. More in-depth descriptions of these qualities can be found on page 32, while rules specific to a certain type of weapon are described in the weapon's description, starting on page 31.

ARMOR

Armor offers some protection against glancing blaster bolts and weapon strikes, but also from area-effect weapons like frag grenades.

ARMOR CHARACTERISTICS

Whether it's a blast helmet or a vest, all armor has the following characteristics in common.

DEFENSE

The armor's defense adds Setback dice ■ directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered.

ARMOR TYPES

Below is a list of the some of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt from hitting the wearer's flesh.

TABLE 5-2: ARMOR

TYPE	DEFENSE	SOAK	PRICE
Heavy Clothing	0	1	50
Padded Armor	0	2	500
Armored Clothing	1	1	1000
Heavy Battle Armor	1	2	5000

PADDED ARMOR

Padded armor is woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads. This armor type is very light but covers the most important vital organs. An **Average (◆◆) Perception check** detects that a person's clothing is plated.

HEAVY BATTLE ARMOR

Certain heavy stormtroopers, bounty hunters, and even droids are fitted with heavy armor. Heavy battle armor can be sealed like laminate armor, or it can take the form of a heavy vest and blast helmet.



GEAR

It might not be as exciting as a blaster, but basic equipment is often the foundation for success.

COMLINK
Comlinks allow for audio messaging between two parties. Some models are built into helmets and armor segments. Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

ELECTROBINOCULARS
Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and can magnify targets up to ten kilometers away. When using electrobinoculars, characters may also remove up to one Setback die ■ imposed to long range or poor light.

MACROBINOCULARS
Macrobinoculars use rugged imaging systems to magnify far-off objects for their users. When using macrobinoculars, characters may also remove up to one Setback die ■ imposed to long range.

GENERAL PURPOSE SCANNER
Scanners indicate the nearby presence of life forms, heat fonts, radiation sources, acoustic emissions, or any combination thereof. The motion sensing operates up to half a kilometer, while the remaining systems can detect targets up to a kilometer and a half.

HAND SCANNER
"Hand scanner" is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans, checking for atmospheric contaminants, poisons, vermin, or in the case of mechanics, micro-fractures or stress points.

EMERGENCY MEDPAC
Emergency medpacs allow for basic first aid in the field. Characters using an emergency medpac can attempt to heal others using Medicine checks without penalty, as detailed on page 24.

MEDPAC
This medpac allows the user to perform relatively complicated medical procedures in the field. It allows characters to attempt to heal others using Medicine checks without penalty as described on page 24, and additionally grants a Boost die □ on all attempts. In addition, the internal stim storage grants the user three stimpacks per day.

THE RIGHT TOOLS FOR THE JOB

In the *Star Wars*: **Edge of the Empire Beginner Game**, each unique piece of gear does not always provide a unique bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid the user in difficult tasks or allow them to perform tasks that would have been impossible otherwise. The GM and player can agree to add one Boost die □ to the dice pool of an action when using a beneficial piece of gear.

TABLE 5-3: GEAR

ITEM	PRICE
Comlink	25
Electrobinoculars	250
Macrobinoculars	75
General Purpose Scanner	500
Hand Scanner	100
Emergency Medpac	100
Medpac	400
Stimpack	25
Disguise Kit	100
Electronic Lock Breaker	1000
Binders	25
Restraining Bolt	35
Ration Pack	5
Breath Mask	25
Space Suit	100
Backpack	50
Datapad	75
Glow Rod	10
Extra Reloads/Power Packs	25
Tool Kit	350
Emergency Repair Kit	25

STIMPACK
Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. It takes a maneuver for a character to inject a stimpack in himself or another. A Stimpack is a one use item and its effects are described on page 20.

DISGUISE KIT
Disguise kits contain the means to make an individual look different than his normal self, with makeup, false hairpieces, iris chromatics, and even falseprint skins and DNA cloaks in advanced kits.

ELECTRONIC LOCK BREAKER
Electronic lock breakers are automatic anti-security slicing systems that can hack through most standard electronic door locks.

BINDERS
Binder restraints are designed to keep a conscious prisoner subdued and manageable. Breaking free of binders is often a matter of either sheer brawn or impressive agility requiring a **Daunting (◆◆◆◆) Athletics** or **Coordination check** to escape.

RESTRAINING BOLTS
Restraining bolts serve the same function on droids as binders do on other sentients. Player Character droids may make a **Daunting (◆◆◆◆) Discipline check** to overcome the effects of a restraining bolt and act normally when the bolt is applied. They may retry the test at the GM's discretion.

RATION PACKS
Bland and flavorless, ration packs can be easily reconstituted into a full serving though built-in heat infusers and limited hydration.

BREATH MASKS AND RESPIRATORS
Not all planets or environments are easily hospitable to all species, and thus many require mechanical aids to help them breathe. The most basic are simple nose plugs, filtration masks, and even aquatic rebreathers for sustained activity underwater.

SPACE SUIT
Given that most travel occurs in space, having a suit just in case of small matters of hull integrity is usually a good idea. Most suits come with repair packs to seal small suit tears or gasket leaks.

MISCELLANEOUS SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their sheets. Writing implements, pocket knives, street clothing, snacks, mementos; all of these things and more are details that can embellish a character, but are not important enough to keep track of. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

BACKPACK
A backpack can serve many important functions, especially for carrying survival gear or even smaller allies and droids.

DATAPAD
Datapads are common on most technologically civilized planets, and are used to record, store, display, and organize almost any kind of data from basic text to holographic recordings.

GLOW ROD
A glow rod is a hand-held light source that illuminates an area in a directional beam.

EXTRA RELOADS/POWER PACKS
Extra reloads help characters mitigate an "out of ammo" Despair result with a ranged weapon. By spending a maneuver, they may reload their weapons and get back in the fight.

TOOL KIT
There is little a skilled mechanic cannot fix with a well-maintained and well-stocked toolkit, given adequate time to conduct the repairs. Toolkits also allow mechanics to perform Mechanics checks without penalty and also checks to "heal" droids (see page 24).

EMERGENCY REPAIR KIT
Emergency repair kits are one-use items that mechanics can either use on droids to heal wounds. It takes an Action for a character to use an emergency repair kit on himself or another and it functions the same as a Stimpack (see page 20), but only on droids.



VII
STARSHIPS AND VEHICLES

This chapter discusses special rules associated with starships and other vehicles common to the *Star Wars* universe.

SHIP AND VEHICLE CHARACTERISTICS

The seven following characteristics make up the bulk of important mechanical information about starships and vehicles.

- **Handling:** The measure of a ship or vehicle's agility and how well it responds to its pilot.
- **Speed:** A ship or vehicle's raw speed and how quickly it accelerates.
- **Silhouette:** An abstract of the general size of a ship or vehicle.
- **Hull Trauma Threshold:** A reflection of the sturdiness of a ship or vehicle's construction, and its ability to sustain damage and keep operating.
- **System Strain Threshold:** The limit to which a ship or vehicle can be pushed or knocked about before important systems overload or shut down.
- **Defense:** A ship's first line of defense against attack and accident. Typically representative of a ship's ray and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.
- **Armor:** The measure of a ship or vehicle's armor, similar to soak on the personal scale.

STARSHIPS, VEHICLES, AND SCALE

Starships and vehicles operate on a different scale, referred to as the starship scale.

When dealing with a vessel's weapons, armor, and hull trauma threshold, every point is equal to ten points of the equivalent characteristic in the personal scale.

Note that to avoid weapons such as blaster pistols dealing Critical Hits to heavily armored starships, the damage must exceed a starship's armor before it can suffer a Critical Hit.

HANDLING

A ship or vehicle's handling characteristic dictates the number of Boost ▢ or Setback dice ■ added to a player's dice pool when performing a Pilot check. Baseline handling is 0. Pilots add Setback dice ■ equal to a ship's negative handling value, or Boost dice ▢ equal to a ship or vehicle's positive handling value.

SPEED

A ship or vehicle's speed characteristic dictates how fast an object is moving relative to its environment, and what maneuvers are available to the pilot. Speed, as listed, is a "maximum" value. A pilot can always choose to go slower than his maximum speed. Speed 0 indicates a stationary ship or vehicle, with higher values indicating an increased speed accordingly.

SILHOUETTE

Silhouette is an abstract number used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette is used to calculate the difficulty of attacking targets of different sizes. Silhouettes range from 0 to 10, where 0 is smaller than a human (such as a specific starship component, a Jawa, or an astromech droid), 1 is the size of an adult human, most starfighters and light freighters are 3-4, and silhouette 10 is the Death Star.

HULL TRAUMA THRESHOLD

Like the wound threshold of a Player Character, hull trauma threshold represents the amount of physical damage that a ship or vehicle can take before it is either crippled or destroyed. Hull trauma threshold is measured in starship scale, meaning that one point of hull trauma is equivalent to ten wounds on an individual.

When a ship suffers damage in excess of its armor, it converts into hull trauma. When hull trauma exceeds a ship or vehicle's hull trauma threshold, the ship is disabled. NPC vessels of little importance are simply destroyed, but PC-crewed vessels or ships of importance to the plot are shut down and suffer a Critical Hit from **Table 6–4: Starship and Vehicle Critical Hits** on page 43.

SYSTEM STRAIN THRESHOLD

System strain works the same way as strain suffered by characters. A vehicle that suffers strain in excess of its system strain threshold suffers a shutdown of nearly all ship systems.

In game terms, when a ship or vehicle exceeds its system strain threshold, the ship's speed drops to 0 during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defence drops to 0.

Vehicles do recover from system strain slowly over time. For every full day a ship or vehicle spends without taking more system strain, it reduces its total system strain by one.

One difference between system strain and regular strain is that **system strain cannot be recovered by spending Advantage** ❨❩. It may be restored through the Damage Control action (see page 40) or over time as described above.

DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields or other, more esoteric technologies. This is a crucial protective system, and is the first line of defense for the majority of space-going vessels and even some ground vehicles. In game terms, each point of defense adds one Setback die ■ to any incoming attack roll made against a ship or vehicle.

ARMOR

A starship's second line of defense, and the only protection available to the majority of ground vehicles, armor soaks up damage from attacks and impacts that are able to penetrate a ship's defense. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on starship scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

STARSHIP AND VEHICLE WEAPONS

Starships, especially those in the Outer Rim, are usually armed to fight off pirates and scavengers. While starships and vehicles are extremely varied, vehicle weapon systems are comparatively uniform. They are described here.

In the *Star Wars*: **Edge of the Empire Beginner Game**, every ship or vehicle-class weapon shares a number of common characteristics:

- **Range:** This is the range band within which the weapon is most effective. Unlike in personal combat, the differences in distance between range bands at starship scale are so great that starships cannot attack targets beyond their range band.
- **Damage:** This number reflects the base damage that the mounted weapon inflicts on its target on a successful attack. For every net Success ✲ generated during the attack, the attacker adds one point of damage to the base rating.
- **Critical Hit Rating:** This number indicates the amount of Advantage ❨❩ required to trigger Critical Hits for the weapon. If enough Advantage ❨❩ is generated and a Critical Hit is triggered, see page 43.
- **Special Qualities:** Many weapons, such as ion cannons, have additional special qualities that affect their performance. Descriptions of these special effects are found on page 32.

