

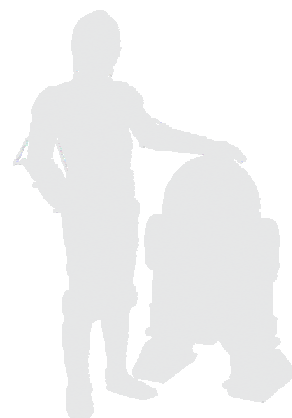
STAR WARS[®]

ROLEPLAYING GAME

A RECKONING OF WRAITHS

EPISODE VII OF *STAR WARS: DAWN OF DEFIANCE*

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A Reckoning of Wraiths is the seventh adventure in the **Dawn of Defiance** campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give players and Gamemasters a complete *Star Wars Roleplaying Game* Saga Edition experience. In this adventure, the heroes are in hiding on Coruscant, wanted by the Empire for their recent actions against the Inquisitorius (as detailed in the previous adventure, *The Core of Corruption*). When the heroes are sent to find a Sarlacc Project designer who survived the destruction of the Imeici Spire, they learn—the hard way—that the Empire does not like to be crossed. The heroes should advance to 15th level by the conclusion of the adventure.



WHAT IS DAWN OF DEFIANCE?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of *Revenge of the Sith*, the adventures in the **Dawn of Defiance** campaign are designed to provide players and GMs with the iconic *Star Wars Roleplaying Game* experience, set against the backdrop of the tyranny of the Galactic Empire. The **Dawn of Defiance** campaign takes the heroes all the way from 1st level up to 20th level and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the **Dawn of Defiance** adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars Roleplaying Game* Web site (www.wizards.com/starwars). The site also features other articles related to the **Dawn of Defiance** campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign using its adventures, read no further.

Some rules mechanics are based on the *Star Wars Roleplaying Game* Saga Edition by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson; the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson; and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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CAMPAIGN UPDATE

A Reckoning of Wraiths begins mere days after the end of the previous adventure, *The Core of Corruption*. The heroes remain on Coruscant, safely entrenched with the loyalists in their safehouse. The details of the Sarlacc Project are now in the hands of Captain Verana aboard the *Resurgence*, and the loyalists are trying to decide what to do next.

The heroes haven't had much time to get comfortable. The majority of the loyalists are normal folks who do not agree with the Emperor's politics and have decided to do something about it. They aren't trained combatants, for the most part, though one or two of the loyalist guards might have some experience in law enforcement (as local police, bounty hunters, or the like).

Tensions in the safehouse are high, especially now that the heroes—who are wanted by the Empire—are here. Every caller that comes to the door is examined, and every speeder that passes by on the street is suspect. Despite the worry, the loyalist hosts are congenial and, in some cases, fawn over the heroes. After all, the heroes are nearly legendary due to their prior exploits, and they've recently stood up to the Inquisitorius and walked away victorious.

This is a good opportunity for roleplaying between the heroes and the people who look up to them. Allow the heroes to make friends, share meals, and form friendships with the loyalists. Demonstrate that these people are good and represent everything that the Empire stands against. Give the heroes a reason to care. Later, when the loyalists meet their fate, it will make their deaths more meaningful and reinforce the true evil of their enemies.

SUMMARY

A Reckoning of Wraiths opens in the loyalist safehouse on Coruscant, where the heroes wait for the heat from their recent activities against the Inquisitorius to cool down. Within a day of their arrival at the safehouse, Admiral Varth contacts them via a pirated Holonet signal. Against the odds, one of the captive Sarlacc Project designers, an Incom weapons technician named Pavel Trenol, survived the destruction of the Imcei Spire. Seeking asylum, Trenol contacted the loyalists. He is currently laying low in a hotel in Coruscant's lower levels.

Varth instructs the heroes to contact Trenol at his hotel and provides them with a poor quality holo of the technician. They venture into Coruscant's seedy underbelly, encountering some of its most bestial denizens. When they arrive at the hotel, the heroes find only an empty room registered in the technician's name. Brief investigations lead them to a cantina, where they are ambushed by thugs on the Imperial payroll.

With nothing more to go on, the heroes return to the safehouse. But while they were gone, Imperial troops descended on the hideout and killed or captured the loyalists. The troops also try to put an end to the heroes, who retreat to the landing pad where their ship is located. Unfortunately, it has been impounded and is guarded by an AT-AT.

If the heroes escape Coruscant, they are best served by returning to the *Resurgence* at the appointed rendezvous. But when they emerge from hyperspace, they find the *Resurgence* under attack by a large Imperial force. Captain Verana calls for help, leading the heroes to dock with the *Resurgence*—which has been boarded by stormtroopers—to rescue as many crew as they can. But they can do little when they discover that Inquisitor Valin Draco has captured Jedi Master Denia.

Once off the *Resurgence*, the heroes are contacted by Admiral Varth, who is again in full Imperial regalia. He only pretended to defect in an attempt to root out insurgents and now demands that the heroes surrender. Instead, the heroes jump into hyperspace and find their way back to Senator Organa.

ENCOUNTERS

The encounters "Ogre Ambush" and "A Line of Prisoners" can be used in the order presented. However, if you want to mix things up a bit, these encounters can occur in any order within their chapters. For instance, "Ogre Ambush" takes place as the heroes make their way to the *Invisible Hand* cantina. But you can spring the encounter after the heroes leave the cantina or as they enter the Gnawer's Roost, or you can combine it with another encounter.

OPENING CRAWL

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

STAR WARS: DAWN OF DEFIANCE

Episode VII

A RECKONING OF WRAITHS

With the taste of victory still sweet upon their tongues, the heroes find refuge on Coruscant with loyalists. Following the destruction of the Inquisitors' tower, the Empire is searching for the culprits with extreme prejudice.

Just as there seems to be a lull in the action, word comes that one of the captive designers of the Sarlacc Project has survived, and is seeking asylum with the loyalists . . .

PART I: DEPTHS OF THE CITY

Coruscant is a planet of vast contrasts. The wealthiest of the galaxy's citizens live in the sparkling spires that rise into the atmosphere like titanium needles, while the poorest eke out painful lives in polluted permacrete warrens. In between these two extremes is a dwindling middle class, which is often preyed upon by the denizens of both the heights and the depths of Coruscant.

The safehouse that currently serves as a refuge for the heroes is within one of these tiny middle-class zones. It is a small domicile unit in a sprawling, enclosed apartment block. Security is minimal, consisting of door locks and a roving guard armed with a stun pistol. The loyalists have made the best of what they have available, connecting three apartments with concealed doorways (successful DC 15 Perception check to notice them when closed). A map of the safehouse appears on page 23 (as part of a later encounter).

One apartment is used as a living area/barracks, and this is where the heroes are put up for the night. Its three bedrooms are small, each offering few amenities outside of cots with military-grade blankets. The second, center apartment is where the loyalists meet to discuss politics, plan actions, and learn skills that aren't typically taught in school. The three bedrooms here have been converted into a workshop, a computer room (with a small Holonet transceiver), and an infirmary. The workshop is also an armory of sorts, stocked with a number of small arms and explosives.

Unlike the other two apartments, the last unit appears to be a sparsely furnished habitation with little or nothing out of place. It's used for meetings with individuals who aren't members of the loyalist cell, and for entertaining guests. A loyalist couple live there as husband and wife, working their day jobs and acting like good Imperial citizens.

Heroes interested in gaining access to the loyalists' small selection of supplies are allowed to do so, but the loyalists discourage them from taking too much. After all, they've spent months collecting this gear to further their agenda, and though they've seen only limited action so far, it is only a matter of time before they experience their baptism of fire.

Presently, the armory contains the following items:

- 2 blaster carbines
- 4 blaster pistols
- 2 hold-out blasters
- 3 sporting blaster pistols
- 1 blaster rifle with standard targeting scope
- 4 energy cells
- 24 power packs
- 12 frag grenades
- 6 ion grenades
- 6 stun grenades
- 1 missile launcher
- 1 missile launcher magazine
- 4 thermal detonators
- 3 explosive charges
- 2 kg detonite
- 20 timers

In addition to weapons, the loyalists possess some personal armor:

- 6 blast helmets and vests
- 2 combat jumpsuits

The loyalist infirmary includes the following medical supplies:

- 2 medical kits
- 10 medpacs
- 1 surgery kit

The workshop has a number of tools and basic technical supplies for making ad hoc repairs and modifications to equipment:

- 6 rolls of mesh tape
- 1 power recharger
- 1 security kit
- 2 tool kits
- 5 utility belts
- Miscellaneous tools, spanners, and other implements

For mundane noncombat equipment, the loyalists have little to offer. What they do have includes the following items:

- 10 short-range comlinks
- 2 long-range comlinks
- 1 pocket scrambler
- 2 datapads
- 1 portable computer
- 2 electrobinoculars
- 8 glow rods
- 2 audiorecorders
- 1 holorecorder
- 1 sensor pack
- 10 breath masks
- 3 field kits
- 10 liquid cable dispensers
- 24 ration packs

After the heroes have had time to get to know their hosts (and it seems like a good point in the game to get the action moving again), they are called into the computer room, where a message from Admiral Varth awaits them. The message is as follows:

"Excellent work. You've done quite a job exposing the Sarlacc Project, and you've exceeded my expectations. By now, the Inquisitorius is running around like a swarm of angry Dantari fire ants. You've made quite an impression on them, and I doubt they'll underestimate you again. I know that I won't.

"As much as we'd like to see you off-planet and out of danger, there is still a need for you to remain on Coruscant for a short while longer. Pavel Trenol, who had been forced to work as a designer for the Sarlacc Project, has contacted us seeking asylum. Prior to being pressed into duty by the Empire, Trenol was a weapons technician for Incom. In exchange for help, he's promised to tell us everything he knows about the offensive capability of the Sarlacc Project.

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"It's only a matter of time before the Empire realizes that Trenol's body is not among the dead, and they'll go looking for him. You should leave immediately and rendezvous with him. I'm providing a current holographic representation of Trenol with this transmission. He's currently staying in a flophouse in one of Coruscant's sublevels—an area known as the Gnawer's Roost. It's a bad part of town, so stay on your toes. On the plus side, Imperial security tends to avoid the place, as they're none too popular in that region.

"Good luck. I will await your signal when you return, and then we'll see about getting you back to the *Resurgence* for some much-deserved downtime."

A quick check reveals that the flophouse is nearby, in a region known colloquially as the Gnawer's Roost. It's one of the nastiest neighborhoods in the area, a pit of depravity that is frequented by the worst that Coruscant's underbelly has to offer: violent street gangs, spice dealers, smugglers, cutthroats, thieves, and other villains.

Though the loyalists are willing to help the heroes, they aren't seasoned enough to venture into the Gnawer's Roost. The best they can do is offer the heroes support upon their return.

The heroes can make their way into the lower levels of Coruscant by a number of methods. Taxis are the most common, though most taxi pilots charge a hazardous route fee if asked to descend into the Gnawer's Roost. Unless you have other plans (see *Auxiliary Challenge*, below), the drive into the slums is uneventful.

Auxiliary Challenge: It is possible to keep the heroes on their toes by mentioning the presence of law enforcement units in the area as they proceed to their destination. Alternatively, you can confront them with a security checkpoint manned by Imperial stormtroopers. Such checkpoints are common on Coruscant, and it takes a combination of careful navigation and street smarts to avoid having to pass through one.

The majority of the taxi pilots who the heroes might hire are law-abiding citizens with indifferent attitudes. Such pilots find it suspicious if the heroes request that they avoid Imperial checkpoints. If the pilot's attitude remains indifferent, he attempts to avoid checkpoints, but this doubles his fee. If the heroes can improve the pilot's attitude to friendly, he makes an effort to avoid checkpoints but won't do anything overt to get himself into trouble. A helpful pilot does anything to help the heroes out, including running through a checkpoint.

Conversely, a pilot whose attitude is reduced to unfriendly stops his taxi and demands that the heroes get out. If the pilot's attitude becomes hostile, he heads for the nearest checkpoint and turns the heroes over to the Empire.

Checkpoints, especially in this area, are simple affairs staffed by a detachment of six stormtroopers, two heavy stormtroopers, and a single Imperial officer. The heroes are wanted as a result of their recent exploits, and if a group matching their description passes through a checkpoint, the Imperials attempt to arrest them.

For details on running this encounter, see "Imperial Checkpoint" on page 13.

THE GNAWER'S ROOST

Trenol's flophouse is deep in the heart of the Gnawer's Roost, a dark, shadowy place permeated by foul smells and even fouler residents. Imperial law enforcement has no presence in Gnawer's Roost, and the only rule is that might makes right. While in the area, the heroes might be approached by any number of seedy characters looking to make a deal or score a few credits. Parties who are obviously armed or combat capable are left alone.

The flophouse is inside a grimy permacrete structure with a flickering holographic display out front that advertises hourly rates. Seven tough-looking youths, each sporting similar garb and colors, loiter outside the hotel, hungrily eying anyone who passes. Like the rest of the locale's denizens, they do not accost anyone who appears to be well-armed. Heroes who maintain a nonthreatening or benign countenance are verbally abused in the hopes that they will display some weakness. If combat breaks out, use the thug statistics (page 284 of the *Saga Edition Core Rulebook*) for the street gangsters.

The door into the hotel enters directly into a lobby cluttered by all manner of garbage and junk. An abused 3PO droid, his corroded gray skin covered in graffiti and grime, resides behind a scarred and stained counter. Anyone peering behind the counter sees that the droid, designated OT-3PO, is actually chained to the floor to prevent its theft, its escape, or both. (For more details on the droid, see the sidebar on page 6.)

When the heroes enter the flophouse, read the following aloud:

The interior of the flophouse's lobby is no cleaner or promising than its exterior. Every surface seems filthy, from the torn chairs leaning up against the grimy walls to the thin metal counter covered in flimsy paper, old garbage, and empty food packets. Behind the counter stands a 3PO droid, his gray exterior patched with rust and corrosion. One of his eyes glows dully in the lobby's dim light, while the other is dark and unseeing.

"Ah, hello," the droid pipes up in forced cordiality as you enter. "How may I be of assistance?"

Development: The 3PO unit gladly tells the heroes where to find Pavel Trenol's room—for a price. Much of the droid's behavioral programming has been modified or removed, an unhappy result of existing in such a wicked part of Coruscant. The droid answers initial inquiries in an official tone, stating, "The requested information is confidential, as per the clause of our establishment's rental agreement. However, for a small fee, payable in standard credits, the clause can be waived."

