

STAR WARS®

MOS EISLEY SHOOT-OUT



**An infamous spaceport becomes a
battleground for Rebel and Imperial forces!**

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It was a period of civil war ... The streets of Mos Eisley starport can be rough. It's even tougher to survive if you're involved in the conflict between the Empire and the Rebel Alliance. Now you join that struggle by playing *Star Wars: Mos Eisley Shoot-Out*.

Setting Up: Cut out the character pieces, folding them in half so they stand up. Also cut out the "Wound" and prop markers. Each character has several scores showing how good he is at certain tasks. The number after it represents the number of six-sided dice you roll when the character uses that skill.

Choose who plays the Rebels and who plays the Imperials. Pick one of the scenarios on the back to play. Each scenario tells you which counters the Imperial player uses. The other player always uses all four Rebel counters. The directions in each scenario tell where the pieces begin.

Each turn has three steps: 1) Roll Initiative; 2) First Side Takes Actions; 3) Other Side Takes Actions.

Initiative: Who goes first? Find the character on each side with the highest *Perception*. Each player rolls his *Perception*. Whoever rolls higher goes first for that turn.

Actions: Every piece on a player's side gets two actions. Each turn, a player goes through each of the characters he controls, declaring and then carrying out their actions one at a time. When all characters on one side have gone, that player's turn is done. When both players have taken their turns, begin a new turn by rolling initiative again. Each piece can make two actions in a turn:

- **Move:** Move up to the number of spaces listed under a character's *Speed*. One piece may not occupy a space with another, and it may not move through barriers or other pieces. You may choose this option twice in your turn.
- **Dodge:** Evade attacks from your enemy. Roll your *Dodge* score — your total becomes the new difficulty an opponent needs to beat to hit you. This new difficulty applies until the next time that character makes an action.
- **Shoot:** Fire your blaster at one target. Count the squares between two pieces (making sure no buildings are in the way) and see if the target is behind cover (a cargo crate, landspeeder or a corner). Roll your *Blaster* dice and see if you meet or beat the number listed on the "Range Chart" (or the target's *Dodge* score if it's dodging). If you hit, roll your *Damage*; the other player rolls the target's *Strength*. Subtract the *Strength* total from the *Damage*, and check the "Damage Chart." The target suffers the penalties listed. You may choose this action twice in your turn to shoot two different targets.

Damage Chart

Damage Roll

Minus Strength Injury and Game Penalty

0-3

Stunned: Character knocked down, loses next turn.

4-8

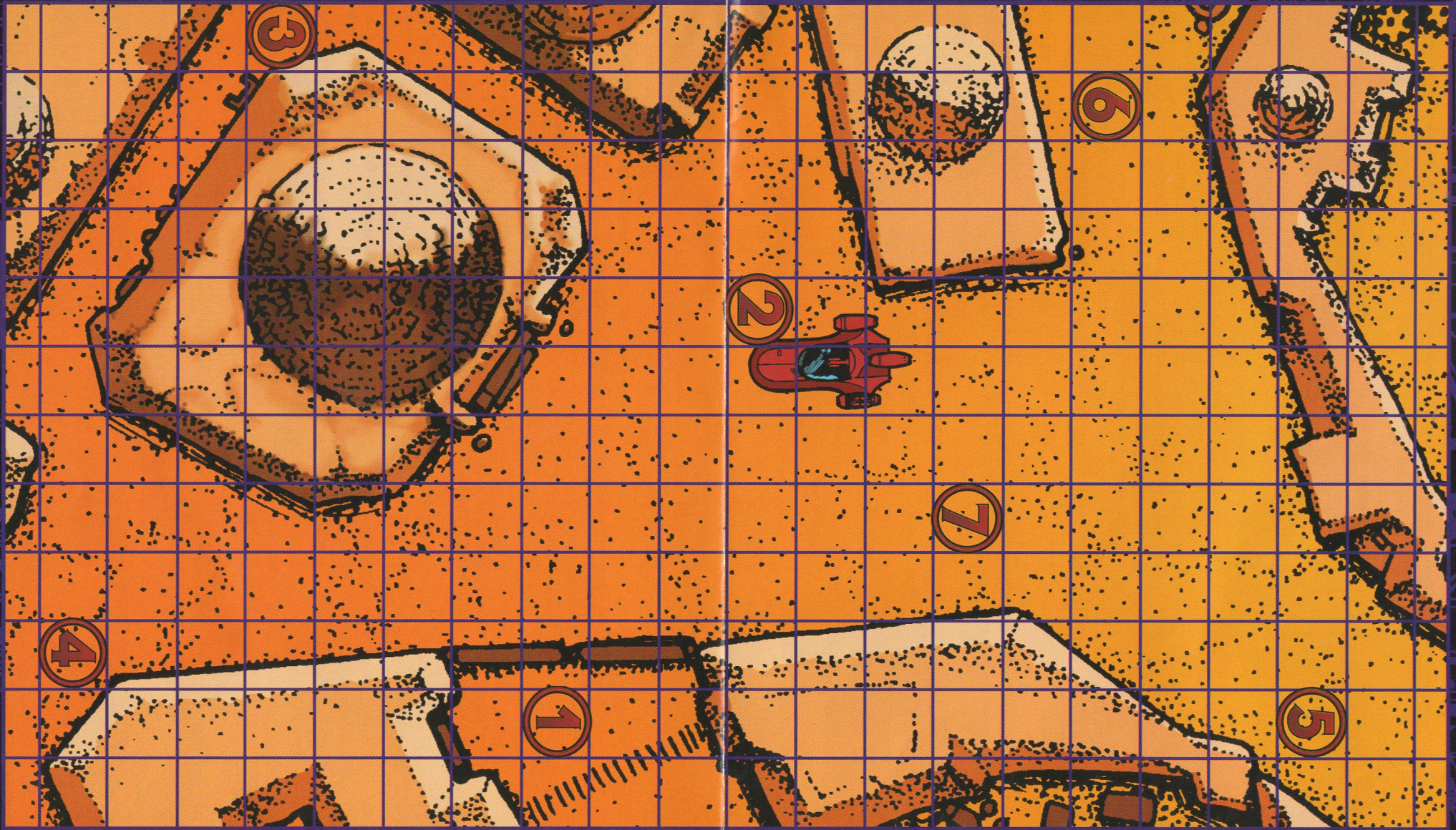
Wounded: Character knocked down, loses next turn, -1D to all rolls except *Damage* (cumulative). Place a "Wounded" marker with the proper die penalty next to the character.