Each individual vehicle entry has its weapon systems clearly defined and described.

STARSHIP AND VEHICLE COMBAT

Combat engagements between starships and vehicles function using the same basic combat rules as found in Chapter II. There are some special rules and exceptions that are discussed here.

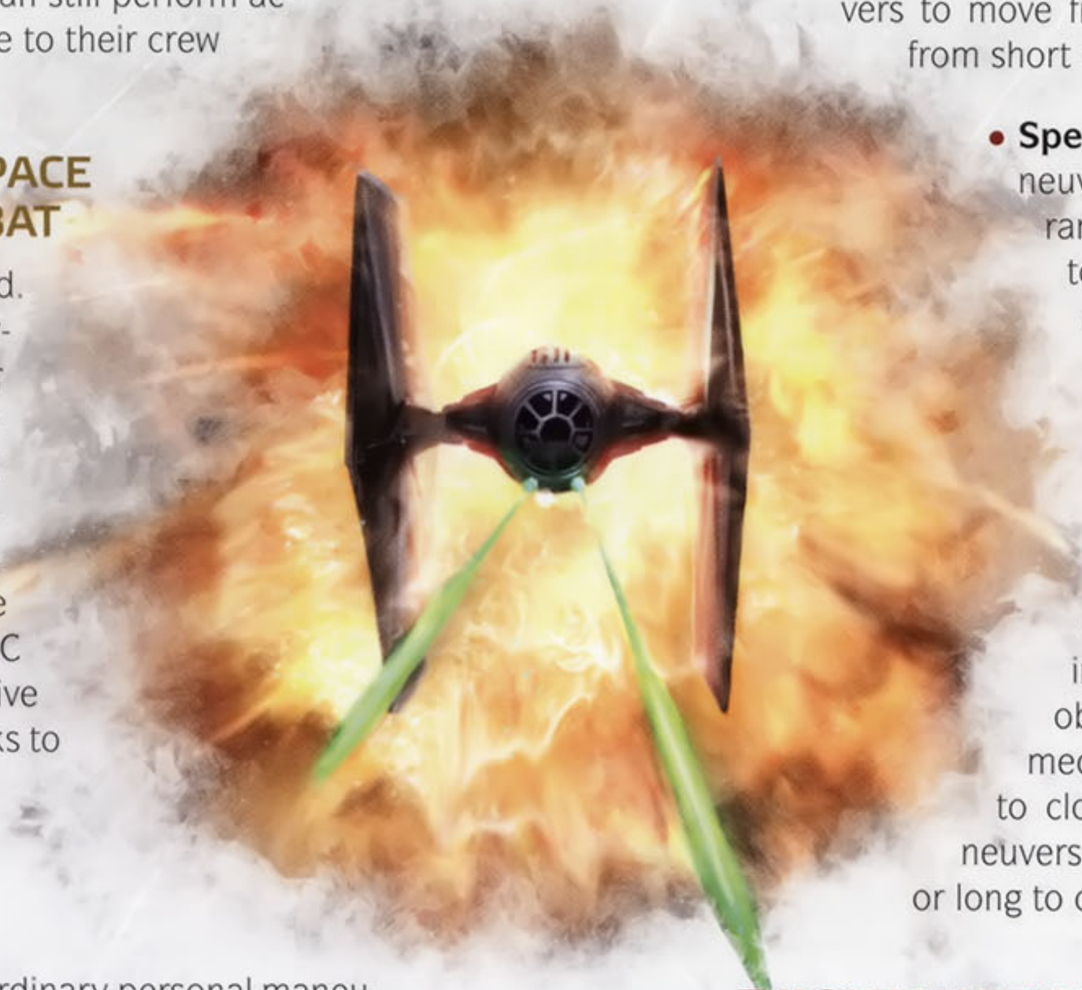
COMBAT OVERVIEW

Starship and vehicle combat in the *Star Wars*: **Edge of the Empire Beginner Game** follows the same basic order and rules as those detailed in **Chapter II: Combat**.

Note that there are a variety of actions and maneuvers available to the crew of a starship or vehicle that aren't available in personal-scale combat. Also note that no matter how many crew are aboard a given starship or vehicle, the ship itself can only perform maneuvers (and certain actions) during the pilot's turn. Other crewmembers can still perform actions and maneuvers appropriate to their crew station during their turn.

NARRATIVE SPACE COMBAT

Space combat is quite abstracted. As starships are constantly moving and striving with one another for the upper hand, it would be nearly impossible to map out every move a starfighter or starship makes. Instead, the Game Master and players describe the actions the characters and NPC take, embellish them with narrative flares, then make their skill checks to resolve the actions.



MANEUVERS

Characters may perform either ordinary personal maneuvers as described in Chapter II beginning on page 13 (as common sense allows) or special starship maneuvers as described here.

When ships or vehicles are in encounters, they should always track their current speed. A ship may be operating at any speed from zero to its maximum. However, accelerating and decelerating takes maneuvers to accomplish.

A starship or vehicle with a silhouette 1-4 may benefit from one Pilot Only maneuver in a round, and may benefit from a second Pilot Only maneuver if it suffers two system strain. A starship or vehicle with a silhouette of 5 or greater may only ever benefit from one Pilot Only maneuver in a round, period. Note that the pilot will still have to suffer 2 personal strain or downgrade his action to a maneuver to perform a second Pilot Only maneuver.

ACCELERATE/DECELERATE (PILOT ONLY)

The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of zero or a maximum of the ship's maximum speed rating.

FLY/DRIVE (PILOT ONLY)

This starship maneuver reflects the simple act of moving the ship or vehicle closer or further away from something at its current speed. The number of starship maneuvers required for a ship or vehicle to move through a given number of range bands is dependent on its speed.

- **Speed 0:** The ship or vehicle is not moving and cannot use this starship maneuver until it accelerates.
- **Speed 1:** One starship maneuver to move within close range of a target or object, or two starship maneuvers to move from close to short range or from short range to close range
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, to move from close to short range, or from short to close range. Two starship maneuvers to move from close to medium, or medium to close range.
- **Speed 5–6:** One starship maneuver to move within close range of a target or object, to move from close to medium range, or from medium to close range. Two starship maneuvers to move from close to long, or long to close range.

EVASIVE MANEUVERS (PILOT ONLY, SILHOUETTE 1–4, SPEED 3+)

Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made *by* the ship until the end of the pilot's next turn. Evasive Maneuvers may only be undertaken by ships or vehicles of silhouette 4 or smaller.

STAY ON TARGET (PILOT ONLY, SILHOUETTE 1–4, SPEED 3+)

Until the end of the pilot's next turn, all combat checks from the vehicle or vessel executing this maneuver upgrade the Ability dice ◆ in their pool once. Additionally, any combat checks made targeting a ship executing this starship maneuver upgrades the

TABLE 6-1: COMBAT SILHOUETTE COMPARISON

DIFFERENCE IN SILHOUETTE	GUNNERY CHECK BASE DIFFICULTY
Firing vessel has the same silhouette as target, or the silhouette is one point larger or smaller than the target.	Average ◆◆
Firing vessel has a silhouette two or more silhouette points smaller than the target vessel.	Easy ◆
Firing vessel has a silhouette two points larger than the target ship.	Hard ◆◆◆
Firing vessel has a silhouette three points larger than the target ship.	Daunting ◆◆◆◆

Ability dice ◆ in their pool once until the end of the pilot's next round. This starship maneuver is restricted to vessels of silhouette 4 or smaller.

PUNCH IT (PILOT ONLY, SILHOUETTE 1–4)

This maneuver allows a ship or vehicle to go immediately to its maximum speed rating from any other speed. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed.

ACTIONS

Characters may perform a number of special starship actions as described here. Some of these actions are labeled as Pilot Only actions. A starship or vehicle may benefit from only one Pilot Only action per round, no matter how many crew-members are aboard her.

Remember, any of the actions listed on page 14 of combat can also be performed in combats involving ships or vehicles; within the bounds of common sense, of course!

GAIN THE ADVANTAGE (PILOT ONLY, SIZE 1–4, SPEED 4+)

This action allows a pilot to gain the upper hand on a single opponent so that he positions himself for a better attack during the following round. To execute this starship action, the pilot makes a **Pilot check**, the difficulty of which is determined by the relative speeds of the ships or vehicles involved in the attack. These difficulties are outlined in **Table 6–2: Speed Advantage Difficulty**. If the check succeeds, the pilot ignores all penalties imposed by the Evasive Maneuvers starship maneuver, both his and his opponent's, until the end of the following round. If he fails his test, no advantage is gained.

Once the advantage has been gained, the opponent may attempt to cancel out the advantage by using Gain the Advantage himself. This works as described earlier, but his check is one step more difficult.

DAMAGE CONTROL

Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain or hull trauma. The difficulty of the Mechanics check is determined by the strain or hull trauma the ship is currently suffering. Damage Control can be attempted as many times as needed to reduce a ship's system strain to zero. In general, PCs can only attempt one Damage Control check per source of hull trauma. The GM is the final arbitrator as to whether a Player Character can attempt repairs of hull trauma at all.

Characters can also use this action to repair critical hits the ship is suffering from. The difficulty of repairing a critical hit is listed on **Table 6–4: Starship and Vehicle Critical Hits** on page 43. Checks to repair critical hits can be attempted multiple times, until the Critical Hit is repaired.

PERFORMING COMBAT CHECKS WITH VEHICLE WEAPONS

This action is the same action as the Perform a Combat Check action on page 14. However, there are some minor differences as to how it is implemented because of the differences between vehicles and individuals. The differences are noted below.

Each weapon on a starship or vehicle may only be fired a maximum of once per round unless a rule specifically allows otherwise.

- Unless otherwise noted, all attacks with vehicle-mounted weapons use the Gunnery skill.
- The difficulty of an attack is not based on range. It is calculated by comparing the silhouette of the attacker and defender.
- A critical hit on a starship follows different rules, which are noted on page 41.

TABLE 6-2: SPEED ADVANTAGE DIFFICULTY

DIFFERENCE IN SPEED	CHECK DIFFICULTY
Initiating ship is traveling at the same speed as the target ship.	Average ◆◆
Initiating ship's speed is one higher than target ship.	Easy ◆
Initiating ship's speed is one lower than target ship.	Hard ◆◆◆
Initiating ship's speed is two or more lower than target ship.	Daunting ◆◆◆◆

TABLE 6-3: DAMAGE CONTROL DIFFICULTY

TOTAL STRAIN	TOTAL HULL TRAUMA	TEST DIFFICULTY
System strain less than half vehicle's system strain threshold	Hull trauma less than half vehicle's hull trauma threshold.	Easy ◆
System strain equal to half vehicle's system strain threshold.	Hull trauma equal to half vehicle's hull trauma threshold.	Average ◆◆
System strain exceeds half vehicle's system strain threshold.	Hull trauma exceeds half vehicle's hull trauma threshold.	Hard ◆◆◆
System strain exceeding vehicle's system strain threshold.	Hull trauma exceeding vehicle's hull trauma theshold.	Daunting ◆◆◆◆

PILOTING AND STELLAR PHENOMENA OR TERRAIN

From time to time, vehicles may be piloted through difficult terrain, asteroid fields, or other hazards. It may be necessary to perform a Pilot check to avoid collision.