Heroes can pay a bribe of 50 credits for the information, or they can attempt a DC 11 Persuasion check to improve the droid's attitude or intimidate him into revealing what they want to know. Heroes can also access the hotel's computer to determine the location of Trenol's room: unit 5212, five floors down. The fifth sublevel is accessible by a rickety turbolift or a perpetually moist and gloomy stairwell.

Room 5212's door is constructed of thin alloy and covered in a peeling wood veneer. Using the chime or knocking at the door results in no answer. Heroes who succeed at a DC 15 Listen check can hear what sounds like a holoovid unit playing. Forcing the door requires a key (available from OT-3PO for an additional fee of 100 credits), a DC 15 Mechanics check to bypass the lock, or a DC 25 Strength check to break down the door.

Inside is a poorly furnished hotel room about 4 meters square, with fraying carpet, peeling wallpaper, and an adjoining refresher that smells of mildew. A single holovid unit blares out the latest Podrace results in a combination of Huttese and Basic. The bed, sagging from age and long use, is empty. A quick search reveals that no one is present. A hero who makes a successful DC 15 Perception check finds a scrap of flimsy paper on top of the holovid unit, upon which is written "Invisible Hand."

Critical Challenge: Obviously, the challenge here is for the heroes to find Trenol. The scrap of paper is a clue, but it will mean little to the heroes unless they can find someone who knows specifically what it refers to. Any hero who succeeds on a DC 15 Knowledge (galactic lore) check learns that the *Invisible Hand* was the name of General Grievous's flagship during the Clone Wars, and that the vessel was destroyed during the Battle of Coruscant.

If the heroes return to the hotel lobby, they can press the 3PO unit for information concerning Trenol's whereabouts. The droid doesn't know where Trenol is, only that he left hours ago in the company of several rough-looking Quarren. The droid attempts to milk this information for all the credits he can get, offering nothing unless specifically asked. If the heroes ask about the Invisible Hand, he responds: "I believe the Invisible Hand is a cantina. For a small fee, I can provide you with directions."

The droid is not the only individual with knowledge of the Invisible Hand's location. The gangsters outside can be helpful with directions or information if they are properly motivated. Unlike the droid, however, the street gangsters don't know Trenol and haven't seen him or his Quarren companions.

OGRE AMBUSH

As the players travel from the flophouse to the Invisible Hand cantina, they are assaulted by a group of eight Coruscanti ogres that are out scavenging for food. The ogres lie in wait for passing prey, emerging from the shadows in small groups and attacking en masse. Though they prefer their prey to be alive, they have no compunctions about dealing killing blows to foes that offer resistance. The screams of their victims are typically ignored by the neighborhood's residents.

For details on running this encounter, see "Ogre Ambush" on page 15.



OT-3PO

OT-3PO has worked as the desk clerk in this flophouse for so long, he's practically a fixture. In his time behind the counter, he's seen a great many things, and his behavioral inhibitors have slowly eroded as a result. Though he rarely wishes for freedom—the outside world is a frightening place—he is somewhat annoyed by the fact that he is chained to the floor. "It's not as if I would wander off. Doesn't anyone trust me?" he often asks himself.

The answer, of course, is "No." OT-3PO is incredibly untrustworthy and would sell out anyone for a few paltry credits. It isn't precisely his fault; he can't help himself. He is merely a product of his environment.

OT-3PO

CL 3

Medium droid (3rd-degree) nonheroic 1/soundrel 2

Init +0; **Senses** Perception +2

Languages Basic, Binary, Bocce, Huttese, Ryl

Defenses Ref 13 (flat-footed 13), Fort 11, Will 14

hp 9; **Threshold** 11

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +0 (1d3)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +0

Special Actions Disruptive

Abilities Str 8, Dex 9, Con —, Int 12, Wis 13, Cha 15

Talents Disruptive

Feats Linguist, Skill Focus (Persuasion), Skill Training (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore])

Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +8, Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Persuasion +14

Systems walking locomotion, basic processor, translator unit (DC 5), 2 hand appendages, vocabulator

Possessions audio recorder

Development: If the heroes wipe out the Coruscanti ogres, they've inadvertently performed a good deed on behalf of the citizens of Gnawer's Roost. Witnesses to the scuffle spread word of the heroes' deeds, furthering their reputations and, in many cases, their personal standing within the community. Though this won't result in any monetary compensation, it goes a long way toward ingratiating the heroes with the locals. Residents of Gnawer's Roost who know of the heroes' role in the ogre pack's destruction are automatically considered to have friendly attitudes.

Though Gnawer's Roost is a haven of inequity, the citizens still feel a certain amount of gratitude toward people who have helped them in some way. Nearly every resident of the neighborhood knows of someone who was purportedly killed by a Coruscanti ogre, and it is assumed that anyone who vanishes in Gnawer's Roost has been abducted and subsequently eaten by the creatures.

THE INVISIBLE HAND CANTINA

Named after the flagship of the late General Grievous, the Invisible Hand is a seedy cantina that caters to ex-Separatists and political dissidents. Though not overtly political, the clientele consists of bitter and disenfranchised individuals who were on the losing side of the Clone Wars (or who want others to think that they were). In Gnawer's Roost, the cantina has a mixed reputation. On one hand, the regulars are mostly seen as losers who are attempting to relive their bygone days of glory. Conversely, many of the downtrodden residents of the surrounding slums view ex-Separatists as anti-establishment heroes.

From the outside, the Invisible Hand appears to be little more than a run-down tenement. The only indication that the cantina exists is a hexagonal sign in flickering blue neon, reminiscent of the Confederacy's emblem. A set of steep stairs, slippery with moldy dampness, leads down to the cantina's entrance. A single Quarren bouncer named Tekkur stands guard at the door. He keeps an eye out for trouble, but he won't do anything to dissuade the heroes from entering the cantina.

The interior of the Invisible Hand is dim and clouded by a mixture of smoke and bitter Quarren incense. The air is thick and pungent, laced with a multitude of aromas—not all of them legal. The walls are hung with flags, old Separatist recruitment posters, and war memorabilia. Pieces of alloy, which knowledgeable characters can identify as parts of a ship's hull, are hung here and there with reverence. These are purportedly fragments of the original *Invisible Hand* that fell to the ground when the ship crashed during the Battle of Coruscant.

The cantina is sparsely populated. Aside from the bouncer at the door, there is a Gran bartender, Klef, serving two Trandoshan laborers at the bar, and a group of four Quarren toughs in the company of a single Human male near the rear of the establishment. The heroes likely assume that the Human is Pavel Trenol, and they are partly correct. The man appears to be the same one detailed in the hologram that Admiral Varth sent with his transmission, but his real name isn't Pavel Trenol; it's Tavik Moern.

Tavik Moern is a deep cover operative with the Imperial Security Bureau. His normal duties include monitoring dissident groups in parts of the planet that are best avoided by uniformed agents. He is currently assigned to ensure that the heroes don't leave Gnawer's Roost alive. To this end, he has hired a group of Quarren thugs—ex-Separatists with anti-Imperial leanings who won't be missed by polite society—to aid him. Tavik is paying the Quarren well, and their mercenary courage has been bolstered by a round of stiff drinks.

Tavik Moern feigns innocence at first. Heroes who examine him in an attempt to sense deception must succeed at a DC 24 Perception check to see that the agent is more than he appears to be.

For details on running this encounter, see "The Invisible Hand" on page 17.

Critical Challenge: The obvious challenge here is for the heroes to defeat their enemies and survive. Capturing Tavik Moern and exposing his true nature should bring the heroes to the conclusion that something is terribly wrong. Apparently, Varth's information was faulty. This might cause the heroes to wonder if Varth himself (or someone else in their organization) is untrustworthy. If questioned directly about Admiral Varth, Moern spits and calls him a traitor to the Empire.

PART 2: BAIT AND CHASE

Despite the trouble the heroes have caused in the Invisible Hand, no authorities are forthcoming in the depths of the Gnawer's Roost. The fighting is by no means unusual. As long as none of the locals, such as Klef or Tekkur, have been undeservedly harmed in the fighting, the residents won't bat an eye at the heroes.

Unfortunately, the heroes will find that any calls they make to the loyalist safehouse following the fight go unanswered. This should raise alarms in their heads, especially if they are in need of information or medical attention. Though they might find some use in remaining in Gnawer's Roost for a while (whether it's to ask questions or do some other investigations), their real concern should be to ensure that their loyalist friends at the safehouse are all right.

SAFEHOUSE OF THE DEAD

The return to the safehouse is remarkably uneventful. Another taxi (or even the same one, depending on how the trip into the Gnawer's Roost ended) can be hired to transport the heroes, or they can make other arrangements. Strangely enough, Imperial checkpoints are positioned so as to keep citizens from entering the more dangerous portions of the city, especially since criminals and other miscreants can descend into the bowels of Coruscant and lose themselves there.

The quiet is perhaps the most disconcerting thing about the trip. The heroes' ears are still ringing from their last shootout, and nothing feels quite right. Every set of eyes that glances their way is suspect; every siren or alarm might be a result of their passing. Even more than before, there should be a sense of tension and paranoia in the air.

From outside, the tenement block that contains the safehouse apartments looks the same as when the heroes left for the Gnawer's Roost. Force-sensitive heroes have a distinct feeling that they are being watched, even though nothing is visible. Entering the building is just as uneventful, whether the heroes take a turbolift or climb one of the two narrow stairwells that lead up to the safehouse floor.

Once they arrive on the tenement's third floor, they know that something is definitely wrong. The ozone-sweet smell of blaster fire lingers in the air, along with a thin, smoky haze. The walls of the hallway are scorched and burned in some areas, and a dark substance—fresh blood—stains the carpet. Entering the safehouse through any one of the three doors (all of which are open), the heroes are greeted with the macabre sight of their loyalist hosts, dead.

Some of the loyalists obviously went down fighting, blasters held tightly in their stiffening fingers. It looks like a number of others were rounded up after the fact, put against a wall, and executed in a flurry of blaster fire. Despite their best efforts, the heroes find no survivors—everyone they met during their stay in the safehouse is dead.

The heroes probably seek to raid the safehouse's supplies, which have not been taken or tampered with. But they won't have much time to rummage around. Once they discover the dead and search the entirety of the safehouse for survivors, allow them to attempt DC 17 Perception checks. Success indicates that they hear the sounds of stealthy movement out in the hallway.

The Imperial Security Bureau tactical team that was sent to wipe out the loyalist contingent has been waiting in an upstairs apartment for signs that they missed someone. They have been monitoring life signals and motion using a bank of portable scanners, which have revealed the heroes' arrival and movements.

When the heroes appear to be occupied with supplying themselves, or when they seem to be leaving the premises, the tactical team moves into position and attempts to wipe them out. They attack from opposite sides of the building and take no prisoners.

In the event that the heroes venture upstairs to search for enemies, the tactical team sets an ambush, waiting for them to clear the turbolift or stairs before opening fire.

For details on running this encounter, see "Safehouse of the Dead" on page 21.

Critical Challenge: Once again, the critical challenge in this encounter is survival. The ISB tactical team is well trained and bloodthirsty, and the heroes should find themselves with a genuine fight on their hands.

Auxiliary Challenge: Salvaging as much of the safehouse's gear as possible goes a long way toward endearing the heroes to their masters. This is especially true of the Holonet transceiver, which is a large and expensive piece of hardware. Returning the transceiver to Bail Organa or his associates will earn their gratitude.

WHERE GIANTS TREAD

Make it clear that the heroes are wanted more than ever before. Coruscant is no longer safe, and their faces, if not their names, are known to the authorities. The seat of the Empire is the last place they want to be. The heroes might be tempted to flee to the undercity (especially if they have cultivated allies there due to their actions in the Gnawer's Roost), but that merely forestalls the inevitable Imperial advance into that part of the city.

Of course, getting off Coruscant won't be a walk in the park. The planet crawls with Imperial troops, and every one of them is looking for the heroes. They should expect a difficult time of things, and tensions ought to be high, but the trip to the starport where their ship is located is easier than expected—suspiciously so, in fact.

When they arrive at the starport, they find it a ghost town until they see the Imperials waiting for them: four stormtroopers, four heavy stormtroopers behind E-Web blasters, and an AT-AT. The troops have been sent to stop the heroes from leaving Coruscant. The overwhelming force is meant to discourage the heroes from trying to leave in their own ship. The Empire doesn't give them credit for being foolish enough to face the challenge head-on.

If the heroes show their faces brazenly, the troops (including the crew of the AT-AT) have a chance of spotting them. A confirmed sighting is met by blaster fire. Though the AT-AT crew has been instructed to provide fire support for the troops on the ground, they haven't been authorized to destroy the terminal building. However, if the heroes become a nuisance or prove capable of posing a threat to the AT-AT, these orders will be ignored.

For details on running this encounter, see "Where Giants Tread" on page 24.

Critical Challenge: The goal of this encounter is escape. The heroes must neutralize or bypass the enemies in the starport so they can enter their ship and leave for safer pastures. One option is to run headlong into the fray, relying on their own skill to keep them alive against overwhelming odds. They also might consider going in quietly, attempting to sneak to their ship without being seen.

Both options have merit, but the quiet route is liable to be difficult considering that the tarmac is a wide open, empty space with only a few starships to provide cover. If the heroes took the missile launcher from the safehouse, they might try to take the AT-AT out, but cracking its armor will be difficult.

Auxiliary Challenge: Even if the heroes manage to escape, they might be suspicious because the Empire had access to their ship for an undetermined amount of time. They are quite right to be concerned—the Empire's technicians have been busy in a number of nefarious ways.

The first problem is a large detonite charge attached to the reactor of their starship. The charge is hidden well by Imperial standards; it requires a DC 20 Perception check to locate and a DC 20 Mechanics check to disarm. The bomb is linked to the ship's hyperdrive and detonates only if the heroes engage light speed. The resulting explosion will destroy the ship, kill the heroes, and prematurely end the adventure.

If the heroes roll poorly or don't think to look for evidence of foul play, give them a few ominous hints, such as "Who knows how long the Empire had access to your ship?" or "A number of access panels around the ship seem to be out of place." You can also mention that there seem to be a large number of odd fluctuations as the heroes enter the hyperspace coordinates into the navigation computer.

The bomb should not be a death sentence for unlucky heroes. It's designed to show that they are considered a huge threat by their enemies; they ought to be flattered.

In addition to the detonite charge, the Imperials placed three tracking devices throughout the ship. In case the heroes manage to recover their ship, disarm the bomb, and escape from Coruscant, the Empire wants to be able to track them down and finish the job. Two tracking devices are in relatively obvious locations, with little effort made to conceal them; they require DC 10 Perception checks to find. The third tracking device is hidden more carefully, deep within the recesses of the life support system; it requires a DC 20 Perception check to find.

