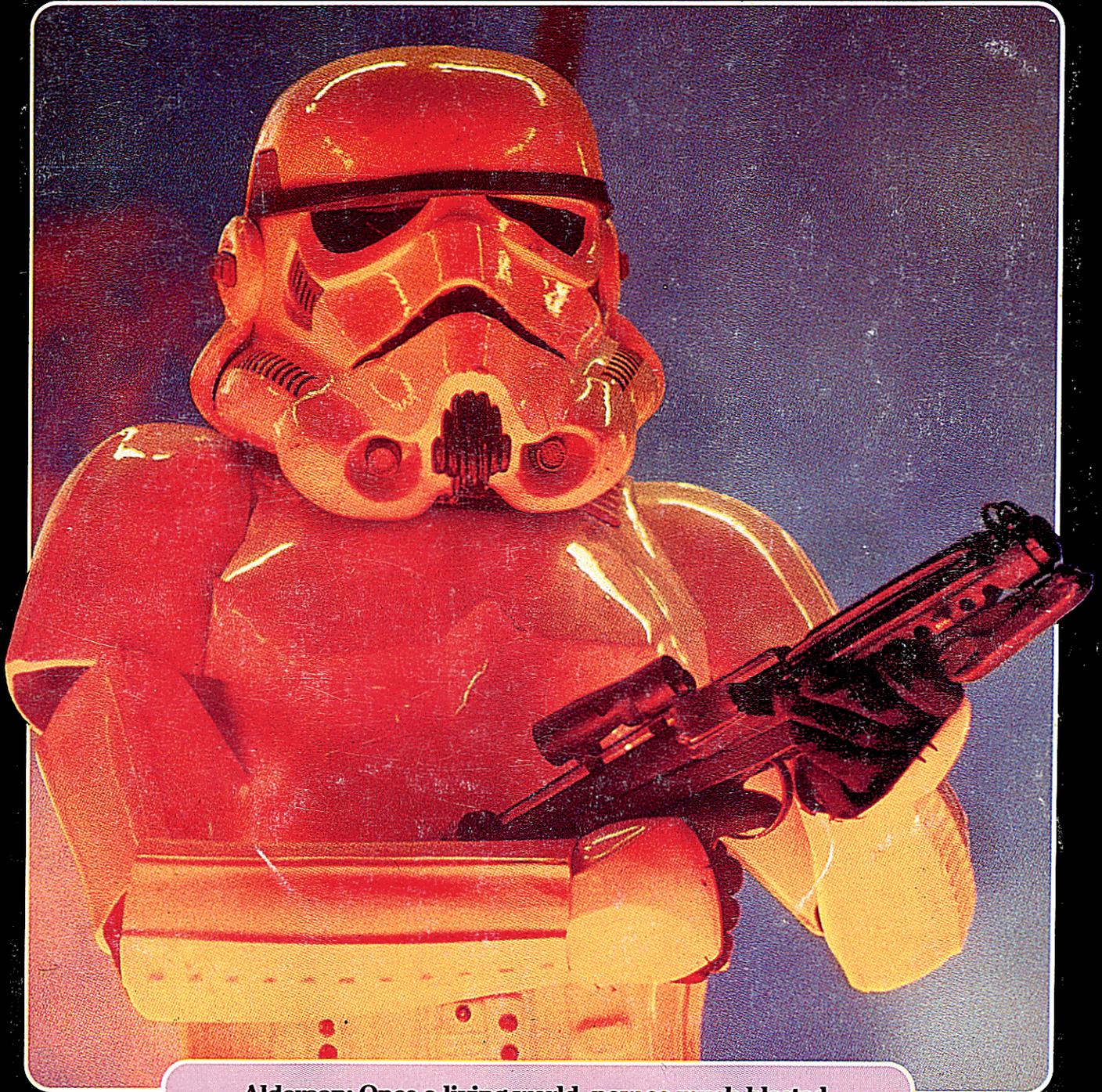


STAR WARS®

Graveyard of Alderaan

An Adventure for use with *Star Wars: The Roleplaying Game*



Alderaan: Once a living world, now so much blasted rubble, destroyed by the awesome power of the Death Star. What terrible secrets lurk within the Graveyard?

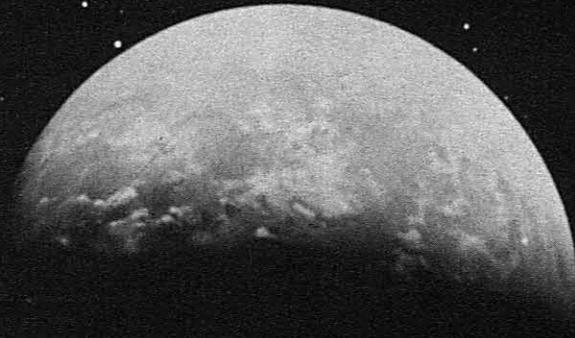
Graveyard of Alderaan

by Bill Slavicsek



Alderaan: Once a living world, now so much blasted rubble, destroyed by the awesome power of the Death Star. What terrible secrets lurk within the Graveyard?

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



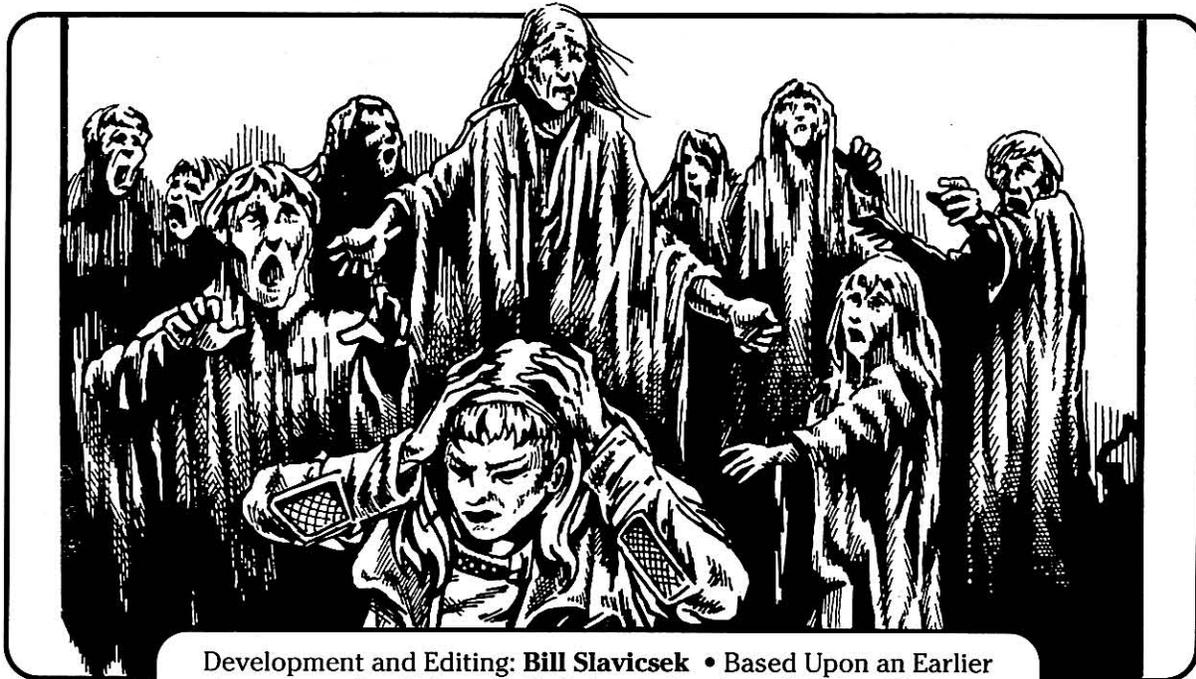
Spacers call it the Graveyard. It is an asteroid field, the shattered remains of the once-great planet called Alderaan. It had been a paradise, a planet where peace was the rule and violence was unheard of. Then the EVIL GALACTIC EMPIRE came, with its terrible Death Star battlestation. Alderaan became an example for the rest of the galaxy. It was obliterated as a warning to the growing Rebellion and all who would support it.

But that was not the last the galaxy heard of Alderaan. Rumors fill the idle gossip of spacers and free-traders in ports and cantinas from the Outer Rim to the Core worlds, tales of strange happenings in the Graveyard.

The wildest tale yet has just surfaced, a story claiming that the Royal Palace itself has been found mostly intact among the shattered ruins of the planet. It is a story that has attracted much attention, including the Rebel Alliance, the Empire, and the galactic underworld. But the truth that haunts the Graveyard could turn the tide of battle in the Galactic Civil War ...

STAR WARS®

Graveyard of Alderaan



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Introduction

As Princess Leia Organa watched, her adoptive home world was destroyed. It became the first test — and a significant demonstration to the galaxy — of the power of the Death Star battlestation. But that was the past. Now all that remains in the orbit once occupied by the planet Alderaan is a field of shattered rock. This is the area spacers call “The Graveyard,” and it contains a secret that the Rebel Alliance must have and the Galactic Empire will stop at nothing to protect.

Graveyard of Alderaan is an adventure for use with *Star Wars: The Roleplaying Game*. It is designed for a group of six Rebel player characters and a gamemaster, but can be easily adapted for use with groups of different sizes.

If you want to be a player in this adventure, stop reading now. This book contains information for the gamemaster only. Reading the material before you play will only ruin the adventure for you and for everyone involved.

In this Adventure ...

... a group of Rebels intercepts a message meant for Princess Leia Organa and her companions, the Heroes of Yavin. The message tells of a new discovery in the Alderaan system — in the ruins of the planet itself! The Royal Palace of Alderaan has been found within a huge asteroid, still mostly intact, and its as-yet-unopened interior may hold the fate of the Royal Household, Leia’s adopted family.

So the Rebels head for Alderaan, unaware that the entire story has been staged by the Empire as a trap for Leia and her friends. But more than just the Rebels and Leia’s group are flying blindly into the Graveyard. Others want the treasures rumored to be stored in the Palace, including a group of persistent salvagers.

However, there is another secret waiting to be discovered in the depths of the Royal Palace. It is a secret that none of the involved parties even suspect, not the Rebels, not Leia, not the salvagers, not even the Imperials. And the secret, once

revealed, could change the direction of the Galactic Civil War for all time!

Preparing to Play

Before the opening credits roll and this session of *Star Wars: The Roleplaying Game* gets underway, there are a few things the gamemaster must do. First, the gamemaster (who should be the only one currently reading these words) should read through the entire adventure. By being familiar with all of the material included, the gamemaster will be able to handle most of the twists and turns the players will throw at him. Pay particular attention to the episodes on the schedule for tonight’s gaming session, but be ready for any unexpected paths the player characters may decide to wander by reading all the way through.