When making the Pilot check, the difficulty is equal to the vehicle or starship's current speed or **half** its silhouette (rounding up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded.

Failing these checks does not normally mean the ship or vehicle crashes (although failing and generating one Despair ▽ may well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation.

NAVIGATION HAZARDS

Terrestrial and celestial conditions may also add Setback dice ■ to other maneuvers and actions that require a Pilot check, as determined by the GM.

COLLISIONS

A vehicle that collides with another vehicle or a solid object suffers an automatic Critical Hit.

CRITICAL HITS

Critical Hits represent damage to essential ship systems, and are similar to Critical Injuries suffered by player characters.

As with personal scale Critical Hits, if the victim of the Critical Hit is a vehicle of no particular importance (i.e. its pilot is a minion), then it is destroyed outright. Otherwise, for each Critical Hit inflicted upon the vehicle, it suffers the effects noted below.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round.

REPAIRING HULL TRAUMA

The effects of the Damage Control action can only repair so much. Proper repairs to a starship's hull require proper facilities, money, and time.

Once a ship is in a slip or drydock for repairs, each point of hull trauma restored costs roughly 500 credits. The final cost for repairs is left to the Game Master's discretion. The time required is also variable, and is left to the Game Master's discretion. A good rule of thumb is that light damage, up to a quarter of a ship's total hull threshold, should take an amount of time measured in days, while any damage over that takes weeks or even months to repair depending on the severity of the damage.



INTERSTELLAR TRAVEL

Interstellar travel is a complex and hazardous process. In short, a ship with a functioning hyperdrive can go anywhere the plot allows, and arrive at any time the plot requires. Starships without functioning hyperdrives can only travel within the same star system, as they cannot go faster than light speed.

SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Most starships are capable of traveling from a planet's surface to orbit under their own power in a matter of minutes. Travel between planets may take hours or days.

HYPERSPACE TRAVEL

Where sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light.

Navigating even the most well documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's astrogator still needs to enter coordinates and double check the computer's final calculations. Under ideal conditions, this requires an **Easy (◆) Astrogation check**. The Game Master can modify this to reflect the circumstances under which it is being made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride.

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands found on page 16. The only differences are that planetary scale range bands operate on a much larger scale, and that the engaged range band is replaced with a new range band called close.

VEHICLE PROFILES

In addition to the vehicle profiles presented in the Adventure Book, several common vehicles are described here.

ARATECH 74-Z MILITARY SPEEDER BIKE

A militarized version of Aratech's successful 74-Y speeder bike, the 74-Z is a high-performance speeder bike used by Imperial military forces as a scout, courier, and fast combat transport vehicle.

Vehicle Type: Speeder Bike

Vehicle Model: 74-Z

Manufacturer: Aratech Repulsor Company

Maximum Altitude: Twenty-five meters

Crew: One pilot

Passenger Capacity: One

Cost: 3,000 credits

Silhouette: 2 **Speed:** 3 **Handling:** +1

Defense: 0 **Armor:** 0 **Hull Trauma Threshold:** 3

System Strain Threshold: 3

WEAPONS

Forward Mounted Light Repeating Blaster-this weapon uses personal scale, not starship scale. (Range Close; Damage 12; Critical 3; Auto-Fire, Pierce 1).

TIE FIGHTERS AND THE *KRAYT FANG*

GMs should feel free to use the TIE/In and *Krayt Fang* profiles as presented in the Adventure Book for their ongoing adventures. Note, however, that the Adventure Book profiles for vehicles omit the Critical Hit Rating from all weapons. Both the TIE/In fighters and the *Krayt Fang* should treat all of their weapons as having a Critical Hit Rating of 3.

CUSTOMIZED FIRESPRAY SYSTEM PATROL CRAFT

The Firespray-class system patrol craft was designed by Kuat Systems Engineering at the end of the Clone Wars. Six prototypes were built shortly before the Battle of Naboo; one was stolen by a bounty hunter named Jango Fett.

Recently, KSE re-introduced the Firespray to market in response to increased demand for law enforcement and patrol vessels from Imperial controlled worlds. This is a customized model, with extra firepower.

Hull Type: Patrol Boat

Ship Class: Firespray

Manufacturer: Kuat Systems Engineering

Hyperdrive: Yes **Navicomputer:** Yes

Ship's Complement: One pilot, two guards

Passenger Capacity: Four (prisoners)

Consumables: One month

Cost: 40,000 credits

Silhouette: 4 **Speed:** 4 **Handling:** 0

Defense: 1 **Armor:** 4 **Hull Trauma Threshold:** 15

System Strain Threshold: 12

WEAPONS

Forward Mounted Auto-Blasters (Range Close; Damage 3; Critical Hit 5; Auto-Fire).

Forward Mounted Concussion Missile Launchers (Range Short; Damage 7; Critical Hit 3; Breach 4, Blast [4], Linked 1, Limited Ammo 6).



BTL-A4 Y-WING ATTACK STARFIGHTER

A relative rarity among starfighters, Koensayr Manufacturing's BTL-A4 is a dedicated heavy attack and bomber starfighter designed primarily for crippling and destroying capital ships.

Hull Type: Starfighter

Ship Class: BTL Y-Wing

Manufacturer: Koensayr Manufacturing

Hyperdrive: Yes **Navicomputer:** None—R2 or R4 Astromech Droid socket

Ship's Complement: One Pilot

Passenger Capacity: None

Consumables: One week

Cost: 80,000 credits

Silhouette: 3 **Speed:** 4 **Handling:** 0

Defense: 1 **Armor:** 3 **Hull Trauma Threshold:** 12

System Strain Threshold: 10

WEAPONS

Turret Mounted Twin Light Ion Cannons (Range Close; Damage 8; Critical Hit 4; Ion, Linked 1).

Forward Mounted Laser Cannons (Range Close; Damage 6; Critical Hit 3; Linked 1).

Forward Mounted Proton Torpedo Launchers (2) (Range Short; Damage 10; Critical Hit 3; Breach 6, Blast 6, Limited Ammo 8, Linked 1).

TABLE 6-4: STARSHIP AND VEHICLE CRITICAL HITS

NUMBER OF CRITICAL HITS	DIFFICULTY TO REPAIR	EFFECTS
First Critical Hit	Easy ◆	Immediately suffer 2 system strain. No ongoing effect.
Second Critical Hit	Average ◆◆	Engine damaged. Maximum speed reduced by 1; handling reduced by 1.
Third Critical Hit	Hard ◆◆◆	Shields disabled. Defense reduced to 0.
Fourth and all Subsequent Critical Hits	Hard ◆◆◆	One starship component (such as a weapon, or the ship's hyperdrive) of the GM's choice disabled until repaired.



VII
ADVERSARIES

The galaxy is an almost incomprehensibly vast place, with more variety than any one being can hope to experience and appreciate during a lifetime. There are thousands upon thousands of inhabitable worlds, filled with hundreds or thousands of intelligent species of every imaginable shape and size. If there is any portion of the galaxy that is free of conflict, however, no one has yet discovered it. No matter what manner of being takes to the stars in search of adventure, profit, or escape, there are always obstacles to be overcome, and in a great many cases, those obstacles take the form of enemies who seek to bar the adventurer's path for one reason or another.

There are three different levels of opponents that characters will readily encounter in the galaxy, with different levels of threat posed to the average group of scoundrels and rogues. Although some variation is to be expected, the broad categories include minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. Their only real threat is in numbers, and a minion is not expected to stand toe to toe with a Player Character.

Minions have several unique rules that reflect their status as disposable adversaries.

- **Minions do not suffer strain.** Anything that inflicts strain on a minion inflicts wounds instead. They also cannot voluntarily suffer strain.

- **Minions do not possess skills.** They can compensate for this by operating as a group. A minion's profile does list several skills that they can gain ranks for when acting in a group, however.

- **Minions can fight as a group.** Minions are only deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total of wounds (their individual wounds combined). Damage inflicted to any member of the unit is deducted from the total, with individual members being eliminated as their share of that wound total is exhausted. For example, a unit of five Minions (each with five wounds individually) might have a pool of 25 wounds. For every five wounds inflicted upon the unit, one member of the unit would be eliminated. When characters attack a group, they attack the group

as a whole, not an individual. Likewise, minions make one attack per group, not per individual. However, working as a group allows minions to mitigate their lack of skills. When operating in a group, the minions treat each member beyond the first as one skill rank for certain skill checks they have to make. So a group of four Imperial Navy troopers would count as having three ranks (for the three additional troopers after the first) in any checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles, however.

- **Minions are killed by Critical Injuries.** If a Minion suffers a Critical Injury, it is killed outright (or incapacitated) at the GM's discretion. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions, but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- **Rivals do suffer Critical Injuries normally**. However, when a rival exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Rivals cannot suffer strain**. When a rival would suffer strain, he suffers an equivalent number of wounds instead. They can, however, use abilities or invoke effects that would cause them to suffer strain; this simply causes them to suffer wounds instead.

NEMESES

The nemesis is the opposite number of the Player Character. They are identical to them in virtually every respect, and may in fact be more powerful; this is necessary to ensure that they are able to pose a threat to an entire party. Nemeses frequently possess a number of talents as well as higher characteristics and skills, and their equipment can often rival that of even the most well supplied parties. Nemeses suffer strain and wounds normally, and do not have any special rules governing their operations.

ADVERSARY LIST

In addition to those found on the Adventure Book, the following are a list of adversaries the GM can use in his *Star Wars*: **Edge of the Empire Beginner Game** adventures.

IMPERIAL NAVAL OFFICER [RIVAL]

Officers in the Imperial Navy are highly trained, often at a military academy. Most of their duties naturally fall into the category of ship-bound activities, in some form monitoring the hundreds or thousands of personnel necessary to maintain the massive capital-scale ships the navy depends upon. However, it is also possible that officers can be deployed at the head of naval troopers, taking part in ship-to-ship actions against pirates or independent vessels or even on sorties on the ground. If searching for a particular individual or vessel, for instance, an officer might be sent with troops to the local spaceport via shuttle to conduct a search or investigation to attempt to locate the quarry in question.

Brawn 2	**Cunning 3**	**Presence 2**
Agility 3	**Intellect 2**	**Willpower 2**

Skills: Discipline 3, Ranged (Light) 2, Vigilance 2

Talents: None

Soak/Defense: 3 / 0

Thresholds: Wounds 13

Abilities: Tactical Direction (may spend a maneuver to direct one allied minion group within medium range. The group may make an immediate free maneuver or adds +1 Boost die ☐ to their next check).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy uniform clothing (+1 Soak).

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Imperial stormtroopers are calculating, fearless individuals with a reputation for efficiency and an absolute lack of mercy or any emotion in the execution of their duties. Stormtrooper sergeants, who command squads of eight such individuals, are expected to exemplify those traits and show an increased grasp of tactics and abilities. Stormtrooper sergeants tend to be extremely motivated and self-assured individuals that place the mission above all else, sacrificing anything necessary to achieve the objective at hand. They can also carry more powerful weaponry than the rank and file as well.

