

STAR THE FORCE AWAKENS WARS

BEGINNER GAME



READ THIS SECOND

ADVENTURE BOOK



STAR
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ROLEPLAYING

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For more information about the *Star Wars* Roleplaying lines, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com



ADVENTURE BOOK
STAR WARS ROLEPLAYING

WELCOME TO THE *STAR WARS: THE FORCE AWAKENS* BEGINNER GAME!

You are about to embark on a thrilling adventure through the *Star Wars* universe, fighting against the threat of the First Order with your wits, your courage, and a good blaster at your hip. The *Star Wars: The Force Awakens* **BEGINNER GAME** is a roleplaying game in which you take the role of a character in the *Star Wars* galaxy and have exciting adventures! *Star Wars: The Force Awakens* **BEGINNER GAME** is specially designed to be your introduction to roleplaying games.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Players take on the roles of characters in a fictional universe—in this case, the *Star Wars* universe. As a group, the players work together to tell a story in which those characters strive to overcome challenges, do battle with dangerous enemies, and help the galaxy wake up against the threat of a secret but looming evil. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Characters each have unique characteristics to reflect their strengths and weaknesses within the game system, which uses the custom dice to determine a character's chance of success or failure at any given task.

BEFORE YOU BEGIN

Star Wars: The Force Awakens **BEGINNER GAME** is designed for three to five 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 the GM's 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 other character who appears during the game session and is not controlled by another player. Characters controlled by the GM are called Non-Player Characters, or NPCs. GMs can invent their own stories and adventures, or use adventures written by somebody else—like the adventure included in this box.

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

THE OTHER PLAYERS ARE HERO PLAYERS

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

GAME MASTER ONLY!

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

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



CONTENTS OF THIS BOX



THIS ADVENTURE BOOK

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

CHARACTER FOLIOS

Each folio contains everything one hero player needs to play *The Force Awakens* BEGINNER GAME.

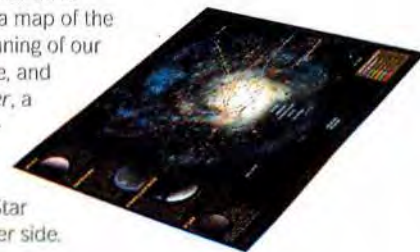


THE RULEBOOK

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

A MAP

The folded map features three distinct map images: a map of the galaxy as of the beginning of our adventure on one side, and the *Starlight Wanderer*, a crashed Corellian corvette on the surface of Jakku, and the *Silencer*, a First Order Star Destroyer, on the other side.



DESTINY POINT TOKENS

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



CUSTOM DICE

The Force Awakens BEGINNER GAME includes 14 custom dice used to resolve skill checks and generate random results.



CHARACTER TOKENS

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



YOU WILL ALSO NEED

Pens or pencils and scratch paper.



STAR WARS: THE FORCE AWAKENS

Star Wars: The Force Awakens **BEGINNER GAME** is a complete, stand-alone product and contains everything three to five players need to roleplay characters adventuring amid the exciting events of the return of the First Order. Players can enjoy hours of entertainment with the contents of this box by playing the included adventure and further tales of their own invention.

Players who are ready for a more complex, in-depth roleplaying experience can pursue further adventures by exploring one of the three *Star Wars* Roleplaying lines: **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, or **FORCE AND DESTINY**. All three games are completely compatible with one another. Their core rulebooks are the starting points for pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. In these games, just as in *Star Wars: The Force Awakens BEGINNER GAME*, hero players take the roles of Player Characters and adventure in the *Star Wars* galaxy. All of these 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). The three *Star Wars* Roleplaying games use a flexible system of actions and maneuvers to resolve combat, and they also build on the core rules found here to give players rules for vehicles, starships, and using the Force. In short, *Star Wars: The Force Awakens BEGINNER GAME* is a simpler and easier-to-learn version of the *Star Wars* Roleplaying core rules found in **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY**.

EDGE OF THE EMPIRE lets players explore the fringes of galactic society and play smugglers, bounty hunters, and scoundrels. **AGE OF REBELLION** takes players back to the height of the Galactic Civil War, where they take on the role of soldiers and pilots in the Rebel Alliance, fighting against the Galactic Empire. **FORCE AND DESTINY** gives players the chance to play mystics, warriors, and even inheritors of the traditions of the Jedi who have a connection to the mysterious and powerful Force.

HOW TO USE THIS BOOK

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

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

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

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the GM should do this at the start of a scene—as the heroes are attacked by the Strus Clan, or when they leave Jakku. At other times, the GM should read these in response to PCs' actions, such as when they open a door or make a skill check.

THE PLAYER CHARACTERS

There are four Player Characters (PCs) contained in this **BEGINNER GAME**: Fira Bon the human Soldier, Mhar'li the human Ace, Durm Bormo the Abednedo Colonist, and Tiras Or'un the human Explorer. If your group has fewer than four hero players, you might not use all four of these PCs. The game can be run with fewer than four PCs!

RULES TEXT

One common page element is a sidebar like this one.

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

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

OTHER SIDEBARS

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



WELCOME TO JAKKU

The adventure takes place on the desert world of Jakku, a planet on the sparsely populated edge of the Unknown Regions. Jakku once held some fame as the site of one of the last great battles of the Galactic Civil War, in which Alliance and Imperial fleets clashed high above its arid surface. The Empire saw a horrific defeat, with scores of warships sent plummeting into the sands.

However, the galaxy had wearied of war, and after the remnants of the Empire and the nascent New Republic signed their peace treaty, civilization quickly forgot about Jakku. In the decades of peace, the planet has become a haven for junk scavengers, criminal elements, and those trying to stay hidden from the rest of the galaxy.

Now, after years spent in obscurity, Jakku is about to play host to vitally important events once again. But even as the galaxy moves toward a new era of war, a group of scavengers, outcasts, and wanderers discovers a long-lost secret hidden in the wreckage entombed on Jakku's desert surface.

During the Battle of Jakku, a Rebel corvette, the *Starlight Wanderer*, managed to intercept vital data from an Imperial warship. This data included the locations of several Imperial outposts, research stations, and shipyards hidden in the fringes of the galaxy and unknown to everyone save those in the highest ranks of the Imperial military. However, as the *Starlight Wanderer* attempted to flee to the Rebellion with this information, it was shot down in the chaos of the battle. The wreck joined the countless others that littered the surface of Jakku, and the secrets it carried were lost.

But they were not lost forever. Several weeks ago, a roving band of nomads found the wreck of the *Starlight Wanderer* half-buried in the sand. Sensing opportunity, the nomads began to scour the wreck for salvage and to retrofit the intact portions of the hull. The nomads intended to turn the corvette into a new home for their band. As they explored the heavily damaged portions of the hull, however, they came across evidence that something very valuable might have been hidden somewhere in the ship. The damaged logs indicate that the *Starlight Wanderer* has a secret and secure vault, containing an unknown item of great significance.

Unfortunately for the nomads, word got out that they had stumbled on a big find, and now the Strus Clan is planning to muscle in on their good fortune. The Strus Clan, a local group of raiders and lowlifes, have sent a delegation to the *Starlight Wanderer* to "negotiate" a deal with the nomads. Misha Vontoba, the leader of the nomads, fears that the

Strus Clan may resort to violence. As a result, she turns to the PCs and asks them for help. The PCs are more competent warriors and savvy negotiators than the nomads, so the nomad community is perfectly happy for their aid.

When the Strus Clan delegation arrives outside the *Starlight Wanderer*, they act belligerent and hostile from the very beginning. If the PCs try to work out some sort of deal (and even point out that nobody has found anything valuable yet), the Strus Clan's representatives refuse to believe them. As the adventure starts, the criminals decide that the time for talking is over: they're going to beat up the PCs and take what they want by force!

THE MAP

The adventure map is broken into three sections. The first section depicts the *Star Wars* galaxy and shows the players the locations of several pivotal planets in *Star Wars: The Force Awakens*. On the other side of the map, one section depicts the wreck of the *Starlight Wanderer* after it has been inhabited by Misha Vontoba and her nomads. The second section depicts the hangar bay of the Star Destroyer *Silencer*, where the climax of the adventure takes place. Since the map folds in half, the player who takes on the role of the GM should make sure that the rest of the players shouldn't see the hangar bay portion of the map. After all, why spoil the surprise?

THE ADVENTURE STRUCTURE

The adventure is presented as a series of encounters. The encounters are numbered and presented in the order in which 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 to read the skipped encounter and share the rules concepts contained within.

Between encounters, the GM might have to improvise the transitions. These transitions can be as simple as "you walk inside the wreck and make your way to the meeting room," or as complex as a set of descriptions that also provide the hero players a chance to make decisions and offer their own commentary. They're also a great opportunity to mix in some of the color and variety of the galaxy of *Star Wars*.



THE ADVENTURE BEGINS

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

ARRANGING THE PLAY AREA

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

DISCOVERY ON JAKKU

The GALACTIC EMPIRE is gone, its descent heralded by the loss of the second Death Star and the Emperor. Its remnants have slunk into the shadows on the edge of the galaxy. A NEW REPUBLIC has arisen, bringing peace to the galaxy.

But in the darkness of the Unknown Regions, a new threat emerges. The FIRST ORDER, heir to the Empire's evil, plans to destroy the New Republic and return the galaxy to its own rule. Only the RESISTANCE, led by General Leia Organa, stands in its way. Even so, nobody knows the true strength of the First Order.

Meanwhile, on the remote world of Jakku, a group of scavengers and desert nomads has discovered the existence of a valuable secret, one lost for thirty years...

The GM should pause here and have the hero players read over the descriptions of their characters on the backs of the character folios (if they haven't already). The four PCs will have already met when the adventure starts, so hero players should each take a few minutes to describe their character to the rest of the players. Once they have done this, continue by reading the following aloud:

A band of nomads searching the wastes of Jakku came across a wrecked New Republic corvette. When they accessed the remains of its central computer, they found evidence that something valuable was hidden in a secret vault somewhere within the ship. Although they do not yet know what it is, rumors of this secret have already spread across the desert wastes.

Those rumors reached the ears of a wandering group of vicious gangsters that has plagued Jakku for years: the vicious Strus Clan. Sensing the chance for easy money, the Strus Clan sent representatives to demand the nomads give up the wreck and the secret, or die!