9+

Incapacitated: Character out of the game — remove the piece from the map.

Range Chart

Range	Difficulty # Needed to Hit	Difficulty if Target Is Behind Cover
1-2 squares	5	10
3-7 squares	10	15
8+ squares	15	20



Cargo Crate	Damage: 6D 		
Cargo Crate	X-wing Pilot Blaster 4D Damage 4D Dodge 4D Percept. 3D Strength 3D Speed 5		
Cargo Crate	Wookiee Blaster 4D Damage 4D Dodge 3D Percept. 3D Strength 3D Speed 5		
Cargo Crate	Smuggler Blaster 5D Damage 5D Dodge 4D Percept. 3D Strength 3D Speed 5		
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept. 2D Strength 5D Speed 5		
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept. 2D Strength 5D Speed 5		
	Rebel Sergeant Blaster 5D Damage 4D Dodge 3D Percept. 1D Strength 1D Speed 5		
	U-THR Blaster - Damage 3D Dodge 3D Percept. 1D Strength 1D Speed 3		
	Bounty Hunter Blaster 4D Damage 5D Dodge 5D Percept. 2D Strength 5D Speed 5		
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept. 2D Strength 5D Speed 5		
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept. 4D Strength 4D Speed 5		
	Stormtrooper Blaster 4D Damage 3D Dodge 3D Percept. 2D Strength 4D Speed 5		
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5		
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5		
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5		
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5		
	Wounded Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5	Wounded -1D	Wounded -1D
	Wounded Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5	Wounded -1D	Wounded -1D
	Wounded Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5	Wounded -1D	Wounded -1D
	Wounded Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5	Wounded -2D	Wounded -2D
	Wounded Blaster 3D Damage 4D Dodge 3D Percept. 2D Strength 4D Speed 5	Wounded -2D	Wounded -3D

STAR WARS®

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

The Galactic Civil War reaches many planets, from the Core Worlds far into the Outer Rim. Here on Tatooine, Rebel agents try to carry out their desperate orders from the Alliance, all while dodging stormtroopers and bounty hunters intent on smashing the Rebellion.

Now you will decide whether the Empire or the Alliance will triumph on Tatooine in these five missions. Players can maneuver the Rebels — a smuggler, Rebel sergeant, Wookiee and X-wing pilot — or the forces of the Empire — stormtroopers and bounty hunters. The winner of each scenario gets the number of Victory Points listed — whoever has the most after playing all five scenarios wins control of Mos Eisley spaceport.

Imperial Impound (3 Victory Points)

A team of Rebels must get to their starship, but stormtroopers have impounded the freighter and are guarding the docking bay entrance.

Empire: The six stormtroopers begin at Point 1. They must prevent the Rebels from passing through the docking bay doors and reaching their ship.

Alliance: The Rebels have heard their ship is impounded and know they must attack the stormtroopers. They enter the map at Points 3, 4, 5 and 6 (however the player wants to place them). They must get past the stormtroopers and exit the map through the docking bay doors at Point 1.