Second, make sure that all of the players have characters. Those who don’t will need to spend a few minutes with the rulebook to select and customize character templates.

When the gamemaster has finished reading through the material and the players have all created characters, then the game can begin.

Adventure Materials

This book contains the *Star Wars* adventure *Graveyard of Alderaan*. It is a full-length adventure that comes complete with an adventure script to start the action, maps and diagrams of major locations the player characters will visit, gamemaster template profiles of recurring or important characters, and a mini-game which simulates a flight through an asteroid field. It is a good idea to photocopy the script so that each player can have one, and we suggest you also make copies of any maps or diagrams you plan to display to the players.

In addition to this book, you will need *Star Wars: The Roleplaying Game*, *The Star Wars Rules Companion*, pencils, paper, and lots of six-sided dice to play this adventure.

The *Star Wars Sourcebook*, *The Imperial Sourcebook*, *The Rebel Alliance Sourcebook* and *Star Wars Miniatures Sets* are all recommended accessories but are not necessary for play.

Difficulty Numbers and Game Balance

As gamemaster, you must modify this adventure to fit your particular group of players using the "Difficulty Number Scale" found below and in the *Star Wars Rules Companion*.

For example, if the text says a Rebel must make a Moderate *languages* roll to understand an alien, you would assign a number between 11 and 15, depending on the skill of the Rebels.

The number of Rebels and their template types affect the outcome of every encounter. This adventure is designed for four to six novice characters with a good mix of skills. If there are more characters involved, or if they are more experienced, then you may have to beef up the encounters to achieve the same affect. If you have fewer characters, or less experienced ones, you may have to scale the encounters down. The idea is to challenge the Rebels, neither overwhelming them nor making things too easy.

Adventure Background

Once Alderaan was a paradise of freedom and peace. After the Clone Wars, the entire world turned away from violence and dedicated itself

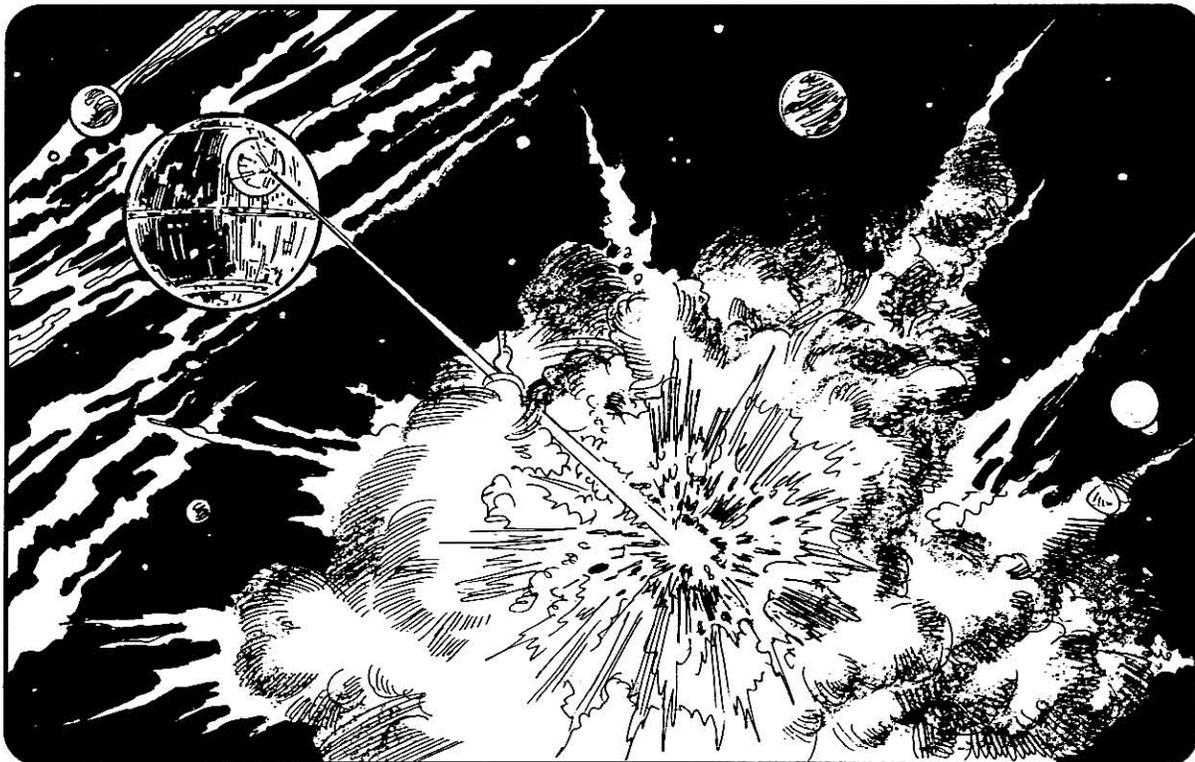
Difficulty Number Scale

Task	Difficulty Range
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30+

If your characters are relatively new and inexperienced, assign numbers from the lower end of the ranges. If your characters are more proficient, assign numbers from the higher end of the ranges.

to pacifism. Weapons were abolished and outlawed, and even planetary defenses were discarded as a show of the new philosophy. But with the increasingly disturbing changes in the New Order, certain factions on Alderaan began to rethink their non-violent position.

Chief among this new breed of thinkers was Princess Leia Organa, adopted daughter of Viceroy and First Chairman of Alderaan, Bail Organa. She was also one of Alderaan's representatives to the Imperial Senate, and a secret friend to the growing Rebellion. Eventually, as rumors of further atrocities by the New Order spread, even Bail Organa became concerned. He



Allen Nurnitz/Gray Morrow

sent Leia on an important mission to find a hero of the Clone Wars and return him to Alderaan. Then the planet would openly cast its lot with the fledgling Rebellion. That hero was none other than General Obi-Wan Kenobi, Jedi Knight.

But events did not go as Leia and her father had planned. Her ship intercepted a transmission from Rebel spies just before it reached Tatooine, the Outer Rim world where Bail told her to search for Kenobi. That transmission also brought her under the scrutiny of the Empire and its terrible servant, Lord Darth Vader. The rest is the familiar story depicted in *Star Wars IV: A New Hope*, the first of the *Star Wars* movies. Because of the cruelty of Grand Moff Tarkin, and due to the fact that Leia was his prisoner, Tarkin decided to demonstrate the power of his fully-functional Death Star on the defenseless world of Alderaan. The battlestation's super laser destroyed the planet with one terrible blast.

So, before it could throw its resources and support against the evil Empire as it had done against the enemies of the Old Republic during the Clone Wars, Alderaan was obliterated. Of course, Leia and the companions she met through Obi-Wan Kenobi went on to become the heroes of the Battle of Yavin. They, in turn, destroyed the Death Star. But nothing could bring back the only home Leia remembered. All that remained of the once-great Alderaan was an asteroid field called "The Graveyard."

In the months since Alderaan's destruction, the Graveyard has become the subject of tall tales and wild rumors whispered in cantinas and spaceports the galaxy over. Some scouts claim to have been chased out of the field by a ghost ship that appeared without warning, then disappeared as quickly and quietly as it arrived. Others tell of fabulous treasure, including Jedi artifacts, buried within the asteroids. And, of course, there are more than enough stories of strange monsters, weird aliens, and the ghosts of Alderaan's dead haunting the floating debris.

There is a kernel of truth buried amid these tales, and that is the basis for this adventure. After the Clone Wars, after Alderaan accepted its new pacifist policies, the Council of Elders had to decide what to do with the stockpile of weapons Alderaan had built during the time of conflict. While the public believed that the massive armament was destroyed, the Elders feared that someday they would again need to defend their world and their galaxy from some as-yet-unnamed evil. They reconstructed one of the huge Alderaan war ships, turning much of its interior into an

armory. Then they placed Droids within the vessel to maintain it, and programmed its nav computers to constantly jump through hyperspace until called to return to Alderaan.

But this is a secret that no one alive knows, not even Princess Leia. All knowledge of the ship and its precious cargo died with the Council of Elders when Alderaan exploded. Still, the Graveyard remains a lure with which the Empire can hook Leia and her companions — if the proper bait can be found. And that is where this adventure begins ...

Adventure Synopsis

It starts with the Rebels enjoying a relaxing break aboard the Ithorian herd ship, *Bazaar*. But the restful period is cut short when they stumble upon a miner being executed by an unknown assassin. The remainder of their time on *Bazaar* is occupied trying to stop another murder — if they can locate the dead miner's companion before the remaining assassin does. It is from this miner that they learn of the newest tale to emerge from the Graveyard of Alderaan — the Royal Palace has been discovered, and within it lies the fate of Bail Organa and the Royal Family!

Now the Rebels rush toward the Alderaan system to check out the story that the miners died to bring them. In the asteroid field, the Rebels find the mining outpost, learn of the new discovery, and take a hazardous journey through a portion of the field thick with asteroids. Here they learn that others are after the new discovery, and a contest of wits and skills begins with an unscrupulous gang of salvagers.

At the asteroid marked as 7785, the Rebels find the entrance into the remains of the Royal Palace. But they also find that they have blundered into a trap! A platoon of stormtroopers force them into the Palace, where they are to be held until Lord Vader arrives. A series of traps designed to break their spirits follows, with the Rebels finally finding Alderaan's greatest secret. They stumble upon the command chamber for the armory ship, *Another Chance*.

The climax of the adventure takes place aboard the damaged ship as it continues to leap into and out of hyperspace at an alarming rate. The Rebels must take control of the vessel and bring it safely into realspace before Leia and her companions unwittingly fall into Vader's clutches. If they can succeed, then the Alliance will finally receive Alderaan's gift — weapons with which to wage civil war and restore freedom to the galaxy.

Episode One

Bazaar

Summary

The adventure begins aboard the Ithorian herd ship, *Bazaar*. The Rebel heroes find that their restful visit has been cut short by a pair of assassins out to murder two miners with a message for Princess Leia Organa. On the way to Isttu Village, the Rebels witness the attack of an assassin Droid upon one of the miners. From there, they explore the merchant village and learn many rumors concerning a place called "The Graveyard of Alderaan." During the interactions with merchants and visitors, the Rebels are mistaken for Leia and the Heroes of Yavin. This case of mistaken identity, which will haunt them throughout the adventure, allows the message for Leia to fall into their hands. "We've found the Palace," one of the miners tells them. "It's in the Graveyard."