You, the heroes, found yourselves at the wreck of the New Republic ship and in the company of the nomads for various reasons. Now, the representatives have arrived: a small group of hired guns who are armed and looking for trouble. Misha Vontoba, leader of the nomads, asked you to go out and meet with the Strus Clan. However, you soon realize that these hired guns have no interest in negotiation, just in your surrender. When you try to reason with them, the Strus Clan goes for their guns!

As much as you want to stay and fight, you know you have a better chance of taking on these gangsters if you can lead them into an ambush. You sprint back to the wreck, firing a few wild blaster shots over your shoulder to slow the Strus Clan down.

AFTER READING THE OPENING CRAWL...

Each PC now suffers 2 strain to represent the sudden stress of being attacked by the Strus Clan gangsters. Instruct the hero players to each mark 2 strain in the appropriate place on their PC's character sheet. The PCs will have opportunities to recover strain in the future.

STRAIN

Strain reflects mounting fatigue and stress. If a character is ever suffering a total amount of strain greater than the character's strain threshold, the character collapses unconscious.

The adventure has now begun! Proceed to the first encounter **Encounter 1**, on the next page.

ENCOUNTER 1: HERE THEY COME!

In this encounter, the PCs take cover around the entrance to the ship and get ready for the Strus Clan gangsters to charge in through the door. The PCs have a few moments to prepare for the fight, and can take a few simple steps to turn the odds in their favor.

As the PCs enter the hallway just beyond the old airlock, read aloud or paraphrase the following:

You run through the airlock and slam it shut. There's no lock, so it won't hold the Strus Clan back for long.

The hallway just beyond the entrance is cluttered with crates and piles of junk. The light panels flicker fitfully, leaving deep pools of shadow in the alcoves on either side of the door. Some of the crates are large enough that, if pushed onto their side, they could serve as a solid barricade. Parts of the hallway are narrow enough that one resolute hero could make a stand there to stop intruders from advancing deeper into the ship.

At the far end of the hallway, Misha Vontoba orders a group of nomads to take cover or flee deeper into the ship, her clear voice ringing through the halls. Some of the nomads ignore her, cowering in corners and wailing. If you can't hold off the Strus Clan's gangsters, these people are done for. You have just enough time to do one thing to prepare for the attack. What do you do?

Each PC has one chance to perform **one** of the following actions to prepare for battle before the Strus Clan gangsters follow the PCs through the entrance. Doing so requires a skill check. Each PC should make one skill check to determine whether or not the attempt to hide or prepare for a fight is successful.

These are the four checks the players can make:

- Hide in the shadowy corner next to the airlock entrance and be ready to attack the gangsters from behind when they enter. **(Stealth)**
- Flip over a crate as an impromptu barricade. **(Athletics)**
- Hiding among the group of nomads and pretend to be harmless and afraid. **(Deception)**
- Stand confidently in the center of the hallway, ready to take on the first bandit to enter. **(Cool)**

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

If the PCs want to try and find the vault (or flee the fight), the GM should remind them that they don't have time to do so. The Strus Clan is right on their heels, and they need to deal with the gangsters right now!

PERFORMING THE SKILL CHECK

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

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

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

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

THE CORE MECHANIC

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

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

THE DICE POOL




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

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




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

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



IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE








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

THE TRIUMPH SYMBOL





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





SUCCESS, OR FAILURE?





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







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





ADVANTAGE, OR THREAT?

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

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

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

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

In this case, the active character may recover 1 strain per Advantage  symbol. The active character suffers 1 strain per Threat  symbol. This is the most basic way to use Advantage  and Threat  , and this option is always available to the active character; other specific options are discussed on page 13.

AFTER EACH HERO PLAYER HAS ROLLED...

If all the PCs succeed on their checks and so have prepared for the assault successfully, read the following aloud:

As you prepare yourselves and ready for battle, the harsh screech of the airlock door being wrenched open echoes through the ship. The door shudders open, sending a brilliant beam of sunlight stabbing into the interior. The gangsters from the Strus Clan squeeze through the opening, blinking and disoriented as their eyes adjust to the darkness. Overconfident, they don't realize that you are waiting there, determined and ready for a fight. If you strike now, you can take them out before they threaten your friends!

Continue to **Encounter 2**.

If any of the PCs fail their checks meaning they have failed to hide or prepare for the assault successfully, read the following aloud:

Before you have a chance to prepare yourselves, the harsh screech of the airlock door being wrenched open echoes through the ship. The door shudders open, sending a brilliant beam of sunlight stabbing into the interior. The gangsters from the Strus Clan rush through the opening, bellowing at the top of their lungs. Your hands sweat as fear digs into your gut. You'll have to fight for your lives if you want to protect your nomad friends, and yourselves!

Continue to **Encounter 2**.

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: WEATHER THE STORM

In this encounter, the PCs fight against the gangsters sent by the Strus Clan. The PCs are trying to drive them out of the ship and keep their friends safe.

There are as many Strus Clan gangsters in this encounter as there are PCs. The gangsters start at the door and are at short range from any PCs who stayed near it (hiding in the corner, standing in the center of the hall, or taking cover behind a barricade). If a PC moved farther down the passageway (hiding among the nomads taking cover), that PC is at medium range from the gangsters and at short range from the other PCs. The hero players should indicate their PCs' locations based on their actions in **Encounter 1**.

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

1. **Determine Initiative**—in this case, based on whether or not the heroes successfully prepared.
2. **Participants Take Turns**—each character takes one turn; PCs choose the order in which they act.
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, the GM and the hero players need to determine in what order the characters (both PCs and NPCs) will take their turns. This is called the Initiative order. In most cases, determining Initiative calls for a skill check from each participant, but in this case the Initiative order is fixed based on whether the heroes successfully prepared for the gangsters or not.

Note that each Initiative slot is claimed by a team (PCs or NPCs), not by an individual character. The hero players choose the order in which their characters use their team's slots. The GM does the same if the NPCs occupy multiple slots—although in this encounter, all NPCs act simultaneously.

If the heroes prepared successfully:

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

If at least one hero failed:

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

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

STRUS CLAN GANGSTERS



Skills: Ranged (Light) 0 (◆◆◆).

Equipment: Salvaged blaster pistol (Skill: Ranged [Light] [◆◆◆]; Damage 5; Range [Medium]; ☹ ☹ ☹ ☹: inflict Critical Injury), heavy desert clothing and face wraps (+1 soak), canteen, respirator.

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

PARTICIPANTS TAKE TURNS

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

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




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

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

POSSIBLE ACTIONS INCLUDE:

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



POSSIBLE MANEUVERS INCLUDE:

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

ONLY ONE MANEUVER?

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





Example 1: On his turn, Tiras runs around the corner (a maneuver) and finds himself face to face with an enemy! He wants to shoot his opponent, but first he must draw his blaster pistol (a maneuver). He does so by suffering 2 strain to perform an extra maneuver, then shoots his foe (an action).

Example 2: On her turn, Mhar'li aims (a maneuver) and takes a shot with her blaster pistol (an action). Her shot misses, but the check results in 2  Advantage. Since she has only taken one maneuver so far this turn, Mhar'li elects to spend these 2  Advantage on a second maneuver (as discussed in the **Advantage** sidebar on page 13) to duck into cover behind a stack of shipping crates.

THE ROUND ENDS; A NEW ROUND BEGINS

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

BOOST DICE AND SETBACK DICE

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

ENCOUNTER 2 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

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

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

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

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

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

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

PERFORMING AN ATTACK

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

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

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

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

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

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

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

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

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 Injuries** table on the back cover.

DEALING DAMAGE AND SUFFERING WOUNDS



If the attack is a success, it hits, and the hit inflicts damage on the target. The damage inflicted by the attack is equal to the damage rating of the weapon plus the number of Success ☆ symbols left uncanceled. For example, if Mhar'li fires a blaster pistol with damage 6 and hits her target with one uncanceled Success ☆ symbol, she deals 7 damage.








The target reduces the damage suffered by the target's soak rating—a combination of the character's natural toughness and the armor worn. If a character's soak rating reduces the damage to 0 or less, that character suffers no wounds. Otherwise, the character suffers wounds equal to any remaining damage. For instance, if Mhar'li shoots a gangster for 7 damage, the gangster reduces that damage by his soak value of 4 and suffers 3 wounds.

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












ADVANTAGE

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





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

THREAT

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

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

TRIUMPH

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

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS

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

As you cut down the Strus Clan's gangsters, the last low-life bolts through the entrance. Clutching her wounds, she pauses once she is outside the wreck and safely out of your reach. "You're going to regret this!" she shouts, then turns and flees into the desert. You lean against the walls, feeling weary but supremely pleased with yourselves for protecting a ship full of nomads.

Misha Vontoba manages to calm the nomads, and walks over to you. "Thank you," she says, clasping your hands in sincere gratitude. "I think we all owe you our lives."

She moves to the entrance and peeks carefully outside, holding her hand to shade her eyes against the desert sunlight. "Looks like those Strus scum are gone, alright. But they'll be back for certain. We need to meet and discuss what we're going to do next."

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

The gangsters press forward, even as a couple of them go down in your frantic blaster fire. You and your friends desperately struggle to take down the bandits, but their counterattack overwhelms you. The last thing you remember is one of the gangsters standing over you with a malicious grin as she flips her blaster around and viciously pistol-whips you across the face.

You wake up sprawled against the side of the corridor. You feel beaten and bruised, but still alive. Misha kneels next to you, holding a canteen to your lips. "Those Strus gangsters really beat you. How are you feeling?"

After she gives you a drink, she straightens and walks over to the entrance, peeking carefully outside into the bright desert sunlight. "At least you injured enough of them that they didn't feel like pressing on against an entire wreck full of nomads. They left, but they'll be back soon enough." Her voice quavers slightly. "We need to meet and talk about what we're going to do."

RECOVERING STRAIN

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

COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: MAKING PLANS

In this encounter, the PCs need to convince the ship of nomads that the best thing to do is to locate this secret and secure vault and find out what is inside. To do so, they must organize the nomads to help with the search. They must also convince the nomads not to retreat from the *Starlight Wanderer* and flee into the deserts of Jakku.

To simplify this encounter, the PCs do not need to convince each nomad on the ship. Instead, they have to convince two specific individuals. Misha Vontoba is the leader of the nomads. She wants to do what is best for her people, is generally level-headed, and trusts the PCs. The other individual is Jax Torani, who is a popular trader among the nomads. He is frightened of the Strus Clan and wants to flee the ship, and he distrusts and dislikes the PCs.