Brawn 3	**Cunning 2**	**Presence 1**
Agility 3	**Intellect 2**	**Willpower 3**

Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2

Talents: None

Soak/Defense: 5

Thresholds: Wounds 14

Abilities: Tactical Direction (may spend a maneuver to direct one stormtrooper minion group within medium range. The group may make an immediate free maneuver or adds +1 Boost die ☐ to their next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), vibroknife (Melee; Damage 4; Critical 3; Engaged; Pierce 1), 3 frag grenades (Ranged [Light]; Damage 6; Critical 4; Range [Short]; Blast 4, Limited Ammo 1), stormtrooper armor (+2 Soak), utility belt, extra reloads.



HUTT CRIME LORD [NEMESIS]

There are few races in the galaxy that are so simultaneously hated and feared as the Hutts. These massive beings have a stranglehold on the criminal underworld in entire regions of the galaxy, including the portion aptly named Hutt Space as well as much of the Outer Rim and even portions of the Mid Rim. Hutts typically operate in cartels, which are based around their own familial clans. Individual members of a clan can control an entire spaceport or even a whole planet. Hutts are typically arrogant, self-centered creatures who prefer to be amused and adored at all times, and surround themselves with all manner of sycophants and criminal underlings in crude courts that are a parody of what might be found on Coruscant or other civilized worlds.

There are many who may make the mistake of underestimating a Hutt, looking on them as a bloated, gluttonous slug. This assessment is completely correct; however it misses two important points. One is the extremely cunning and devious mind that dwells within the bloated exterior. The Hutt cartels do effectively rule Hutt Space, no matter what the Empire claims. The second point is that Hutts may not be dexterous, but are extremely strong beneath their rolls of fat.

Brawn 6	**Cunning 6**	**Presence 3**
Agility 1	**Intellect 4**	**Willpower 5**

Skills: Athletics 1, Charm 2, Coerce 4, Cool 5, Deceit 5, Discipline 5, Knowledge 3, Leadership 1, Melee 2, Negotiate 5, Ranged (Light) 2, Resilience 5

Talents: Convincing Demeanor 2 (remove up to two Setback dice ■ from any Deception or Skulduggery check), Durable 2 (ignore the first 2 Critical Injuries suffered per day), Nobody's Fool 3 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Hutt by 3) Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1)

Soak/Defense: 10 / 0

Thresholds: Wounds 30 / Strain 20

Abilities: Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. They add 3 Setback dice ■■■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).

Equipment: Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibro-axes (Melee; Damage 9; Critical 3; Range [Engaged]; Pierce 2) or large-bore blaster pistols (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Stun Setting, Hutt Only)

AQUALISH THUG [MINION]

Slightly more intelligent, and more likely to use advanced technology than the Gamorrean enforcers that are popular with many crime lords, Aqualish are no less physically powerful than their porcine counterparts and equally prone to violence as a means of resolving even the mildest dispute. Although not all members of the Aqualish people are crude and thuggish, a sizable enough percentage of them are that the sight of them acting as enforcers and henchmen for all manner of unpleasant figures is hardly surprising to any well traveled citizen of the galaxy's seedy underbelly.

Brawn 3	**Cunning 2**	**Presence 1**
Agility 2	**Intellect 2**	**Willpower 1**

Skills (groups only): Brawl, Coercion, Melee, Ranged (Light)

Talents: None

Soak/Defense: 3 / 0

Thresholds: Wounds 6

Abilities: None

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range: Engaged; Disorient 3)

JOURNEYMAN BOUNTY HUNTER [RIVAL]

Journeyman hunters have been accepted into the ranks of an existing guild and are fully accredited and licensed to pursue authorized bounties. They are the rank and file of most existing bounty hunter organizations, and will likely be encountered by any criminal whose bounty is not high enough to attract the attention of a Master Hunter. Journeymen may choose which bounties they pursue, but just as often they are assigned to hunt particular quarries based upon the needs of the guild. It is not uncommon for guilds to assign multiple journeymen to seek a particular target. Unlike apprentice hunters, it is not expected that journeymen will automatically work together; if they choose to compete, the guild benefits regardless and the winner will advance in position through the organization.

Brawn 3	**Cunning 3**	**Presence 2**
Agility 3	**Intellect 2**	**Willpower 2**

Skills: Brawl 1, Coerce 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1

Talents: Lethal Blow 1 (the first Critical Injury inflicted by Journeyman Bounty Hunter per day counts as 2 Critical Injuries to the target).

Soak/Defense: 5 / 0

Thresholds: Wounds 13

Abilities: None

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), disruptor rifle (Ranged [Heavy]; Damage 10; Critical 2; Range [Long]; Cumbersome 2) laminate armor (+2 soak)

SMUGGLER [RIVAL]

Many smugglers started out as legitimate businessmen, but for whatever reason (either an inability to make an honest living or a moral fluidity that lent itself to illegitimate jobs) migrated to the lucrative but dangerous profession of smuggling illegal cargoes across the galaxy. Smugglers are a hardy, independent breed, frequently thrill-seekers who enjoy flouting the law and accomplishing acts others tell them cannot be completed.

Brawn 2	**Cunning 3**	**Presence 3**
Agility 3	**Intellect 3**	**Willpower 2**

Skills: Charm 2, Cool 1, Ranged (Light) 2, Pilot 3, Skulduggery 2, Streetwise 2, Vigilance 1

Talents: Natural Jockey 2 (remove up to two Setback dice ■ from any Piloting check)

Soak/Defense: 2 / 0

Thresholds: Wounds 12

Abilities: None

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting)

MYNOCK [MINION]

Mynocks are disgusting silicon-based space parasites that survive by latching onto the hulls of starships and feeding off power cables and other vital systems. About a meter long with wings that could be used in atmosphere, they have spread throughout the galaxy by hitching rides on passing starships. They absorb matter and energy from their hosts, which can eventually cause system failure. Mynocks can be found on the surface of several different worlds, although an allergy to helium can limit the number of habitats they can live in.

Brawn 1 **Cunning 1** **Presence 1**

Agility 3 **Intellect 1** **Willpower 1**

Skills (group only): Brawl, Coordination

Talents: None

Soak/Defense: 1 / 1

Thresholds: Wounds 4

Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (Mynocks can make an **Average (◆◆) Coordination check** to latch onto any starship or vehicle they are enagaged with. Ships or vehicles with a Mynock attached suffer 1 system strain per Mynock each day, and reduce their handling by 1), Flyer (Mynocks can fly), Helium Allergy (when exposed to Helium, Mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

Equipment: Sucker-mouths and claws (Brawl; Damage 4; Critical 5; Range [Engaged])

CAPTIVE RANCOR [NEMESIS]

Rancors are terrifying, deadly predators, found on several worlds throughout the galaxy. Complete carnivores, an adult rancor can grow to be up to 10 metres tall, although they often walk with a hunched, simian gait using their arms and hands as well as their legs. Their hands can be used for grasping and holding prey, and end with wicked claws. Combined with their prodigious strength, a rancor could become an apex predator on many worlds it ended up on.

This fearsome combat ability makes rancors popular amongst crime lords as gladiatorial opponents or "pets." The infamous gangster Jabba the Hutt is known to keep a rancor in a cavern below his palace. Those who displease the crime lord all too often become the rancor's next meal.

Brawn 6 **Cunning 3** **Presence 1**

Agility 2 **Intellect 1** **Willpower 3**

Skills: Brawl 2, Perception 2, Survival 3, Vigilance 2

Talents: None

Soak/Defense: 12 / 0

Thresholds: Wounds 40 / Strain 15

Abilities: Silhouette 3, Sweep attack (The rancor can spend a Triumph ⊛ on a successful Brawl check to hit the target as well as anyone engaged with the target)

Equipment: Massive rending claws (Brawl; Damage 20; Critical 3; Range [Short]; Knockdown)



INDEX

A

Ability Dice 3
Actions 14
  Starship 39
Advantage 4
  Interpreting 8, 15
Adversaries 44
Agility 5
Armor (Equipment) 34
Armor (Starships) 38
Astrogation (Skill) 22
Athletics (Skill) 22

B

Boost Dice 3
Brawl (Skill) 22
Brawn 5

C

Challenge Dice 3
Characteristics 5
  Applying 6
Charm (Skill) 22
Checks 5
  Combat 14
  Competitive 9
  Opposed 9
Coerce (Skill) 22
Computers (Skill) 22
Cool (Skill) 23
Coordination (Skill) 23
Critical Injuries 19
Cunning 5
Currency 30

D

Deceit (Skill) 23
Defense 38
Despair 4
  Interpreting 9, 16
Destiny Points 10
Dice 3
  Adding 7
  Downgrading 8
  Pool 5
  Removing 8
  Symbols 4
  Upgrading 8
Difficulty 5
  Applying 6
  Dice 3
  Levels 7
Discipline (Skill) 23

E

Emergency Repair Kit 36
Experience Points 11

F

Failure 4
  Interpreting 8
Force Dice 3

G

Gunnery (Skill) 23

H

Handling 38
Healing 19
Hull Trauma Threshold 38

I

Incidentals 13
Initiative 12
Intellect 5

K

Knowledge (Skill) 23

L

Leadership (Skill) 23

M

Maneuvers 13
  Starship 39
Mechanics (Skill) 24
Medicine (Skill) 24
Melee (Skill) 24
Minions 44

N

Negotiate (Skill) 24
Nemeses 45

P

Perception (Skill) 24
Pilot (Skill) 24
Presence 5
Proficiency Dice 3

R

Range Bands 16
Ranged (Heavy) (Skill) 24
Ranged (Light) (Skill) 24
Recovery 19
Resilience (Skill) 25
Rivals 45

S

Setback Dice 3
Silhouette 38
Skills 6
  Career 21
  Rank 21
  Training 11
Skulduggery (Skill) 25
Soak Value 16
Speed 38
Stealth (Skill) 25
Stimpack 35
Strain 19
  Recovering From 20
Strain Threshold 19
Streetwise (Skill) 25
Success 4
  Interpreting 8
Survival (Skill) 25
System Strain Threshold 38

T

Talents 26
  Acquiring 11
  Ranked 26
Threat 4
  Interpreting 8, 16
Triumph 4
  Interpreting 9, 15

V

Vehicle Profiles 42
Vigilance (Skill) 25

W

Weapon Characteristics 32
Weapon Qualities 31
Willpower 5
Wounds 19
  Recovering From 19
Wound Threshold 19