Read Aloud

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

It is a time of civil war. A small but growing Rebel Alliance has dared to challenge the evil Galactic Empire, winning a few major battles — most recently the Battle of Yavin — as the war rages on.

But even in the midst of war, there is time for peace. A group of Rebel heroes takes a break aboard the Ithorian herd ship, *Bazaar*, enjoying the exotic wares of its merchant crew and the idyllic nature of the vessel.

Now, as they stroll down a jungle-filled corridor, the Rebels are about to find that even a place of peaceful beauty can house terrible evil. And evil rarely cares whom it destroys ...

Start the Adventure

Hand out copies of the adventure script and assign each player a part. The parts are labelled as "1st" through "6th" Rebel. Assign multiple parts if there are fewer than six players. Begin by reading the narrative introduction provided in the "Read Aloud" box and then cue the players to start reading their parts from the script. The script leads directly into "The Assassin Droid" encounter below.

Encounter: The Assassin Droid

As the adventure opens, the Rebels find themselves on the verge of being pulled into a battle between a frightened, fleeing man and his as-yet-unseen assailant. They are approaching Isttu, one of the many merchant villages which dot the herd ship's upper-level jungle. They are on the way to meet their Alliance contact, thinking that their mission is a simple cargo pick up. They are about to find out that they are very wrong. Give the Rebels a moment to decide what they want to do with the little information that has been placed before them through the script, then reveal the assassin Droid that is currently lurking off-camera.

The Rebels have whatever equipment they normally carry, keeping in mind that they are on board a ship where violence is frowned upon. If they decide to help the fleeing man, continue with the bold face descriptive text. If they decide that this is none of their business and leave the area, then they will find out what happened to the fleeing man later in this episode.

The jungle falls silent, and only the smell of charred vegetation reminds you of the destructive blasts you just saw. Then a Droid floats out of the brush. It is larger than an astromech, floating above the ground on a repulsor field.

GRAVEYARD OF ALDERAAN ADVENTURE SCRIPT

Use the following script to start the adventure.
Your gamemaster will tell you what part (or parts) to read.

1st Rebel: This place is great! I almost believe I'm in a real jungle! I'm glad they sent us on this run and not one of the other teams.

2nd Rebel: You make it sound like you've never been on an Ithorian herd ship before.

3rd Rebel: And you have?

4th Rebel: I have. One arrived in my home system the summer before I joined the Alliance. It's like the Hammerheads gathered up a piece of their planet and launched it into space.

5th Rebel: Not just their planet, though. There are more shops and merchants set up here than I've ever seen in one place, with merchandise from all over the galaxy.

6th Rebel: I don't know what they call it in Ithorian, but the Basic translation sure fits this ship — *Bazaar*.

1st Rebel: Still, what a mission!

2nd Rebel: Yeah, all we have to do is pick up a cargo of Droid parts from a merchant named Poliss. We just have to say, "Yavin sends greetings", give him the 700 credits, and the cargo is ours.

3rd Rebel: Better yet, we don't have to have the cargo back for two weeks, which gives us a couple of days to enjoy the scenery.

4th Rebel: It's almost like a vacation.

5th Rebel: There are a lot of merchants on this ship, and they're all Hammerheads. How are we supposed to find Poliss?

6th Rebel: He runs a Droid shop over in Isttu, one of the merchant villages on this level. The village should be around the next bend.

1st Rebel: Do you think our ship is okay? I don't like leaving it unattended.

2nd Rebel: If you want, we can send you back down to the hangar to watch it.

3rd Rebel: Don't worry. This is an Ithor ship. They're some of the most peaceful and friendly beings in the galaxy. And everyone is welcome here, so no one starts any trouble.

GM: Suddenly a man emerges from the foliage ahead of you. He looks frightened. He stares at you briefly with large, worried eyes, then glances back the way he came. Without a word, he dodges into the foliage on the other side of the path, disappearing from view.

4th Rebel: What in the world was that ...?

5th Rebel: It looked like a man. He seemed nervous.

GM: Blaster fire cuts through the jungle, slicing a path toward the fleeing man.

6th Rebel: So much for a peaceful vacation ...

From its spherical body rises a black curved neck which ends in a head of lights and blinking sensors. Two arms extend from its head, tipped with deadly blaster pistols. It regards you with a quick scan, then turns away, intent on following its prey.

This is the assassin Droid XS3. It is hunting the man the Rebels briefly met, a miner from an outpost stationed in Alderaan system (see the side bar, "How the Miners Fit In"). It is out to kill the miner, and that is its primary objective. While it will defend itself, it will not turn its full attention on the Rebels until it has dealt with the miner.

The miner is Hanos Darr, one of two miners from the Alderaan outpost who are currently enjoying a restful break aboard *Bazaar*. He has already received a *wound* from XS3, and he is hurt and tired.

If the Rebels manage to save Darr from the assassin Droid, he thanks them and disappears down a jungle path at his earliest opportunity.

The Rebels will learn more about him later. If they fail to stop the Droid from killing Darr, he relates a brief message to them before he dies. See "Hanos Darr's Message" for more details.

Once Darr has been taken care of, the assassin Droid turns its attention on the Rebels. It battles to the death, but is programmed to self-destruct if it takes enough damage to *incapacitate* it.

Hanos Darr, Miner: DEX 2D+2, blaster 3D+2, melee parry 3D, melee 3D; KNO 3D, planetary systems 3D+1, geology 4D; MEC 2D+1, mine drill operation 3D+1; PER 2D, con 2D+2, gamble 2D+1, search 2D+1; STR 2D, lift 3D; TEC 2D, demolition 3D, mining 3D+1.

Description: Hanos has black hair, a pale complexion, and a thin, angular face. He wears old, dusty coveralls and sports a two-day growth of beard.

Equipment: blaster pistol, damage 4D; comlink; mining permit chip.

How the Miners Fit In

The Empire discovered the location of the Royal Palace of Alderaan a few weeks prior to the start of this adventure. It was found by an Imperial scouting unit assigned to explore the shattered ruins of the planet. Once Lord Darth Vader was informed of the find, he set the current plan into motion.

First, he had the scouts leak the discovery of asteroid 7785 to the miners of Outpost 11. It was generally believed that if there weren't any Rebel agents working in the outpost, there were at least a few miners with Alliance sympathies. Then, once the information had a chance to make the rounds, all of the miners were ordered to leave the outpost. This was not unusual, as the Empire often cleared areas of civilians for limited times, and the miners looked at it as a forced vacation. Only Kathos Loof, the mining chief, remained behind (see his template profile in the "Character Templates" section). The rest went in all directions to spread the news of the Alderaan find.

Once the outpost was cleared, Vader replaced the mining crew with a crew totally loyal to the Empire — men whose loyalty was bought with credits, commissions, or lethal threats. He also stationed two platoons of stormtroopers to act as an advance guard under the command of Captain Janus Bonn. Vader would arrive personally once he was certain his trap had been sprung. So, with little thought to what the palace ruins might actually contain, Captain Bonn and his men went

about establishing the trap for Princess Leia and her companions.

The "vacationing" miners, meanwhile, went about unwittingly spreading the bait. At every cantina and space port they visited, the miners told the tale of the discovery of the Royal Palace of Alderaan. To make the story seem more important, Vader dispatched bounty hunters and assassins after the miners to silence them — once they were able to spread their tales, of course.

Six miners, however, were unusually silent. Instead of telling the story to everyone they met, they contacted old friends and acquaintances, dropping the news that they were back in town and had to see their "cousins from Yavin." These six were Rebel agents, and the code phrase they passed around would get them an audience with Princess Leia as soon as she could be relayed the message. Hanos Darr and Zaz Kamiroz arrived on *Bazaar* two days before the Rebel player characters and gave the code to the merchant, Poliss. Now they are waiting for Leia and her companions to contact them so they can complete their mission.

Unknown to the miners or the Rebels, another Rebel miner is going to rendezvous with Princess Leia at Kwenn Space Station in six hours. Kwenn is seven hours from *Bazaar* by light speed travel. That gives the Rebel player characters a head start over the Heroes of Yavin.



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XS3, Assassin Droid: DEX 2D, speed code 3D, blaster 4D+1, dodge 3D+1, grenade 2D+2; KNO 1D; MEC 1D; PER 3D, hide/sneak 4D, search 4D; STR 4D; TEC 1D, self repair 3D.

Description: XS3 is a black mechanical made up of a large spherical body and a smaller spherical head connected by a curved metal arm. It uses repulsorlift engines to move, and it has two thin arms extending from its head which have built-in blasters, and a grenade launcher is built into its body. It is cold, calculating, and totally without feeling — a perfect killing machine.

Equipment: blaster pistols (two shots per round without penalty), damage 4D each; grenade launcher, damage 5D; internal repair unit (can repair one *wound* per round with a Moderate *self repair* roll, *incapacitate* knocks out the repair unit).

Hanos Darr's Message

If XS3 manages to deliver a *mortal wound* to Hanos Darr, the Rebels have three rounds from that moment to attend to him or he will die. That's just the way it is. Try to keep the battle with the assassin Droid going long enough for this to occur. Even though Darr dies, he is able to leave a brief message for the Rebels etched in the packed dirt of the path. It says, "Kamiroz."

Kamiroz is the name of the second miner from the Alderaan outpost. He is somewhere aboard *Bazaar*, unaware that his life is in danger from either the assassin Droid or its partner. Kamiroz also has a message for the Rebels — the message that should eventually lead them to the Graveyard.

The Herd Ship Bazaar

Bazaar is an Ithorian herd ship, hailing from the home planet of the beings often called "Hammerheads" because of their most prominent physical feature. Ithorians have a long neck which curls forward and ends in a T-shaped dome. The Ithorians are peaceful, ecologically-minded beings content to wander the galaxy in their herd ships.

Ithorians speak Basic, the common language of the galaxy, but with an accent that can be disconcerting to those who have never heard it before. Hammerheads have two mouths, one on each side of their long, curved necks, which operate at the same time when they are speaking. One is used to produce the lower range of sounds, the other to produce the higher range. This stereo effect is fully employed when they speak their native tongue, but even Basic emerges as music from the mouths of Ithorians.

Bazaar, like all Ithor herd vessels, travels the spaceways like a caravan, bringing unusual merchandise from one end of the galaxy to the other. It is designed for Ithorian comfort, built to mimic their home world's tropical environment. As such, the ship is made up of indoor jungles complete with artificial storms, wildlife, and vast expanses of lush vegetation.