Once the PCs have gotten a chance to heal themselves and recover after the fight, read aloud or paraphrase the following:

You follow the nomads down the twisting passages of the wreck, and into the largest interior space that has been cleared and made fit for habitation: the former common room in the center of the ship. All of the nomads are here, and as you look around, you see many frightened faces.

Misha steps in front of the crowd, raising her hands for quiet. "Everyone, the Strus Clan will eventually return, so we need to make a decision about what to do next, and do it quickly."

"What's there to decide?" Jax Torani pushes to the front of the crowd. You've met the merchant before, and he has always seemed more concerned with making money than helping others. Now, he looks terrified. "We need to get out of here right now, or we're all going to die!"

You have a few minutes to ask questions about the Strus Clan and the vault. Then you need to convince the nomads to organize and search the ship. Maybe you can convince Misha to let you take charge. Or maybe dealing with Jax (or threatening him!) will quiet your opposition and get the rest of the nomads to agree with you.

The characters can try to talk to Misha and Jax Torani; ask both of them questions about the *Starlight Wanderer*, the hidden vault, and the Strus Clan; and try to convince one or both to follow the PCs' lead. The GM plays the roles of both Misha and Jax, and responds to the PCs' questions and statements as Misha or Jax would. **If the PCs persuade Misha or Jax to work with them, then the nomads stay and help search, and the PCs are successful.** The PCs need the nomads help to search the wreck in a timely fashion.

Some of the questions the PCs might ask are noted here, along with potential responses from Misha and Jax. In addition, this section lists the best strategies the PCs might use, and the rules the GM can use to resolve their efforts.

WHAT IS THE STRUS CLAN?

Misha responds angrily, her normally calm demeanor deserting her. "They're a no-good bunch of vultures preying on any hard-working scavengers weaker than they are. There are a lot of them, though, and they're involved in a great deal of low-level crime across Jakku."

HOW DID THEY FIND OUT ABOUT THIS?

Misha glares at Jax. "Some of us have a big mouth, and can't help bragging to every wandering moisture farmer who happens by."

Jax looks defensive. "Hey, there are dozens of people here! It could have been anyone!"

WHAT DO WE KNOW ABOUT THE VAULT?

"Toben over there," Misha nods toward the back room, where a small child smiles proudly, "found the captain's log two weeks ago. Most of it was completely corrupted, of course. But some of the last records mention that Captain Telanasi captured something valuable, and that she put it in the 'secure vault' for safekeeping." Misha pauses for a moment. "From that...we can probably figure that the vault is heavily shielded and near the center of the ship for maximum protection."

"That's assuming," Jax interjects, "that it survived the crash!"

HOW HARD WILL IT BE TO FIND THAT VAULT?

Jax throws up his hands. "In a wreck that's been here for thirty years, after crashing so hard the ship's spine split? We could be here for weeks."

Misha looks thoughtful. "The Wanderer is only 150 meters long, and mostly accessible. It could be weeks, or it could be much faster if we work together."

WHAT HAPPENS IF WE LEAVE?

Jax looks irritated. "We'll be safe, of course! We can find another wreck to scavenge—start over far away from the Strus Clan."

Misha shakes her head slowly. "I'm worried it might take a week's travel to find somewhere else to go, and how are we going to keep everyone safe in the open desert?"

OPPOSED CHECKS

Dealing with Jax and Misha 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 Negotiation vs. Negotiation between two diplomats, or the Athletics vs. Athletics check two wrestlers would make. At other times, one skill opposes a different skill, such as in the Leadership vs. Discipline example below.

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

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

WE NEED TO FIND THIS VAULT. LET'S FORM A SEARCH PARTY AND GO OVER THIS WRECK.

The PCs can simply step forward and attempt to take charge of the situation. If they appear confident and present the nomads with a strong course of action, Misha follows their lead, and the rest of the nomads do as well. This requires a PC to make an **opposed Leadership check vs. Misha's Discipline** (red die). (Opposed checks are discussed in detail in the **Opposed Checks** sidebar.) If the check fails, however, the PCs can still attempt other arguments to convince the nomads. In addition, if the PCs won the fight against the Strus Clan gangsters, add a Boost die to the check.

IF YOU KEEP WHINING ABOUT DANGER, THE STRUS CLAN IS GOING TO BE THE LEAST OF YOUR WORRIES!

The PCs can threaten Jax (and by extension, the rest of the nomads) with violence if Jax doesn't go along with the PCs' plans. This requires a PC to make an **opposed Coercion check vs. Jax's Discipline** (red die). If the PCs won the fight against the Strus Clan gangsters, add a Boost die to the check. However, if the PCs lost the fight against the Strus Clan enforcers, add a Setback die to the check, since that makes them look weak. Opposed checks are discussed in detail in the above sidebar.

MISHA VONTOBA



Skills: Cool 1 (green die), Discipline 1 (green die), Perception 2 (green die), Ranged (Light) 1 (green die).

Equipment: Holdout blaster pistol (Skill: Ranged [Light] (green die)); Damage 5; Range [Short]; (green die) (green die): inflict Critical Injury), heavy desert clothing and face wraps (+ 1 soak), canteen, respirator.

Since Misha has no strain threshold, whenever she would normally suffer strain, she instead suffers wounds.

JAX TORANI



Skills: Discipline 1 (green die), Negotiation 2 (green die), Vigilance 1 (green die).

Talents: None.

Equipment: Credit belt, comlink, second-hand speeder full of trade goods.

Since Jax has no strain threshold, whenever he would normally suffer strain, he instead suffers wounds.

COME ON, EVERYONE. WE'RE ALL FRIENDS HERE; LET'S WORK TOGETHER!

Instead of trying to take charge, the PCs can try to convince Misha (and by extension, the rest of the nomads) to work together to find the secure vault. This requires a PC to make an **opposed Charm check vs. Misha's Cool** (red die). Opposed checks are discussed in detail in the above sidebar.

WE KNOW THAT THIS VAULT IS FULL OF VALUABLES. IF WE FIND IT, WE'LL ALL BE RICH!

If worse comes to worst, the PCs can always try lying to the nomads. If they want to pretend they have some sort of knowledge about the supposed riches that can be found inside the vault, a PC must make an **opposed Deception check vs. Jax's Vigilance** (red die). (Opposed checks are discussed in detail in the above sidebar.) The GM can ask the hero players to elaborate on what kind of valuable items are in the vault (corusca gems, precious metals, credit chips, or valuable *objects d'art*). If they invent something compelling, the GM should let them add to their character's check. However, the PC may have some explaining to do when the group finds the vault!

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

BOOST & SETBACK DICE, REVISITED

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

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

- Being deferential to Misha and respecting her leadership of the nomads.
- Bribing Jax with some credits.
- Reminding Jax or Misha that the PCs beat the Strus Clan one time before.

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

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

- Insulting or ignoring Misha, or obviously subverting her leadership position.
- Threatening Jax's livelihood.
- Having been defeated by the Strus Clan.

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

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

START THE SEARCH!

Once the PCs have convinced the nomads to stay in the *Starlight Wanderer* and search the wreck, the nomads divide up into groups and begin the hunt for the vault. The PCs can participate in the search, which the GM can narrate. As long as the PCs want to help, the GM can ask one of the PCs to make an **Average (◆◆) Perception check**. The search lasts for four hours, but each success on the Perception check reduces the time by one hour, to a minimum of one hour, until the nomads locate the area with the secure vault. Proceed to **Encounter 4**.

If the PCs completely failed to convince the nomads earlier in **Encounter 3**, the GM should have the nomads start making preparations to leave. At this point, the PCs can continue to search for the secure vault on their own, or they can leave with the nomads.

If the PCs continue the search, the GM can use the adventure as written, although he or she may have to modify

CHALLENGE DICE & THE DESPAIR SYMBOL

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

The Despair ☹ symbol only appears on the Challenge die ●, and it is the mirror of the Triumph ☺ symbol. However, the Despair ☹ symbol does not cancel the Triumph ☺ symbol, and it is not canceled by the Triumph ☺ symbol. A Despair ☹ symbol counts as a Failure ▼ symbol and cancels a Success ☆ symbol. Additionally, it indicates that something calamitous has occurred for the active character. In combat, this might be a weapon jamming or running out of ammunition. In this case, a Despair ☹ symbol on a check means that a small group of nomads gets tired of the arguing and leaves, increasing the time it takes to search the wreck by one hour.



some of the read-aloud text on the fly to reflect that the ship is now deserted. If the PCs leave the wreck, however, they have stepped beyond the bounds of this adventure. This is all right, but the GM will have to improvise the adventure if everyone wants to continue playing (see pages 30–31 for more tips on running a self-created adventure).

COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: THE SECURE VAULT

During this encounter, the PCs must access the *Starlight Wanderer's* secure vault. Unfortunately for the PCs, the vault is at the stern of the ship, right in front of the corvette's huge block of engines. In other words, it's the part of the ship that got beat up when the *Starlight Wanderer* crashed! To access the vault, the PCs must work their way carefully through a hazardous environment, then defeat the security countermeasures placed on the vault by the original Alliance crew.

Read the following aloud as the PCs finish their search.

For the past few hours, you and the nomads have been combing through the wreckage of the Starlight Wanderer. Shifting loose bulkheads, prying open jammed hatches, and digging through the ever-present sand that drifts into every corner leaves you exhausted. You've just finished digging out the dorsal turbolaser turret and are having a much-needed drink of water when one of the nomads' children runs up.

"Come quick! Misha says she found something!" You scramble to your feet, aching muscles forgotten, and run toward the stern of the corvette.

Once the PCs arrive in the stern, they find Misha and a group of five nomads clustered around a square opening in the wall of one of the rearmost corridors. Misha and her salvage team were searching the stern corridors near the engine spaces when one of the nomads found a loose wall panel. When he investigated further, he found that the wall panel was actually a concealed hatch.

Misha explains this to the PCs. Once they decide to take a look for themselves, read aloud or paraphrase the following:

Once, the hidden hatch led to a companionway that skirted the main reactor. That was before the crash fractured some of the pressurized fuel cells. The blast turned the reactor space into a nightmare of twisted metal. The companionway now hangs precariously on a few remaining fasteners, dangling over a ten-meter-deep pit full of razor-sharp shards and spikes.