EMBRACING YOUR DESTINY: DESTRUCTION

Heroes who have chosen (or secretly have been given) the Destruction destiny take a major step toward it when they destroy or disable the AT-AT, allowing them to reach their ship and escape from Coruscant. Grant those heroes the 24-hour destiny bonus.



PART 3: RESURGENCE OF EVIL

Once the heroes escape from Coruscant, they should have a short time to relax while hurtling through hyperspace. Their destination should be the *Resurgence*, either by direct flight or via one or two false destinations in an attempt to shake any pursuit. This is a good time to heal wounds, take stock of resources, and search the ship for additional forms of sabotage.

When the heroes emerge from hyperspace at the rendezvous point, they are greeted by the sight of a large battle between loyalist forces, including the *Resurgence*, and two Imperial Star Destroyers. A Corellian Gunship and one of two Corellian Corvettes have been destroyed, and pieces of those ships can be seen tumbling through space. A second Corvette is currently the primary target of the Imperial capital ships, and it is not doing particularly well in the rather one-sided exchange.

Read the following text aloud:

Hyperspace gives way to a dramatic scene: a number of ships on the horizon, including the *Resurgence*, are trading turbolaser fire. Orange explosions can be seen in the space surrounding the capital ships, signs of starfighter combat that is too far away to make out clearly. Two Star Destroyers on the edge of their effective range send out countless turbolaser blasts. The blasts are aimed primarily at the remaining Corellian Corvette but also at the *Resurgence* and the other ships under her protection.

While the *Resurgence* stands her ground, directing her own turbolaser blasts back at the Imperial ships, the other ships in the loyalist flotilla move away in an attempt to escape the melee. A flash of light followed by a large ball of fire and debris marks the violent end of a Gallofree transport.

Your communications crackle to life suddenly, and the voice of Captain Verana greets you:

"You're too late," he says. "They've got us right where they want us. It'd be suicide for you to stay, but we're running out of options. All of our escape pods have been jettisoned, and our shields are about to buckle. Mind if we hitch a ride with you?"

The voice of a nervous crewman in the background cuts in. "Sir! We've got reports of Imperial troops on board!"

Verana curses. "On second thought, you guys might be better off—"

An intense hiss of static ends the transmission.

At this juncture, the heroes can easily turn tail and run. The Imperial ships haven't noticed them, and they've been ordered to retreat. Of course, running away wouldn't be the heroic thing to do, especially in a *Star Wars* game.

TO THE RESCUE

Gaining access to the *Resurgence* is easier than it sounds, all things considered. The majority of the heavy fire is being concentrated on the last of the Corellian Corvettes, and the majority of the enemy TIE fighters are tangling with the loyalist starfighters. Docking can be accomplished only via a docking tunnel, similar to the one that the *Millennium Falcon* used to dock with the *Redemption* at the end of *The Empire Strikes Back*.

The docking tunnel leads to the capital ship's interior. Chaos is everywhere as lights flash and klaxons blare. Bodies of the crew litter

the corridors, punctuated by the corpse of an occasional stormtrooper. Some corridors are impassable, requiring the heroes to double back and look for other means of access. A list of possible hazards faced by the heroes includes:

- A climb up (or down) a malfunctioning turbolift to gain access to an upper (or lower) level
- Passing through a corridor that is swinging with live power cables
- Moving through a sealed compartment that has recently been exposed to open space, or within which life support systems have failed
- Occasional turbulence caused by incoming turbolaser fire from the Star Destroyers
- Areas that have no power and are completely dark

In addition, the ship occasionally rocks as another wave of turbolaser fire hits the hull. Each round, roll 1d20. On a result of 15+, the ship is hit by such a volley. All characters must succeed on a Dexterity check with a DC equal to the number rolled or be knocked prone.

Regardless of the hazards, the trip to the command deck of the *Resurgence* is tense. Though the heroes encounter no Imperial troops, the occasional dead or mortally wounded stormtrooper is proof that troops are somewhere nearby. When they finally make their way to the corridors surrounding the *Resurgence's* command deck, they are greeted by a stormtrooper squad that is preparing to storm the cockpit. For details on running this encounter, see "To the Rescue" on page 27.

Critical Challenge: The challenge here is to save Captain Verana and as many of his crew as possible.

Development: If the heroes subdue the Imperials and save Verana and his remaining bridge crew, they are met with gratitude. "I was wondering if you were going to show up," Verana teases, his smile belying the pain he is suffering from his wounds. Heroes with medical experience can provide first aid, but Verana waves off any more, saying, "We haven't time for that."

Read the following aloud once the pleasantries are out of the way:

"I've got some bad news," Verana says. "We've had a report that Master Denia has been taken prisoner by the Inquisitorius."

The Captain lets the news sink in for a moment.

"If you think you can make it, get to the landing bay at once. You might be able to stop the Inquisitors before they can get her off the *Resurgence*. My crew and I can find our way to your ship, and we'll meet you there. Now go!"

It's important that the heroes stick together at this point and trust that Verana and his crew can make it on their own. The heroes will need everyone for the upcoming encounters.

A LINE OF PRISONERS

Somewhere between the ship's bridge and its landing bay, the heroes encounter a line of prisoners being led to the docking bay by a mixed group of Inquisitors and stormtroopers. There are a total of 10 prisoners, and all of them appear to be run-of-the-mill crew and passengers. Although they aren't bound, the prisoners are keenly aware of the weapons pointed at them by their captors. Their future looks bleaker by the moment—the only thing they have to look forward to is an interrogation followed by imprisonment or death.

For more details on running this encounter, see "A Line of Prisoners" on page 30.

Critical Challenge: As with the encounter on the *Resurgence's* bridge, the goal here is to save as many prisoners as possible. The Inquisitors present a challenge as well, in large part due to their limited access to Force powers.

Development: Any prisoners rescued are extremely grateful. The majority of them head toward the heroes' ship, if given leave to do so. One or two prisoners volunteer to accompany the heroes to the landing bay and help in any way they can. They're not experienced combatants, but their enthusiasm makes up for this shortcoming.

Given enough time, the surviving crew might become important friends and contacts for the heroes, depending on how they are treated.

VICTORY AND LOSS

With the bulk of the ship's corridors behind them, the heroes finally make their way to the *Resurgence's* docking bay. It is filled with debris and a large number of fallen crew members. Read the following aloud:

Two Imperial shuttles sit upon the floor of the landing bay, the black expanse of space visible through the shielded opening behind them. Multicolored flashes of light flicker across the starfield, signs of the space battle that continues to rage outside.

A number of individuals, many of them dressed in the red-and-black uniforms of the Inquisitorius, scurry about as prisoners are escorted at gunpoint aboard the first shuttle. You notice a familiar figure—Master Denia—among the prisoners. She spares a fleeting glance over her shoulder in your direction before disappearing into the shuttle's interior with the rest of the captives.

Before you can react, a second figure, also familiar, turns to face you. Inquisitor Valin Draco, his features marred by a black metallic faceplate with a single red optic, meets your gaze. He makes a dismissive gesture, then hurriedly boards the shuttle as the boarding ramp begins to close.

It's too late to save Master Denia and face down the new and improved Draco, but a second Imperial shuttle remains as the first rises into the air and turns to exit the docking bay of the *Resurgence*. Eight Imperials in the uniforms of naval troopers have taken up positions near the second shuttle, and they are aware of the heroes' presence.

For details on running this encounter, see "Victory and Loss" on page 33.

Critical Challenge: Though the heroes have been denied a chance to rescue Master Denia, they still might be able to rescue any prisoners that are aboard the second Imperial shuttle. However, to do so, they have to beat back the naval troopers, which is easier said than done.

Auxiliary Challenge: Gutsy heroes might consider making a play to steal the remaining Imperial shuttle. Though it would be cold comfort to the fledgling Rebellion, an Imperial shuttle would be a small prize that might do some good in the long run.

Development: If the troopers are defeated or retreat to their shuttle and leave the *Resurgence*, the heroes and any of their surviving companions need to make their way back to their ship to escape. As they do so, the intensity of the bombardment from the Star Destroyers increases by a large margin. It's obvious that with Draco and his prisoners no longer aboard, the rebel frigate has outlived its usefulness.

EMBRACING YOUR DESTINY: RESCUE

Heroes who have chosen (or secretly have been given) the Rescue destiny take a major step toward it if they rescue Captain Verana and any of the *Resurgence* crew from the Empire's attacks. Grant those heroes the 24-hour destiny bonus at the beginning of the next adventure in the **Dawn of Defiance** campaign.

LEAVING THE RESURGENCE BEHIND

When the heroes return to their ship, it is an emotional time for the remaining crew of the *Resurgence*. Their home is being systematically destroyed by Imperial turbolaser fire. The last Corellian Corvette, by some miracle of fate or luck, is limping away from the fray with a number of TIE fighters in hot pursuit. Captain Verana is beside himself but does his best to comfort his crew despite his own grief.

The rest of the *Resurgence's* surviving fleet is gone, having entered hyperspace while the heroes were aboard their flagship. The only thing that remains is for the heroes to escape. As they move into position to make a jump into hyperspace, read the following text aloud:

There is a crackle of static as you are hailed by one of the Imperial Star Destroyers. The video image flickers and stabilizes, revealing the image of Admiral Varth dressed in an immaculate Imperial Navy uniform.

"It seems as if I didn't give you enough credit for being resourceful," Varth says, his eyes betraying a hint of respect. "But now the time for deception has ended. Despite your persistence, as well as your luck, you must admit that you are outmatched. Shut down your engines and prepare to be boarded."

Varth is full of bluster and threat, but the truth is that he can do nothing to stop the heroes from making their escape. If engaged in conversation, Varth reveals little of his involvement in the plot other than saying, "Had you not proven so talented, none of this would have been necessary." If questioned about his apparent defection, he can't suppress a smirk as he casually mentions how easy it was to fool the heroes and the others.

Varth entertains conversation only as long as it remains civil or worthwhile. He signs off by saying, "I'm sure we will meet again."

EMBRACING YOUR DESTINY: DISCOVERY

Heroes who have chosen (or secretly have been given) the Discovery destiny take a major step toward it when they discover Admiral Varth's treachery, revealing his true loyalty toward the Empire. Grant those heroes the 24-hour destiny bonus at the beginning of the next adventure in the **Dawn of Defiance** campaign.

CONCLUDING THE ADVENTURE

Some time passes between the heroes making the jump into hyperspace and their rendezvous with what remains of the Rebel fleet. Ultimately, they must report to Bail Organa concerning all that has occurred in the past few days. Organa meets with the heroes personally, congratulating each of them on a job well done despite the odds that were against them and the price that was paid.

When everyone is present, Organa makes the following short speech:

"We've paid a heavy price for the information you've managed to gather. We've also learned, unfortunately, that we have been tricked—betrayed. Some of you might be asking yourselves: Is it worth the cost?

"I can't answer that question. Not yet, in any case. What I do know is that I am still determined to see Palpatine's regime toppled, and any knowledge we have of his plots and plans will ultimately be of some use to us.

"As to those friends and allies we've lost, they will not be forgotten. Denia will be found, I promise, and when she is . . . when she is, you'll be there to bring her back from the brink. Until then, we will all of us stay the course."



IMPERIAL CHECKPOINT

CHALLENGE LEVEL 13

SETUP

This encounter details a typical Imperial checkpoint on Coruscant. Given the heroes' recent activities, only the most experienced stormtroopers are being put on guard at checkpoints. The stormtroopers and officer at this particular checkpoint are veterans who have seen a lot of action and possess a corresponding amount of experience.

The checkpoint consists of six stormtroopers, two heavy stormtroopers on overwatch with light repeating blasters, and an Imperial officer in command. Five of the six stormtroopers stand guard around the checkpoint. The Imperial officer and one of the stormtroopers stand ready to challenge drivers, while the heavy stormtroopers observe from secure locations behind the permacrete barriers, as detailed on the encounter map.

The permacrete barriers are intended primarily to funnel speeders through the checkpoint in an orderly fashion, but also to provide cover to the stormtroopers. In addition, a shield generator has been installed here, preventing vehicles from moving through the checkpoint unless first deactivated.

Most likely, the heroes enter from the right edge of the map, either on foot or within a taxi or other vehicle.

READ-ALoud TEXT

Read the following text as the heroes approach the checkpoint, either on foot or riding in a speeder.

Up ahead you can make out an Imperial checkpoint. Several stormtroopers, weapons at the ready, stand guard, while an Imperial officer challenges vehicles as they pass through the checkpoint.

VETERAN STORMTROOPERS

Veteran Stormtrooper (6)

CL 4

Medium Human nonheroic 12

Dark Side 3

Init +6; Senses low-light vision; Perception +13

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 30; Threshold 12

Speed 6 squares

Melee unarmed +10 (1d4+1)

Ranged blaster rifle +11 (3d8) or
blaster rifle +6 (3d8) with autofire or
blaster rifle +6 (5d8) with Burst Fire

Ranged frag grenade +10 (4d6, 2-square burst)

Base Atk +9; Grp +10

Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, heavy weapons, rifles, simple weapons)

Skills Endurance +11, Perception +13

Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Veteran Stormtrooper Tactics

These veteran stormtroopers are a little conservative in their use of tactics. Having survived a number of engagements, they're not in any hurry to be killed just yet. As such, they provide covering fire for one another as they move, and they concentrate fire on single targets in order to take them down more quickly.

VETERAN HEAVY STORMTROOPERS

Veteran Heavy Stormtrooper (2)

CL 4

Medium Human nonheroic 12

Dark Side 3

Init +7; Senses low-light vision; Perception +12

Languages Basic, High Galactic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 30; Threshold 12

Speed 6 squares

Melee unarmed +11 (1d4+2)

Ranged light repeating blaster +6 (3d8) with autofire or
light repeating blaster +6 (5d8) with Burst Fire or
light repeating blaster +9 (3d8) with braced autofire or
light repeating blaster +9 (5d8) with braced Burst Fire

Ranged frag grenade +10 (4d6, 2-square burst)

Base Atk +9; Grp +11

Atk Options autofire (light repeating blaster), Burst Fire, Double Attack (rifles), Far Shot, Point Blank Shot

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 8

Feats Armor Proficiency (light), Burst Fire, Double Attack (rifles), Far Shot, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +11, Mechanics +12, Perception +12

Possessions stormtrooper armor (+6 armor, +2 equipment), light repeating blaster, 3 explosive charges, frag grenade, utility belt with medpac

Veteran Heavy Stormtrooper Tactics

Like the other veterans at the Imperial checkpoint, the heavy stormtroopers are less willing to run into the fray when they can stay behind cover and lay down a withering hail of blaster fire.