The gentle Ithorians manifest great respect for all life forms, and their curiosity is only matched by their gregarious natures. They are extremely religious, and *Bazaar* has a section devoted to the worship of the Mother Jungle. While the race has taken no official stance regarding the galactic civil war, and while they will trade with anyone who comes to their herd in peace, many Ithorians secretly support the Rebel Alliance.

Bazaar is currently in orbit around the main planet in the Lusdu system. It is only one hour from the Alderaan system by light speed travel.

Bazaar, Exterior

The great floating disk is a welcome sight in many of the more out-of-the-way parts of the galaxy, for its arrival signals the coming of the Ithor merchants. The ship's smooth surface is interrupted by many plastisteel viewports that look in upon the vast interior jungle. Large openings ring the equator of the herd ship, leading to the huge hangar bays that can handle ships as large as small transports. There is also evidence of powerful deflector shields and low-powered weaponry for driving off pirates and smugglers.

Bazaar, Upper Level

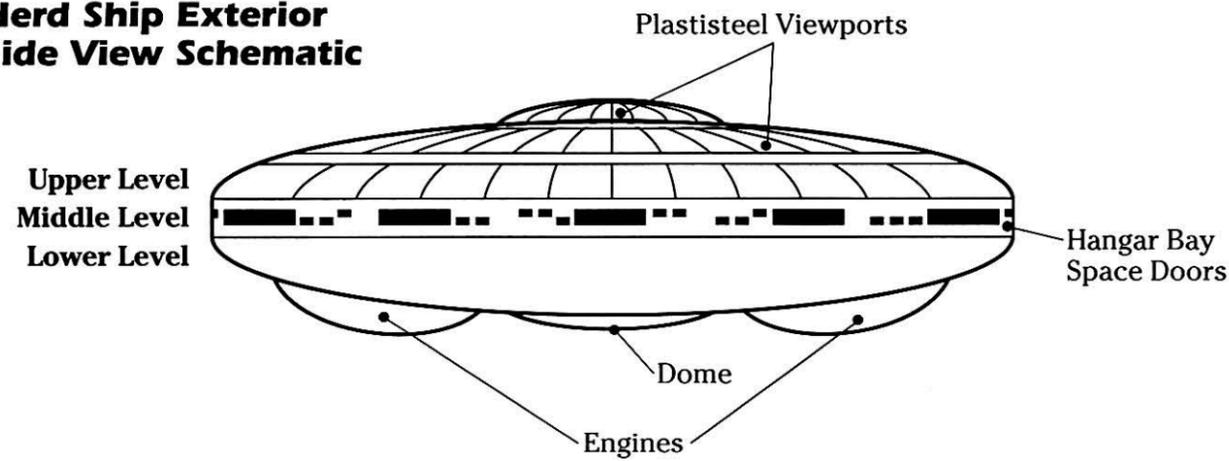
The upper level of the herd ship is a vast, seemingly wild jungle that is actually well cultivated. The jungle is divided into a number of sections, each with its own village. Villages contain the famed markets of Bazaar, as well as inns, cantinas, holothaters, and other types of businesses. This is the level of most activity when a herd ship comes to a system. But the number of guests at any given time is strictly regulated by the Ithorians. Too many people tend to crowd and ruin the environment, so guests and the length of their visits are monitored and determined by the merchant council at the time a guest arrives. When the lights dim each evening, guests can look up to see the stars or their home planet through the many domes that cover the roof of the ship.

Bazaar, Middle Level

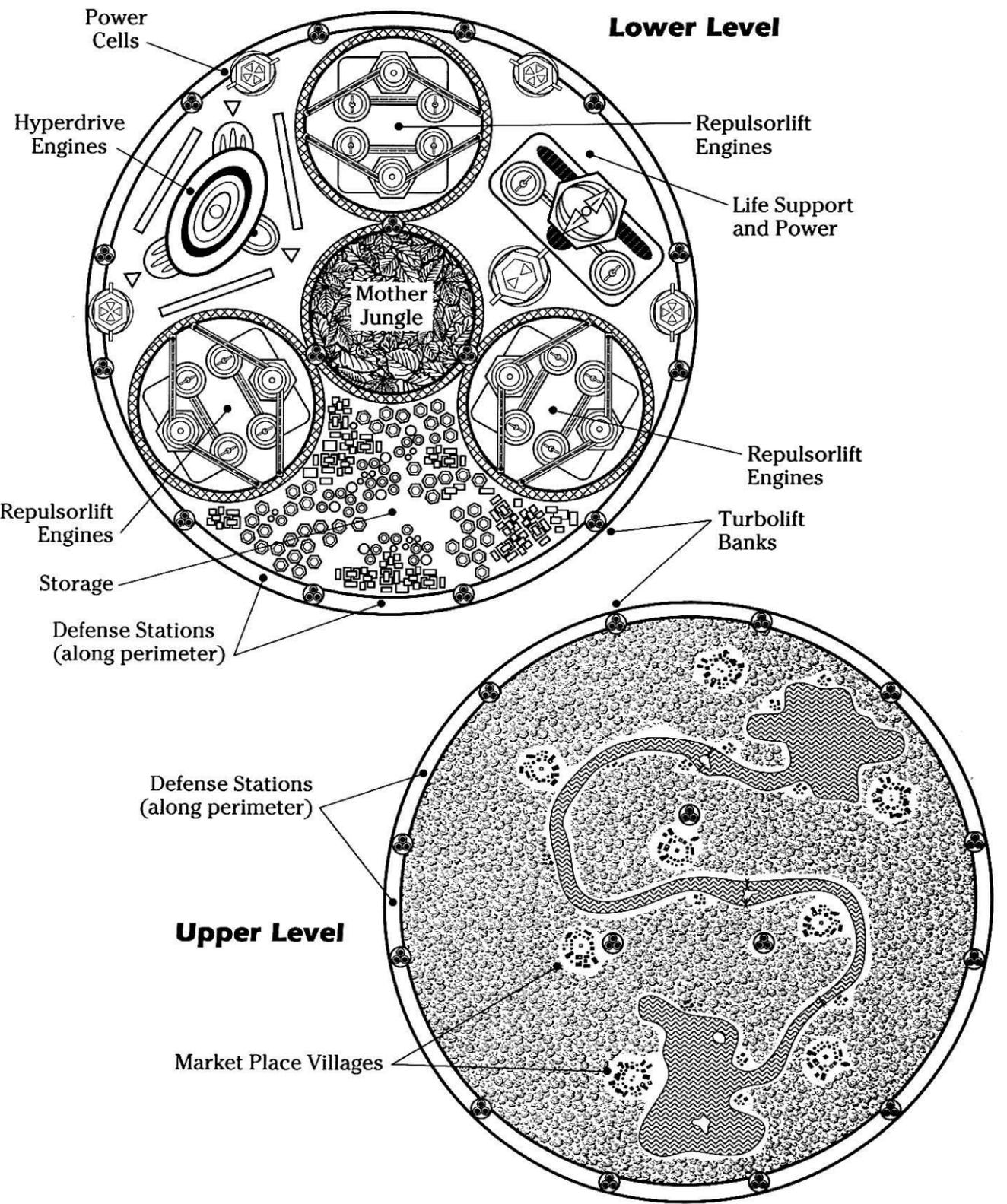
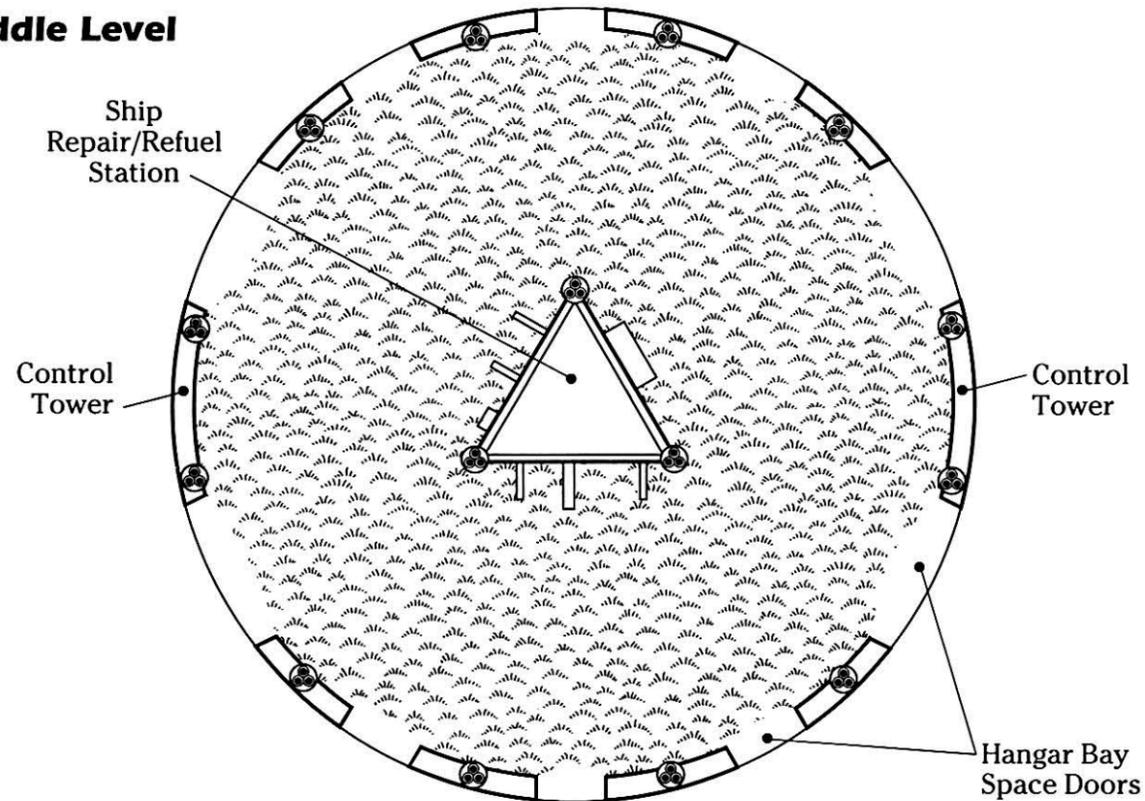
Huge space doors, protected from vacuum by magnetic fields, line the walls of this level of the herd ship. Observers within the many control

GAMEMASTER DIAGRAM: Bazaar Herd Ship

Herd Ship Exterior Side View Schematic



Middle Level



towers that oversee space traffic into and out of *Bazaar* regulate visits. Powerful scanners check for hidden cargo, undeclared weapons, or anything else that could endanger the herd or its guests. However, with great effort, certain unscrupulous visitors have managed to slip contraband and even powerful weapons past the sometimes-lax observers.