You shine your lights along the companionway, and at the far end, you see a heavy black box about the size of a cargo crate. It's secured to the ceiling, suspended above the pit as well.

The quickest way to get to the vault is by the companionway. Whether or not it's the best way is another question. The nomads do have salvage equipment and laser cutters. You could cut through the hull and reach the vault from the outside, but that's going to take a long time.

The most direct route to the vault crosses the companionway. Taking this route requires an **Average** (●◆) Coordi-

ANYONE GOT ROPE?

Tiras has a set of climbing gear among his personal effects, or the nomads can provide some rope if the PCs ask. Characters using the climbing gear while climbing along the companionway add ■ to their check. In addition, the first PC who reaches the vault can secure the rope to the vault so that the remaining PCs can hang off the rope instead of trusting the companionway. This downgrades the difficulty of any subsequent PCs' Coordination checks once, giving them a difficulty of ◆◆ instead of ●◆.

nation check, with a Difficulty ◆ die being replaced with a Challenge ● die once to represent the danger of the task.

Any PC who fails the check reaches the midpoint of the companionway and loses his balance when something in the wreck shifts. The PC ends up hanging off the edge of the companionway and must make an **Easy** (◆) Athletics check to pull back up (failure means hanging there a few minutes longer, and suffering 2 strain).

Any PC who fails the check and also generates at least two Threat ☼ or one Despair ☹ falls off the companionway and into the pit! The PC suffers 10 damage to his wound threshold and 10 damage to his strain threshold (both of which are reduced by the PC's soak). Luckily, the junk has fallen in such a way that climbing out of the pit and reaching the hatch is not difficult and doesn't require a check.

In the unlikely event that the PC both succeeds and generates Despair ☹, then the PC makes it across just before the entire companionway collapses into the pit. The PC does not fall but is trapped on the far side, unless he can rig up a rope to get back across (see the **Anyone Got Rope?** sidebar).



ENCOUNTER 4 CONTINUES ON THE NEXT PAGE

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM determines the difficulty of the check. The difficulty of combat checks and opposed checks have already been discussed, but GMs must use their 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 magnitude of success, or rolled with one or more Setback ■ dice to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

CUT THROUGH THE OUTER HULL

As stated previously, the companionway might be the most direct route, but it might not be the *best* route to the vault. Since the PCs are in the company of a group of dedicated nomads and scavengers, their other option is to come at the vault from the outside by cutting through the outer hull.

Cutting through the hull and opening an access hole directly to the vault is not dangerous, but it is hard work. The nomads provide the PCs with laser cutters, but a great deal of the work must still be done by hand. This work also requires a knowledge of machines to avoid cutting through a power trunk or fuel line.

Once the PCs climb onto the outside of the hull, one PC must make an **Average (◆◆) Mechanics check** to operate the laser cutter. Failure means the PC manages to open a hole in the wrong spot, and must attempt the check again. Failure with at least two Threat ☼ means that the cutter nicks a live power line, and all of the PCs get hit by an arc of electricity that causes them to each suffer 5 damage to their wound threshold, and 5 damage to their strain threshold (both of which are reduced by the PCs' soak).

The other PCs must each make an **Average (◆◆) Athletics check** to haul away the cut plates. If successful, they suffer 2 strain from the work; if a check fails the PC suffers 5 strain instead (the PC still hauls away the plates, but is exhausted from the effort). The GM should also tell the players that the work takes at least an hour to finish.

THE VAULT

Once the PCs have reached the vault, they must figure out how to open it. Read aloud or paraphrase the following:

Up close, the vault is unmistakably what you're looking for. Heavy durasteel plates protect the exterior, and it seems to have weathered the crash without harm. A small red light blinks above the keypad on the door.

There are three ways the PCs can open the vault. The first, and simplest, is to make a **Hard (◆◆◆) Knowledge check** to see if a PC can remember any old wartime codes from the days of the Alliance. If the PC thinks to reference the *Starlight Wanderer's* flight recorder for clues, the GM should give the PC a Boost ■ die on the check. Success means the PC opens the vault. Failure simply means they do not have the correct code. The PCs will have to try one of the other options (cutting it open or slicing the codes), instead.

The second option is to use a laser cutter to try to cut into the vault directly. This requires an **Average (◆◆) Mechanics check**. Success means the PCs access the vault, while failure means the cutter cannot get through the vault and they must try something else.

The third option is to access the vault keypad and unlock the vault electronically (also known as "slicing" the keypad). This requires a datapad and an **Average (◆◆) Computers check**. Success means the PC opens the vault, while failure means the slice fails. However, the PCs can continue to try to slice the vault keypad until they succeed. Each time they attempt the check again, the GM should add a Boost die ■ to the check, representing their greater familiarity with the codes.

Unfortunately, the Alliance crew did make sure to booby trap the vault to protect it against tampering. Before any PC attempts to open the vault with a laser cutter or slicing gear, the GM should have one other PC (preferably one who isn't doing anything else) make an **Easy (◆) Vigilance check**. Success means the PC notices the heavy electrical cables running to the vault and realizes that it is booby trapped. Failure means nobody notices until it is too late, and the first PC to open the vault triggers the booby trap. The effects of triggering the booby trap are covered on the next page.

Any Threat ⚡ generated while trying to cut open or slice open the vault triggers the booby trap, and all of the PCs who are standing around the vault (PCs who are engaged with the vault) get hit by an arc of electricity that causes them to suffer 5 damage to their wound threshold, and 5 damage to their strain threshold (both of which are reduced by the PCs' soak). Once the PCs are aware of the booby trap, cutting the power line is simple and does not require a check. Then the booby trap no longer works.

WHAT'S INSIDE?

When the PCs open the secure vault, read aloud or paraphrase the following:

As the door to the vault swings open, you crowd around, expecting jewels or valuables. Instead, the vault is empty, except for a stack of datapads.

You pick up the first datapad. You flip it on, and find it full of maps and galactic coordinates. The entry is tagged as having been stolen from the databanks of the Imperial Star Destroyer Eradicator during the Battle of Jakku thirty years ago. You scroll through the entries and see the following:

"Location 24: Binary star system: two inhabitable planets. Imperial stormtrooper training facility.

"Location 25: White dwarf star system: asteroid belt. Imperial Navy spacedock/shipyard.

"Location 26: Rogue planet. Imperial weapons research laboratory."

A thrill of fear runs through you as the list goes on: hundreds of locations scattered across the Unknown Regions on the edge of the galaxy. Another Empire, one that nobody ever knew existed.

DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character is likely to use. However, in the course of a roleplaying game, it is impossible to predict all of the potential directions the story can go, and it might be necessary for the GM to make skill checks for NPCs in skills that are not noted in an NPC's entry. The minion rules (see **Minion Groups**, on page 22) also preclude simply including a dice pool for each skill, because it may change based on the circumstances. When determining the dice pool for a skill check, players perform the following steps:

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

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

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



COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

At this point, the players have learned the basics of how to play *Star Wars* Roleplaying. They have seen how the dice work, gotten a chance to try a variety of actions, and even knocked some heads in! They have also discovered the secret contained within the secure vault on the *Starlight Wanderer* and realized how important it is to get it to the Resistance. Whether they hope to help the plucky freedom fighters by warning them about the looming threat of the First Order, or simply hope to make a lot of credits selling this information, their next move is to get off Jakku and find a Resistance contact.

No matter what their next step is, it's also time to award the hero players some experience, and teach them about Destiny!

EXPERIENCE AWARDS




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

Now that the PCs have completed one of their primary story goals (uncover the secret vault on the *Starlight Wanderer*) they are awarded 10 XP. The hero players should each turn to the next spread of their character folio now, where the "advancement" procedure is explained. **Players should also be sure to note the strain and/or wounds their character has suffered**, as well as their current amount of money and any other changes to their character (spent stimpacks, etc.), transferring that information from their first character sheet to the new one.

THE DESTINY POOL

The PCs are more than simple soldiers, wanderers, and doctors. 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 Light Side  result rolled, place a Destiny Point token in the Destiny pool with its white side showing. For each Dark Side  result rolled, place a Destiny Point token in the Destiny pool with its black side showing. The Destiny pool is a collection of Destiny Point tokens that both the GM and hero players can manipulate; it should be placed within reach of as many players as is practical.

NEXT STEPS

The next choice for the hero players is what to do with the information they unearthed. It is very possible that, having read over their characters' back stories, they will decide they need to bring this information to the New Republic or the

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 one, and only one, Destiny to upgrade one Ability die  to a Proficiency die . Then, the player controlling the character who is the target of the action in question may do the same spending one, and only one, Destiny to upgrade one Difficulty die  to a Challenge die . When hero players do this, they spend 1 light side Destiny by flipping a Destiny Point token from its light side to its dark side. When GMs do this, they spend one dark side Destiny and flip one Destiny Point token from its dark side to its light side. If there are no Destiny Point tokens showing the appropriate face, that player cannot spend Destiny Points until some have been flipped.

Resistance. Fira and Durm are both familiar with the Resistance per their back stories, and the GM can suggest to them that their characters would be interested in turning over this information. The GM can also have Misha pitch the possibility to their characters. She can even mention that the Resistance may find the information very valuable, and might pay handsomely for it.

There are some other loose ends that the hero players may have to deal with:

- If the PCs promised Jax a cut of the "valuables" contained in the vault, they are going to have to contend with a very angry nomad merchant. The PCs can deal with Jax by threatening him, trying to convince him that selling this information to the Resistance will still get Jax his money, or even appealing to his better nature. The GM can have the PCs make an appropriate opposed skill check (Coercion, Negotiation, or Charm), setting the difficulty as explained in **Encounter 4**.
- Although the PCs likely want to leave and find the Resistance as soon as possible, they may also be worried about the fate of the nomads in the *Starlight Wanderer*. The Strus Clan still wants whatever is inside the vault after all, and members are unlikely to believe that it's old war intelligence! Generally, if the PCs flee the planet with the information, the Strus Clan won't try to attack the *Wanderer* (at that point, it wouldn't be worth the fight). But if the PCs are concerned about their friends, they can spend some time fortifying the wreck and helping the nomads prepare for an attack. The GM can proceed to **Encounter 5**. If the GM wants to explain that the Strus Clan refrains from attacking the wreck directly during **Encounter 5** and instead focuses its attack on the PCs and Mhar'li's ship (or attacks the wreck only to be repulsed), then that may make the hero players feel like their actions have paid off.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: TIME TO GO!

