STAR WARS®

Edge of the Empire™

BEGINNER GAME

READ THIS SECOND

ADVENTURE BOOK

STAR WARS® ROLEPLAYING

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WELCOME TO THE *STAR WARS* BEGINNER GAME!

You are about to embark upon an exciting journey through the *Star Wars* universe, living by your wits and your skill with a blaster, one step ahead of the Empire and the worst examples of the criminal element. The *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME is a roleplaying game in which you will take the role of a character in the *Star Wars* galaxy and have exciting adventures! The *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME is specially designed to be your introduction to roleplaying games.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Each player takes on the role of characters in the fictional universe - in this case, the *Star Wars* universe. Players work together to tell a story in which those characters work together to overcome challenges, do battle with dangerous enemies, and maybe even make a little profit on the side. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Each character has unique characteristics and game rules dictating his or her strengths and weaknesses, and use the custom dice to determine their chances of success or failure at any given task.

BEFORE YOU BEGIN

The *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME is designed for 3-5 players. With the contents of this box you can get straight to the action. But first you'll need to assign some roles.

ONE PLAYER IS THE GAME MASTER.

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

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

THE OTHER PLAYERS ARE HERO PLAYERS.

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

GAME MASTER ONLY!

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

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

CONTENTS OF THIS BOX

THIS ADVENTURE BOOK

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

A MAP

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

CHARACTER FOLIOS

Each one contains everything needed for one hero player.

DESTINY TOKENS

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

THE RULEBOOK

The rulebook describes all of the *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME rules. It's best to play though the adventure contained in this Adventure Book once to learn the rules, then use the Rulebook as a reference for future play sessions.

CUSTOM DICE

The *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME includes fourteen custom dice used to resolve skill checks and generate random results.

CHARACTER TOKENS

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

YOU WILL ALSO NEED

Pens or pencils, scratch paper.

STAR WARS: EDGE OF THE EMPIRE

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

For players who are ready for a more complex, in-depth roleplaying experience, the *Star Wars*: EDGE OF THE EMPIRE core rulebook is also available. This core rulebook is the starting point for a complete line of roleplaying products, including pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. Players who have experience with the Beginner Game will find that the two games have a great deal in common, and in fact players who have played through the adventure in this book will very quickly and easily learn the rules included in the *Star Wars*: EDGE OF THE EMPIRE core rulebook.

In both games, hero players take the roles of player characters and adventure in the Star Wars galaxy. Both games use the same dice and the same core dice mechanic. They use the same structure of characteristics, skills, and talents (although the exact lists of skills and talents are somewhat different). Both use a flexible system of actions and maneuvers to resolve combat and both use similar mechanisms to detail starships and vehicles. In short, the *Star Wars*: EDGE OF THE EMPIRE BEGINNER GAME is a simpler and easier-to-learn version of the *Star Wars*: EDGE OF THE EMPIRE core rules.

HOW TO USE THIS BOOK

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

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

> The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!
>
> Each of these blocks of read-aloud text will have instructions for when to read it aloud. Often, it should be read as soon as the scene begins - as the heroes step into the Cantina, or when the crime-lord's thugs catch sight of them. Other times it will be in response to PC action, such as when they open a door or if they succeed at a skill check.

THE PLAYER CHARACTERS

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

RULES TEXT

Another common page element is a sidebar like this one.

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

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

OTHER SIDEBARS

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