VETERAN IMPERIAL OFFICER

Veteran Imperial Officer

CL 9

Medium Human nonheroic 4/noble 4/officer 4

Force 2; Dark Side 7

Init +5; Senses Perception +12

Languages Basic, Bocce, Durese, High Galactic

Defenses Ref 17 (flat-footed 17), Fort 18, Will 23

hp 50; Threshold 18

Speed 6 squares

Melee unarmed +10 (1d4+4)

Ranged blaster pistol +9 (3d6+4)

Base Atk +10; Grp +10

Special Actions Born Leader, command cover, Coordinate, Coordinated Attack, share talent (Assault Tactics), Trust, Vehicular Combat

Abilities Str 10, Dex 8, Con 10, Int 14, Wis 13, Cha 14

Talents Assault Tactics, Born Leader, Coordinate, Trust

Feats Armor Proficiency (light), Coordinated Attack, Linguist, Skill Focus (Persuasion), Skill Training (Deception, Pilot, Use Computer), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +13, Knowledge (tactics) +13, Perception +12, Persuasion +18, Pilot +10, Survival +12, Use Computer +13

Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Veteran Imperial Officer Tactics

The Imperial officer assigned to this checkpoint is a seasoned veteran, like his troops. If a fight breaks out, he attempts to use his talents, such as Assault Tactics, Born Leader, Coordinate, and Trust, to grant bonuses

to the stormtroopers in his command. When fighting, he takes careful shots with his blaster pistol and attempts to remain behind cover.

Regardless of the outcome, the officer spends his first turn using his comlink to report the disturbance and call for reinforcements.

CONCLUSION

If the heroes can neutralize or circumvent the Imperial checkpoint, they need to make haste to their destination before reinforcements can arrive. Plenty of equipment can be salvaged or looted from the Imperials, but that might not be feasible given the circumstances.

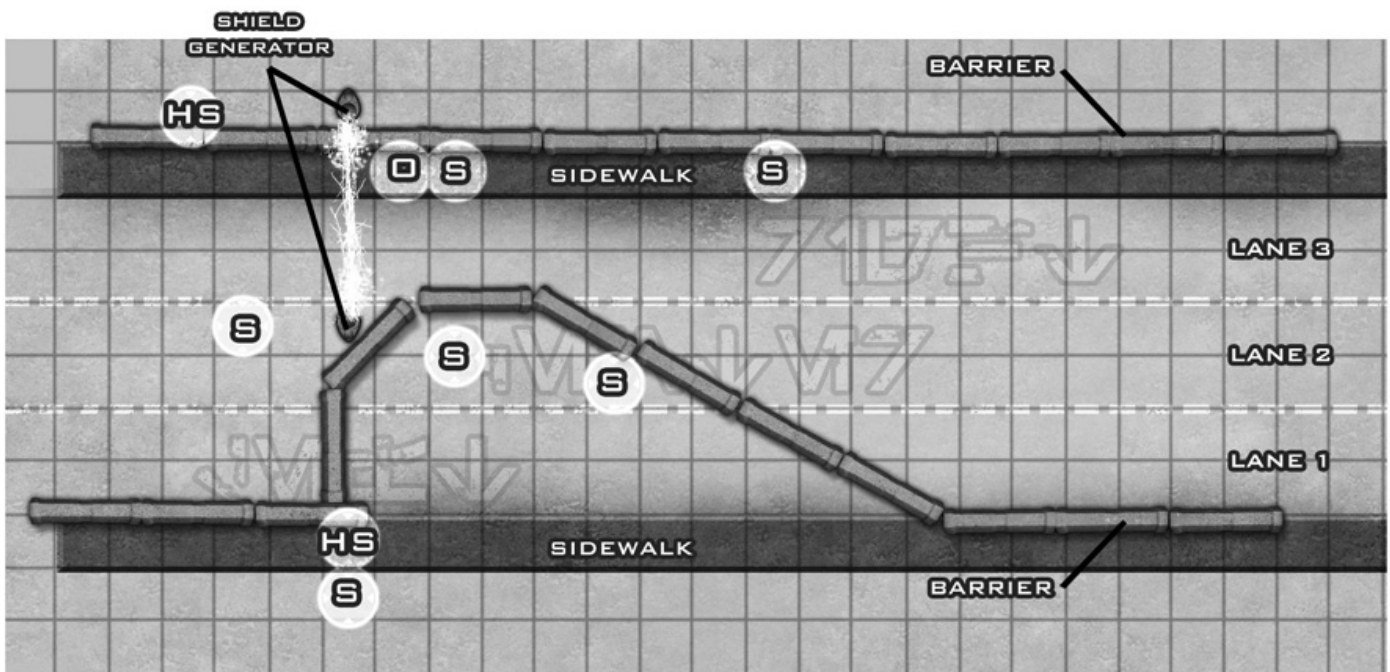
If not destroyed outright, the shield generator that blocks the road can be deactivated with a DC 15 Use Computer check.

A number of other speeders stopped to the rear of the heroes contain loyal Imperial citizens who use personal communication devices to inform the authorities of the skirmish that has taken place.

FEATURES OF THE AREA

The permacrete barriers scattered throughout the area are considered to be low objects, and they provide a +5 cover bonus to Reflex defense to anyone standing behind them. The barriers are DR 10 and possess 50 hit points.

The energy barrier that has been installed here is similar to a low-strength deflector shield. It spans the road, as depicted on the encounter map, and it prevents speeders from driving through the checkpoint. The shield can be deactivated by the stormtroopers on duty. The shield is semitransparent, has a shield rating of 20, and provides partial cover to anyone standing behind it.



OGRE AMBUSH

CHALLENGE LEVEL 13

SETUP

This encounter takes place on an open stretch of street. The street is narrow, with many small nooks and alleys branching off of it. The heroes should start the encounter near the center of the encounter map. The eight Coruscanti ogres begin as depicted on the map.

READ-ALoud TEXT

Just prior to this encounter, allow the heroes to attempt DC 17 Perception checks. Any heroes that succeed on this check can act normally during the first round of combat, while the others are surprised. When combat begins, read the following text aloud:

Walking through the damp and dim streets of the undercity, you are suddenly aware of a pungent odor: a mixture of rotten meat and animal musk. Grunts and growls emerge from the gloom around you, accompanied by several large, distorted shapes.

Numerous creatures shamle into view, their features nightmare deformities. Hungry mouths ringed with rotten, jagged teeth slaver in anticipation of the meal to come. With a series of guttural sounds, the assembled beasts charge toward you.

CORUSCANTI OGRES

Coruscanti ogres are large bipedal creatures that live within Coruscant's deepest recesses. Twisted by their constant exposure to pollutants and toxic waste, no one can say what species the ogres originated from. No two Coruscanti ogres are the same, but all share similar characteristics. Each is 2 or 3 meters in height, with strong limbs of varying lengths.

Shaggy hair covers their hunched forms, though they possess various patches of oozing skin where no hair grows. Their broad mouths are filled with crooked fangs, and their loose skin hangs heavy with growths and tumors. Some possess horns, and all have jagged, filthy claws.

The beast before you appears to be an amalgam of many different life forms, but it's hard to tell where one stops and the next starts. Gangly limbs are mixed with arms and legs that seem too short for the beast's mass, yet it moves with remarkable speed despite the fact that it should not exist.

Coruscanti Ogre (8)

CL 5

Large beast 5

Init +2; **Senses** darkvision, scent; Perception +3

Defenses Ref 13 (flat-footed 13), Fort 12, Will 11

hp 32; **Threshold** 17

Speed 6 squares

Melee slam +7* (1d6+12) or

Melee large club +7* (1d8+12)

Base Atk +3; **Grp** +15

Atk Options Pin, Power Attack

Abilities Str 24, Dex 10, Con 15, Int 3, Wis 12, Cha 4

Special Qualities darkvision, scent

Feats Pin, Power Attack

Skills Initiative +2, Perception +3, Stealth +7

Possessions large club, ragged and stained clothing

* Includes 3 points of Power Attack.

Coruscanti Ogre Tactics

The ogres are animals, and they attack as such. Though they possess animal cunning, they are ruled by their instincts. In this particular instance, they are hungry, and they want to kill or incapacitate, then drag off, anyone or anything they can get their claws on.

Each ogre attacks as an individual. They don't support or aid one another in any way, and they don't attempt to flank foes. Any flanking attacks they make against enemies should be purely incidental. If more than five of the ogres are killed or subdued, the remaining ogres retreat into the shadows to lick their wounds.

CONCLUSION

The fight ends as suddenly as it started. Any heroes who can stomach getting close to the dead ogres can search the corpses, but they find little outside of stained and ragged cloth draped over the deformed shapes in a pitiful mockery of clothing.

One ogre possesses what appears to be the head of a protocol droid. Though the droid has long since ceased to function, the processor and some other vital components can be salvaged from its head. With a successful DC 15 Mechanics check, one of the heroes can successfully salvage a vocabulator, a standard processor, and a DC10 translator unit.

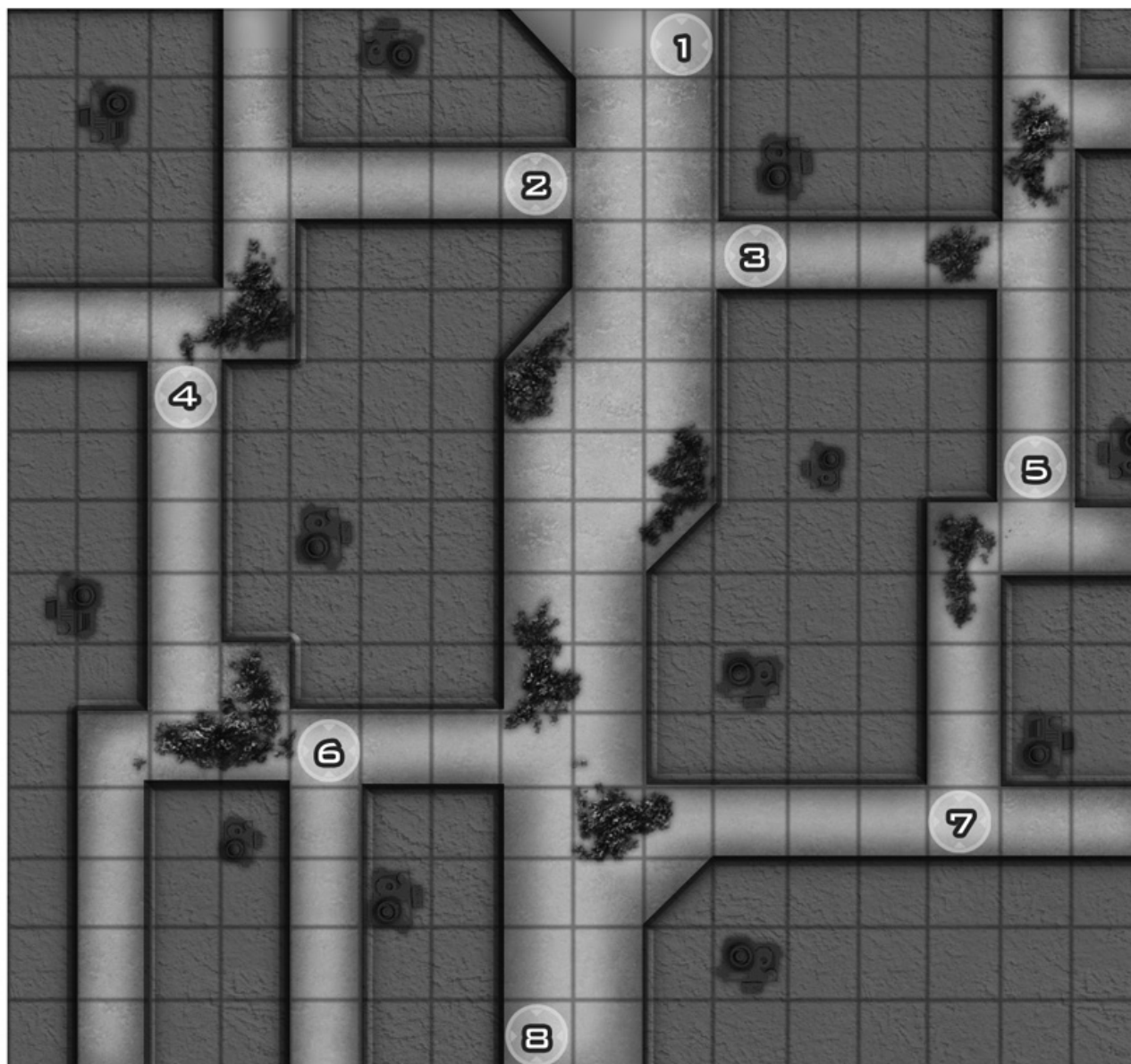
FEATURES OF THE AREA

The street is cluttered with all manner of trash and debris. Moving through areas marked with debris on the map counts as moving through rough terrain.

ENCOUNTER MAP

See the map of the area on the next page.

OGRE AMBUSH ENCOUNTER MAP



THE INVISIBLE HAND

CHALLENGE LEVEL 13

SETUP

The heroes enter the cantina through the door at the south end of the encounter map. Tables and chairs are scattered around the interior of the tavern as depicted on the map. Tavik Moern and his Quarren goons are at the northern end of the room, standing between the heroes and the rear exit of the cantina.

Klef, the Gran bartender, resides behind the bar on the west side of the room. Two Trandoshan workers sit at the bar, drinking. Tekkur, the Quarren bouncer, is just outside the front door.

READ-ALoud TEXT

When the players enter the cantina, read the following text aloud. Any heroes who succeed at a DC 24 Perception check notice that something is suspiciously wrong with the Human, as if he is pretending to be something (or someone) that he isn't.

Just past the burly Quarren sentry at the bottom of the stairs leading into the cantina, you can make out a large, smoky room cluttered with tables and chairs. The bar, which is fashioned with sheets of chromed metal, is hosted by a weary-looking Gran in stained overalls. Two Trandoshans sit at the near end of the bar chatting amicably as their frothing drinks gather condensation in front of them.

Past the bar, in the dimmest part of the cantina, you see five humanoids seated around a table that is covered with empty mugs. Four of the shapes—Quarren, by the look of them—stand as you enter, their black eyes intent upon you. The fifth shape—a familiar-looking Human—remains seated, his hands placed very carefully on the tabletop in front of him.