In this encounter, the PCs have decided what to do with the information. Very likely, they plan to leave Jakku on Mhar'li's ship and find the Resistance. However, when they try to leave, they run into the returning Strus Clan.

Unlike the first combat encounter, this encounter is more involved, and it gives the players the chance to learn some expanded rules. These include the rules governing how the GM and hero players determine Initiative, how to determine the distance (or range) between two locations, and how the GM can handle large groups of enemies. When the GM and PCs are ready to begin, read or paraphrase the following:

The first step to finding the Resistance is getting off-world. You don't have time to spend weeks traveling to Niima Outpost and then chartering a ship, so your best bet is the quadjumper you all used to get here, the Sunstrider. The starship can hold four people, but the damaged main engine motivator may make flying risky.

As you discuss the repairs with Misha, the young boy Toben comes running down the corridor with bulky quadnoculars. He skids to a stop and doubles over, panting for breath. "They're...coming!" he gasps. "Strus clan...sent a bunch of enforcers!"

You sprint to the upper deck of the wreck and look out of a grimy, sandblasted porthole. Sure enough, a dozen or so heavily armed enforcers have surrounded the wreck. Farther away, you can see a large sand skimmer. It looks like one of the enforcers is on the deck of the skimmer, carrying some kind of grenade launcher.

Three minion groups of Strus Clan enforcers have surrounded the wreck. Each minion group consists of four Strus Clan enforcers (see the rules for Minion Groups on page 22). One group is approaching the airlock entrance to the ship. The other is approaching the garage. The third group is gathered around the Sunstrider. Meanwhile, the sand skimmer is ready to move to support whichever group gets into a fight.

The PCs are currently in the center of the wreck, which means they are at long range (see page 23) from the airlock, the garage, and the bridge (which has been turned into a lookout post, and is open to the outside). The three groups of enforcers are spread out: the group at the airlock is at medium range from the group at the garage (and vice versa), and both groups are at long range from the group at the Sunstrider. The sand skimmer is at extreme range from everyone.

The PCs are not going to be able to get out of this situation without a fight. However, there are a couple of actions they can take to even the odds and make their escape work better.

TAKE OUT THE SAND SKIMMER

The turbolaser turret on the top of the *Starlight Wanderer* is actually still functional...barely. It has enough power for one or two shots and can only be turned slowly, with a lot of manu-

al effort. The turret is not accurate enough to hit an individual person, but could be used to take out the sand skimmer.

To shoot the skimmer, one PC must make a successful **Average (◆◆) Gunnery check**, with two Setback dice ■■ added to the check to represent the gun's age and poor maintenance. If the shot hits, the skimmer is destroyed. The PC can perform the Aim maneuver to add a Boost □ die to the check. If the check fails but generates at least two Advantage ☺☺, the shot misses but scares the skimmer pilot, causing him to move farther away and not take part in the fight.

SEAL THE ENTRANCE!

Sealing the airlock compels the enforcers to waste time trying to cut their way in. It requires an **Average (◆◆) Mechanics** or **Athletics check** to weld the door shut or pile crates to barricade the hatch.

Success on the check means that the minion group at the airlock does not take part in the coming fight, because they are too busy trying to cut their way in or force their way through the barricade. If the check fails but generates at least three Advantage ☺☺☺, then the minion group will eventually join the fight, but only at the start of the second round.

HELP THE NOMADS SET UP AN AMBUSH

There are more nomads than there are enforcers. Although the nomads aren't warriors, some of them are armed, and a clever plan could let them get the drop on some of the Strus Clan. A PC can make an **Average (◆◆) Leadership check** to help the nomads ambush the Strus Clan enforcers who are approaching the garage, attacking them or even running over the surprised enforcers with a landspeeder!

Success means that the nomads succeed in killing or incapacitating the entire minion group of enforcers approaching the garage. If the check fails but generates at least two Advantage ☺☺, the enforcers manage to retreat after being ambushed. However, they suffer 11 wounds in the process, which is sufficient to defeat two of the four enforcers in the group. The remainder retreat, and then join the fight against the PCs.

GET TO THE SHIP!

Once the PCs have had a chance to mitigate the odds against them, they need to make a break for the Sunstrider. They must face off against the minion group of enforcers that is guarding Mhar'li's quadjumper. Depending on the actions the enforcers took, they may have additional reinforcements.

The GM should have the PCs roll for Initiative when they are in the center of the wreck. At this point, they are at long range from the quadjumper and the group of enforcers guarding it. If they spend two maneuvers to move to medium range, they can move through the wreck to some side hatches and missing panels that overlook the quadjumper. There, they can see (and shoot at) the enforcer group. Because of the cover they can take in the wreck, any return fire from the enforcers suffers a Setback die ■.

ENCOUNTER 5 CONTINUES ON THE NEXT PAGE



If able, the other two minion groups of enforcers move to reinforce the group guarding the quadjumper once the combat begins. These groups are both also at long range from the quadjumper, and they must move around the wreck to shift into medium range and line of sight. Remember, since movement and ranges are handled abstractly, the GM can decide that a minion group can't see the PCs from its current position or moves even more slowly through piles of junk or drifting sand dunes.

DOKAR VENAS AND THE SAND SKIMMER

The sand skimmer and its crew move into range and start firing at the PCs once combat begins. Since there are no rules specifically covering vehicles in this product, the GM should treat the sand skimmer as a mobile platform for the leader

of the Strus Clan enforcers, Dokar Venas. The GM should roll to determine Initiative for Venas (but not for the pilot of the sand skimmer). When Venas takes his turn, the sand skimmer allows him to move from extreme range to long range as one maneuver, and from long range to medium range as one maneuver. Once Venas reaches medium range, he remains there and shoots at the PCs. The PCs can target him and shoot him off the sand skimmer just like any other adversary.

Conversely, if the PCs get to the *Sunstrider*, they can use its blaster turret to blow up the sand skimmer. This requires a maneuver to get inside the quadjumper, then an **Average (◆◆) Gunnery check** to fire the turret's blasters. If the skill check succeeds, the sand skimmer is hit and explodes. If Venas is on the skimmer when it explodes, he is either killed or thrown clear and knocked senseless by the blast (GM's choice).

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 a dangerous threat, as minions often have poor characteristic values, no skills, and low wound thresholds.

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

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

The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound thresholds of every member of the group. (For example, a group of three stormtroopers—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated

one at a time, and one falls each time the total wounds suffered exceeds the wound threshold of an individual member of the group. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When the total wounds suffered exceeds 10, the second stormtrooper is defeated. When the total wounds suffered exceeds 15, the third and final stormtrooper is defeated.

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

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

EXPANDED RULES: DETERMINE INITIATIVE

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

These checks are **Simple** (–) checks; 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 whether the character is a PC or an NPC.** The GM might wish to write this down on some scratch paper.

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

EXPANDED RULES: RANGE

Now that the characters are outside the confines of the airlock, combat might occur at a longer range in and around the wreck.

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

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

AFTER THE FIGHT

The most likely outcome of the fight is that the PCs defeat most (or all) of the Strus Clan enforcers. If the PCs have defeated most of them, the GM can have the remainder retreat and end the encounter. In this case, proceed to **Encounter 6**.

STRUS CLAN ENFORCERS



Skills (group only): Melee (varies: ●●◆ for a full group of 4, ●● for a group of 3, ◆ for a group of 2, and ◆ for a single enforcer), Perception (varies: as Melee), Ranged (Heavy) (varies: as Melee).

Other common skills: Cool 0 (◆), Vigilance 0 (◆).

Equipment: Light blaster carbine (Skill: Ranged [Heavy] [varies: ●●◆ for a full group of 4]; Damage 8; Range [Medium]; ☹☹☹: inflict Critical Injury), vibroknife (Skill: Melee [varies: ●●◆ for a full group of 4]; Damage 4; Range [Engaged]; ☹☹☹: inflict Critical Injury; Pierce 2 [reduce target's soak by 2]), heavy desert clothing and face wraps (+1 soak), canteen, respirator.

Minion Rules: These enforcers use the minion group rules. (See **Minion Groups** sidebar, page 22.)

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

DOKAR VENAS



Skills: Cool 1 (●◆), Gunnery 2 (●●◆), Melee 1 (●◆◆), Vigilance 1 (●◆).

Equipment: Micro-grenade launcher (Skill: Gunnery [●●◆]; Damage 10; Range [Medium]; ☹☹☹: inflict Critical Injury; Blast 8 [spend ☹☹ to inflict 8 damage plus 1 damage per success ✨ on anyone engaged with the target]), heavy staff (Skill: Melee [●◆◆]; Damage 6; Range [Engaged]; ☹☹☹: inflict Critical Injury), battle armor (+2 soak), canteen, respirator.

Note that since Venas has no strain threshold, whenever he would normally suffer strain, he instead suffers wounds.

However, if the PCs are having a hard time beating the Strus Clan, then the GM and hero players should remember that they just have to escape off world with the information. As long as everyone can get inside the quadjumper, they can fly away, and proceed to **Encounter 6**.

COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: RACE TO THE RESISTANCE

In this encounter, the PCs have reached the *Sunstrider* and are taking off. Their goal is to track down the Resistance base, but they'll need to find a Resistance contact first. Before that, however, they need to fix the *Sunstrider's* main engine.

Once the PCs have lifted off, read aloud or paraphrase the following:

The quadjumper leaps skyward as its four engines roar, throwing you back into your seats. You soar up for a long moment before you hear a thud, followed by a coughing noise. The two starboard engines are now sputtering and spitting clouds of greasy smoke.

It looks like that damaged main engine needs to be repaired, and fast. Those sand dunes below you are starting to get closer...

The quadjumper will crash-land in the desert in three rounds. Repairing the engine requires one of the PCs to make a successful **Average (◆◆) Mechanics check**. Failure means the PC does not fix the engine but can attempt again next round. Failure with Advantage (◆) means that the check next round becomes **Easy (◆)**, as the PC manages to partially fix the fault.

Meanwhile, the pilot of the *Sunstrider* can make an **Average (◆◆) Piloting check** with one Setback die (■) to try to level out the quadjumper. Failure on this check has no effect, but each success on this check increases the number of rounds before the quadjumper crashes by one.