SKILL DESCRIPTIONS

SKILL	CHARACTERISTIC	USED FOR...
Astrogation	Intellect	Calculating hyperspace routes and navigating the galaxy.
Athletics	Brawn	Climbing, jumping, swimming, and other feats of strength and power.
Brawl	Brawn	Attacking with bare hands, brass knuckles, or similar weapons.
Charm	Presence	Sweet-talking, appealing to better nature, and convincing someone to like or help you.
Coerce	Willpower	Threatening and intimidation, interrogation, or similar.
Computers	Intellect	Accessing, using, or bypassing computer systems.
Cool	Presence	Staying calm in a tense situation, being unruffled, checking initiative when not surprised.
Coordination	Agility	Keeping one's balance, slipping free of restraints, landing on one's feet, being nimble.
Deceit	Cunning	Lying, laying a false trail, distracting an opponent in combat.
Discipline	Willpower	Resisting or overcoming fear, staying on task when distracted or deceived.
Gunnery	Agility	Attacking with heavy weaponry such as missile launchers or starship weapons.
Knowledge	Intellect	Knowing obscure facts and information of all sorts.
Leadership	Presence	Helping allies to overcome fear, swaying a crowd over to your cause, organizing a group.
Mechanics	Intellect	Identifying a fault with a machine, repairing a machine, restoring wounds to a Droid.
Medicine	Intellect	Diagnosing an illness, healing a disease or injury, restoring wounds to an organic being.
Melee	Brawn	Attacking with knives, vibro-axes, and other melee weapons.
Negotiate	Presence	Striking a deal, getting a better price, securing good terms on a business arrangement.
Perception	Cunning	Noticing something hidden or subtle, searching for clues, seeing through a disguise.
Pilot	Agility	Steering or flying a vehicle of any type.
Ranged (Heavy)	Agility	Attacking with blaster rifles, blaster carbines, and other heavy ranged weapons.
Ranged (Light)	Agility	Attacking with blaster pistols, heavy blaster pistols, and other light ranged weapons.
Resilience	Brawn	Being tough and stubborn, resisting poison, disease, heat and cold, or other ill effects.
Skulduggery	Cunning	Picking locks, picking pockets, palming small items, identifying flaws in security systems.
Stealth	Agility	Moving about undetected, hiding from pursuit.
Streetwise	Cunning	Finding black market goods, getting the word on the street, staying safe in urban environments.
Survival	Cunning	Finding food and shelter in the wild, tracking someone, handling a domesticated animal.
Vigilance	Willpower	Preparing for a crisis, remaining alert, checking initiative when surprised.



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 ⬡

Read this after completing the Adventure Book

THE LONG ARM OF THE HUTT

The action continues for you and your crew in "The Long Arm of the Hutt," a **FREE** bonus adventure available for download from our website.

Will the PCs ever be able to truly crawl out from under the dark shadow of Teemo the Hutt?

They may have escaped his palace in Mos Shuuta, but the outstanding obligation that they still owe him is far from paid. And while their adventures will take them to far-off worlds where they will face new enemies and meet new allies, Teemo's influence stretches further still. It is only a matter of time before the long arm of Teemo the Hutt pulls the PCs back in and calls all debts due!

Available now at:

WWW.FANTASYFLIGHTGAMES.COM

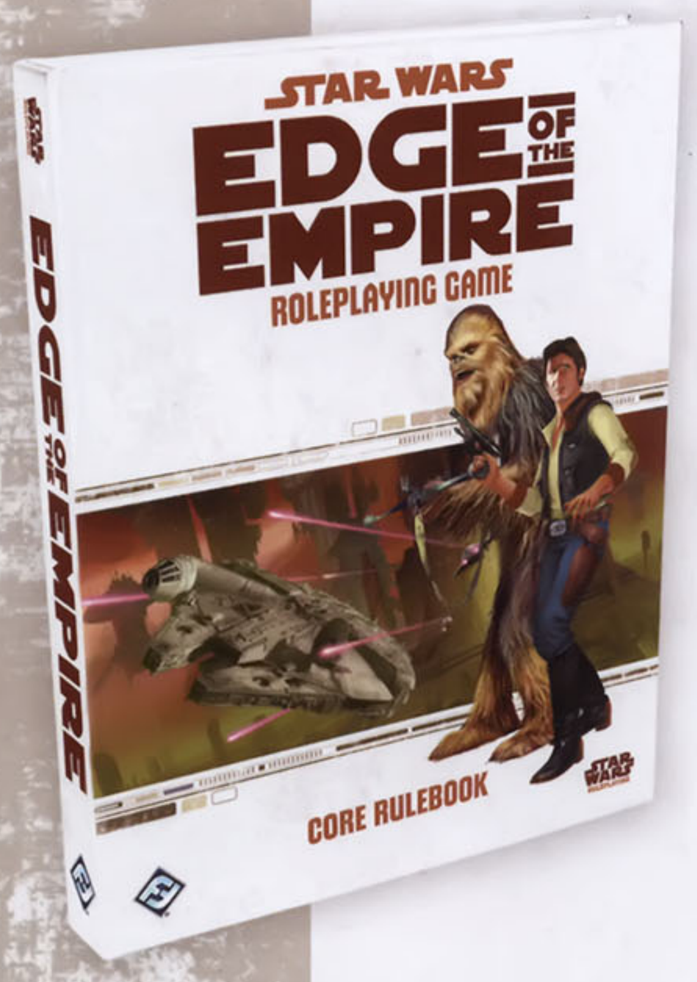


STAR WARS®

EDGE OF THE EMPIRE™

BEGINNER GAME

STAR WARS®
EDGE OF THE EMPIRE™
ROLEPLAYING GAME



Once you've experienced the Beginner Game, take your adventures even further with the *Edge of the Empire* Roleplaying Game! This comprehensive 400-page hardcover book includes an expanded and more complex ruleset, a detailed character creation section, guidelines for generating your own adventures, and much more. Prepare to make the jump to hyperspace. Epic adventure awaits in a galaxy far, far away!

AVAILABLE SPRING 2013

FANTASY FLIGHT GAMES

WWW.FANTASYFLIGHTGAMES.COM

Star Wars and all associated elements are © 2012 Lucasfilm Ltd. & TM. All rights reserved. Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks or registered trademarks of Fantasy Flight Publishing, Inc.

PROOF OF PURCHASE

Star Wars: Edge of the Empire Beginner Game SWE01

978-1-61661-593-2
1528DEC12

©LFL

SWE01
A 1/1

PROOF OF PURCHASE

Star Wars: Edge of the Empire Beginner Game SWE01

978-1-61661-593-2
1528DEC12

SWE01
B 1/1

©LFL

STAR WARS®

EDGE OF THE EMPIRE™

BEGINNER GAME

KRAYT FANG AND LANDING BAY



Loading
nber

Number Two
Hold

Cockpit

Galley

Laser Ca
Turret A

Crew
Quarters

Engine

Landing Bay
Entrance

anon
ccess

Boarding Ramp

Number Three
Hold

ering

Control
Room

©2012 LFL

CANTINA



SPACEPORT CONTROL



MOS SHUUTA STREETS

Landing Bay Besh

Warehouse Besh

Spaceport Control

Barracks

Teemo's Palace

Junk Shop

Offworld Trader's

Cantina

Electrogate

Dewback Stables

rt

Landing Bay Aurek

Water Tower

Warehouse Aurek

Slagworks

Shantytown

STAR WARS

EDGE OF THE EMPIRE

BEGINNER GAME

©2013 LFL

41-VEX

COLONIST

CHARACTER FOLIO

Start Here: This 2 page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ➤, you succeed.

2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS AND DICE



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.



CHARACTER SHEET

CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST



CHARACTERISTICS

1

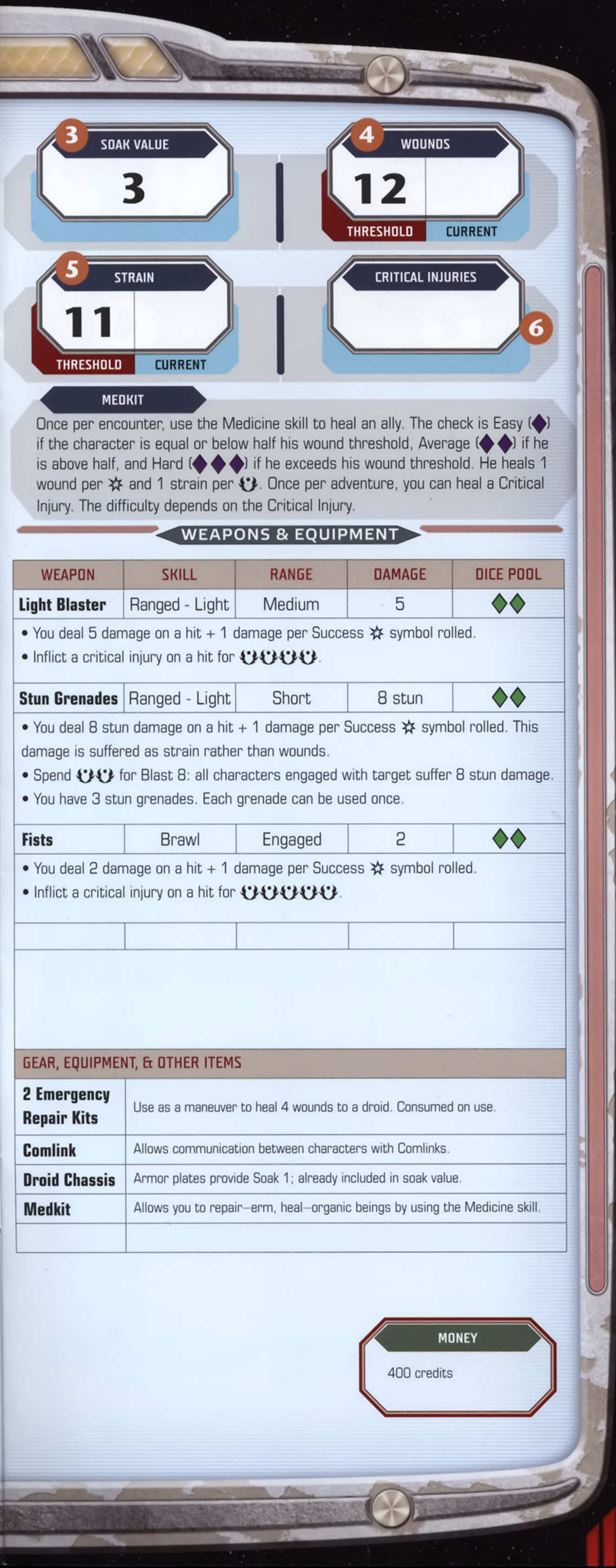
BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	1	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
Coordination (Ag)	0	
Deceit (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	1	
Leadership (Pr)	0	
Mechanics (Int)	1	
Medicine (Int)	2	
Negotiation (Pr)	1	
Perception (Cun)	0	
Pilot (Ag)	0	
Resilience (Br)	1	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged - Light (Ag)	0	
Ranged - Heavy (Ag)	0	



CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score is equal to the sum of your Brawn and the Soak value of your armor.

4 **Wounds** represent physical damage to your body. If your Wounds exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Because you are a droid, your Wounds can be recovered by the Mechanics skill and Emergency Repair Kits.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your Strain ever exceeds your Strain Threshold, you pass out.

6 You may suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2 page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (xp). You can spend those 10 experience points to purchase any of the following upgrades, worth a total of 10 xp.