One of the Quarren barks a command, and the four spread out, their hands reaching for their weapons.

TAVIK MOERN

Tavik Moern is a young and idealistic Human operative who works for the Imperial Security Bureau. He is of medium height, mildly handsome yet unimposing in appearance, with medium-length brown hair, brown eyes, and three days' worth of beard growth on his cheeks and chin. He dresses in the manner of a technical laborer—stained overalls, a tool belt, and heavy workman's boots.

Moern used to work for the Republic, ferreting out traitors and dissidents during the Clone Wars. He has an excellent record and is highly regarded by his superiors.

The Human looks to be the same one depicted in the hologram that Admiral Varth sent you. His brown hair is medium length, and his brown eyes regard you with apprehension. He wears a set of grease-stained coveralls, a tool belt, and a pair of scuffed workman's boots.

Tavik Moern

CL 13

Medium Human scoundrel 7/soldier 6

Force 1; **Dark Side** 4

Init +14; **Senses** Perception +12

Languages Basic, Huttese, Ryl

Defenses Ref 30 (flat-footed 26), Fort 26, Will 26
hp 72; **Threshold** 26

Speed 6 squares

Melee unarmed +11 (1d6+6)

Ranged heavy blaster pistol +15 (3d8+8)

Base Atk +11; **Grp** +14

Atk Options Careful Shot, Dastardly Strike, Devastating Attack (pistols), Lucky Shot, Point Blank Shot, Precise Shot, Running Attack, Sneak Attack +2d6

Special Actions Improved Charge, Quick Draw, Tough as Nails

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 16

Talents Dastardly Strike, Devastating Attack (pistols), Lucky Shot, Sneak Attack +2d6, Tough as Nails, Weapon Specialization (pistols)

Feats Careful Shot, Dodge, Improved Charge, Improved Defenses, Martial Arts I, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Running Attack, Skill Focus (Gather Information), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Gather Information +19, Initiative +14, Knowledge +13, Perception +12, Persuasion +14, Stealth +14, Use Computer +13

Possessions heavy blaster pistol, coveralls, tool belt, power pack, security kit

Tavik Moern's Tactics

Once the Quarren goons have fully engaged the heroes, Tavik pulls out his blaster and tries to pick the heroes off one by one. He takes time to line up his shots as long as he is able, using his Careful Shot feat and Dastardly Strike and Devastating Attack talents to their best effect.

If his Quarren allies are unsuccessful and things look to be going south for him, Tavik attempts to slip out the cantina's rear door, losing himself in the alleys of the undercity.

If captured, Moern refuses to talk; he is a trained ISB operative, after all. Persuasive heroes might ultimately find ways to pin Moern's ears back, but aside from his assignment—to pose as Pavel Trenol and kill the heroes—he has very little useful information. What he *does* know, however, is that his task was part of a larger plan aimed at erasing the loyalist presence on Coruscant. "It doesn't matter what you do to me," he sneers if caught. "It's already too late for your seditionist friends."

QUARREN GOONS

Moern has hired a group of four Quarren thugs to help him kill the heroes. These Quarren were Separatists during the Clone Wars, though they didn't see a lot of action. These days, they live in Gnawer's Roost and make a living through small-time crime and odd jobs.

These four Quarren look like hired muscle. Their black eyes are expressionless, but their tentacles twitch with anticipation.

Quarren Goon (4) CL 7

Medium Quarren nonheroic 9/scoundrel 4

Dark Side 5

Init +8; Senses low-light vision; Perception +7

Languages Basic, Quarrenese

Defenses Ref 18 (flat-footed 16), Fort 17, Will 16

hp 75; Threshold 17

Speed 6 squares, swim 4 squares

Melee vibroblade +7* (2d6+10)

Ranged blaster pistol +11 (3d6+2)

Base Atk +9; Grp +12

Atk Options Power Attack, Rapid Shot, Rapid Strike, Skirmisher, Sneak Attack +1d6

Special Actions Quick Draw, Shake It Off

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6

Special Qualities breathe underwater, expert swimmer

Talents Skirmisher, Sneak Attack +1d6

Feats Dodge, Power Attack, Quick Draw, Rapid Shot, Rapid Strike, Shake It Off, Skill Focus (Persuasion), Skill Training (Persuasion, Stealth), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Endurance +14, Persuasion +14, Stealth +13

Possessions blaster pistol, vibroblade

* Includes 5 points of Power Attack.

Quarren Goon Tactics

These goons are none too subtle. They attempt to gun the heroes down in cold blood, despite the loud protests of the bartender and bouncer. Though they enjoy a good shoot-em-up, they prefer mixing it up in hand-to-hand combat. Given the opportunity, they pull their vibroblades and try to finish the heroes off.

If things go poorly for the goons, they attempt to run away; failing that, they surrender. Though their morale is boosted by their recent alcohol consumption, seeing half of their number fall to the heroes' attacks convince the ones that remain that they may have made a mistake. They tell the truth as they know it: Moern hired them to rough the heroes up a bit, but they have no knowledge whatsoever of the Empire's plans.

TEKKUR, QUARREN BOUNCER

Tekkur is affiliated with the Confederacy only by the virtue of his Quarren heritage. He recognizes that his people were disenfranchised by the Clone Wars, but he doesn't see much point in carrying on the grudge. He merely wants to go on living his life as best he can, despite the fact that he lives in one of the worst places on the planet.

He's worked as a bouncer in the Invisible Hand for almost a year and has found it to be a relatively quiet job. The clientele is peaceful, for the most part, though some political arguments get heated and need an occasional reality check to cool them off. Tekkur isn't overly fond of Humans, but he tolerates them as long as they mind their manners.

The cantina's bouncer leans against the wall just outside the tavern's front door. His dress is stylish, albeit cheap, and he examines each of you with a practiced gaze that tells you he's been doing this for a while. His stern expression gives you a silent warning: "Mind your manners."

Tekkur CL 1

Medium Quarren nonheroic 5

Dark Side 1

Init +2; Senses low-light vision; Perception +7

Languages Basic, Quarrenese

Defenses Ref 10 (flat-footed 10), Fort 12, Will 10

hp 12; Threshold 12

Speed 6 squares, swim 4 squares

Melee unarmed +1* (1d4+4)

Ranged blaster pistol +3 (3d6)

Base Atk +3; Grp +4

Atk Options Pin, Power Attack

Abilities Str 13, Dex 10, Con 14, Int 10, Wis 10, Cha 8

Special Qualities breathe underwater, expert swimmer

Feats Pin, Power Attack, Skill Focus (Persuasion), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Perception +7, Persuasion +11

Possessions blaster pistol

* Includes 3 points of Power Attack.

Tekkur's Tactics

When the fight breaks out, Tekkur pulls his pistol, peers through the open door, and takes stock of the situation. No matter who seems to have instigated the fight, he switches his blaster to stun and begins to take shots at anyone who appears to be causing significant damage to the premises.

KLEF, GRAN BARTENDER

Klef's life is a story of hardship, and he's finally about as happy as he ever expected to be. He's found a female, fallen in love, and had a few children. Even though they live in a run-down shack in Gnawer's Roost, Klef and his family make the best of their situation by maintaining elements of their peaceful culture in everything they do.

The weary-looking Gran standing behind the bar wears a set of stained coveralls and carries a filthy rag in one hand.

Klef

CL 1

Medium Gran nonheroic 3

Init +1; **Senses** darkvision; Perception +2

Languages Basic, Gran, Huttese, Quarrenese, Skakoverbal

Defenses Ref 11 (flat-footed 11), Fort 10, Will 12

hp 7; **Threshold** 10

Speed 6 squares

Melee unarmed +2 (1d4)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 10, Con 8, Int 13, Wis 12, Cha 13

Special Qualities target awareness, triple vision

Feats Improved Defenses, Linguist, Skill Training (Gather Information, Knowledge [galactic lore]), Weapon Proficiency (simple weapons)

Skills Deception +7, Gather Information +7, Knowledge (galactic lore) +7, Persuasion +7

Possessions jacket

Klef's Tactics

When the fireworks start, Klef ducks behind the bar and remains there until it seems safe.

ZISS'T AND Q'ELLISS, TRANDOSHAN WORKERS

Ziss't and Q'elliss came to the Invisible Hand to get a couple of drinks and talk shop. They are laborers who live in the Gnawer's Roost but work in a somewhat safer zone during daylight hours. They are two unfortunate fellows who find themselves in the wrong place at the wrong time.

The two Trandoshans at the bar are discussing something cheerfully in their own sibilant language. By their clothes, they appear to be laborers of one stripe or another.

Ziss't and Q'elliss

CL 1

Medium Trandoshan nonheroic 3

Init +0; **Senses** darkvision; Perception +1

Languages Basic, Dosh

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10

hp 13; **Threshold** 11

Speed 6 squares

Melee unarmed +4 (1d4+2)

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 10, Cha 10

Special Qualities limb regeneration

Feats Skill Training (Endurance, Knowledge [technology], Mechanics), Toughness, Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Climb +8, Endurance +7, Knowledge (technology) +6, Mechanics +6

Possessions laborer's clothing, tool belt

Ziss't and Q'elliss's Tactics

The two Trandoshan workers duck and cover once the shooting starts, and they attempt to flee at the first opportunity. They do not attack anyone other than to defend themselves.

CONCLUSION

Depending on which enemies remain following the confrontation, the heroes might seek to question one or more of them. The goons know little, other than that Moern (who called himself Pavel Trenol in their presence) hired them to kill a group of people who wanted him dead. They have no clue that Moern is an Imperial agent. If this is proven, they are quite angry at being played for a pack of fools.

Moern, on the other hand, does his best not to break under questioning. About the only thing he can reveal, outside of his affiliation with the ISB, is that this attack was merely part of a larger plan to wipe out a loyalist cell on Coruscant.

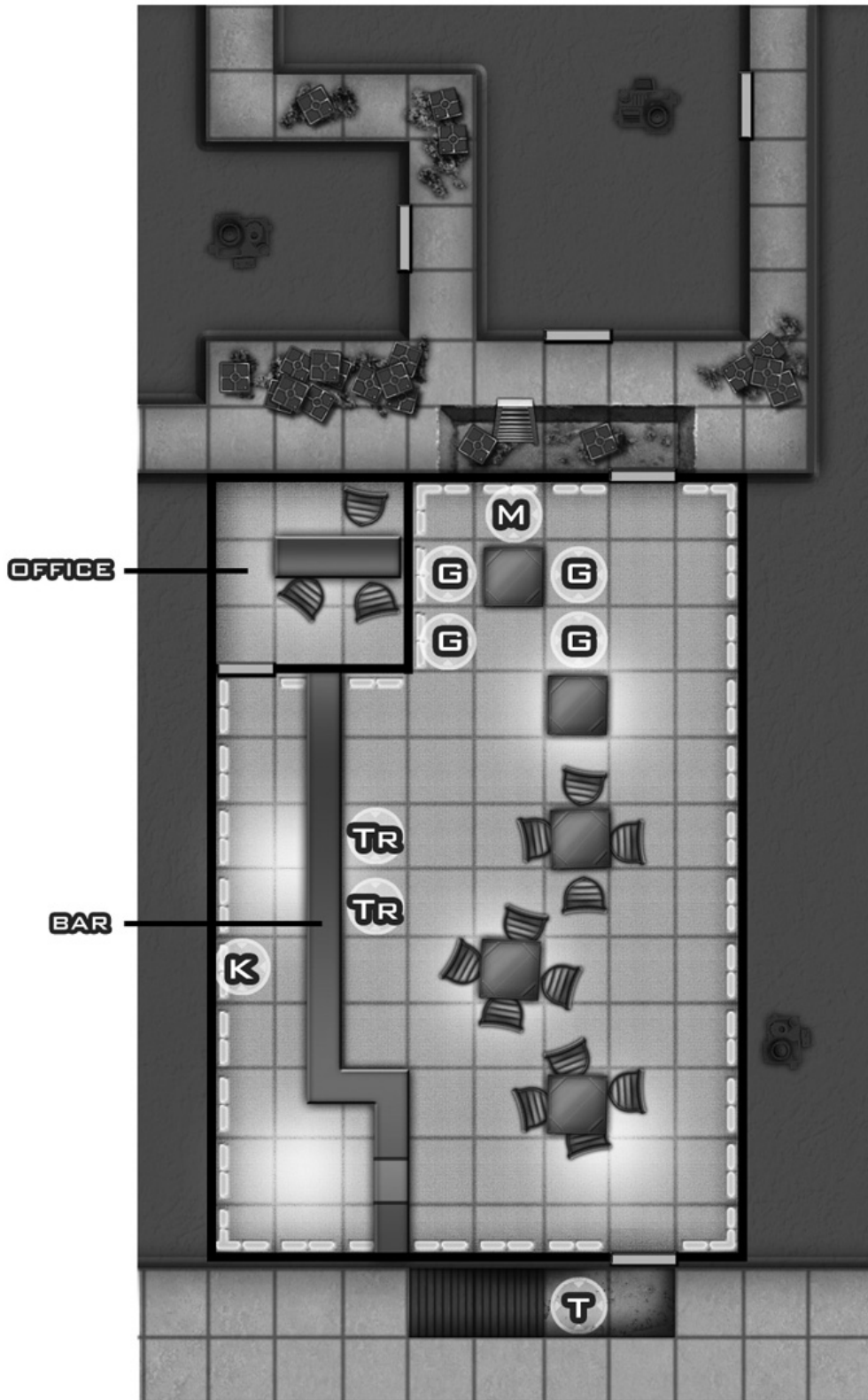
FEATURES OF THE AREA

Tables and chairs within the cantina represent rough terrain and supply cover to anyone hiding behind them.

ENCOUNTER MAP

See the map of the area on the next page.

THE INVISIBLE HAND ENCOUNTER MAP



- T - Tekkur
- M - Moern
- G - Quarren Goons
- K - Klef
- TR - Trandoshans

SAFEHOUSE OF THE DEAD

CHALLENGE LEVEL 14

SETUP

The heroes begin inside the safehouse apartments and should be positioned where they were when their Perception checks were made. The ISB tactical team starts in the hall on either side of the apartment doors, as depicted on the encounter map.

READ-ALoud TEXT

The agents are moving quietly but aren't trained for stealth, which means the heroes might hear them coming. Heroes who make a successful DC 17 Perception check hear the agents' movement in the corridor. If the heroes become aware of the agents, read the following text aloud.