If the *Sunstrider* does crash, it plows a long furrow in a sand dune but is not wrecked. The PCs must spend four or five hours and succeed on a **Hard (◆◆◆) Mechanics check** to repair the quadjumper; then, they can leave again.

STRUS CLAN PURSUIT

If the PCs crash, the GM can also give the hero players one additional complication by having one minion group of four Strus Clan enforcers show up in pursuit while they are trying to repair their ship. If the GM chooses to do this, it should be handled as a combat encounter, with the enforcers starting at long range from the PCs.

REPAIRING THE ENGINES BEFORE LIFTOFF

Forward-thinking PCs may attempt to repair the engine before they take off. In this case, a PC must succeed on the same **Average (◆◆) Mechanics check** already noted. If the PC does so, the GM should skip the first part of this encounter and proceed to planning on the PCs' destination.

WHERE TO NEXT?

Now that the PCs have a fully working ship, they need to decide on their destination. Their final destination is the Resistance base, but the base's location is secret. Therefore, where the PCs go to find a Resistance contact depends on their backgrounds.

THE RESISTANCE HAS TIES TO THE NEW REPUBLIC. LET'S START THERE.

A successful **Easy (◆) Knowledge check** reveals that the Resistance has some semiofficial ties to the New Republic, and that representatives of the Resistance can be found on Hosnian Prime, the New Republic's current capital. In fact, Leia Organa's envoy to the Senate, Korr Sella, is currently on the planet.

Setting course to Hosnian Prime is a fairly simple task, and does not require a check.

I KNOW OF A GATHERING PLACE WHERE THIS KIND OF INFORMATION MIGHT BE FOUND.

A successful **Average (◆◆) Streetwise check** means that the PC has heard of the planet Takodana, where the pirate Maz Kanata runs a watering hole in an ancient castle. Low-lives from across the galaxy come to Maz's castle, and it's a good place to find a Resistance contact.

Like Hosnian Prime, Takodana is not hard for the PCs to locate, and if the PCs have heard of it, they can plot a course to the planet without an additional check.

I HEARD ABOUT SOME RESISTANCE PATROLS IN THESE SECTORS. IF WE BACKTRACK THEIR COURSE, WE MAY BE ABLE TO FIND THEIR ORIGIN POINT.

The final option for the PCs is to backtrack some Resistance patrols. Though this does not take the PCs to the Resistance base, it can put them in the right sector. From there, they can search out a Resistance outpost or patrol and convince the soldiers to take them to the main Resistance base, on D'qar.

To backtrack a patrol, a PC must make a successful **Easy (◆) Astrogation check**, with one Setback die (■).

Once the PCs have determined where to go, they make the jump to hyperspace and proceed to **Encounter 7**.

COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: INTERCEPTED!

In this encounter, the PCs are on their way to their destination. However, just when they think they are safe, they run into a dangerous new foe. The First Order has sent Captain Phasma and the Star Destroyer *Silencer* to patrol a hyperspace transit point between the Unknown Regions and the Core Worlds. Phasma and her forces are there to look for Resistance spies who may be infiltrating the Unknown Regions and scouting the remnants of the Empire. Captain Phasma has orders to intercept any small or suspicious starships that could be used by Resistance scouts. Unfortunately, the PCs' starship fits that description perfectly.

Once the PCs have made the jump to hyperspace and have had a chance to recover from the end of the last encounter, read aloud or paraphrase the following:

The mottled blue of hyperspace whips past as the Sunstrider speeds toward the first hyperspace transit point. Soon you must drop out of hyperspace to calculate the next step of your journey.

The navicomputer pings, and you pull the lever; the stars around you shrink back into points of light. You're flying through empty space, deserted...except for the massive and ominous arrow of a Star Destroyer directly ahead!

The huge ship, bigger than anything you've seen, dominates your viewports as a brusque voice crackles over the comm. "Unidentified ship, this is the Silencer. Turn off your drives and prepare to be boarded."

The PCs have confronted a First Order Star Destroyer. They have only two choices: surrender or attempt to flee.

LET'S GET OUT OF HERE!

Escape is very difficult, but not impossible. A successful escape means the PCs skip the last part of this encounter and the next encounter. However, if the PCs choose to do so and succeed, they should feel rewarded for it! Likewise, if they attempt to escape and fail, they'll still have a chance to escape later, so the attempt shouldn't be discouraged.

Escaping the *Silencer* first requires some evasive flying to avoid the Star Destroyer's tractor beams. This requires a **Hard (◆◆◆) Piloting check**. Add two Setback dice ■■ because the *Silencer* is very close and has the *Sunstrider* targeted already.

If the PCs manage to get out of range of the *Silencer*'s tractor beams, the Star Destroyer launches TIE fighters to pursue them. This chase can be handled narratively: the hero players can describe their ship flying desperately for the next set of hyperspace coordinates, while the GM describes a flight of four TIE fighters closing in from behind.

An Astrogation check is made to determine whether or not the PCs can make the jump to hyperspace before their engines are incapacitated by the TIE fighters. The check is a **Hard (◆◆◆) Astrogation check**, although some good shooting using the ship's guns could reduce its difficulty.

If the PCs want to try to shoot down some of the incoming TIEs first, they can make an **Average (◆◆) Gunnery check**. Success means they shoot down one TIE and decrease the difficulty of the Astrogation check to flee the system from **Hard (◆◆◆)** to **Average (◆◆)**. Advantage ☺ means their shooting keeps the TIEs at bay and adds a Boost die □ to the Astrogation check. Failure with Threat ☹ means that their shooting is so bad that the TIEs are encouraged, not discouraged, and the Astrogation check suffers a Setback die ■.

If the Astrogation check succeeds, the *Sunstrider* escapes just in the nick of time. Proceed to the end of the adventure.

If the check fails, the TIE fighters cripple the *Sunstrider*'s engines, and the *Silencer* closes in. It grabs the *Sunstrider* with a tractor beam and pulls it aboard.

IS THERE A PROBLEM, OFFICER?

The other option for the PCs is to try to play innocent and hope that the First Order will inspect their ship and let them go. If the PCs choose to do this, one PC must make an **Average (◆◆) Cool check** to respond calmly to the First Order officer on the comlink. If the PC is successful, the officer explains that this is a routine inspection, and that if the PCs cooperate, they will be sent on their way soon. More importantly, the First Order won't expect the PCs to be a threat.

INTO THE BELLY OF THE BEAST

If the PCs play along or if they attempt to escape and fail, read aloud or paraphrase the following:

Your starship shivers in the clutches of the tractor beam as you are hauled toward the immense Star Destroyer ahead. The tractor beam pulls you into a hangar bay in the side of the Silencer: one that looks small against its bulk but turns out to be massive once you are inside.

Racks of TIE fighters line the walls, and crew run to and fro to prep them for takeoff. A squad of stormtroopers marches smartly up the loading ramp of a waiting transport. The scene reminds you uncomfortably of the Empire of thirty years ago. Are these the fruits of the hidden Empire you discovered in the Starlight Wanderer's secret vault?

ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

Once the PCs are aboard, a squad of stormtroopers surrounds their ship. The stormtroopers are led by a captain wearing chrome armor and a long cape; she stands a good ten centimeters above her troops. In an authoritative tone, she demands the PCs exit their ship. Once they do, she insists at blasterpoint that they surrender their weapons.

When the PCs are disarmed, she introduces herself:

The stormtrooper commander looks each of you over, her expression unreadable behind her chromium helmet. "I am Captain Phasma of the First Order," she says at last. "Cooperate, and you will survive this encounter. Waste my time, and you will not."

Phasma proceeds to ask the PCs a series of questions. The GM can have her ask these in any order.

WHY DID YOU TRY TO ESCAPE?

If the PCs want to make up a story about why they attempted to flee, one of them must make an **opposed Deception check vs. Phasma's Discipline** (●◆◆).

Add a Setback die ■ due to the circumstances; she is expecting them to lie if they attempted to flee in the first place. However, if the hero players come up with a clever excuse, add a Boost die □ to the check.

WHERE ARE YOU TRAVELING AND WHAT IS YOUR BUSINESS?

No PC needs to make a check to answer this; they can simply make up a story or tell the truth. However, their answers may affect the difficulty of Phasma's next questions. If the PCs say they are traveling to Hosnian Prime or their business involves reconnaissance or delivering information, add a Setback ■ die to any checks to interact with Phasma as she grows suspicious. If the PCs tell Phasma they are junk traders or traveling to Takodana (or some other place in the galaxy), add a Boost □ die to any checks to interact with Phasma instead.

HAVE YOU OR ANYONE YOU KNOW EVER ENTERED THE UNKNOWN REGIONS?

Again, the PCs can be honest about this; they have never traveled into the Unknown Regions and do not know anyone who has. However, the GM can have the PCs make an **Easy** (◆) **Cool** check to remain calm. If they fail it, Captain Phasma becomes suspicious of them, and the PCs must add ■ to any checks made to interact with Phasma for the remainder of the conversation.

DO YOU HAVE ANY AFFILIATION WITH THE REPUBLIC OR THE RESISTANCE?

Unless the PCs want to admit that they have secret information that they are trying to bring to the Resistance, one of them is going to have to make an **opposed Deception check vs. Phasma's Discipline** (●◆◆). If the PC fails, Phasma doesn't believe them, but she begins to suspect they are hiding something. If they succeed, Phasma believes them and figures they are harmless traders.