UPGRADE MENU

XP COST 5

1 Negotiation Skill

You train your Negotiation skill. You gain one skill rank in Negotiation. Your dice pool changes from ● ◆ to ● ●.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 10

2 Ranged - Light Skill

You train your Ranged - Light skill. You gain one skill rank in Ranged - Light. Your dice pool changes from ◆ ◆ to ● ◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

3 Grit Talent

You gain the Grit Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (11 or 12) on your Strain Threshold.

Grit: Your Strain Threshold is increased by 1, from 11 to 12.

XP COST 5

Surgeon Talent

You gain the Surgeon Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Surgeon: On a successful Medicine check to help the target recover wounds, the target recovers 1 additional wound.

CHARACTER SHEET

CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	0	◆◆◆◆
	Athletics (Br)	0	◆◆
	Charm (Pr)	1	●◆
	Coerce (Will)	0	◆
	Computers (Int)	0	◆◆◆◆
	Cool (Pr)	1	●◆
	Coordination (Ag)	0	◆◆
	Deceit (Cun)	0	◆
	Discipline (Will)	0	◆
	Knowledge (Int)	1	●◆◆◆
	Leadership (Pr)	0	◆◆
	Mechanics (Int)	1	●◆◆◆
	Medicine (Int)	2	●●◆◆
1	Negotiation (Pr)	1 / 2	●◆ / ●●
	Perception (Cun)	0	◆
	Pilot (Ag)	0	◆◆
	Resilience (Br)	1	●◆
	Skulduggery (Cun)	0	◆
	Stealth (Ag)	0	◆◆
	Streetwise (Cun)	0	◆
	Survival (Cun)	0	◆
	Vigilance (Will)	0	◆
	COMBAT SKILLS		
	Brawl (Br)	0	◆◆
	Gunnery (Ag)	0	◆◆
	Melee (Br)	0	◆◆
2	Ranged - Light (Ag)	0 / 1	◆◆ / ●◆
	Ranged - Heavy (Ag)	0	◆◆

SOAK VALUE: 3

WOUNDS: 12 | THRESHOLD | CURRENT

3

STRAIN: 11/12 | THRESHOLD | CURRENT

CRITICAL INJURIES

MEDKIT

Once per encounter, use the Medicine skill to heal an ally. The check is Easy (◆) if the character is equal or below half his wound threshold, Average (◆◆) if he is above half, and Hard (◆◆◆) if he exceeds his wound threshold. He heals 1 wound per ✡ and 1 strain per 🙌. Once per adventure, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Light Blaster	Ranged - Light	Medium	5	◆◆ / ⬢◆
• You deal 5 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a critical injury on a hit for 🙌🙌🙌🙌.				
Stun Grenades	Ranged - Light	Short	8 stun	◆◆
• You deal 8 stun damage on a hit + 1 damage per Success ✡ symbol rolled. This damage is suffered as strain rather than wounds. • Spend 🙌🙌 for Blast 8: all characters engaged with target suffer 8 stun damage. • You have 3 stun grenades. Each grenade can be used once.				
Fists	Brawl	Engaged	2	◆◆
• You deal 2 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a critical injury on a hit for 🙌🙌🙌🙌🙌.				

2

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Emergency Repair Kits	Use as a maneuver to heal 4 wounds to a droid. Consumed on use.
Comlink	Allows communication between characters with Comlinks.
Droid Chassis	Armor plates provide Soak 1; already included in soak value.
Medkit	Allows you to repair—erm, heal—organic beings by using the Medicine skill.

MONEY

SYMBOLS AND DICE

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.



Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.
You cannot perform more than 2 maneuvers on your turn.
You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

MEDKIT

Once per encounter, use the Medicine skill to heal an ally. The check is Easy (◆) if the character is equal or below half his wound threshold, Average (◆◆) if he is above half, and Hard (◆◆◆) if he exceeds his wound threshold. He heals 1 wound per ✲ and 1 strain per . Once per adventure, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

SKILLS

SKILLS	CAREER? (1)	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)			
Charm (Pr)	•		
Coerce (Will)			
Computers (Int)			
Cool (Pr)	•		
Coordination (Ag)			
Deceit (Cun)	•		
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)	•		
Mechanics (Int)			
Medicine (Int)	•		
Negotiation (Pr)	•		
Perception (Cun)			
Pilot (Ag)			
Resilience (Br)	•		
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)	•		
Survival (Cun)			
Vigilance (Will)			
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)			
Ranged - Light (Ag)			
Ranged - Heavy (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

COLONIST: TALENT TREE 2

Career Skills: Charm, Cool, Deceit, Knowledge, Leadership, Medicine, Negotiation, Resilience, Streetwise

Resolve
When this character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Kill with Kindness
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

Grit
Gain +1 strain threshold.

5

Researcher
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

Stim Application
Take the Stim Application action: make an Average (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 and suffers 4 strain.

Inspiring Rhetoric
Take an Inspiring Rhetoric action: make an Average (◆◆) Leadership check. Each ✲ causes 1 ally in close range to recover 1 strain. Spend ☊ to cause 1 affected ally to recover 1 additional strain.

Toughened
Gain +1 wound threshold.

10

Grit
Gain +1 strain threshold.

Well Rounded
Choose any 2 skills. They permanently become Career Skills.

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Anatomy Lessons
After a successful combat check, spend 1 Destiny Point to add damage equal to his Intellect to the result.

15

INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

Skill Training 1

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

Acquiring Talents 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





41-VEX'S STORY

The droid 41-VEX's programming contains a self-improvement directive, as is only appropriate for a doctor. Just as organic doctors are commonly committed to continuing education to keep their skills sharp and to develop new techniques, so too is 41-VEX dedicated to increasing its skills and mastery of medicine. Unfortunately for 41-VEX, the droid was until recently stationed at a clinic in Mos Eisley, on the desert planet of Tatooine, with very few opportunities to improve its skills. 41-VEX spent decades rusting away, patching up blaster burns and broken appendages suffered during brawls and speeder crashes. The droid despaired of ever being able to either access the latest surgery protocols or expand its knowledge through its learning algorithms.

Over the decades, with no memory wipe, 41-VEX developed several quirks in its programming, and concluded that the only way to improve its skills as a surgeon and doctor was to purchase its own freedom. To do this, 41-VEX took out a loan from a local moneylender in service to Teemo the Hutt.

Unfortunately for 41-VEX, Teemo's promises that the droid would be free to improve its core programming weren't entirely honest. Teemo even offered to make several hardware and software upgrades available to the droid at the Hutt's palace in Mos Shuuta. When 41-VEX arrived, it was promptly fitted with a restraining bolt and forced to provide medical care to Teemo's guards and gladiators. Some of the promised upgrades did manifest themselves, however, as Teemo updated 41-VEX with some maintenance and repair programs.

Fortunately for 41-VEX, the droid has struck up dealings with both Teemo's favorite gladiator, a Wookiee named Lowhhrick, and a hotshot young human pilot named Pash. They are the closest thing 41-VEX has to "friends" on Tatooine. Lowhhrick, of course, is a frequent patient, and 41-VEX has been called upon several times to repair Pash's ship, which gets damaged far more often than one might expect. Recently, 41-VEX aided Lowhhrick's attempts to escape Teemo by introducing him to Pash. The Wookiee promptly removed 41-VEX's restraining bolt and brought the droid along.

PASH

SMUGGLER



CHARACTER FOLIO

Start Here: This 2 page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ➤, you succeed.

2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS AND DICE



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.

Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die

CHARACTER SHEET

CHARACTER NAME : PASH

SPECIES HUMAN

CAREER SMUGGLER



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
3	2	3

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	1	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	0	
Deceit (Cun)	1	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	1	
Pilot (Ag)	2	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged - Light (Ag)	1	
Ranged - Heavy (Ag)	0	

3 SOAK VALUE

4

4 WOUNDS

13

THRESHOLD | CURRENT

5 STRAIN

12

THRESHOLD | CURRENT

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged-Light	Medium	6	
• You deal 6 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	3	
• You deal 3 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.
Heavy Clothes	Soak 1; already included in soak value.

MONEY

400 credits

CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score is equal to the sum of your Brawn and the Soak value of your armor.

4 **Wounds** represent physical damage to your body. If your Wounds exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by the Medicine skill and Stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your Strain ever exceeds your Strain Threshold, you pass out.

6 You may suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.
You cannot perform more than 2 maneuvers on your turn.
You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2 page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (xp). You can spend those 10 experience points to purchase any of the following upgrades, worth a total of 10 xp.

UPGRADE MENU

XP COST 10

1

Deceit Skill

You train your Deceit skill. You gain one skill rank in Deceit. Your dice pool changes from ◆◆ to ●◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

2

Skulduggery Skill

You train your Skulduggery skill. You gain one skill rank in Skulduggery. Your dice pool changes from ◆◆◆ to ●◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

Quick Draw Talent

You gain the Quick Draw Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Quick Draw: Once per round, draw or holster a weapon or accessible item as an incidental (without spending a maneuver).

XP COST 5

Skilled Jockey Talent

You gain the Skilled Jockey Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Skilled Jockey: Whenever you make a Pilot check, you remove 1 Setback ☐ die from the dice pool before making the check. For example, if you pilot a vehicle with Handling -1, you suffer no penalty to your Pilot checks.

CHARACTER SHEET

CHARACTER NAME : PASH

SPECIES HUMAN

CAREER SMUGGLER



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
3	2	3

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	0	◆◆
	Athletics (Br)	0	◆◆◆
	Charm (Pr)	1	●◆◆
	Coerce (Will)	0	◆◆
	Computers (Int)	0	◆◆
	Cool (Pr)	0	◆◆◆
	Coordination (Ag)	0	◆◆◆
1	Deceit (Cun)	1 / 2	●◆◆ / ●●◆
	Discipline (Will)	0	◆◆
	Knowledge (Int)	0	◆◆
	Leadership (Pr)	0	◆◆◆
	Mechanics (Int)	0	◆◆
	Medicine (Int)	0	◆◆
	Negotiation (Pr)	0	◆◆◆
	Perception (Cun)	1	●◆◆
	Pilot (Ag)	2	●●◆
	Resilience (Br)	0	◆◆◆
2	Skulduggery (Cun)	0 / 1	◆◆◆ / ●◆◆
	Stealth (Ag)	0	◆◆◆
	Streetwise (Cun)	0	◆◆◆
	Survival (Cun)	0	◆◆◆
	Surveillance (Int)	1	●◆
	Vigilance (Will)	1	●◆
	COMBAT SKILLS		
	Brawl (Br)	0	◆◆◆
	Gunnery (Ag)	0	◆◆◆
	Melee (Br)	0	◆◆◆
	Ranged - Light (Ag)	1	●◆◆
	Ranged - Heavy (Ag)	0	◆◆◆

SOAK VALUE: 4

WOUNDS: 13 (THRESHOLD) (CURRENT)

STRAIN: 12 (THRESHOLD) (CURRENT)

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged-Light	Medium	6	
• You deal 6 damage on a hit + 1 damage per Success symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	3	
• You deal 3 damage on a hit + 1 damage per Success symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.
Heavy Clothes	Soak 1; already included in soak value.

MONEY

SYMBOLS AND DICE

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.



Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : *PASH*

SPECIES *HUMAN*

CAREER *SMUGGLER*



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER? (1)	RANK	DICE POOL
Astrogation (Int)	•		
Athletics (Br)			
Charm (Pr)	•		
Coerce (Will)			
Computers (Int)			
Cool (Pr)			
Coordination (Ag)	•		
Deceit (Cun)	•		
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)			
Mechanics (Int)			
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)	•		
Pilot (Ag)	•		
Resilience (Br)			
Skulduggery (Cun)	•		
Stealth (Ag)			
Streetwise (Cun)	•		
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)	•		
Melee (Br)			
Ranged - Light (Ag)			
Ranged - Heavy (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

SMUGGLER: TALENT TREE 2

Career Skills: Astrogation, Charm, Coordination, Deceit, Knowledge, Perception, Pilot, Skulduggery, Streetwise, Vigilance, Gunnery

Grit
Gain +1 strain threshold.

Skilled Jockey
Remove ■ per rank of Skilled Jockey from all Pilot checks.

Street Smarts
Remove ■ per rank of Street Smarts from Perception or Streetwise checks.

Quick Draw
Once per round, may draw or holster a weapon or accessible item as an incidental.

5

Natural Charmer
Once per session re-roll any 1 Charm or Deceit check.

Full Throttle
Take a Full Throttle action; make a Hard (◆◆◆) Pilot check to increase a vehicle's speed by 1 for a number of rounds equal to Cunning.

Hidden Storage
Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal in ranks to Hidden Storage.

Quick Strike
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet.

10

Soft Spot
After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to the result.

Improved Full Throttle
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Average (◆◆).

Toughened
Gain +1 wound threshold.

Rapid Reaction
Suffer a number of strain to add an equal number of ✲ to initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.

15

INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

Skill Training 1

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

Acquiring Talents 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





PASH'S STORY

It's been a hard run for the smuggler, con-man, and rogue known only as Pash. First he was ejected from Imperial flight school for "insubordination" (which is apparently a fancy word for "stealing a shuttle for a quick flight around the planet when bored one day"). Then his favorite speeder-bike was impounded when he fell behind on his debt payments. Then Pash was arrested for grifting on the streets of Aldera, on the planet Alderaan. Then he was transported for hard labor in the spice mines of Kessel, which was apparently some Alderaani noble's way of getting back at Pash for something involving the noble's daughter. Then the transport carrying him to Kessel was attacked by pirates and Pash was press-ganged into service. Then the pirates were defeated by an Imperial frigate and Pash was arrested for piracy. Then Alderaan was blown up by the super battlestation called the Death Star and things got really tense. Then Pash was set free by an Imperial officer named Herkin, who explained that Pash now owed him a huge favor, and by the way Pash was now going to fly starships for a gentlebeing named Teemo the Hutt.

Recently, Pash has been flying cargos for Teemo in and out of the tiny town of Mos Shuuta on Tatooine. In some ways it's been the most boring and peaceful eight weeks of Pash's life. In other ways, he keeps getting shot at by pirates and customs officials and having to do risky landings in remote, dangerous places, so it's terrifying at the same time. On his most recent mission, Pash's ship, a rusty old Ghtroc 720 light freighter named *Ao Var*, was damaged beyond repair and had to be sold off for parts when he finally returned to Mos Shuuta. Teemo the Hutt was not happy, since the *Ao Var* was technically the Hutt's property. Pash decided it was probably time to leave the Hutt's service, and teamed up with his favorite droid mechanic 41-VEX and a lethal Twi'lek bounty hunter named Oskara to make it happen.

Despite his long life of misfortune, Pash thinks of himself as lucky - and perhaps he is. After all, if he hadn't been arrested and transported off of Alderaan, he might have been there when the Empire blew it up. Pash has a knack for coming through disaster unscathed. He's a really excellent pilot and pretty good at a lot of other things, and has the easy-going nature of one to whom things come easily.

OSKARA

BOUNTY HUNTER



CHARACTER FOLIO

Start Here: This 2 page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ➤, you succeed.

2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS AND DICE

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.



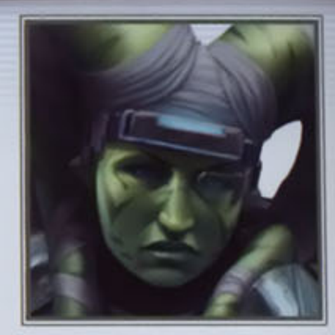
Ability Die ◆ | Proficiency Die ⬢ | Difficulty Die ◆ | Challenge Die ⬢ | Boost Die ■ | Setback Die ■ | Force Die ⬡

CHARACTER SHEET

CHARACTER NAME : *OSKARA*

SPECIES *TWI'LEK*

CAREER *BOUNTY HUNTER*



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆
Athletics (Br)	1	⬢◆
Charm (Pr)	0	◆◆◆
Coerce (Will)	0	◆◆
Computers (Int)	1	⬢◆
Cool (Pr)	0	◆◆◆
Coordination (Ag)	0	◆◆◆◆
Deceit (Cun)	1	⬢◆
Discipline (Will)	0	◆◆
Knowledge (Int)	0	◆◆
Leadership (Pr)	0	◆◆◆
Mechanics (Int)	0	◆◆
Medicine (Int)	0	◆◆
Negotiation (Pr)	0	◆◆◆
Perception (Cun)	1	⬢◆
Pilot (Ag)	1	⬢◆◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆
Stealth (Ag)	0	◆◆◆◆
Streetwise (Cun)	0	◆◆
Survival (Cun)	0	◆◆
Vigilance (Will)	1	⬢◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆
Gunnery (Ag)	0	◆◆◆◆
Melee (Br)	0	◆◆
Ranged - Light (Ag)	0	◆◆◆◆
Ranged - Heavy (Ag)	2	⬢⬢◆◆

CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score is equal to the sum of your Brawn and the Soak value of your armor.

4 **Wounds** represent physical damage to your body. If your Wounds exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by the Medicine skill and Stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your Strain ever exceeds your Strain Threshold, you pass out.

6 You may suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.
You cannot perform more than 2 maneuvers on your turn.
You can also perform any number of incidental actions.

3 SOAK VALUE: 4

4 WOUNDS: THRESHOLD 12 | CURRENT

5 STRAIN: THRESHOLD 13 | CURRENT

CRITICAL INJURIES **6**

MONEY: 400 credits

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Carbine	Ranged - Heavy	Medium	9	
• You deal 9 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.
2 Binders	Binds prisoners' hands.
Datapad	Hand-held computer; accesses computer systems.
Padded Armor	Soak 2; already included in soak value.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2 page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (xp). You can spend those 10 experience points to purchase any of the following upgrades, worth a total of 10 xp.

UPGRADE MENU

XP COST 5

1

Mechanics Skill

You train your Mechanics skill. You gain one skill rank in Mechanics. Your dice pool changes from ◆◆ to ⬢◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 10

2

Gunnery Skill

You train your Gunnery skill. You gain one skill rank in Gunnery. Your dice pool changes from ◆◆◆◆ to ⬢◆◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

Quick Draw Talent

You gain the Quick Draw Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Quick Draw: Once per round, draw or holster a weapon or accessible item as an incidental (without spending a maneuver).

XP COST 5

3

Point Blank Talent

You gain the Point Blank Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Point Blank: When you hit a target at short range or closer with your blaster carbine, a blaster pistol or rifle of any type, or a grenade, you deal +1 damage.

CHARACTER SHEET

CHARACTER NAME : OSKARA

SPECIES TWI'LEK

CAREER BOUNTY HUNTER



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆
Athletics (Br)	1	⬢◆
Charm (Pr)	0	◆◆◆
Coerce (Will)	0	◆◆
Computers (Int)	1	⬢◆
Cool (Pr)	0	◆◆◆
Coordination (Ag)	0	◆◆◆◆
Deceit (Cun)	1	⬢◆
Discipline (Will)	0	◆◆
Knowledge (Int)	0	◆◆
Leadership (Pr)	0	◆◆◆
1 Mechanics (Int)	0 / 1	◆◆ / ⬢◆
Medicine (Int)	0	◆◆
Negotiation (Pr)	0	◆◆◆
Perception (Cun)	1	⬢◆
Pilot (Ag)	1	⬢◆◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆
Stealth (Ag)	0	◆◆◆◆
Streetwise (Cun)	0	◆◆
Survival (Cun)	0	◆◆
Vigilance (Will)	1	⬢◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆
2 Gunnery (Ag)	0 / 1	◆◆◆◆ / ⬢◆◆◆
Melee (Br)	0	◆◆
Ranged - Light (Ag)	0	◆◆◆◆
Ranged - Heavy (Ag)	2	⬢⬢◆◆

SOAK VALUE: 4

WOUNDS: 12 (THRESHOLD) / (CURRENT)

STRAIN: 13 (THRESHOLD) / (CURRENT)

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Carbine	Ranged - Heavy	Medium	3 9	
• You deal 9 damage on a hit + 1 damage per Success symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per Success symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.
2 Binders	Binds prisoners' hands.
Datapad	Hand-held computer; accesses computer systems.
Padded Armor	Soak 2; already included in soak value.

MONEY

SYMBOLS AND DICE

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.



Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : OSKARA

SPECIES TWI'LEK

CAREER BOUNTY HUNTER



SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)	•		
Charm (Pr)			
Coerce (Will)			
Computers (Int)	•		
Cool (Pr)			
Coordination (Ag)			
Deceit (Cun)			
Discipline (Will)			
Knowledge (Int)			
Leadership (Pr)			
Mechanics (Int)	•		
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)	•		
Pilot (Ag)	•		
Resilience (Br)			
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)	•		
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)			
Ranged - Light (Ag)	•		
Ranged - Heavy (Ag)	•		

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

BOUNTY HUNTER: TALENT TREE 2

Career Skills: Athletics, Computers, Mechanics, Perception, Pilot, Streetwise, Vigilance, Ranged - Light, Ranged - Heavy

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

Quick Draw
Once per round, draw or holster a weapon or accessible item as an incidental.

Grit
Gain +1 strain threshold.

Dodge
When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.

5

Expert Tracker
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Precise Aim
Once per round, may perform a Precise Aim maneuver to reduce target's defence by 1.

Jump Up
Once per round, may stand from seated or prone as an incidental.

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.

10

Toughened
Gain +1 wound threshold.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

Expert Tracker
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Armor Master
When wearing armor, increase total soak value by 1.

15

INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

Skill Training 1

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

Acquiring Talents 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





OSKARA'S STORY

Ryloth, the home planet of the Twi'leks, is a dry, dusty planet with precious little to offer for anyone looking to get rich. In fact, its most valuable (some would say only valuable) export is the illegal spice called Ryll. Consequently, many of the rich and powerful on Ryloth are smugglers, crime lords, and thugs, sometimes capturing innocent Twi'leks and forcing them to labor in the spice mines.

Oskara was always quick, clever, and lucky enough to stay ahead of the press gangs...but her sister Makara was not. When Makara was nabbed by Aqualish thugs, Oskara had to act fast to keep her sister out of the mines. She offered her own unique services to the gang leader instead, claiming to be an experienced bounty hunter. Surprisingly, her first job for the gang went well and Oskara soon thrived under the tutelage of a veteran hunter named Gyax. She was called on to perform more and more duties for the spice mining gang, and as long as she did well Makara was safe.