The scent of blaster fire, mixed with the scent of fresh blood, is still strong on the air within the apartments that formerly comprised the loyalist safehouse. Bodies are strewn throughout the rooms and hallways of the apartments, gunned down and callously left where they fell.

Suddenly, there is a sound of surreptitious movement within the corridor outside the safehouse apartments—an uncharacteristic thump, as of booted feet moving swiftly over worn carpet.

ISB TACTICAL AGENTS

The ISB agents represent members of a tactical cadre assigned to root out and eliminate sedition throughout the Empire. They are a relatively new addition to the ISB's ranks and come from the brightest and best-trained combat troops in the Imperial army, navy, and stormtrooper corps. The agents are ruthless, as is evidenced by the way they dealt with the loyalists in the safehouse, and to preserve the security of the Empire, they are willing to kill anyone that they have to.

This Human is dressed in a black combat jumpsuit, and his face is concealed by a flip-down visor. He moves with economy and precision, like a deadly panthac searching for prey.

ISB Tactical Agent (4)

CL 8

Medium Human soldier 7/elite trooper 1

Force 1; **Dark Side** 5

Init +12; **Senses** low-light vision; Perception +11

Languages Basic, Bocce, High Galactic

Defenses Ref 26 (flat-footed 22), Fort 23, Will 18
hp 77; **Threshold** 23

Speed 6 squares

Melee unarmed +10 (1d6+6)

Ranged blaster carbine +12 (3d8+4) or

blaster carbine +7 (3d8+4) with autofire or

blaster carbine +7 (5d8+4) with Burst Fire

Base Atk +8; **Grp** +11

Atk Options Burst Fire, Charging Fire, Cover Fire, Point Blank Shot, Precise Shot

Special Actions Battle Analysis, delay damage, Draw Fire

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10

Talents Armored Defense, Battle Analysis, Cover Fire, Draw Fire, Improved Armored Defense

Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Martial Arts I, Point Blank Shot, Precise Shot, Skill Training (Use Computer), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +10, Initiative +12, Knowledge (tactics) +11, Mechanics +11, Perception +11, Treat Injury +9, Use Computer +11

Possessions blaster carbine, combat jumpsuit with helmet package, utility belt with medpac

ISB Tactical Agent Tactics

The ISB tactical agents shoot to kill, and they never hesitate to pull the trigger. They move tactically, providing cover to one another as they bound forward. Unless ordered to do so by their lieutenant, they never retreat or surrender.

LIEUTENANT KAR'EME

Lieutenant Kar'eme is one of the Empire's best-trained agents. He is a tactical team leader in the ISB, and he is both feared and respected by the agents that serve under him.

Originally from Corellia, Kar'eme is a well-built Human with dark skin and a shaved head. He has been a member of the Imperial military machine since it was formed, and he served the Republic prior to that. Though not keen on spying and gathering intelligence, he finds himself attached to the Imperial Security Bureau. Though rigorous, the work is rewarding, and Kar'eme sees that the work he does has an effect on ensuring the stability of the Empire.

Outside of his rank, Kar'eme looks no different than the other agents in his cadre. He wears the same type of combat jumpsuit, wields the same weapons, and uses the same tactics as his fellows.

Like the other black-clad Humans, this one wears a nonreflective black combat jumpsuit and wields a blaster carbine with incredible skill. Unlike his comrades, this man's movements are somewhat more surefooted, and his tone is commanding.

Lieutenant Kar'eme

CL 10

Medium Human soldier 7/elite trooper 2/officer 1

Force 2; **Dark Side** 7

Init +13; **Senses** low-light vision; Perception +12

Languages Basic, Bocce, High Galactic

Defenses Ref 29 (flat-footed 24), Fort 25, Will 24

hp 90; **DR** 1; **Threshold** 25

Speed 6 squares

Melee unarmed +12 (1d8+7)

Ranged blaster carbine +14 (3d8+5) or

blaster carbine +9 (3d8+5) with autofire or

blaster carbine +9 (5d8+5) with Burst Fire

Base Atk +10; **Grp** +13

Atk Options Burst Fire, Charging Fire, Cover Fire, Point Blank Shot, Precise Shot

Special Actions Battle Analysis, delay damage, Deployment Tactics, Draw Fire

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10

Talents Armored Defense, Battle Analysis, Cover Fire, Deployment Tactics, Draw Fire, Improved Armored Defense

Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Training (Use Computer), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +11, Initiative +13, Knowledge (tactics) +12, Mechanics +12, Perception +12, Treat Injury +10, Use Computer +12

Possessions blaster carbine, combat jumpsuit with helmet package, utility belt with medpac

Lieutenant Kar'eme's Tactics

As commander of his cadre, Kar'eme allows his troops to do their jobs, though he dictates their initial movements. He does not favor leading from behind and stays with the main body of the group. Kar'eme uses his talents, such as Deployment Tactics, to provide bonuses to his agents to improve their effectiveness.

If Kar'eme loses more than half his squad, he orders a withdrawal from the apartment block and calls for reinforcements.

CONCLUSION

Regardless of whether the tactical squad is wiped out, the heroes have little choice but to flee the premises with whatever they can carry. If any members of the squad survive, they take up defensive positions across the street from the apartment block and call for backup. If the heroes leave via the apartment's front entrance, these survivors attempt to pin them down with heavy blaster fire.

If reinforcements arrive, they consist of a dozen stormtroopers and an Imperial officer. Half an hour later, more reinforcements arrive.

Considering that the heat is definitely on, the heroes should strongly consider evacuating the planet. They have no visible means of support on Coruscant at the moment, and the entire Imperial machine is about to come down on their heads.

FEATURES OF THE AREA

Furniture throughout the safehouse is considered to be rough terrain to anyone who moves through it. Place corpses of the loyalists as desired.

ENCOUNTER MAP

See the map of the area on the next page.

RECKONING OF WRAITHS



WHERE GIANTS TREAD

CHALLENGE LEVEL 15

SETUP

The tarmac of the landing field is divided into a number of docking bays, each one holding a different starship. The heroes' vessel is near the end of the tarmac, and an AT-AT has been positioned nearby with a wonderful view of the area. In addition to the AT-AT, two E-Web repeating blasters have been set up on the tarmac, each crewed by two veteran heavy stormtroopers. They are in such positions as to complement one another, allowing them to engage advancing opponents in a crossfire.

Besides the AT-AT and the two E-Web emplacements, four veteran stormtroopers have been assigned to guard the heroes' ship. They've created some rudimentary cover out of cargo crates and similar materials near the ship's access ramp, and they are waiting for the action to begin.

The heroes begin on the far end of the tarmac, directly opposite the AT-AT.

READ-ALoud TEXT

Read the following text aloud when the heroes arrive at the landing field. The Imperial forces manning the defenses aren't attempting to hide, so no Perception checks are needed to spot them.

You take in the landing field with a quick, sweeping glance. The gray permacrete surface is embellished by countless lights and endless lines painted in reflective enamel. Several ships and space transports are parked upon slightly raised landing platforms, with your vessel at the far end of the field.

Curiously, you don't see any of the usual activity one would expect on a busy spaceport tarmac: no labor droids moving cargo to and fro, and no customs officials inspecting the assembled ships.

Then you realize that the landing field is well guarded, with a massive Imperial AT-AT standing almost directly above your transport like a huge, armored watchdog. Its head moves slowly back and forth as it searches for prey.

A number of stormtroopers are assembled near your ship, and two large repeating blasters, mounted on tripods and manned by stormtroopers, have been positioned on opposite sides of the field.

ALL-TERRAIN ARMORED TRANSPORT (AT-AT)

AT-AT

CL 14

Colossal ground vehicle (walker)

Init -2; Senses Perception +8

Defense Ref 16 (flat-footed 16), Fort 29; +16 armor
hp 300; DR 20; Threshold 79

Speed 4 squares (max. velocity 60 km/h)

Ranged heavy laser cannons +7 (see below) and
blaster cannons +7 (see below)

Fighting Space 6x12; Cover total

Base Atk +5; Grp +42

Atk Options autofire (blaster cannons)

Abilities Str 48, Dex 10, Con —, Int 14

Skills Initiative -2, Mechanics +8, Perception +8, Pilot -2

Crew 5 (expert); Passengers 0

Cargo 1 ton; Consumables 1 week; Carried Craft 5 speeder bikes or 2 AT-STs

Availability Military; Cost not available for sale

Heavy laser cannons (gunner)

Atk +7, Dmg 6d10x2, 2-square splash

Blaster cannons (gunner)

Atk +7 (+2 autofire), Dmg 3d10x2

AT-AT Tactics

The AT-AT is present to provide armored support and to ensure that the heroes are easily neutralized. The Empire doesn't believe that anyone would be foolish enough to confront an AT-AT. On the off chance of an attack, the crew's orders are to support the troops and prevent the heroes' ship from taking off. If the heroes are able to man their vessel, the AT-AT is to focus fire on it and destroy it. If the ship somehow manages to take to the sky, the AT-AT crew is expected to shoot it down.

AT-AT PILOT/CREW

The specially trained men and women of the Empire who sit behind the controls of massive walkers are known as AT-AT pilots and crew. Though they are rarely seen outside their vehicles, Imperial AT-AT pilots and gunners can hold their own in conventional combat. These statistics are presented in case the crew is forced to escape the AT-AT and confront the heroes without the benefit of their walker. There are a total of five crewmen inside the AT-AT (one pilot and four gunners). For the purposes of this encounter, the CL of the AT-AT crew is considered to be integrated into that of the AT-AT itself.

This Imperial crewman wears a white and gray armored uniform that is equipped with a helmet, similar to those worn by TIE fighter pilots.

AT-AT Pilot/Crew (5)

CL 2

Medium Human nonheroic 7

Dark Side 2

Init +8; Senses Perception +8

Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10

hp 17; Threshold 12

Speed 6 squares
Melee unarmed +6 (1d4+1)
Ranged blaster carbine +5 (3d8)
Base Atk +5; **Grp** +6

Abilities Str 13, Dex 11, Con 10, Int 11, Wis 11, Cha 10
Feats Armor Proficiency (light), Skill Training (Initiative, Perception),
Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8
Possessions AT-AT pilot suit (+5 armor, +2 equipment), blaster carbine

AT-AT Pilot/Crew Tactics

The crew of the AT-AT remains within its armored bulk unless forced to evacuate. Their standard orders are to remain with their vehicle as long as possible, using the walker's weapons unless doing so becomes unviable. If they emerge from the AT-AT, they seek cover, engaging the heroes only if attacked directly.

VETERAN STORMTROOPERS

Veteran Stormtrooper (4) CL 4

Medium Human nonheroic 12
Dark Side 3
Init +6; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 30; **Threshold** 12

Speed 6 squares
Melee unarmed +10 (1d4+1)
Ranged blaster rifle +11 (3d8) or
blaster rifle +6 (3d8) with autofire or
blaster rifle +6 (5d8) with Burst Fire
Ranged frag grenade +10 (4d6, 2-square burst)
Base Atk +9; **Grp** +10
Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Point
Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, heavy
weapons, rifles, simple weapons)
Skills Endurance +11, Perception +13
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle,
frag grenade, utility belt with medpac

Veteran Stormtrooper Tactics

The veteran stormtroopers assigned to the landing field have been ordered to guard the heroes' ship and prevent them from boarding. They fight to the last to carry out those orders, remaining behind their defensive positions and firing at the heroes from a distance. Given the presence of the AT-AT, they aren't particularly worried about the opposition's chances of survival.

VETERAN HEAVY STORMTROOPERS

Veteran Heavy Stormtrooper (4) CL 4

Medium Human nonheroic 12
Dark Side 3
Init +7; **Senses** low-light vision; Perception +12
Languages Basic, High Galactic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 30; **Threshold** 12

Speed 6 squares
Melee unarmed +11 (1d4+2)
Ranged E-Web repeating blaster +5 (3d12) with autofire or
E-Web repeating blaster +5 (5d12) with Burst Fire or
E-Web repeating blaster +8 (3d12) with braced autofire or
E-Web repeating blaster +8 (5d12) with braced Burst Fire
Ranged frag grenade +10 (4d6, 2-square burst)
Base Atk +9; **Grp** +11
Atk Options autofire (E-Web repeating blaster), Burst Fire, Double Attack
(rifles), Far Shot, Point Blank Shot

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 8
Feats Armor Proficiency (light), Burst Fire, Double Attack (rifles), Far
Shot, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency
(heavy weapons, rifles, simple weapons)
Skills Endurance +11, Mechanics +12, Perception +12
Possessions stormtrooper armor (+6 armor, +2 equipment), frag grenade,
utility belt with medpac

Veteran Heavy Stormtrooper Tactics

The veteran heavy stormtroopers are broken up into two teams, each manning an E-Web repeating blaster. One heavy stormtrooper controls the E-Web, while his partner regulates the E-Web's power each turn. Aside from the E-Web and their grenades, these stormtroopers are unarmed.

CONCLUSION

If the heroes defeat the Imperials, they can board their ship and take off. This is met by radio chatter from the landing field's control tower along the lines of, "Stand down! You do not have authorization to depart!" The heroes likely ignore this radio contact. Meanwhile, the tower personnel contacts the local authorities to inform them of the breach. This causes a number of TIE fighters to scramble, but unless the heroes stick around an inordinately long time, they should be able to make orbit and go to hyperspace in short order.

If the heroes did not destroy the AT-AT and both E-Webs, the Imperials take a few shots at the heroes' ship as it starts its engines and takes off.

ENCOUNTER MAP

See the map of the area on the next page.

26 A RECKONING OF WRAITHS



Objects marked as fuel tanks contain a mixture of volatile substances used to recharge or refuel starship systems. If targeted or hit by blaster fire that overcomes the canisters' DR, they explode violently. This results in a +5 attack against any character within the 2-square blast radius, inflicting 5d6 slashing damage. Neighboring barrels also might be affected, causing an explosive chain reaction. The barrels are considered low objects that provide cover (if anyone is foolish enough to hide behind them).

S - STORMTROOPER
HS - HEAVY STORMTROOPER

TO THE RESCUE

CHALLENGE LEVEL 15

SETUP

In this encounter, the heroes attempt to access the bridge of the *Resurgence*, where the crew is under fire by a squad of elite stormtroopers and their officer. The bridge crew has been whittled down to Captain Verana and five men. Bodies of dead and dying crewmen litter the bridge. Likewise, several stormtroopers lie motionless in the access corridor, smoking holes in their white armor.

Position the elite stormtroopers, their officer, Captain Verana, and the remaining crew of the *Resurgence* on the bridge. The heroes can enter from one of three directions.