The floor of the hangar is a vast plain of soft grass that sways in the artificial breeze. After registering with the observers, guests are free to leave their ships and wander about *Bazaar* until their time is up. Most visits last anywhere from two days to two weeks, depending on the crowds and the schedule the herd ship is keeping.

A modern ship repair facility fills the center of the hangar. It can handle most repairs short of those which require a full space dock, and its tractor beams can even pull disabled ships in to work on.

Bazaar, Lower Level

Bazaar's lower level is divided into a number of distinct sections, all built around the Dome of the Mother Jungle. The dome is a plastisteel bubble into which an island has been suspended, floating freely with only the transparent walls separating it from deep space. This island is a piece of the Mother Jungle of Ithor, grown from a small bit of the land so that the home world and its life-giving goddess would always be with the space travelers. It is tended by a small group of priests dedicated to the Mother Jungle, and is usually off limits to visitors.

Three huge repulsorlift engines take up much of the room on this level. These are used to move the herd ship through normal space. The hyperdrive engines are only used to jump into and out of light speed. Another chamber full of machinery controls and monitors life support and power throughout the herd ship, including the regulation of storms in the jungles and on the hangar plains. Finally, a vast storage facility holds the ship's supplies. As with the Mother Jungle, this entire level is restricted to visitors and is only open to *Bazaar's* crew.

Using Bazaar in this and Other Adventures

An Ithorian herd ship can serve as a wonderful stopping point between adventures. The merchant villages contain everything the Rebels need to rest, stock up on supplies, and receive new missions from Alliance High Command. Any conceivable merchandise is available at any given time at the merchant stalls, including the rare illegal item or two. The inns and cantinas serve

up the best food and drink, and gossip and rumor gathering is second to none. Many wealthy or needy individuals come to these dens to find the right people to help them, and that is often the Rebel player characters. Doctors, ship repair facilities, and even Droid specialists can be found here, and more than one merchant could be an Alliance contact.

There is the added bonus of danger and subterfuge that comes with any large gathering of beings. Imperial agents come and go as they please, as do all manner of underworld figures. As long as they keep their business to a minimum and don't bother the other guests, the Ithors tolerate their presences. Of course, while the Rebels are looking for new adventures and news of the galaxy, so are all types of bounty hunters, salvagers, mercenaries, pirates and smugglers. Competition can be fierce — and it can come from the least likely source.

In this adventure, the herd ship and its occupants should be used to introduce the Rebels to the vital information that drives the rest of this adventure, namely, the rumors concerning the Graveyard of Alderaan. Most of these rumors are transmitted via the interaction between the merchants and their customers which takes place in the Isttu Village. Let the Rebels examine the map of the village and wander where they will. All encounters are marked in the text, but they can occur in any order. We suggest you save the confrontation between the remaining assassin(s) and Kamiroz until after the Rebels have had a chance to look around a bit. As long as they are having fun interacting with the villagers, keep the scene going. When things begin to slow down, pick up the pace with "Finding Kamiroz."

Isttu Village

The merchant village of Isttu is built around Isttu Lake, which is just a wider branch of the Great Mother River that runs through *Bazaar's* upper level jungle. The only break in the illusion that this is a village in a jungle clearing is the dome above that looks out into space, and the turbolift banks that jut from the floor. The following descriptions are keyed to the accompanying map and explain what the various structures are, but only areas that have major encounters are described in detail. Gamemasters are urged to flesh out the rest of the village to best reflect their current campaign setting. Note that Belinda Vog and her crew are in the village, as is the ISB agent, Dal Rogos. Use them according to their backgrounds and objectives, but avoid any overly-suspicious confrontations (see the gamemaster templates in the "Character Templates" section for more information).



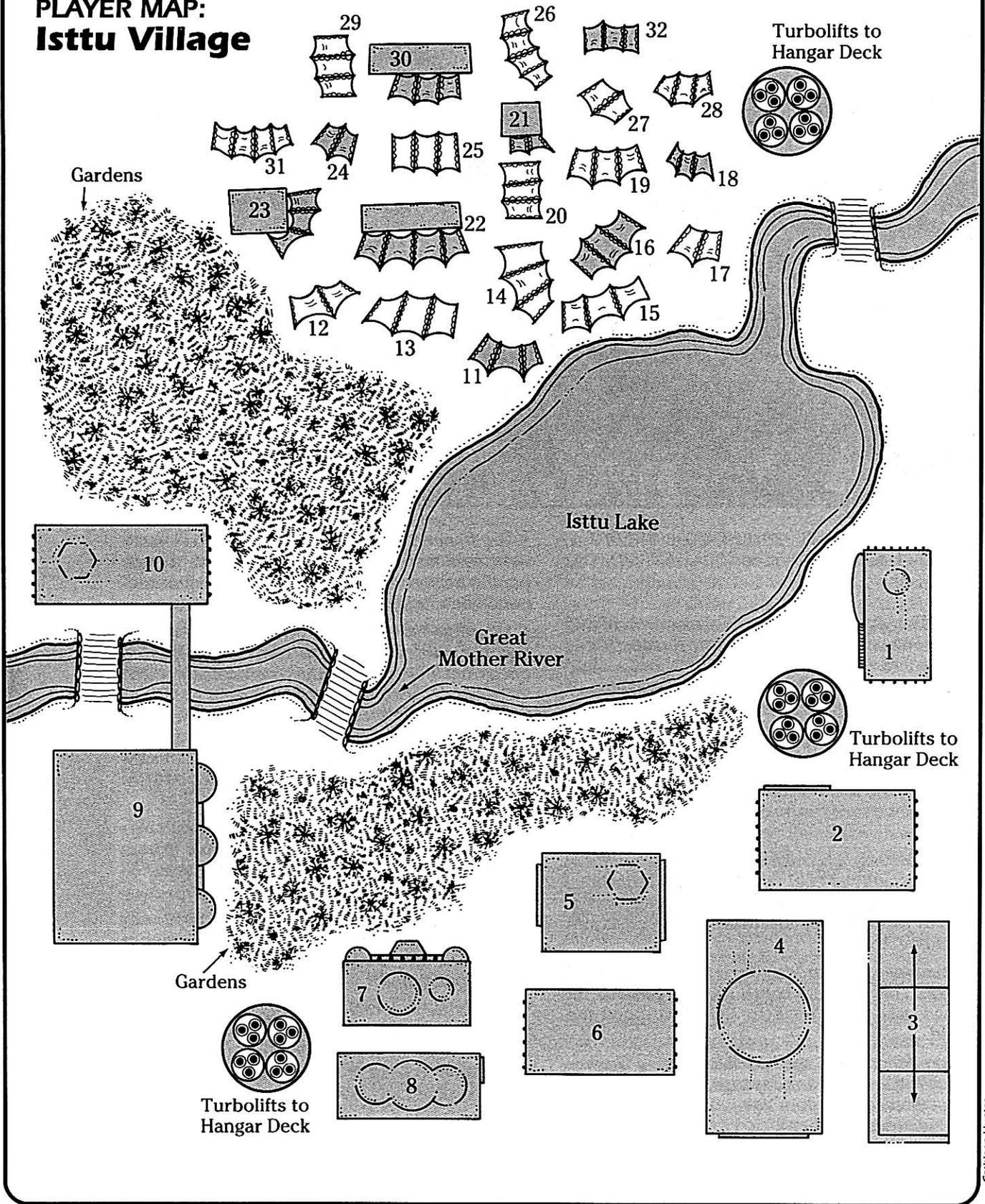
Allen Nunis/Alan Jude Summa

Typical Ithorian: DEX 2D; KNO 2D+2; MEC 1D+1; PER 2D+1, bargain 3D+1, con 3D+1; STR 2D; TEC 1D+2.

1. The Jungle Cantina. This large building houses one of the best cantinas on Bazaar. Three bartenders work the massive central bar, and up to six waitresses wander among the tables. A four-man band plays from a secluded alcove, mixing Ithorian classics with the most popular tunes on the galactic charts. Everyone who visits Isttu comes here eventually, and the Rebels can hear an assortment of stories and rumors if they spend some time (and some credits) among the clientele.

- *Enger Mowen, who runs the Imperial Recruitment stall, is actually a Rebel sympathizer and can direct you on how to join the Alliance.* This rumor is false. Mowen planted it himself to flush out Rebels and would-be Rebels.
- *Someone was murdered by a Droid outside the village.* This rumor is true if XS3 managed to kill Hanos Darr. It's false if the Rebels stopped the Droid.
- *Two miners from the Alderaan Mining Outpost arrived on Bazaar a few days ago, asking questions about their cousins from Yavin.* This story is true, and the questions finally led Kamiroz to Poliss.
- *The Imperial Fleet found the Yavin Rebels and destroyed them all.* This rumor is false, but many people believe it because it was on the Imperial-controlled holo vid news.
- *A man claims to have returned from a place that was not part of the known galaxy, and horrible aliens that looked like spiders tried to kill him.* The man is lying; he only heard a similar story in a far-away cantina. It didn't actually happen to him. If your group has not yet played the adventures *Otherspace* and *Otherspace II: Invasion*, this rumor can lead them into the realm beyond hyperspace.
- *The man who was killed by the Droid was Hanos Darr, one of the miners from the Alderaan outpost.* This is true if the Rebels were not able to stop XS3 before it delivered its killing shot.
- *A ghost ship keeps appearing and disappearing in the remains of the Alderaan system.* This rumor is true, but there is no other information on the ship at this time.
- *A powerful Jedi relic was recently uncovered in the Graveyard, and that's why the miner was killed.* This rumor is false, but it could provide powerful motivation to keep the Rebels going.
- *The Graveyard is what they call what remains of the planet Alderaan.* This is true.