WAIT FOR INSPECTION

If the PCs successfully deceived Phasma about their intentions, read the following aloud:

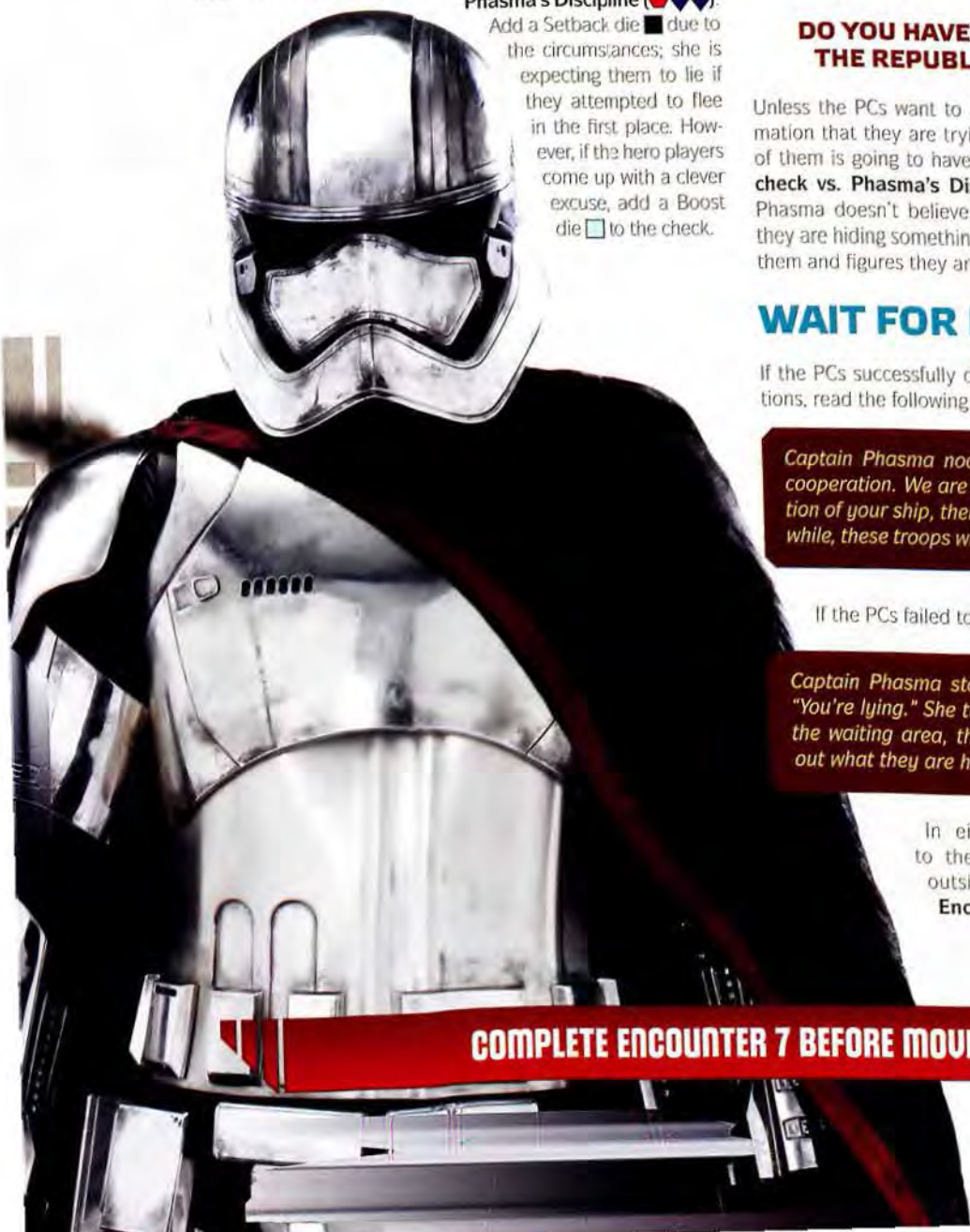
Captain Phasma nods shortly. "Thank you for your cooperation. We are going to conduct a quick inspection of your ship, then you can be on your way. Meanwhile, these troops will escort you to the waiting area."

If the PCs failed to deceive Phasma, read this aloud:

Captain Phasma stares at you for a long moment. "You're lying." She turns to her troops. "Take them to the waiting area, then tear this ship apart and find out what they are hiding!"

In either case, the PCs are escorted to the waiting area: a small room just outside the hangar bay. Proceed to **Encounter 8**.

COMPLETE ENCOUNTER 7 BEFORE MOVING ON



ENCOUNTER 8: PRISON BREAK!

In this encounter, the PCs must overpower their captors and escape from the *Silencer*. They also need to disable the tractor beam if they plan on getting far once they fly away.

However, their first goal is escaping their immediate situation. The situation they find themselves in depends on whether Captain Phasma is suspicious of them or not.

THE PCS ARE NOT UNDER SUSPICION

If the PCs successfully deceived Captain Phasma and she doesn't see them as a threat, two troopers lead them to the waiting area (a small room just off the hangar). The troopers turn the PCs' weapons over to a junior officer on duty in the waiting area, and leave. Read the following aloud:

The troopers hand your gear to the junior lieutenant on duty, then leave, the door hissing shut behind them. The lieutenant, the only other person in the room, smiles pleasantly as he opens up a wall storage unit. "Hello, I'm Lieutenant Dormitz. I'm sure the inspection will only take a moment."

You know it's only a matter of time before the First Order finds the datapads on your ship. If you're going to escape before that happens, now is the time to act!

Lieutenant Dormitz (use the First Order Junior Officer profile below) is not expecting a fight. If the PCs move quickly and grab a weapon, they can overpower him or force him to surrender by succeeding on one of the following checks:

- **Easy (◆) Coercion check** (shoving Dormitz into a corner and threatening him to keep quiet).
- **Easy (◆) Athletics or Coordination check** (springing past Dormitz to grab a weapon from the bin and holding him at gunpoint).
- **Average (◆◆) Brawl check** (simply punching Dormitz and knocking him unconscious).

FIRST ORDER JUNIOR OFFICER

2	2	2	2	2	2
BRAWN	ABILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE
3

HP THRESHOLD
8

Skills: Leadership 2 (◆◆), Ranged (Light) 1 (◆◆), Vigilance 0 (◆◆).
Equipment: Light blaster pistol (Ranged [Light] (◆◆); Damage 5; Range [Medium]; ☹☹☹☹: inflict Critical Injury), officer's uniform (+ 1 soak), tool kit.

THE PCS ARE UNDER SUSPICION

If the PCs have not deceived Captain Phasma, or if she perceives them as a threat, two troopers lead them to the waiting area (a small room just off the hangar), where a junior officer is on duty. Read the following aloud:

The troopers usher you into the room, the door hissing shut behind them. The only other person in the waiting room is a young lieutenant, who is busy studying a datapad. "Put their weapons in the storage unit," he says without looking up.

The two troopers open the storage unit, only for a pile of boxes to fall out of it and crash into them, causing them to drop your weapons. As your weapons skitter across the floor, you know that if you're going to escape, now is the time!

There is **one** minion group of two First Order stormtroopers and **one** First Order junior officer in the room. The room is relatively small; everyone starts at short range from one another. Have everyone roll Initiative using Vigilance. The PCs should each add a Boost die (◆) to their check, while the stormtroopers and Dormitz are distracted and must add a Setback die (■) to their checks instead. Luckily for the PCs, the room is isolated enough that nobody can hear the sounds of the fight.



ENCOUNTER 8 CONTINUES ON THE NEXT PAGE

ESCAPE

Once the PCs have dealt with Dormitz (and potentially the stormtroopers) in the waiting area, the PCs must decide on their next course of action. Escape should be their primary goal.

This section presents the challenges the PCs must overcome to escape the *Silencer*, and then it offers the most likely solutions to each. As long as the PCs overcome the challenges, they can escape and continue on their quest to warn the Resistance about the hidden Imperial bases.

- Unless the PCs hid the datapads on their persons, they need to retrieve the datapads from their ship (either by escaping aboard the ship or grabbing them when they flee).
- The PCs need to find a ship, either the *Sunstrider* or (if it was damaged) a new vessel.
- The PCs need to disable the tractor beam emitters used by this hangar bay, lest they be grabbed when they attempt to escape.

DISGUIISING THEMSELVES AS THE FIRST ORDER

The PCs have one officer's uniform available from the lieutenant in the waiting room, and they may also have two sets of slightly battered stormtrooper armor. Disguising themselves as First Order soldiers would allow the PCs to access the hangar bay control room or the maintenance area with the power conduits.

MAINTENANCE AREA

Conduits supplying power to the tractor beam emitter are located in the maintenance area. Signs in the corridor outside the waiting room indicate where the maintenance space is. The PCs must simply walk down the corridor to an access hatch and descend into the maintenance area below. The maintenance area is a cramped series of twisting crawl spaces bracketed in pipes, wires, and hissing machinery.

Two techs are on duty in the maintenance area. If the PCs are wearing stolen First Order uniforms, they can bluff their way past the techs with an **Easy (◆) Deception check**. If they do not have uniforms, they can instead sneak past the techs with an **Average (◆◆) Stealth check** (only one PC needs to make the check if everyone is together; it is assumed the PC making the check guides the others past the techs). Alternatively, the PCs could make an **Average (◆◆) Coercion check** to get the techs to surrender. If the PCs fail, both techs go for their blasters. Start the combat at short range, but add a Setback die to all ranged attack rolls due to the cramped space.

After dealing with the techs, shutting down the conduits is simply a matter of finding the right ones and flipping their emergency shut-off switches. It does not require a check.

FIRST ORDER TECHS

2	2	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3			WY THRESHOLD 8		

Skills: Computers 1 (◆◆◆), Mechanics 2 (◆◆◆), Ranged (Light) 1 (◆◆).

Equipment: Light blaster pistol (Ranged [Light] (◆◆◆); Damage 5; Range [Medium]; ☹☹☹☹☹: inflict Critical Injury), tech uniform (+1 soak), tool kit.

STORMTROOPER TRANSPORT

If the PCs don't want to attempt to shut off the tractor beams, or if the *Sunstrider* sustained damage when it was captured, the PCs may want to secure alternate transportation. Luckily, the *Silencer*'s hangar bay has several stormtrooper transports, of which one could serve as an impromptu escape vehicle.

If the PCs take a stormtrooper transport, the friendly IFF codes that it broadcasts stop the tractor beams from locking onto it until the operators can reset the codes. In terms of this adventure, this gives the PCs a precious minute to fly clear of the *Silencer*. The transports are not secured, so stealing one is just a matter of getting into the pilot seat.

CONTROL ROOM

The hangar bay control room is just above the waiting room and maintenance area, access able through a turbolift in the corridor. Inside the hangar bay control room are two First Order junior officers, and two First Order techs.

FIGHT IN THE HANGAR

Once the PCs return to the hangar bay (whether they plan on retrieving the *Sunstrider* or sneaking the datapads out of their ship and then stealing the stormtrooper transport), they are eventually discovered by the First Order personnel on duty. Once they are discovered, the PCs will probably become embroiled in a desperate fight as they attempt to escape the *Silencer*.

When the PCs enter the hangar bay, the GM should have one of the minion groups of First Order stormtroopers on duty make an **Average (◆◆) Vigilance check** (if the PCs are wearing stolen First Order uniforms, increase the difficulty of the check to **Hard (◆◆◆)**).