Ambush (4 Victory Points)

The Empire has brought in a bounty hunter to help get rid of Rebel scum in Mos Eisley. Rebel spies have uncovered the bounty hunter's arrival time and the route his stormtrooper escort is taking to transport him to Imperial headquarters. If they can set an ambush, they can keep the bounty hunter from stopping the Rebellion's plans.

Empire: Four stormtroopers and one bounty hunter begin near their landspeeder at Point

2. They must defeat all the Rebels attacking them.

Alliance: The four Rebel characters begin at Points 3 and 4. They must eliminate all Imperial forces on the map.

Cargo Crisis (5 Victory Points)

The Alliance needs a vital shipment of medical supplies. Rebel agents are picking up the cargo from a black market dealer in Mos Eisley. Imperial forces have heard of the operation and are bringing in the heavy guns to deal with the Rebel scum.

Alliance: Place the three "Cargo Crate" markers at Point 7. This is where the Rebel characters begin. If all three crates and the Rebels are moved behind the docking bay blast doors at Point 1, they win. A Rebel piece can carry one crate, but can only take one action per turn.

Empire: Six Imperial stormtroopers begin at Points 5 and 6. Give one stormtrooper the "Repeating Blaster." This soldier may only move once per turn, but rolls 6D for his *Damage* instead of 4D. The stormtroopers must stop the Rebels from moving the crates behind the landing bay door.

Droid Delivery (7 Victory Points)

A Rebel agent has down-loaded the plans to a secret Imperial prison into an ordinary protocol droid, U-THR. Unfortunately, the Rebel agent was killed in a dispute with disreputable smugglers. Now U-THR is wandering the streets of Mos Eisley. A group of Rebel operatives and a band of Imperial bounty hunters just found the droid. Who will get to him first?

Alliance: Place the piece for U-THR at Point 7. The Rebel characters enter the map from Points 3 and 4. They cannot move U-THR until one character occupies the space next to the droid. Once they have control of U-THR, they must move him off the board at Point 6.

Empire: The Imperial bounty hunters enter the map from points 5 and 6. They must prevent the Rebels from reaching U-THR, but they cannot shoot the droid — the Empire needs it to make sure its memory is completely wiped.

Flight to Freedom (8 Victory Points)

The Rebels are in dire straits. Their starship has been captured, and they must escape Tatooine with Imperial plans which will guarantee an Alliance military victory in the Outer Rim. Bounty hunters have hunted them down and are trying to eliminate them — and in moments, an Imperial shuttle carrying stormtroopers will land to help finish off the Rebels in Mos Eisley!

Alliance: The Rebels are pulling out of Mos Eisley. Place the characters at Points 5 and 6, and give one character the "Repeating Blaster." This Rebel may only move once per turn, but rolls 6D for his *Damage* instead of the listed value. The Rebels must disperse the bounty hunters and Imperials near the docking bay. If they can pass through the bay doors at Point 1 and leave the map, they can reach the Imperial shuttle, commandeer it, and fly to freedom.

Empire: Using all its resources, the Empire must stop the Rebels from escaping and delivering the plans which could cause a major defeat for the Empire in the Outer Rim. Begin with the four bounty hunters at Point 7. Each turn, one stormtrooper may be placed on the map at Point 1 until all six have been deployed — the troopers are disembarking from a shuttle docked in the bay beyond. The Imperial forces must eliminate all the Rebels.

Are you looking for more information about West End's *Star Wars* games and other fine products? Write for a free catalog filled with *Star Wars* roleplaying game supplements, sourcebooks and adventures:



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What Is *Star Wars* Roleplaying?

A roleplaying game is just a more sophisticated version of the children's game, "Let's Pretend." Remember when you used to create your own *Star Wars* adventures using the action figures, a few vehicles and the living room furniture? Roleplaying is something like that. It is often described as interactive storytelling. You and your friends assume the role of characters in the story, and your choices and actions affect the tale's outcome.

You're actually roleplaying while you run *Mos Eisley Shoot-Out*. You play the roles of Imperials and Rebels doing what they do best — blasting each other. In the *Star Wars Roleplaying Game*, you don't play the main characters from the films, but people like them. If you want to be like Han Solo or Chewbacca, you play the smuggler or the Wookiee.

The *Star Wars Roleplaying Game* is very similar to *Mos Eisley Shoot-Out*, but you have more choices. Besides the abilities listed on your game piece, characters in the roleplaying game have other skills that help them out, including *astrogation, planetary systems, climbing/jumping, droid programming, and repulsorlift operation.*

The rules follow the basic idea you learned in *Mos Eisley Shoot-Out*:

Pick a difficulty number. If the character's roll is equal or higher, he succeeds.

In the *Star Wars Roleplaying Game*, one player (called a gamemaster) tells the others what their characters see and hear, and portrays any "supporting characters" the players' heroes encounter. Sometimes maps, game pieces, props and miniature vehicles are used, but most of the time the action takes place in the participants' imaginations.