PLAYER MAP: Isttu Village



Cathleen Hunter

- *Kamiroz is the name of an Imperial officer; a bounty hunter; a crime lord.* These rumors are false.
- *Kamiroz is the name of one of the two miners who arrived a few days ago, but he hasn't been seen since yesterday.* This is true.
- *Equet, who runs the Weapons Shop, is recruiting tough men and women for a high-paying job in the Mynos Cluster.* This is true.
- *Kapin Toologin, a frequent patron of the Great Mother River Restaurant, is a powerful crime lord.* This is false. He is a galactic insurance salesman on vacation.
- *The miners from the Alderaan outpost claim to have uncovered a vast treasure — the wealth of Alderaan itself!* This is false. In fact, the miners were particularly closed-mouthed about their entire tour in the Graveyard.
- *Stormtroopers have taken over Bazaar and are even now amassing outside the village to arrest everyone here.* This rumor is false, told by a drunk spacer hoping to get a free drink.
- *Poliss is a tall, spotted Ithorian who runs the Droid shop.* This is true. One of the serving girls can reveal this information if asked. However, asking about Poliss in the cantina arouses the attention of Dal Rogos, who is investigating rumors of Poliss's Alliance connection.

2. The Inn on Isttu Lake. This inn is not as opulent as the hotel across the lake, but it offers comfortable accommodations at reasonable prices (25 credits per night per person). Darr and Kamiroz have a room here, but neither man has been in since they went out to breakfast yesterday morning. The Rebels can find this out by modestly bribing (25 credits) the desk clerk. If they sneak into the room (Moderate security check), they find that the beds have not been slept in since the maids were by, and their travel bags are still here. There is a holomessage on the room's comlink. It is from an Ithorian with a spotted complexion, who warns them to "be cautious. Your lives are in danger. Come to my shop as soon as you can." Obviously, the miners never received the message, as it was still waiting for them. The spotted Ithorian is Poliss, but the Rebels shouldn't know that without doing some digging.

3. Kel Tag Courts. Three courts are available by reservations for any guests who wish to try the Ithorian sport.

4. HoloTheaters. The latest holovid movies from the Galactic Core are shown in the three

theaters. One of the men matching the miners' descriptions was in the theater yesterday afternoon.

5. The Jungle Cafe. Moderately-priced meals for the traveler on a budget. The host remembers that two men matching the miners' descriptions came by for breakfast yesterday morning. They tipped well. Belinda Vog and two members of her crew are enjoying a meal here when the Rebels arrive. She looks up when they enter, smiles at one of the male Rebels, then returns to her meal.

The host, as with most of the Ithorians the Rebels will encounter, refuses to answer any other questions, feigning ignorance. A young Sullustan eating alone, however, motions them to come over if they have been trying in vain to get answers from the host. The Sullustan nods briskly at all of the questions the Rebels ask, but offers only vague responses such as, "Yes, I've heard of that," or "I seem to recall that that's correct." If they ask about Kamiroz, however, his eyes light up and he says, "Kamiroz is a crime lord from Roche system. There was a report on him on last night's holonews broadcast. I hear he's starting a gang war with Jabba the Hutt!" This, of course, is not true.

6. Isttu Galactic Bank. The bank serves a number of functions for the guests in Isttu Village. It provides a secure vault for storing valuables. Its computer system can hook into the Imperial Galactic Bank to transfer credits for purchases. It also has an exchange desk for transferring member planets' money into galactic credits. Visitors without galactic credit equivalents must use the services of the credit changer over in the merchant's block.

While visiting the bank, the Rebels get to witness a bank robbery. A gang of six thugs has decided to pull a job within the confines of *Bazaar*. They are none too bright, and have not figured out all of the consequences of their actions. But they are dangerous, and innocent people could get hurt before the Ithorians are able to bring them under control—including the Rebels. If the Rebels decide to intervene, the thugs fight until *wounded*. *Wounded* thugs surrender, and when only two remain unwounded, they surrender as well (unless they seem to be winning).

The thugs aren't after credits. After all, credits never change hands. They are moved back and forth over the computer lines. Instead, they want the planetary money which has been filling the vaults since the first visitors arrived. Then they plan to go down to the planet *Bazaar* is orbiting and live like kings.

If the Rebels don't intervene, the thugs make off with a pile of money and with all of the valuables the current bank customers were carrying, including whatever they can find on the Rebels. They will also seriously injure a young woman who resists when they snatch her carry bag. The Ithorians will catch the thugs before they reach their ship, and all valuables will be returned the following day.

If the Rebels do intervene and restrain the thugs before anyone gets hurt, they receive the gratitude of the local merchantate, a reward of 50 credits each, and dinner at the Council House with the local council members and any important guests.

If the Rebels try to stop the thugs and things get out of hand, Dal Rogos jumps in to help them. It's one of the acts he uses to secure his undercover identity and build trust.

Thugs (6): DEX 2D, blaster 3D, brawling parry 2D+1, dodge 2D+2, melee 2D+2; KNO 2D; MEC 1D+2; PER 2D, con 2D+1; STR 2D+1, brawl 3D; TEC 2D. Each carries a blaster pistol (damage 4D) and a club (damage 3D+1).

7. Merchant Council Building. This two-story, finely-appointed structure is the heart of the village. Here, the local merchantate (village leader) has offices, and the village's merchant council meets to decide policy and regulate commerce. The merchantate also serves a diplomatic function, attending to any beings that require legal or governmental aid. The local peacekeepers are also stationed here.

If the Rebels decide to report the assassin Droid's attack, this is where they must come. The merchantate will question them with the aid of a protocol Droid, ask them their business on *Bazaar*, and check their visitor passports. As long as they are polite and don't tell conflicting stories, the merchantate thanks them and sends them on their way with his assurances that the matter will be fully investigated.

If they did not stick around to help Hanos Darr against XS3 but still reported the incident, then the merchantate will send two peacekeepers to gather up the Rebels and bring them back to the council building a few hours later. He asks them the same series of questions, looking for any discrepancies. When he is satisfied that they are innocent, the merchantate informs them that the man they saw running through the jungle was found murdered. He died of multiple blaster shots to his body. He asks the Rebels not to leave *Bazaar* without first clearing it with his office, but otherwise they are free to continue their visit.

If the Rebels sneak into the building, they can access the herd ship's computers (Moderate *computer programming* roll for each piece of data) to find out about the current guests. They can check names to find out occupations, arrival and departure data, and where the guest is staying. Checking for Darr or Kamiroz shows that they arrived together, are registered to leave in two days, and are staying at the Inn on Isttu Lake. They are listed as miners. Dal Rogos arrived right after the miners, is scheduled to depart in four days, and isn't registered with any inns. He is listed as being a languages teacher from Gendoraan. Belinda Vog has been aboard *Bazaar* since it entered the system a week ago, and is set to leave tomorrow. She is listed as the chief executive of Vog Salvage, Inc.

If the Rebels subsequently foil the bank robbery attempt, they are invited to the council building for dinner. Here they meet all of the top merchants and their families. The Ithorians can tell them that the Graveyard is what the asteroid field created by the destruction of Alderaan is called, that they have heard of a fabulous treasure being found recently in the Graveyard, and that Belinda Vog has been asking the same kind of questions as they have. Someone remarks that one of the female Rebels (if there are any) looks like that traitorous Leia Organa (what a terrible Senator she turned out to be!), while another comments how one of the young male Rebels looks like that awful Luke Skywalker-something-or-other, whose likeness was on a recent Imperial Most Wanted holoimage report. If they protest that they aren't these people, they get doubtful glances. If they say nothing or actually claim they are the Heroes of Yavin, they hear mumbled "I knew it"-type phrases from the crowd.

Merchantate: DEX 3D, melee parry 4D, melee 3D+1; KNO 3D+2, bureaucracy 4D+2, cultures 4D+1; MEC 2D+1; PER 3D+1, bargain 4D+1, command 4D+1, con 4D+1; STR 3D; TEC 2D+2. Carries a staff (damage 4D).

Peacekeepers: DEX 2D, blaster 3D, brawling parry 3D, dodge 3D, melee parry 2D+1, melee 2D+2; KNO 2D+2; MEC 1D+1; PER 2D+1, command 3D+1, search 3D+1; STR 2D, brawl 3D; TEC 1D+2. Carry blasters (stun damage 4D), force pikes (stun damage 4D), comlinks.

8. Medical Center. This full-service medical center features the latest in medical Droids, bacta tanks, and emergency medical care. It is supervised by Dr. Heltiss, one of Ithor's finest physicians. If the Rebels have the time and the money, most battle damage can be repaired at this modern facility. Doctors here have *medicine* skills of

4D to 7D, and treatment fees vary according to a doctor's skill. Add 25 credits (for a 4D skill) to 100 credits (for a 7D skill) to the costs listed below.

- Medpac healing: wounded, 150 credits plus doctor fee; incapacitated, 400 credits plus doctor fee; mortally wounded, 700 credits plus doctor fee.
- Bacta tank healing: wounded, 75 credits plus doctor fee plus 2D hours; incapacitated, 150 credits plus doctor fee plus 2D days; mortally wounded, 300 credits plus doctor fee plus 2D weeks.

9. Great Mother River Hotel. The Great Mother River Hotel is as elegant and expensive as its name suggests, set aside for the comfort of the wealthiest visitors. The hotel rates among the best of the intergalactic five star establishments, with full accommodations, services, and entertainment extravaganzas. Top-name talent from the Core can be seen performing nightly in its club, and its health spa is ranked alongside the facilities on the *Kuari Princess*. At 100 credits plus per night, those who can afford to stay here say it is worth it.

10. Great Mother River Restaurant. Across the river from the GMR Hotel, the River Restaurant is joined to the elegant establishment via a skywalk, and shares all of the opulence and expensive taste of its companion facility. The fare here is all top-line, high-priced galactic cuisine, accompanied by 200-credit-a-bottle champagne, strolling minstrels, and dessert carts to tempt even the steadfast dieter.

A current favored diner is Kapin Toologin, who takes breakfast, lunch and dinner at a table overlooking the gardens. Rumors from the cantina claim that the Twi'lek is a powerful crime lord visiting *Bazaar* on vacation. While he is on vacation, he is not a crime lord. Toologin is an insurance salesman. The Rebels, if they believe the rumor, may come to Toologin for information. The Twi'lek has an air of self-importance that may lead the Rebels to think they've come to the right person. He can tell them a little about the miners, as he watched them walk through the garden while he was eating lunch. He noticed that they split up after a brief discussion on the garden path; one headed out of the village, the other toward the merchant block. If coaxed, he remembers one other thing. There were two other people in the garden around the same time. No, that's not quite right. There was a person and

a black, nasty-looking Droid. He thought it odd that the Droid followed the first miner out of the village, while the other one went in the direction of the merchant block. When the discussion begins to wind down, Toologin tries to interest the Rebels in some insurance. While they may think he is offering them extortion protection or some other underworld bill of sales, he is just trying to push policies for his insurance company.