If the stormtroopers succeed on the check, they notice the PCs when they enter the back of the hangar bay. If they fail with Advantage ☹, another First Order soldier stumbles into the waiting room, discovers the dead or unconscious officer there, and sounds the alert when the PCs are roughly halfway across the hangar bay. If they fail, or fail with Threat ☹, then they notice the PCs when the PCs are at the transports or their ship.

FIRST ORDER STORMTROOPER



Skills (group only): Athletics (varies; ●●● for a full group of 3, ●● for a group of 2, and ● for a single stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged (Heavy) (varies, as Athletics), Vigilance (varies, as Athletics).

Other commonly used skills: Cool 0 (●).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), stormtrooper armor (+2 soak), utility belt.

Minion Rules: These stormtroopers use the minion group rules.

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

CAPTAIN PHASMA



Skills: Brawl 2 (●●●), Cool 2 (●●●), Discipline 1 (●●●), Leadership 2 (●●●), Ranged (Heavy) 2 (●●●), Vigilance 2 (●●●).

Talents: Improved Field Commander (Captain Phasma may make an **Average** (●●) **Leadership** check. If she succeeds, up to four minion groups may immediately perform one maneuver. If she generates a Triumph ☐, one of those groups may perform an action, instead of a maneuver.)

Equipment: Blaster Rifle (Skill: Ranged [Heavy] [●●]); Damage 9; Range [Long]; ☹☹☹: inflict Critical Injury), armored fists (Skill: Brawl [●●]); Damage 4; Range [Engaged]; ☹☹☹: inflict Critical Injury), battle armor (+2 soak), comlink, impressive cloak.

Once the PCs are noticed, the GM should have everyone make a check to determine the Initiative order and begin combat. The GM should use the map to indicate where everyone is. From the back of the hangar bay to the PC's ship is long range. There is **one minion group of three First Order stormtroopers** at the back of the hangar bay. If there are four PCs, there is a **second minion group of three First Order stormtroopers** at the PC's ship. If there are three PCs or fewer, there is **one First Order tech** at the PC's ship, instead.

At the beginning of the second round of combat, **Captain Phasma** enters the hangar bay from the back, with **one additional minion group of three First Order stormtroopers**. At the beginning of the third round of combat, an additional minion group of three First Order stormtroopers enters the hangar bay as well. The GM should note that the PCs do not need to attempt to defeat these opponents; they merely need to get to their ship or a transport and take off. If the hero players show an inclination to stay and fight, the GM should remind them that the entire Star Destroyer is crawling with stormtroopers, and the PCs will soon be overwhelmed if they stick around.

If Captain Phasma suffers enough damage to become incapacitated, the GM should flip a Destiny Point from its black side to its white side. At that point, a nearby stormtrooper acts out of turn to step in front of the attack that would have incapacitated her, and she ducks back into the entrance to the hangar bay.

AFTER ENCOUNTER 8 ENDS

If the PCs manage to launch their ship or a transport, read aloud or paraphrase the following:

Your ship lurches into the air as the hatch closes, blaster bolts bouncing off the hull and whining past the viewports. You punch the throttle and zoom forward, out through the mag containment field and into the vastness of space.

Brilliant green laser blasts erupt around you as you desperately try to reach the hyperspace coordinates. Your ship shudders under near misses before—finally—you grasp the hyperdrive levers and make the jump to lightspeed.

If the PCs do not manage to escape, read aloud or paraphrase the following:

You stare up at the blaster barrels of the stormtroopers who overpowered you during your failed escape attempt. Captain Phasma strides over to you.

"I don't know who you are, or what your plans were," she says. "But the First Order has ways of making you talk."

The adventure is over!

COMPLETE ENCOUNTER 8 BEFORE MOVING ON

WRAP UP AND REWARDS

As the PCs return to their quest to deliver the information to the Resistance, they have succeeded in avoiding the Strus Clan and, more importantly, escaping the clutches of the First Order. But their adventures in the *Star Wars* galaxy are just beginning!

EXPERIENCE AWARDS

At the end of each session, it is customary to receive an award of experience points (XP) that the PCs can invest in new or upgraded skills or talents. Hero players should each turn to the final spread of their character folio now, where investing experience is explained. Each hero player should also be sure to transfer information from the previous character sheet to the new one. The usual award is 15 experience points, with a possible bonus for achieving significant story

goals or excellent play. The suggested experience award for this adventure is 10 experience points, in addition to the 10 experience points the PCs should have received during the **Interlude: Experience and Destiny** section. This makes it a total of 20 experience points, a fitting reward for evading the clutches of the First Order!

AWARDING EXPERIENCE POINTS

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

FURTHER ADVENTURES

Although the PCs have (probably!) managed to escape the First Order with information vital to the Republic and the Resistance, their adventures in the *Star Wars* galaxy have only just begun! The GM can continue the story using both the adventure seeds below and **A CALL FOR HEROES**, a free adventure that is designed to follow *The Force Awakens* **BEGINNER GAME** and is available for download at www.Fantasy-FlightGames.com.

THE DAY EVERYTHING CHANGED

The Force Awakens **BEGINNER GAME** is set just before the events of *The Force Awakens*. This means the PCs can easily become caught up in the aftermath of the movie as well. As those who have watched *The Force Awakens* know, the First Order eventually launches an attack on the Republic, firing the Starkiller Base superweapon at the Hosnian system. The barrage of shots carves a path through hyperspace and vaporizes every planet in the system, including Hosnian Prime. This strike destroys the entire Galactic Senate and the majority of the New Republic Fleet.

This can catapult the PCs into the course of momentous galactic events such that they reach their destination just as the events of *The Force Awakens* end. They can end their trip only to find that the galaxy has undergone radical changes.

A REPUBLIC IN FLAMES

If the PCs headed to the Hosnian system to turn their findings over to the New Republic, they can arrive in-system to find the massive devastation of the Starkiller weapon.

As the PCs survey the wreckage of the system, they have some opportunities to save lives and help out people in need

of assistance. The *Venture Dawn*, a large passenger liner, was caught by the edge of one of the planetary explosions. Its bridge was smashed and its engines were damaged. Now, it drifts slowly towards Hosnian's sun. The PCs can use the *Sunstrider* (which started out life as a shipyard tug) to pull the *Venture Dawn* out of danger, saving hundreds of lives.

JOIN THE RESISTANCE!

If the PCs' plan is to join the Resistance, the GM can have them meet up with a Resistance patrol and be escorted to D'qar. They can arrive just after the successful raid on Starkiller Base, when the surviving Resistance warriors return from their daring attack. Once the PCs turn the information about the old Imperial bases over to the Resistance, the Resistance asks them if they're willing to scout some of those locations and determine the extent of the First Order's power base in the Unknown Regions. If the PCs agree, they are likely to be fighting directly against First Order forces in the Unknown Regions. Although the Resistance can provide them with supplies and some additional weapons, overall they'll be on their own.

EXPLORING JAKKU

Jakku is a large planet, and the PCs can find plenty to do right there. After they turn over the data to the New Republic or the Resistance, the PCs may decide to return to Misha and the nomads of the *Starlight Wanderer* and help them out. If the PCs return, they will likely face an old foe: the Strus Clan. The Strus Clan sends bounty hunters and additional forces after the PCs. Eventually, the PCs may need to take the fight to the Strus Clan by locating and taking down one of its high-ranking members. If the PCs manage this, they could guarantee the safety of the nomads.

GM TIPS AND ADVICE

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

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

Two of the most common mistakes made by new GMs are concealing too much information from the other players and assuming that the PCs will always succeed. If they are imprisoned in a First Order base and need to override the security lock on their cell to get out, then the story can grind to a halt when the PCs fail their checks to open a door.

The simplest solution to this is just to not roll checks that must be passed for the story to continue. However, sometimes the players expect to make a check at a climactic moment of the story, and automatically succeeding may feel like a letdown. Therefore, another option is to have an alternative means of progressing the story.

For example, the PCs fail to open the cell doors and set off a security alarm. First Order stormtroopers come in, notice the escape attempt, and order the PCs moved to another cell block. During the transfer, the PCs end up in a speeder truck with a single guard, and have a chance to overpower the guard, take over the speeder, and escape. The PCs are still "punished" for their failure (they were discovered by their guards, who made the reasonable decision to transfer them to a more secure facility), but the story still moves forward in an unexpected and exciting direction.

DELEGATE!





The GM can have a lot to keep track of, especially during busy scenes like combat or a complex chase scene. It's okay to delegate some responsibilities to other players. For example, one player could keep track of Initiative and call out the next Initiative slot each time a player finishes a turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and gear.

In extreme cases, an entire NPC or spaceship could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps the hero player involved.


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

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

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs want to scout out some of the old Imperial bases they found references to in the *Starlight Wanderer's* records. The PCs might ask if they can fly to one of those bases, and the answer may be, "Yes, but the hyperspace route to the base is not part of the records. You know where it is, but not how to get there, and you'll need to scout out that sector to determine the correct course." Now the PCs have a way forward—traveling to that sector—but also a complication to overcome. They'll need to consider their options, and they may run into all sorts of challenges, but they have a clear objective: traveling to that sector and using their astrogation abilities to plot a new course.

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 hang off the side of our moving speeder?" "Yes, but the check will receive one Setback die because you're firing your blaster with one hand, and a second because you're swinging back and forth." Secondly, the dice symbols—particularly Advantage , Threat , Triumph , and Despair —lend themselves to improvisation. The symbols provide inspiration for new complications and boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES

Remember that all the players at the table have the same goal: to tell a fun story. It's okay to admit you don't have total mastery of the rules—the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw questions 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 Niima Outpost on Jakku?" can be "I don't know; does she?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

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

CRITICAL INJURIES

If an NPC suffers a Critical Injury, then for simplicity's sake, that NPC is simply defeated. A Player Character who suffers a Critical Injury suffers ill effects based on the number of Critical Injuries the character is currently suffering from. Each Critical Injury persists until it is healed. See page 24 of the **BEGINNER GAME** Rulebook for more information on healing and recovery.

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



Success ☆ symbols are cancelled 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 cancelled 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 cancelled by Advantage ☐ symbols.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ☐



Difficulty Die ◆



Challenge Die ◆



Boost Die ☐



Setback Die ■



Force Die ☐

SKILL CHECKS: DIFFICULTY

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

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