Combat, chases, and other conflicts are resolved by simple rules involving the rolling of dice; the better the player rolls, the more successful his character is at a particular task. Whether the character succeeds or fails at these tasks can dramatically change the story's outcome.

Any good story — in books, television or films — has characters, a setting, and conflict. The players portray the characters. George Lucas has provided the setting in the *Star Wars* movies you've seen. The gamemaster creates the conflict. When mixed together, you get a good story.

How Do I Create My Own *Star Wars* Roleplaying Stories?

If you've played the scenarios in *Mos Eisley Shoot-Out*, you've already started your *Star Wars* roleplaying adventure. Next, you'll want to pick up one of the two *Star Wars Roleplaying Games* — you can find them in book stores, hobby and comic book shops, or anywhere roleplaying games, comic books or *Star Wars* novels are sold.

Star Wars Introductory Adventure Game

If you like easy games or you've never tried a roleplaying game before, this is the game for you. The *Star Wars Introductory Adventure Game* teaches you the rules while you play. You begin learning as soon as you open the game. One game booklet shows how to create and use your own customized *Star Wars* game character. You can choose to play a character type from the *Star Wars* films: smuggler, Wookiee, young Jedi, Mon Calamari, even a bounty hunter!

Another booklet teaches one person, the narrator, how to how to run other players through exciting *Star Wars* missions. It also includes an overview of the equipment, droids, creatures, starships, weapons and vehicles in the *Star Wars* universe.

An adventure book starts you and your friends on your very own *Star Wars* saga. The adventures are linked, forming a greater story pitting the Rebel players against the might of the Empire, just like the scenarios you played in *Mos Eisley Shoot-Out*.

Maps of popular locations, illustrated cards, maps and character stand-ups help you visualize the action and create your own adventures.

The *Star Wars Introductory Adventure Game* is an easy-to-learn game for people who love the films. If you've seen the *Star Wars* movies, you'll want to play this game.

The *Star Wars* Roleplaying Game

If you've played roleplaying games before or are an experienced gamer, try the *Star Wars Roleplaying Game*. It's a bit more complicated than the *Introductory Adventure Game*, but allows players and gamemasters more options in creating their own *Star Wars* saga.

This full-color, hardbound book is filled with expanded rules. Although the basic rules are the same as the *Star Wars Introductory Adventure Game*, they are more detailed to add an extra dimension to gameplay. You'll find more skills and more information on how to use them. Players have more character templates to choose from, more starships, more aliens, and more equipment and weapons. You'll even find more information on the Force and Jedi powers.

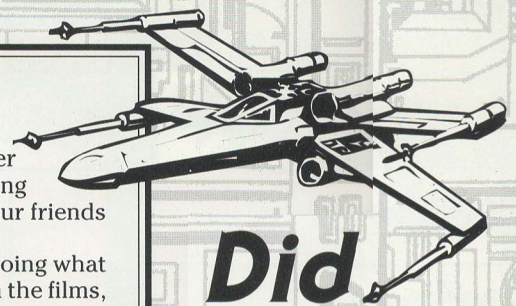
Two adventures help players and gamemasters learn the rules. You'll discover new ideas on creating your own game adventures, plus tips on running large battles. Examples illustrate game rules, and characters from the *Star Wars* universe guide you with their own comments and observations about the rules.

If you enjoyed roleplaying games before, you'll love adventuring in your favorite movie universe with the *Star Wars Roleplaying Game*.

And There's More ...

West End Games publishes many supplements for the roleplaying game — adventures you can run, players guides with new templates, equipment and game tips, sourcebooks about *Star Wars* novels and comics, and Galaxy Guides filled with fascinating information about the *Star Wars* galaxy.

All you need to play is either the *Star Wars Introductory Adventure Game* or the *Star Wars Roleplaying Game*. But there's much more out there to enhance your game and continue the exciting *Star Wars* saga you and your friends can play.



Did You Know?

- You only need six-sided dice to play any *Star Wars* roleplaying game. Need more? Visit your local toy store, or borrow some from a board game.



- The original *Star Wars Roleplaying Game* was published in 1987 on the tenth anniversary of the release of *Star Wars: A New Hope*. The *Star Wars Introductory Adventure Game* helps celebrate *Star Wars*' twentieth anniversary!



- You can read new *Star Wars* adventures and interesting sourcefiles about the galaxy in *The Official Star Wars Adventure Journal*, West End's quarterly *Star Wars* magazine.



- Creators of *Star Wars* novels, guidebooks, video games and comic books sometimes use West End's gamebooks as handy references to the *Star Wars* universe.



- *Star Wars* toys (the Kenner action figures and vehicles, plus Galoob Micro Machines) can be used as props to show where the Rebels and Imperials are while playing the *Star Wars Roleplaying Game*.