READ-ALoud TEXT

When the heroes get within earshot of the bridge, read the following text aloud:

The distinctive sound of blaster fire can be heard up ahead. Peering around a corner, you see the bridge access corridor crowded with the bodies of fallen crew and stormtroopers. From the looks of things, the crew attempted to evacuate but instead were bottled up here by a squad of stormtroopers led by an Imperial officer.

"All right, Verana," the officer calls over a sustained burst of fire. "This is your last chance! Surrender!"

Verana's voice, somewhat pained, answers, "Go to hell!"

"Have it your way!" the Imperial officer answers before turning to the trooper next to him. "Go on in, sergeant. Take no prisoners."

VETERAN IMPERIAL OFFICER

Veteran Imperial Officer

CL 9

Medium Human nonheroic 4/noble 4/officer 4

Force 2; Dark Side 7

Init +5; Senses Perception +12

Languages Basic, Bocce, Durese, High Galactic

Defenses Ref 17 (flat-footed 17), Fort 18, Will 23
hp 50; Threshold 18

Speed 6 squares

Melee unarmed +10 (1d4+4)

Ranged blaster pistol +9 (3d6+4)

Base Atk +10; Grp +10

Special Actions Born Leader, command cover, Coordinate, Coordinated Attack, share talent (Assault Tactics), Trust, Vehicular Combat

Abilities Str 10, Dex 8, Con 10, Int 14, Wis 13, Cha 14

Talents Assault Tactics, Born Leader, Coordinate, Trust

Feats Armor Proficiency (light), Coordinated Attack, Linguist, Skill Focus (Persuasion), Skill Training (Deception, Pilot, Use Computer), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +13, Knowledge (tactics) +13, Perception +12, Persuasion +18, Pilot +10, Survival +12, Use Computer +13

Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Veteran Imperial Officer Tactics

The Imperial officer stays behind his troops as they storm the bridge. Before they go in, he uses his Assault Tactics talent to give them an edge.

ELITE STORMTROOPERS

These stormtroopers are head and shoulders above the average; in fact, they're even more trained and experienced than the typical veteran troopers. Used only for the most important operations, this crack squad trains continually prior to going into action. Most often, they are used for important storm-and-board operations aboard starships where precision and skill matter the most.

Elite Stormtrooper (6)

CL 6

Medium Human nonheroic 12/soldier 2

Dark Side 5

Init +7; Senses low-light vision; Perception +14

Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 14, Will 10
hp 41; Threshold 14

Speed 6 squares

Melee unarmed +12 (1d4+2)

Ranged blaster rifle +13 (3d8+3) or

blaster rifle +11 (4d8+3) with Rapid Shot or

blaster rifle +8 (3d8+3) with autofire or

blaster rifle +8 (5d8+3) with Burst Fire

Ranged frag grenade +12 (4d6+1, 2-square burst)

Base Atk +11; Grp +12

Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 10

Talents Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Burst Fire, Coordinated Attack, Point Blank Shot, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, heavy weapons, rifles, simple weapons)

Skills Endurance +12, Perception +14

Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Elite Stormtrooper Tactics

In storming the bridge, the elite stormtroopers rush in on their initiative count and shoot anything that moves. The first two on the bridge lay down a barrage of autofire, while the next two enter and take aim at specific targets. The last two remain behind as rear guard, making sure their officer is safe.

CAPTAIN ADRIAN VERANA

Captain Verana never expected it to come to this. The *Resurgence* is crawling with Imperial troops, his crew is being massacred, Gilder Varth has vanished, and the Jedi master, Denia, has been taken prisoner by none other than Inquisitor Valin Draco. To make matters worse, Verana has been wounded by a stray blaster shot. He can tell that it's a superficial wound, but the sight of him bleeding has spooked what few crew he has left.

Huddled behind a terminal, you see Captain Verana. His signature sporting blaster pistol is clutched painfully in his hand, and a crimson stain is slowly spreading across his chest. You realize that he's been shot!

Captain Adrian Verana

CL 12

Medium Human noble 8/officer 4

Force 2

Init +6; Senses Perception +12

Languages Basic, Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook

Defenses Ref 25 (flat-footed 25), Fort 25, Will 28
hp 58 (maximum: 84); Threshold 25

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged sporting blaster pistol +11 (3d4+6)

Base Atk +10; Grp +10

Special Actions Born Leader, Demand Surrender, Deployment Tactics, Distant Command, Presence, Rally, Share Talent

Abilities Str 10, Dex 10, Con 14, Int 15, Wis 13, Cha 16

Special Qualities command cover, share talent (Deployment Tactics, Presence)

Talents Born Leader, Demand Surrender, Deployment Tactics, Distant Command, Presence, Rally

Feats Armor Proficiency (light, medium), Improved Defenses, Linguist, Skill Focus (Knowledge [tactics], Pilot, Use Computer), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Deception +14, Gather Information +14, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Perception +12, Persuasion +14, Pilot +16, Treat Injury +12, Use Computer +18

Possessions sporting blaster pistol, uniform

Captain Adrian Verana's Tactics

Captain Verana is trying his best to keep his remaining crew members calm and collected in the face of certain death. If given the opportunity, he uses his Born Leader talent to boost the morale of his men before the stormtroopers assault the bridge.

RESURGENCE BRIDGE CREW

These five crewmembers represent the last of the *Resurgence's* bridge crew. They're tired and scared, but they trust Captain Verana to a fault. Each one is armed with a single blaster pistol. Though most are Human, one or two might be members of other species at your option.

This crew member looks exhausted and utterly frightened, but a steely determination is visible deep in his eyes.

Resurgence Bridge Crew (5)

CL 1

Medium nonheroic 5

Init +2; Senses Perception +2

Languages Basic, Bocce, Mon Calamarian

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10

hp 12; Threshold 10

Speed 6 squares

Melee unarmed +3 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +3; Grp +4

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 10, Cha 10

Feats Skill Training (Knowledge [physical sciences], Mechanics), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +9, Knowledge (physical sciences) +9, Mechanics +9, Pilot +8, Use Computer +9

Possessions blaster pistol, uniform

Resurgence Bridge Crew Tactics

The crewmembers maintain cover as best they can, firing their blaster pistols at the enemy as the opportunity presents itself.

CONCLUSION

If the heroes vanquish the Imperials and save Verana and what remains of his crew, they can retreat back to their ship.

FEATURES OF THE AREA

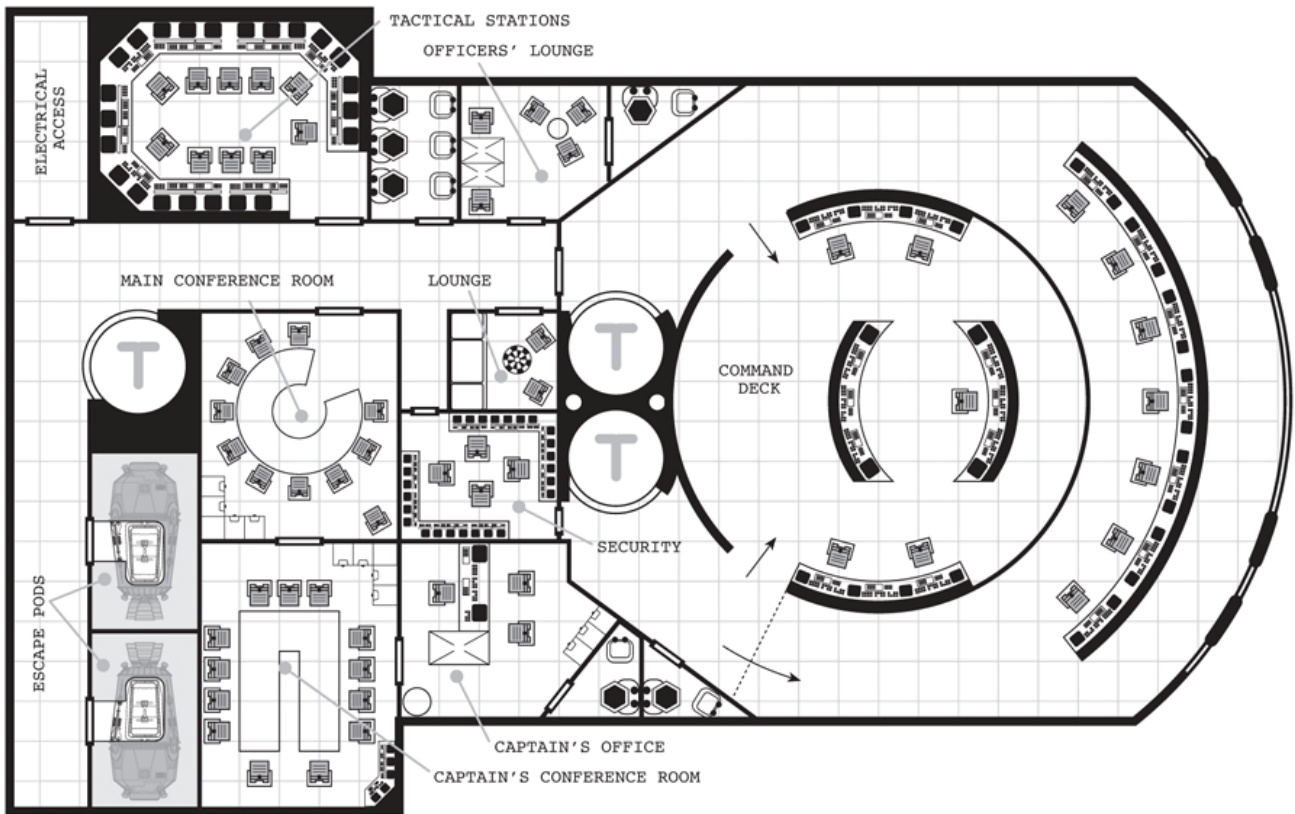
The bridge of the *Resurgence* is cluttered with debris from the continued Imperial bombardment. Several panels have burned out, and the air is thick with a haze of electrical smoke. Lighting is dim, restricted to a few banks of crimson emergency illumination.

Every so often, the ship rocks as another wave of turbolaser fire hits the hull. Each round, roll 1d20. On a result of 15+, the ship is hit by such a volley. All characters must succeed on a Dexterity check with a DC equal to the number rolled or be knocked prone.

ENCOUNTER MAP

See the map of the area on the next page.

TO THE RESCUE ENCOUNTER MAP



A LINE OF PRISONERS

CHALLENGE LEVEL 14

SETUP

This encounter takes place in one of the many corridors that span the length of the *Resurgence*. A line of 10 prisoners, each with his hands atop his head, is being escorted down the corridor, two by two. They are led by three members of the Inquisitorius, as well as a small detachment of stormtroopers. The prisoners, Inquisitors, and stormtroopers are positioned as indicated on the map.

The heroes should be able to get the drop on the Imperial forces, and they can position themselves in any of the adjoining corridors, as well as at either end, prior to the start of the encounter.

READ-ALoud TEXT

Once the heroes are in position, read the following text aloud:

The *Resurgence* rocks as another blast of turbolaser fire hits it, and the lights in the corridor flicker briefly. The sound of raised voices can be heard. A quick glance reveals a column of prisoners escorted by a number of stormtroopers, as well as three Humans in the unmistakable garb of Inquisitors.

"Hurry up, slugs! Get moving, or I'll have the lot of you shot!" one of the Inquisitors growls at the prisoners. As if to punctuate his order, he raises his blaster pistol and takes aim at a nearby prisoner. The look in the Inquisitor's eye tells you that he's about to gun the prisoner down in cold blood.

The Imperials haven't noticed you yet.

INQUISITORS

The three Inquisitors here are typically assigned to ferret out Jedi and other illicit practitioners of the Force. Due to the chaos on Coruscant, they've been pulled to assist Valin Draco in the attack on the *Resurgence*. They're none too happy about the change in duties, and they're more than willing to take their ire out on one or two prisoners who won't be missed.

Dressed in the red and black uniforms of the Inquisitorius, these three Humans visibly seethe with hatred and fury.

Inquisitor (3)

CL 8

Medium Human Jedi 4/scout 3/Force adept 1

Force 1; **Dark Side** 4

Init +11; **Senses** Perception +11

Languages Basic, High Galactic

Defenses Ref 22 (flat-footed 20), Fort 20, Will 24
hp 64; **Threshold** 20

Speed 6 squares

Melee short lightsaber +6 (2d6+4)

Ranged blaster pistol +8 (3d6+4)

Base Atk +6; **Grp** +8

Atk Options Careful Shot, Channel Aggression, Point Blank Shot, Power Attack, Power of the Dark Side, Rapid Strike

Special Actions Gauge Force Potential

Force Powers Known (Use the Force +11): *farseeing*, *Force lightning*, *mind trick*

Abilities Str 11, Dex 14, Con 10, Int 12, Wis 14, Cha 15

Talents Acute Senses, Channel Aggression, Force Perception, Gauge Force Potential, Power of the Dark Side

Feats Careful Shot, Dodge, Force Sensitivity, Force Training, Mobility, Point Blank Shot, Power Attack, Rapid Strike, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +11, Knowledge (galactic lore) +10, Perception +11, Use the Force +11

Possessions short lightsaber, blaster pistol, Inquisitorius uniform, comlink

Inquisitor Tactics

Once combat begins, the Inquisitors go to any lengths to gain the upper hand—from using prisoners as hostages to firing gouts of Force lightning down the corridor at the heroes.

VETERAN STORMTROOPERS

Veteran Stormtrooper (5)

CL 4

Medium Human nonheroic 12

Dark Side 3

Init +6; **Senses** low-light vision; Perception +13

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 30; **Threshold** 12

Speed 6 squares

Melee unarmed +10 (1d4+1)

Ranged blaster rifle +11 (3d8) or
blaster rifle +6 (3d8) with autofire or
blaster rifle +6 (5d8) with Burst Fire

Ranged frag grenade +10 (4d6, 2-square burst)

Base Atk +9; **Grp** +10

Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, heavy weapons, rifles, simple weapons)

Skills Endurance +11, Perception +13

Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Veteran Stormtrooper Tactics

The five stormtroopers have been sent as escorts for the Inquisitors and do all they can to protect their charges from harm. The prisoners are a secondary concern. If the stormtroopers catch any trying to escape

during the firefight, they shoot the runaways, but only if they can take the time to do so. If they're busy shooting at the heroes, they'd just as soon let the prisoners go. After all, they'll die when the *Resurgence* finally blows up, anyway.