But then Oskara was "loaned out" to a Hutt gangster on Tatooine named Teemo. And then things started to come undone. Teemo paid her quite well, but in the course of her bounty-hunting work for the Hutt she uncovered a plot against the Ryll-mining gang on Ryloth. The Hutt was going to seize their territory...and there would be no more guarantees of safety for Makara. Oskara decided to team up with Teemo's favorite gladiator, a Wookiee named Lowhhrick, and one of his best pilots, a human named Pash. Alongside her new companions, Oskara has sent a warning to her compatriots on Ryloth and is now fleeing Teemo's revenge.

Oskara seems jaded and cynical at first, having seen much of the worst the galaxy had to offer at a young age. She is careful not to get too attached to anyone or anything. She is a professional bounty hunter and takes a serious approach to her work, focusing on results rather than any emotional considerations.

LOWHRICK

HIRED GUN



CHARACTER FOLIO

Start Here: This 2 page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ➤, you succeed.

2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS AND DICE



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.



CHARACTER SHEET

CHARACTER NAME : *LOWHHRICK*

SPECIES *WOOKIEE*

CAREER *HIRED GUN*



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
4	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	1	
Charm (Pr)	0	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	0	
Deceit (Cun)	0	
Discipline (Will)	1	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	0	
Pilot (Ag)	0	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	1	
Gunnery (Ag)	1	
Melee (Br)	1	
Ranged - Light (Ag)	1	
Ranged - Heavy (Ag)	0	

3 SOAK VALUE

4

4 WOUNDS

18

THRESHOLD | CURRENT

5 STRAIN

10

THRESHOLD | CURRENT

CRITICAL INJURIES

6

WOOKIEE RAGE

When you are wounded, you deal +1 damage with all Melee and Brawl-based attacks. When you are Critically Injured, you deal +2 damage with such attacks instead.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibro-axe	Melee	Engaged	7 (Br+3)	
• You deal 7 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for . • Pierce 2: Target's soak reduced by 2 against this attack.				
Blaster Pistol	Ranged-Light	Medium	6	
• You deal 6 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	4	
• You deal 4 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.

MONEY

400 credits

CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score is equal to the sum of your Brawn and the Soak value of your armor.

4 **Wounds** represent physical damage to your body. If your Wounds exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by the Medicine skill and Stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your Strain ever exceeds your Strain Threshold, you pass out.

6 You may suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2 page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (xp). You can spend those 10 experience points to purchase any of the following upgrades, worth a total of 10 xp.

UPGRADE MENU

XP COST 5

1

Coerce Skill

You train your Coerce skill. You gain one skill rank in Coerce. Your dice pool changes from ◆◆ to ●◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 10

2

Melee Skill

You train your Melee skill. You gain one skill rank in Melee. Your dice pool changes from ●◆◆◆ to ●●◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

3

Toughened Talent

You gain the Toughened Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (18 or 19) on your Wound Threshold.

Toughened: Your Wound Threshold is increased by 1, from 18 to 19.

XP COST 5

4

Feral Strength Talent

You gain the Feral Strength Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Feral Strength: When you hit a target with a Melee or Brawl weapon of any type (such as your Vibro-axe or fists), you deal +1 damage.

CHARACTER SHEET

CHARACTER NAME : LOWHHRICK

SPECIES WOOKIEE

CAREER HIRED GUN



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
4	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	2

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	0	◆◆
	Athletics (Br)	1	●◆◆◆
	Charm (Pr)	0	◆◆
1	Coerce (Will)	0 / 1	◆◆ / ●◆
	Computers (Int)	0	◆◆
	Cool (Pr)	0	◆◆
	Coordination (Ag)	0	◆◆◆
	Deceit (Cun)	0	◆◆
	Discipline (Will)	1	●◆
	Knowledge (Int)	0	◆◆
	Leadership (Pr)	0	◆◆
	Mechanics (Int)	0	◆◆
	Medicine (Int)	0	◆◆
	Negotiation (Pr)	0	◆◆
	Perception (Cun)	0	◆◆
	Pilot (Ag)	0	◆◆◆
	Resilience (Br)	0	◆◆◆◆
	Skulduggery (Cun)	0	◆◆
	Stealth (Ag)	0	◆◆◆
	Streetwise (Cun)	0	◆◆
	Survival (Cun)	0	◆◆
	Vigilance (Will)	1	●◆
	COMBAT SKILLS		
	Brawl (Br)	1	●◆◆◆
	Gunnery (Ag)	1	●◆◆
2	Melee (Br)	1 / 2	●◆◆◆ / ●●◆◆
	Ranged - Light (Ag)	1	●◆◆
	Ranged - Heavy (Ag)	0	◆◆◆

SOAK VALUE

4

3 WOUNDS

18/19

THRESHOLD | CURRENT

STRAIN

10

THRESHOLD | CURRENT

CRITICAL INJURIES

WOOKIEE RAGE

When you are wounded, you deal +1 damage with all Melee and Brawl-based attacks. When you are Critically Injured, you deal +2 damage with such attacks instead.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE 4	DICE POOL
Vibro-axe	Melee	Engaged	7 (Br+3) (+1)	
• You deal 7 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for . • Pierce 2: Target's soak reduced by 2 against this attack.				2
Blaster Pistol	Ranged-Light	Medium	6	
• You deal 6 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				
Fists	Brawl	Engaged	4 (+1) 4	
• You deal 4 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.

MONEY

SYMBOLS AND DICE

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.



Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : LOWHHRICK

SPECIES WOOKIEE

CAREER HIRED GUN



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
4	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	0

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

WOOKIEE RAGE

When you are wounded, you deal +1 damage with all Melee and Brawl-based attacks. When you are Critically Injured, you deal +2 damage with such attacks instead.

SKILLS

SKILLS	CAREER? (1)	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)	•		
Charm (Pr)			
Coerce (Will)			
Computers (Int)			
Cool (Pr)			
Coordination (Ag)			
Deceit (Cun)			
Discipline (Will)	•		
Knowledge (Int)			
Leadership (Pr)	•		
Mechanics (Int)			
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)			
Pilot (Ag)	•		
Resilience (Br)	•		
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)	•		
Gunnery (Ag)	•		
Melee (Br)	•		
Ranged - Light (Ag)	•		
Ranged - Heavy (Ag)	•		

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

HIRED GUN: TALENT TREE 2

Career Skills: Athletics, Discipline, Leadership, Pilot, Resilience, Vigilance, Brawl, Gunnery, Melee, Ranged - Light, Ranged - Heavy

Toughened
Gain +1 wound threshold.

Feral Strength
Add 1 damage per rank of Feral Strength to damage inflicted while using the Brawl or Melee skills.

Grit
Gain +1 strain threshold.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

5

Knockdown
After hitting with a melee attack, spend ⊛ to knock the target prone.

Barrage
Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium of long range.

Body Guard
Once per round, may perform a Body Guard maneuver to guard an engaged character. Until the beginning of the next turn, any attacks targeting guarded character suffer ■.

Strong Arm
Treat thrown weapons as if they had 1 greater range.

10

Enduring
Gain +1 soak value.

Improved Body Guard
When using Body Guard to guard another character, may perform 2 maneuvers to increase difficulty of attacks targeting guarded character by 1 instead of adding ■.

Feral Strength
Add 1 damage per rank of Feral Strength to damage inflicted while using the Brawl or Melee skills.

Field Commander
Take a Field Commander action; make an Average (◆◆) Leadership check. A number of allies equal to presence may immediately suffer 1 strain to perform a free maneuver.

15

INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

Skill Training 1

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

Acquiring Talents 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





LOWHRICK'S STORY

The Wookiees of the heavily forested planet Kashyyyk are a proud species with a rich culture and sophisticated technology. Unfortunately, their bestial appearance and inability to speak Basic often leads to the misconception that all Wookiees are little more than savage brutes. A long-standing antagonism between the Wookiees of Kashyyyk and the lizard-like Trandoshans frequently flares up as Trandoshans hunt Wookiees for sport. Lowhhrick's sister and nephew were victims of one of these Trandoshan raiding parties, and both were killed. Lowhhrick vowed to hunt down the Trandoshans responsible...and was promptly captured. So began his long career as a gladiator, forced to do battle for the amusement of others.

Lowhhrick eventually achieved such fame that his contract was acquired by a Hutt gangster named Teemo and he was brought to Tatooine. Teemo would periodically send Lowhhrick into the ring to vanquish gladiators belonging to his business "partners" as a means of establishing his dominance. From time to time Lowhhrick was asked to serve as bodyguard during particularly important "business meetings," where his presence would serve as a reminder that Teemo had many trained killers on his payroll.

Recently, Lowhhrick struck up a friendship with a bounty hunter named Oskara who also worked for Teemo the Hutt. Oskara was planning to make a run for it and quit Teemo's service, and Lowhhrick offered his help...if Oskara would take him with her. Lowhhrick also grabbed 41-VEX, the droid medic who patched him up after each fight, and brought the droid along.

Lowhhrick has a great deal of experience with combat, both from his career as a gladiator and his time acting as a warrior on Kashyyyk. He is disciplined and thoughtful by nature, but his experiences of the past few decades have made him somewhat short-tempered. He takes his obligations and his oaths very seriously, and nothing is more important to him than escaping his predicament and getting vengeance for his family. Although Lowhhrick cannot speak Basic, he understands it quite well and the other PCs understand his language just as well.

STAR WARS®
EDGE OF THE EMPIRE™
BEGINNER GAME



Gather your friends and get ready for adventure in the *Star Wars* galaxy!

Whether you are brand-new to roleplaying or just new to **Edge of the Empire,** the **Beginner Game** is the perfect starting point for players of all skill levels.

Open the box and begin playing immediately!

The *Star Wars*: **Edge of the Empire Beginner Game** features a complete, learn-as-you-go adventure. Players can jump right in and play as they learn the rules. Pre-generated character folios keep rules right at their fingertips. Custom dice and an exciting narrative gameplay system make every roll a story. Detailed rules provide for hours of entertainment as you create your own adventures and tell your own stories.

This is a complete standalone game for 3-5 players.

GAME CONTENTS

1 Adventure Book
1 Rulebook • 1 Introduction Sheet
1 Map • 4 Character Folios
14 Custom Dice • 8 Destiny Tokens
35 Character Tokens
5 Vehicle Tokens

Visit Us on the Web
WWW.FANTASYFLIGHTGAMES.COM

starwars.com

Copyright © 2012 by Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization. Fantasy Flight Games and Fantasy Flight Supply are trademarks of Fantasy Flight Publishing, Inc. The FFG logo is a registered trademark of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, MN 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Warning! Not suitable for children under 3 years due to small parts. Choking hazard. Actual components may vary from those shown. Made in China.

CE 10+ 3-5 0-3

FANTASY FLIGHT GAMES

POWERED BY STAR WARS™ DICE
App Store Google play

Star Wars: Edge of the Empire Beginner Game SWE01
ISBN: 978-1-61661-5932
EAN 13 9 781616 615932 52995
1528DEC12