

STAR THE FORCE AWAKENS WARS BEGINNER GAME

READ THIS FIRST

Welcome to the *Star Wars: The Force Awakens* **BEGINNER GAME**! If you're new to roleplaying games (RPGs), then read on for a quick introduction. If you're familiar with RPGs, then you can proceed directly to the adventure book and get started immediately.

WHAT IS A ROLEPLAYING GAME?

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



WHO ARE THE PLAYERS?

One player is the Game Master (GM). The Game Master takes the role of the setting and all the minor characters. He or she directs the plot of the story and controls the antagonists. This player should take the adventure book.

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

EXAMPLE OF PLAY

Alex, Brian, Christy, Diane, and Ellie have gathered together to play *The Force Awakens* **BEGINNER GAME**. Ellie takes the role of the Game Master, or GM. Brian, Christy, Diane, and Alex take the role of Player Characters, or PCs. Diane is playing Mhar'li, a dashing and skillful human ace pilot. Brian is playing Tiras, a tough and resourceful human scavenger. Christy is playing Fira, a commanding and deadly human soldier, and Alex is playing Bormo, a meditative and strong Abednedo colonist.

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

We join the group in mid-session, with Mhar'li, Tiras, Fira, and Bormo preparing to repel an attack by a group of vicious gangsters on Jakku. The PCs take up positions in a wrecked Corellian Corvette; ready fight back against their foes!

Continued within...

Ellie (GM): 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 full of junk—lots of crates and boxes. It's also really dark around the door. The nomads haven't been replacing lumin globes! Otherwise, parts of the hallway are narrow enough that one person could make a stand and stop anyone from getting deeper into the ship. You look down the corridor, and it seems like some nomads are fleeing deeper into the ship, but some are staying put and hiding in cover, basically doing the best they can to stay out of the line of fire. You have just enough time to do one thing to prepare for the attack. What do you do?

Christy (Fira): I pull down some of those boxes and make a barricade. If it's one thing an old soldier knows, it's to keep your head down!

Diane (Mhar'li): Good thinking! I'm going to slip into the shadows around the doorway. I'll give Fira a cocky grin. "Keep them distracted, soldier, and I'll hit 'em where they least expect it!"

Ellie (GM): Sounds good, you two. Alright, Christy, Fira has a couple of huge crates near her that she can pull over. That'll provide some good cover, but you'll need to make an Easy Athletics check. Diane, that corner is really dark. You can probably hide there with an Easy Stealth check.

Diane (Mhar'li): (Diane gathers dice and rolls.) Success. No problem.

Christy (Fira): (Christy also gathers dice and rolls.) All right, Success and one Advantage.

Ellie (GM): Ok then, Mhar'li, you hide easily in the corner. Fira, you pull the crates down and then crouch down behind them. Having a solid box between you and the enemy is reassuring, so you can recover one strain. Brian, Alex, how about you guys?

Alex (Bormo): My character believes in protecting others. Bormo is going to stand in the middle of the corridor to keep the bad guys from getting to the nomads.

Brian (Tiras): That's brave, dude. Stupid, but brave!

Alex (Bormo): Thanks. You just make sure you back me up!

Kate (GM): Okay. Alex, I need you to make an Easy Discipline check to hold your ground. But since you're playing to your character, add a Boost die to the check.

Alex (Bormo): Cool! (Alex gathers his dice and rolls.) Well, thanks to that Boost die, I succeeded. But I do have one Threat.

Kate (GM): Bormo, you stand in the middle of the corridor and hold your shockstaff ready. You're looking confident, but inside you feel pretty nervous! Suffer one strain. And that just leaves you, Brian. What is Tiras going to do?

Brian (Tiras): Well, I'm wearing pretty much the same outfit as the rest of the nomads, right?