RESURGENCE CREW PRISONERS

This cross-section of crew from the *Resurgence* includes individuals from engineering, operations, and support services. None is heavily trained in combat, and all would just as soon hide as fight unless they can be convinced that they'll live to tell the tale. They are representative of several species, at your option.

These crew members are abused and tired, and they've given up hope. As far as they can tell, they'll be suffering under Imperial interrogation before too long.

Resurgence Crew Prisoner (10)

CL 1

Medium nonheroic 5

Init +2; **Senses** Perception +2

Languages Basic, Bocce, Mon Calamarian

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10

hp 12; **Threshold** 10

Speed 6 squares

Melee unarmed +3 (1d4)

Base Atk +3; **Grp** +4

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 10, Cha 10

Feats Skill Training (Knowledge [physical sciences], Mechanics), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +9, Knowledge (physical sciences) +9, Mechanics +9, Pilot +8, Use Computer +9

Possessions uniform

Resurgence Crew Tactics

Once the fighting breaks out, the prisoners hit the floor and wait for it to end. If it looks as if their captors are being overwhelmed, they rise to the occasion and assault them.

CONCLUSION

Once the Inquisitors and stormtroopers have been dealt with, the heroes can escort the crew to safety. Alternatively, they can tell the prisoners which way to go and continue on toward the *Resurgence's* landing bay. Heroes with medical skills might consider applying them to anyone who was wounded in the battle.

FEATURES OF THE AREA

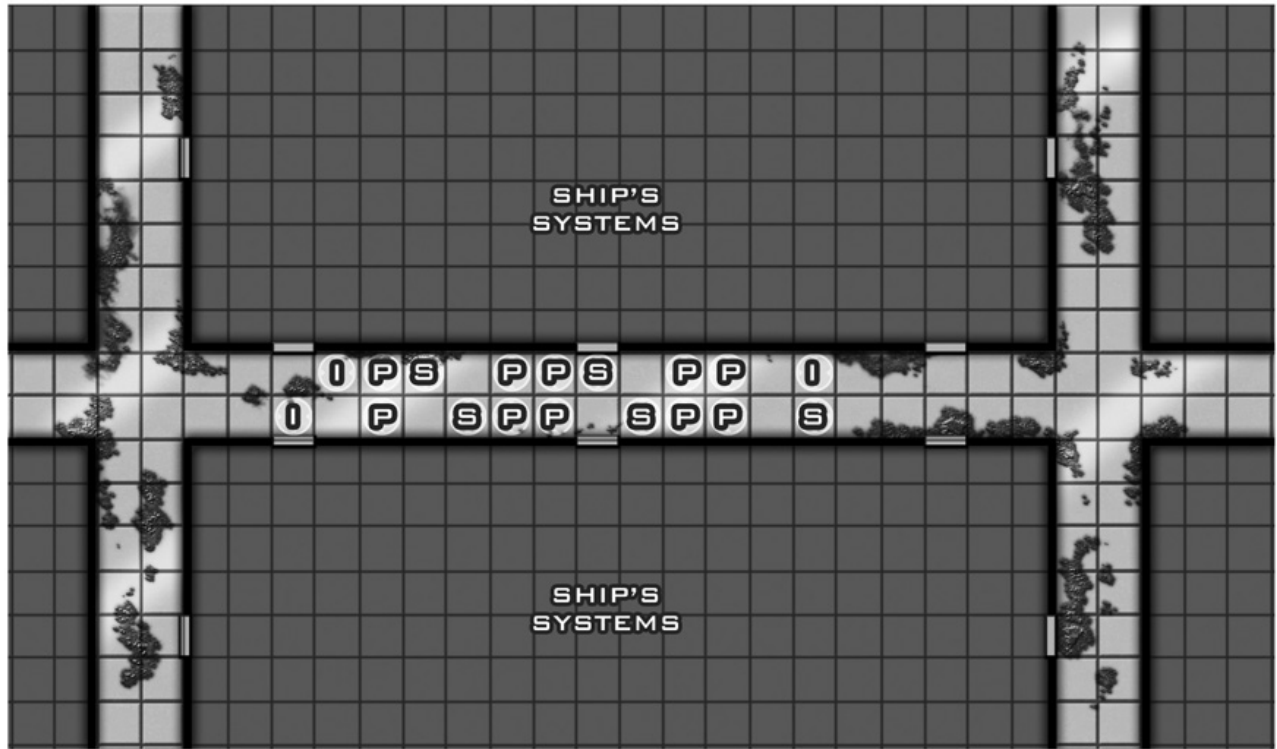
The corridor is cluttered with bodies and debris. Any squares on the encounter map with sizeable indications of such clutter are considered to be hazardous terrain. There is very little cover available in the corridor, outside of the occasional cross-corridor.

Every so often, the ship rocks as another wave of turbolaser fire hits the hull. Each round, roll 1d20. On a result of 15+, the ship is hit by such a volley. All characters must succeed on a Dexterity check with a DC equal to the number rolled or be knocked prone.

ENCOUNTER MAP

See the map of the area on the next page.

A LINE OF PRISONERS ENCOUNTER MAP



- O - Inquisitor
- S - Stormtrooper
- P - Prisoner

VICTORY AND LOSS

CHALLENGE LEVEL 15

SETUP

With Draco's shuttle launching from the *Resurgence's* landing bay, the heroes are faced with a group of Imperial naval troopers and their officer, Lieutenant Misha Vekkian. Position the Imperials on the encounter map. The heroes can set up anywhere within 2 squares of the blast doors leading into the docking bay. Force-sensitive characters might be able to sense that Vekkian is more than meets the eye even before she draws her lightsaber.

READ-ALoud TEXT

Once Draco's shuttle has departed, read the following text aloud:

Eight Humans in the gray helmets and uniforms of Imperial naval troopers have taken up positions near the last remaining shuttle in the landing bay. Their leader, a tall, lithe female with close-cropped blond hair and icy blue eyes, gives you an appraising look before ordering her men to open fire.

LIEUTENANT MISHA VEKKIAN

Misha Vekkian was once a Jedi Padawan before she was discovered by the Inquisitorius and turned to the dark side. Since then, she's taken up military training and has earned an officer's commission in the Imperial Navy. She is a cruel mistress, and the troops that serve under her succeed or die by her hand. She is merciless, spiteful, and vindictive, never forgetting a perceived slight.

In truth, she blames the Jedi for what she has become. She was brought into the Jedi Order by no desire of her own; had she been left alone, her Force talents might never have been discovered. As it is, she has no knowledge of her family, or even of her homeworld.

The Imperial officer is a tall woman with an athletic build. Her blond hair is close-cropped, and her cold blue eyes betray no emotion. A wicked smile curls the corners of her mouth, just as you notice the lightsaber that dangles from her belt opposite her blaster's holster.

Lieutenant Misha Vekkian

Medium Human Jedi 6/soldier 2/officer 2

Force 4; Dark Side 9

Init +12; Senses Perception +13

Languages Basic

Defenses Ref 23 (flat-footed 22), Fort 22, Will 27
hp 77; Threshold 22

Speed 6 squares

Melee lightsaber +13 (2d8+7) or
lightsaber +8 (2d8+12) with Power Attack or
lightsaber +11 (3d8+7) with Rapid Strike

CL 10

Ranged blaster pistol +11 (3d6+5)

Base Atk +10; Grp +12

Atk Options Power Attack, Powerful Charge, Rapid Strike, Trip

Special Actions Assault Tactics, Battle Meditation, Deflect, Indomitable

Force Powers Known (Use the Force +12): *battle strike* (2), *dark rage*, *Force grip*, *Force slam*, *move object*, *surge* (2)

Abilities Str 14, Dex 13, Con 10, Int 10, Wis 16, Cha 14

Special Qualities command cover, share talent (Indomitable)

Talents Assault Tactics, Battle Meditation, Deflect, Force Intuition, Indomitable

Feats Force Sensitivity, Force Training (2), Power Attack, Powerful Charge, Rapid Strike, Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [tactics]), Trip, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +11, Endurance +10, Knowledge (tactics) +15, Perception +13, Use the Force +12

Possessions lightsaber, blaster pistol, Imperial uniform, code cylinder

Misha Vekkian's Tactics

Misha uses her Battle Meditation talent prior to the first round of combat. She prefers to close with her enemies, deflecting their blaster bolts with her lightsaber, before engaging them in hand-to-hand combat.

IMPERIAL NAVAL TROOPERS

Imperial naval troopers are the best combatants the Navy has to offer. They typically act as security aboard Star Destroyers and other capital ships, and they pride themselves on their professionalism and skill.

This particular squad is under the command of Lieutenant Vekkian. Because of her harsh style, they are some of the meanest grunts to wear a naval uniform. They fear and respect Vekkian—mostly, they're just scared of her—but they also know that trying to take her down would be crazy. After all, it's almost like she can read their minds.

The soldier wears a black helmet and blast vest over top of his gray naval uniform. He holds his blaster pistol expertly, taking aim with precision before firing a volley in your direction.

Imperial Naval Trooper (7)

Medium Human soldier 5

Force 1; Dark Side 4

Init +2; Senses Perception +7

Languages Basic

Defenses Ref 17 (flat-footed 17), Fort 18, Will 15
Hp 57; Threshold 18

Speed 6 squares

Melee unarmed +6 (1d4+3)

Ranged blaster pistol +6 (3d6+4) or
blaster pistol +4 (4d6+4) with Rapid Shot

CL 5

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8

Talents Armored Defense, Improved Armored Defense, Weapon Specialization (pistols)

Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Mechanics +7, Perception +7, Use Computer +7

Possessions blaster pistol, blast helmet and vest, code cylinder

Imperial Naval Trooper Tactics

The naval troopers do what they can to protect Lieutenant Vekkian from harm. This involves providing covering fire for her as she advances on the enemy. They attempt to keep up with her as she moves, bounding from one source of cover to the next.

If Vekkian falls in combat, the naval troopers begin to retreat toward the remaining Imperial shuttle.

CONCLUSION

With the enemy vanquished, the heroes have little choice but to return to their own ship before the *Resurgence* is destroyed. They might be able to rescue a handful of other crew members first, but time is growing increasingly short.

If the pilot of the remaining Imperial shuttle sees the last of the naval troopers fall, he retracts his boarding ramp and takes off, maneuvering out into open space.

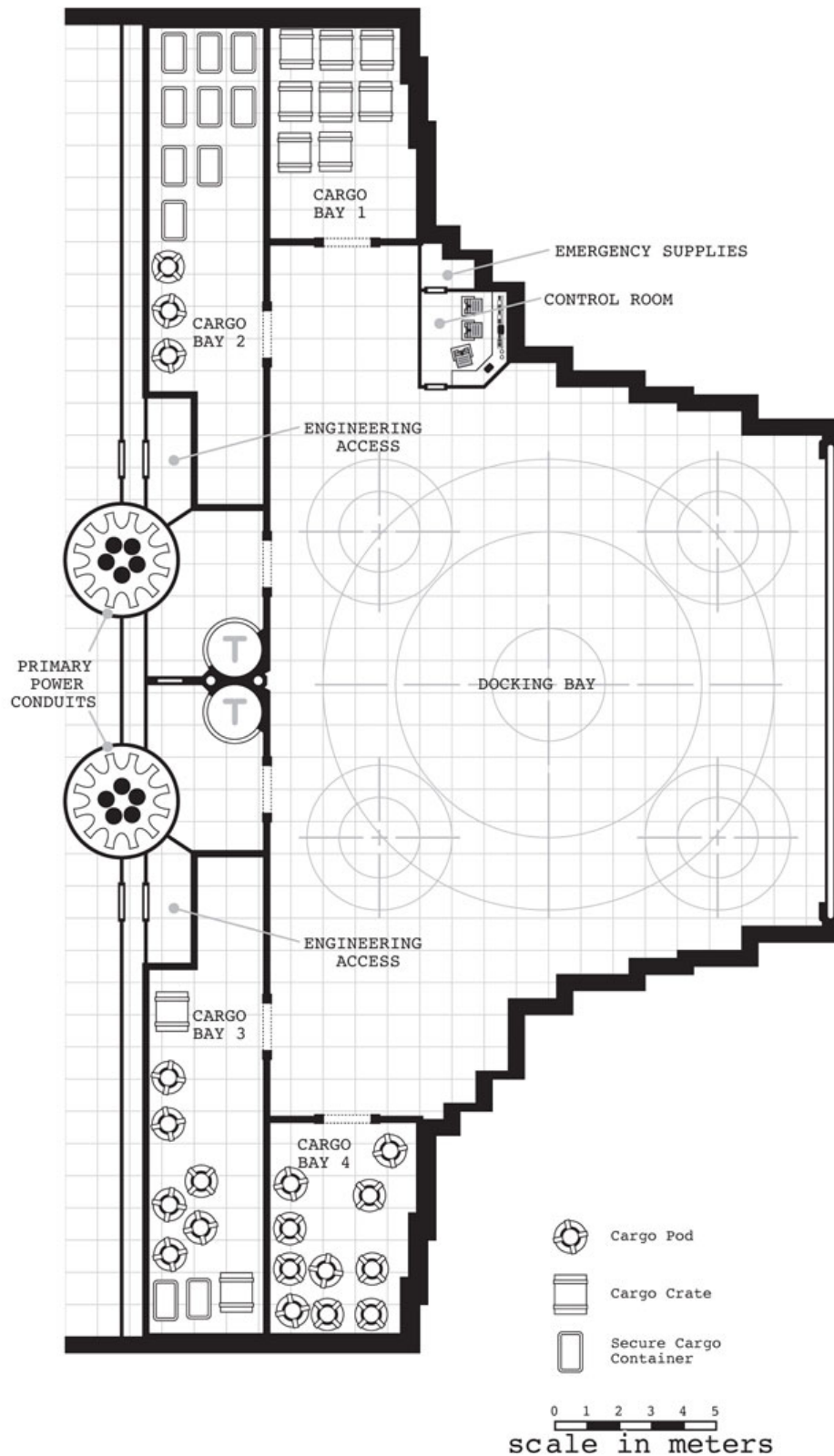
FEATURES OF THE AREA

The landing bay is filled with all manner of debris and bodies. The debris counts as hazardous terrain. Cargo containers provide low cover to anyone who wishes to hide behind them.

ENCOUNTER MAP

See the map of the area on the next page.

VICTORY AND LOSS ENCOUNTER MAP



Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned.)

Adventure Title: A Reckoning of Wraiths (Dawn of Defiance, Part 7) Session Number: _____
(For administrative use only.)

Date of Play: / / Start Time: : Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal RPGA table has no less than four players, and no more than six players.

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GAMEMASTER

DM Name: _____

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