11. Ithor Delicacies Food Stand. Exotic vegetarian food fit for an Ithorian king is on sale at this stall. While the food is eatable by non-Ithorians, it is not always palatable. Featured foods are hoyy seeds, liwi fruit, and covado salad.

12. Ithor Craft Shop. Craft master Jerru demonstrates ancient Ithor plant-forming techniques, and also sells his wares. Most are considered high art throughout the civilized galaxy. Jerru is an Alliance sympathizer, and he can direct the Rebels toward Poliss if they ask (and if he thinks they are okay).

13. Data Books. The latest galactic best-sellers, as well as best-loved classics that have not been banned by the Empire can be purchased here. Data books are small memory chips that can be inserted into a data pad or other input device. The text can then be read over the computer screen, or read aloud by units that possess voice synthesizers, including protocol Droids. The shopkeeper is a female Ithor named Visfuu. She loves to talk to visitors, and will tell the Rebels that a man matching Kamiroz was by earlier today. He purchased "Poems of Alderaan" before moving on. There was also another person asking about him, a woman who did not give her name. This was the second assassin, but don't let the Rebels know that yet. See "Finding Kamiroz" for more details on the second assassin.

14. HoloVids & Music. HoloVIDs and music vids from the top of the galactic charts.

15. Galactic Footwear. Foot gear for everyone, from humans to the largest aliens. Reasonable prices.

16. Clothes for Him. This clothing shop has an interesting discussion going on when the Rebels arrive. The shopkeeper, Leww, is listening as an old spacer tells him about the ghost ship he saw while passing by the Graveyard. "It was an



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Alderaan War Frigate,” the spacer recalls, “the likes of which I haven’t seen since the Clone Wars. It appeared in front of my ship, then before I could so much as run a sensor sweep it was gone!”

17. Clothes for Her. Rebels can find everything from formal wear to casual clothing for human and alien women.

18. Exotic Items. This shop features strange, beautiful, and expensive curios from all over the galaxy. If there is a Jedi character among the Rebels, the Ithorian shopkeeper senses the Force and offers the Rebel an item from his private (and hidden) collection. It is a working lightsaber, which he will sell to the Jedi for 250 credits. If there is not a Jedi, whichever Rebel has the most Force points will be offered the saber for 400 credits.

The shopkeeper also tells them about the rumor he has heard concerning the Graveyard. He says that they have found an ancient Jedi temple within an asteroid, and the stories concerning the Royal Palace are being spread to hide the truth.

19. Fast Food. Reasonably-priced food served quickly and with little fanfare.

20. Jewelry. This stall features both expensive and imitation jewelry, from rings to necklaces to fancy chronometers. The shopkeeper will also purchase jewels and precious metals. He is talking to a member of Belinda Vog’s salvage crew when the Rebels enter, discussing the rumors of the discovery of Alderaan’s Royal Treasury in the Graveyard.

21. Spaceship Sales. Used space vehicles of the tramp freighter variety can be viewed on holo and purchased here. The salesman knows Kamiroz, he claims, if the Rebels ask. He says that Kamiroz is an Imperial admiral sent to negotiate leave rights for the Imperial Fleet.

22. Gossit’s General Store. Anything the space traveler needs in the way of supplies (except for weapons, armor, or space suits) can be purchased here. It is well stocked and only slightly expensive.

23. Poliss’s Droid Shop. This shop features new and used Droids, computers, and Droid services such as memory wipe, programming, and restraining bolt installment.

When the Rebels arrive, Poliss mistakes them for Princess Leia and her companions, especially if one of the Rebels is carrying a lightsaber. He sent a message that Leia should come immediately

and the Rebels showed up using the appropriate code phrase. He tells them that Kamiroz is safe. Go to "Finding Kamiroz" to run the encounter.

24. Travel Broker. The travel broker can secure passage between the major systems for those who need to get from one point in the galaxy to another. His rates vary depending on the mode of travel. He can hook people up with luxury liners, private captains, or even cargo ships that need extra crew members.

25. Credit Changer. This pawn shop and credit changer serves those who do not have galactic credit accounts or currency from planets recognized by the Imperial Banking Commission. Kamiroz was by yesterday exchanging some heret ore for credits. The changer believes he is a bounty hunter searching for a party of Rebels.

26. Weapon Shop. Personal melee and ranged weapons for sale.

Equet, the shopkeeper, is recruiting men and women to serve as mercs in the Minos Cluster. This can be used to set up a future adventure.

27. Armor and Space Suits. Protective gear for sale, including breath masks.

28. Cloth and Fabric. Sold by the bolt.

29. Imperial Recruitment Center. Enter Imperial service through this recruitment center. Army, navy, security, scouting, and less-military service branches are available.

The center is run by Enger Mowen, a fat human trying to match Jabba the Hutt in size and personal habits. He planted a rumor that he is looking to recruit Rebels for the Alliance. He is actually taking names to give to the Empire.

30. Recreational Goods. Sports equipment for sale.

31. Farmer's Market. Broker handling crops from neighboring systems, looking to connect those who have with those who need.

32. Village Healer. An Ithorian healer with 3D medicine and an ample supply of medpacs. His services, including the use of the medpacs, are: wounded, 75 credits; incapacitated, 150 credits; mortally wounded, 250 credits.

Encounter: Finding Kamiroz

Poliss tells the Rebels, whom he believes to be the famous Princess Leia and the Heroes of Yavin, that Kamiroz is an Alliance agent just back from the Alderaan system. He has important information that he will only share with the Princess. Poliss discovered that others were looking for the miner and sent him into hiding. If Hanos Darr survived the assassin Droid attack, Poliss explains that he is waiting with Kamiroz.

"He is safe with the priest in the Mother Jungle," Poliss explains. "You may go below and speak with him."

If the Rebels go below, read:

The Mother Jungle is a beautiful tropical jungle. A light rain is falling as you enter the jungle, and you hear the distant call of some wild animal. As you begin to look around, a tall Ithorian steps out of the trees. From his garb, you deduce that he is a priest.

"Hurry," the priest tells you. "Evil ones have invaded the Mother Jungle, and they seek to kill the Mother's guest."

He points toward a path that was not visible a moment ago, and you hear the distinctive sound of blaster fire shatter the calm melody of the falling rain.

If the Rebels race down the path, they reach Kamiroz after he has taken a number of blaster shots. His attacker is the assassin, Ferreges, a



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human female hired by the Empire to hunt down and eliminate the miners. If XS3 was not destroyed in the earlier encounter, it is here, too (as is Hanos Darr if he survived). The assassin(s) fight to the death.

Ferreges: DEX 4D, blaster 5D, dodge 5D, grenade 5D, melee 5D+1; KNO 2D+2, streetwise 3D+2; MEC 2D+2, starship piloting 3D+2; PER 3D, con 4D, hide/sneak 4D, search 4D; STR 3D+2, brawling 4D+2; TEC 2D, security 3D.

Description: Ferreges is a tall, blonde woman with an exotic, wild look. She has been mistaken for Belinda Vog throughout *Bazaar*, but there is a significant difference between the two. Ferreges is totally ruthless and as unemotional about her job as the Droid she is teamed with.

Equipment: Heavy blaster (damage 5D), hold-out blaster (damage 3D+1), two grenades (damage 5D), knife (damage 4D), protective vest (armor code 4D).

When the battle is over, Kamiroz is *mortally wounded*. He tells the Rebels the following before he lapses into unconsciousness.

“Thank the Force you came, Princess,” the wounded man manages to say through his pain. “They found the Palace. The Royal Palace. It’s in the Graveyard. Go to Mining Outpost 11. The report was filed there.” He shudders as pain wracks his body. “One scout also said they found ... Bail Organa ... hurry ...” With that, Kamiroz falls unconscious.

Cut-Away to Princess Leia

Read aloud:

EXTERIOR: KWENN SPACE STATION. The camera pans past the Millennium Falcon, docked at the station, finally zooming in on a viewport.

INTERIOR: KWENN SPACE STATION. Princess Leia Organa, leans over a wounded man. Luke Skywalker and Han Solo stand beside her. She turns to Luke.

“They’ve found my father,” Leia says quietly. “We’ve got to go back to Alderaan.”

Luke Skywalker nods.

Cut to ...

INTERIOR: **BAZAAR’S HANGAR DECK AND THE REBEL HEROES.**

If the Rebels take the wounded man to Poliss, he will see to it that Kamiroz receives treatment. He urges them to act on whatever information the man relayed to them, for others are growing more interested — and more bold.

The next step is for the Rebels to recover their ship and head to the Graveyard to check on Kamiroz’s story.

Episode Two

Walking in the Graveyard

Summary

This episode takes place in the Graveyard of Alderaan, an asteroid field made from the shattered chunks of the once-great planet. The Rebels arrive here after sorting through the many rumors floating around *Bazaar*, and after receiving the message from Zaz Kamiroz that was intended for Princess Leia.

The episode opens with a terrifying encounter with the ghost ship that haunts the Graveyard. Then, at Mining Outpost 11, the Rebels find the survey team's log and the location of the Palace site. A harrowing run through the asteroid field — dodging asteroids, Droids, and Vog's salvage team — ends when the Rebels reach the asteroid designated as 7785.

Encounter: Ghost Ship

The Rebels emerge from hyperspace outside the asteroid field that was once Alderaan. Sensor checks indicate no other ships currently in the vicinity, but a Moderate *Mechanical* roll by the Rebel operating the sensors allows him to pick up vague communication transmissions from within the asteroid field.

Then, as the Rebels are deciding their next course of action, the following occurs. Read:

The expanse of space and the view of the swirling asteroid field beyond your viewport is suddenly blocked by the appearance of a huge spacecraft. It is directly in your path, looming like a mountain before you. At your current rate of speed, you estimate impact in less than one minute.

Now call for a *starship piloting* roll and use the following results to describe what happens.

- *Very Easy*. If the pilot generates a 3 to 5 with his roll, he cannot change course significantly. He struggles with the controls as his ship flies closer and the ghost ship looms larger. The Rebels' ship smashes into the ghost ship, but before the impact can even register, the ghost ship dis-

appears. The Rebels' craft suffers *heavy damage*.

- *Easy*. If the pilot generates a 6 to 10, he veers his craft enough to only sideswipe the massive vessel before it disappears. The Rebels' ship takes *light damage*.