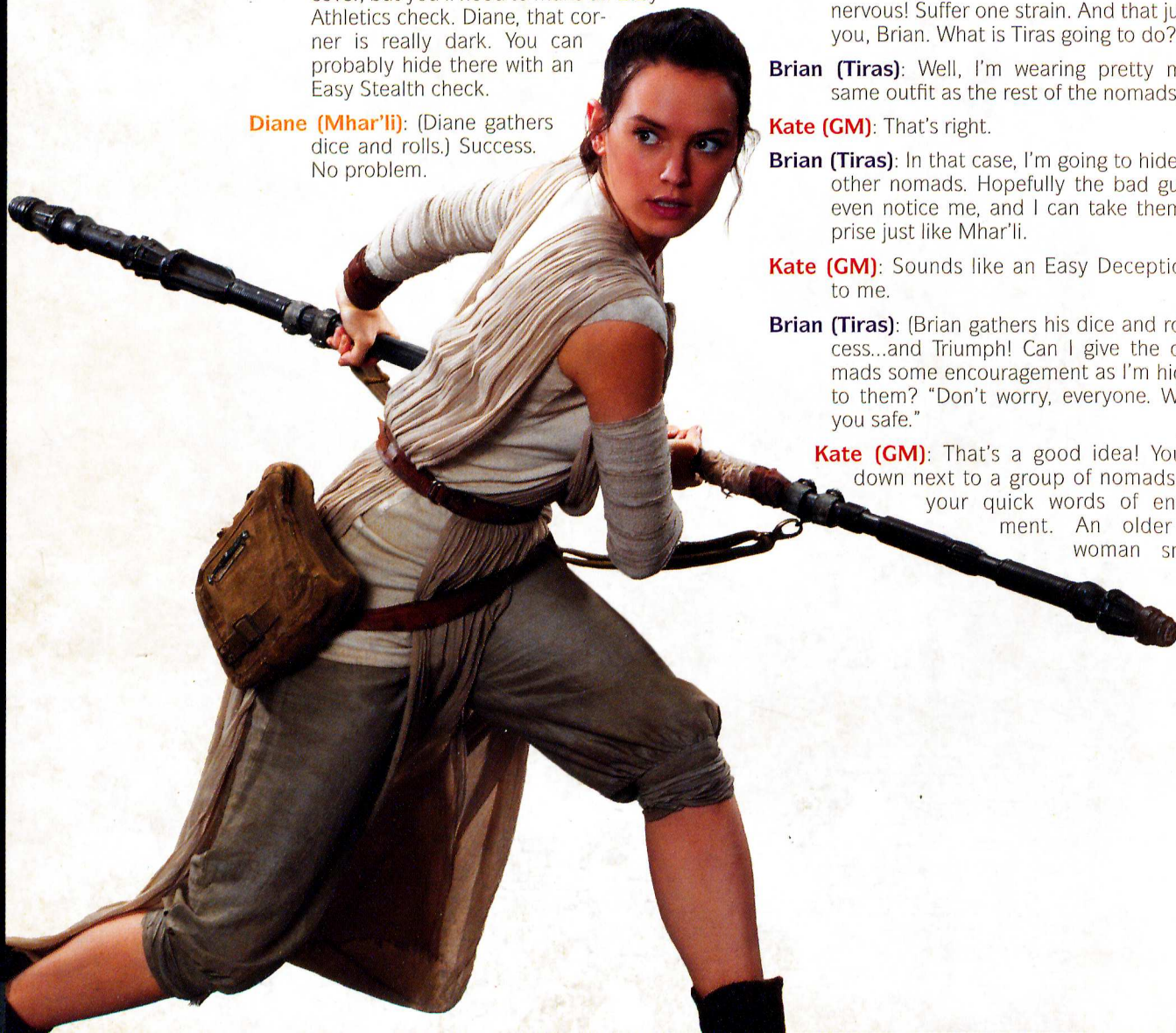
Kate (GM): That's right.

Brian (Tiras): In that case, I'm going to hide with the other nomads. Hopefully the bad guys won't even notice me, and I can take them by surprise just like Mhar'li.

Kate (GM): Sounds like an Easy Deception check to me.

Brian (Tiras): (Brian gathers his dice and rolls.) Success...and Triumph! Can I give the other nomads some encouragement as I'm hiding next to them? "Don't worry, everyone. We'll keep you safe."

Kate (GM): That's a good idea! You crouch down next to a group of nomads and say your quick words of encouragement. An older nomad woman smiles at



HOW TO USE THE MAPS AND CHARACTER TOKENS



The maps and character tokens included in *Star Wars: The Force Awakens* **BEGINNER GAME** can be used as optional game aids to enhance your narrative play experience. The character tokens can be used to represent the approximate locations of the heroes and villains in important and exciting scenes of the adventure, by placing them directly onto the map. You can also draw your own maps, improvise using soda cans, books, and other objects that might be on hand, or forego maps entirely, depending on which option suits your group's play style the best.

you in return, and hands you a stimpack. "Good luck!" she whispers.

Christy (Fira): Way to go, Tiras! I think we're ready to do this.

Kate (GM): That's good, because just as this happens, the airlock door bursts open and the Strus Clan's gangsters pile in! Let's roll for initiative; you all are going to use Cool because you're prepared for them, but they have to use Vigilance because they don't know what's inside the ship. (Everyone rolls and reports his or her score. All of the results combine to create the initiative order.) OK, there will be 3 PC slots, then the Strus Clan are going to act, then the last PC. Who's going to go first?

Diane (Mhar'li): You want to get their attention, Fira?

Christy (Fira): My pleasure! I shout "open fire!" and let loose with my blaster rifle. I'd like to shoot the one that's furthest back, and leave the closer one for Bormo and Tiras.

Kate (GM): The furthest one back is going to be at medium range, so that's an Average difficulty.

Christy (Fira): No problem, I'll use my free maneuver to Aim. (Christy gathers her dice and rolls them). Bam! That's a good shot, 11 damage, but I also have two Threat.

Kate (GM): The shot strikes home! The gangster has 4 soak, so he suffers 7 wounds, which is more than enough to take him down. I'm going to spend the threat to give another of the gangsters a free maneuver. As the shot flashes over his head, the lead Strus Clanner ducks under it and runs forward. Bormo, you see him charging right at you.

Alex (Bormo): Oh boy. Mind if I go next, everyone? I want to hit this guy before he takes me down.

Diane (Mhar'li): Works for me.

Alex (Bormo): (Alex gathers his dice and rolls them.) Only 6 damage, but I have four Advantage. I'm going to block him and knock him on his back.

Kate (GM): Alright, and how about the other two Advantage means he stumbles into his friends, giving the first one to attack a Set-back die on his check? You throw your shoulder into his face and he reels back, but now the other two are pressing forward...



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

DISCOVERY ON JAKKU

The GALACTIC EMPIRE is gone, its descent beginning with the loss of the 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 Republic and return the galaxy to their rule. Only the RESISTANCE, led by General Leia Organa, stands in their 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 have discovered the existence of a valuable secret, one lost for thirty years....