- *Moderate and above*. If the pilot generates an 11 or better with his roll, he is able to maneuver his craft beneath the massive ghost ship. The Rebels fly along its underside for a few seconds, marveling at the size and workmanship. Then, as they watch, the ghost ship disappears.

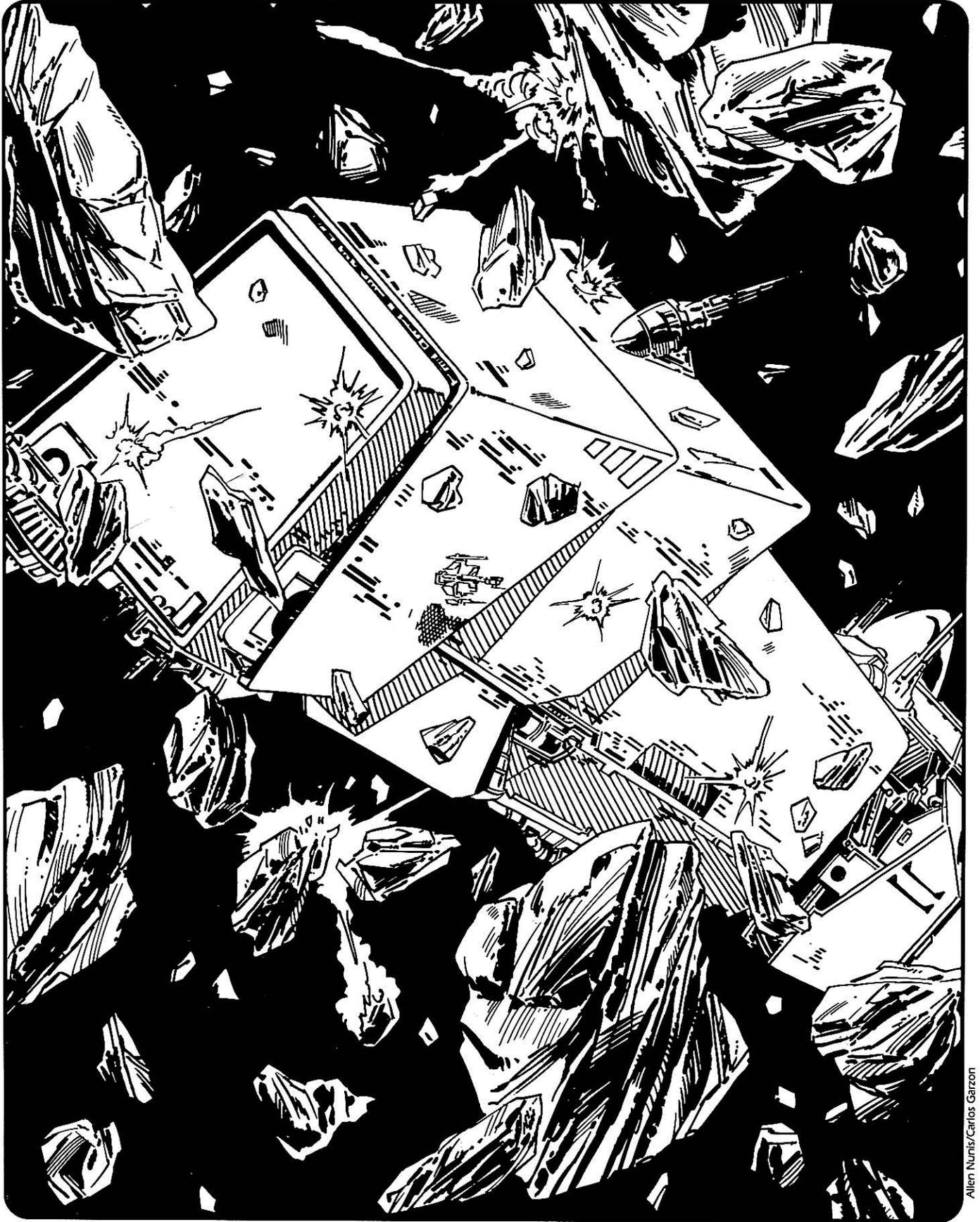
Rebels can make Difficult *technology* rolls to see if they recognize the ship type. Anyone who makes the Difficult roll remembers seeing the vessel in holotexts. It was an Alderaan War Frigate, from the time of the Clone Wars before Alderaan destroyed all of its weapons.

Another Rebel can check the sensors to find out what happened to the ship. A Moderate *Mechanical* roll determines that the ship didn't just disappear; it jumped to light speed.

Mining Outpost 11

Once the Rebels enter the asteroid field, they begin picking up signals from navigation beacons. They can follow these signals to the Alderaan system mining station — Outpost 11. The outpost is run by Kathos Loof, but all of his miners have been replaced by Imperial agents. He goes along with their subterfuge, hoping that this Imperial business will end soon so that he can get on with the business of mining asteroids.

If the Rebels announce themselves, the mining outpost directs them to a bay in the hangar. Any cover story the Rebels offer is accepted, as the miners (who are actually Imperial agents) want the Rebels to enter the outpost and find the location of the Royal Palace. Once the Rebels dock, a message is sent to Lord Darth Vader, informing him that they have arrived. The Imperial Fleet will arrive later in the adventure, just before Princess Leia.



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Below are descriptions of the various sections of the mining outpost, as well as a number of encounters that can occur within it.

Mining Outpost, Exterior

1. The Main Station. This three-level structure contains the main living and working areas of the outpost.

2. Docking Bays. The outpost's three shuttles and cargo ship are docked here. One of the shuttles has actually been refitted to serve as a stormtrooper assault shuttle.

3. Smelted Ore Storage. Mined ore that has been processed through the smelting unit is stored here.

4. Solid Ore Storage. Mined ore in its solid state is usually stored here, but the section has been converted into barracks for the two platoons of stormtroopers under Captain Janus Bonn's command.

5. Solid Ore Processing Plant. Droid-controlled processing plant for separating ore from worthless rock.

6. Smelted Ore Processing Plant. Droid-controlled processing plant for removing impurities from pure metal.

7. Mine Shaft Core. Shaft connecting the outpost to the mine dug into the asteroid.

Mining Outpost, Upper Level

1. Access to Mine Shaft. This repulsor-field tube carries miners and their equipment to and from the mines. Leaping into the right side of the tube automatically activates the field and gently lifts a miner upward. They return via the downward field on the left.

If the Rebels enter the mines on their own, go to "Encounter: The Laser Skiff."

2. Corridor. The main corridor on the level connects all of the various chambers, as well as the far turbolifts up to the processing facilities.

3. Mining Vehicles, Droids. Labor Droids and the specialized vehicles used in the mines are stored here. Vehicles include two laser skiffs (for tunneling) and four repulsor ore carts. The Droids are programmed to do one type of work, to dig, and are not very bright or good at speaking.

4. Workshop. Equipment repairs are done here in this fully-equipped workshop. Rebels may use the equipment to repair any of their items if they so desire.

5. Mine Command Center. Kathos Loof is usually found here amid the banks of monitors that show views of the mines. In addition, when the miners go into the tunnels, Loof can monitor

their progress through cameras attached to their mining rigs.

The information the Rebels are after can be found in the command center's computers. At night, there is no one on duty within the center (as per Captain Bonn's orders). Go to "Encounter: Information Run" if the Rebels come to this room to access the computers.

6. Sick Bay. An MD-5 medical Droid runs this small, six-bed facility.

7. Quarters. Room to sleep 10 miners.

8. Quarters. Room to sleep 10 miners.

9. Equipment Storage. Mining equipment, including vibropicks, power shovels, and power hammers are stored in this locked chamber. The important mining rigs are here, as well. These frames are worn by the miners, and provide a number of essential tools and aids. The rig includes lights, ore sensors, comlinks, three different laser drills, a camera sending information back to the command center, breath mask attachments, and a limited use jet pack for minor jumps.

Mining Outpost, Middle Level

10. Power Core. The generator that supplies power to the outpost is found here.

11. Corridor. The main corridor on the level connects all of the various chambers.

12. Storage. Food, water, and other necessities are stored here.

13. Lounge. This chamber features reclining chairs, data book screens, and holovid viewers for the miners' entertainment and relaxation.

14. Rec Room. This room contains recreational games such as holochess, a sabacc table, and a holo slaf course. If the Rebels enter this room on their own, go to "Encounter: The Miners."

15. Galley. Food processing units and tables.

16. Computer Room. All of the computers located throughout the outpost are actually satellite stations of this mainframe computer. The information the Rebels are after can be accessed from this room. If they come here on their own, go to "Encounter: Information Run."

17. Outpost Command Center. All stations, storage and processing facilities, and the hangar are monitored from this command center. In addition, regular sensor sweeps of the asteroid field are made from here. Loof gives command of the center to one of his lower officers, as he prefers to monitor the mines. The information that the Rebels seek can be accessed from here; see "Encounter: Information Run."



Alien Numis/Carlos Garzon

Mining Outpost, Lower Level

18. Auxiliary Power Core. The emergency generator is found here.

19. Corridor. The main corridor on the level connects all of the various chambers.

20. Command Quarters. This apartment is used by Loof and his three shift officers. If the Rebels want to approach Kathos Loof, go to "Encounter: Kathos Loof."

21. Hangar/Repair Station. This lift platform down to the hangar also contains tools and work Droids used for repairing ships.

22. Storage. More supplies are stored here.

23. Life Support Systems. The outpost's life support machinery is here.

24. Hangar/Repair Station. Another lift platform and repair station.

25. Asteroid Tracking and Mapping Station. This holomapping chamber identifies and tracks asteroids through their orbits, reporting any approaching dangers to the command centers above. The Rebels can access the information they seek from this room; see "Encounter: Information Run."

A. Solid Ore Storage. This section of the outpost has been converted into a stormtrooper barracks. It can be entered through doors on the

lower level, but these require a Very Difficult security roll to open. If the Rebels decide to enter this section, go to "Encounter: Stormtroopers."

B. Smelted Ore Storage. All of the smelted ore is stored here in giant holding tanks.

Outpost Encounters

Here are the encounters that can occur on the mining outpost. Gamemasters are encouraged to add additional encounters if the course of their adventure dictates them. Note, not all encounters must occur, and they may occur in any order depending on what the Rebels decide to do.

Encounter: Kathos Loof

If the Rebels decide to approach the leader of the mining outpost, they are directed to Kathos Loof. He can usually be found in the Mine Command Center (5) during the main work shifts, in the galley (15) at meal time, or in his quarters (20) during the evening shift. How he behaves toward the Rebels depends upon when and where they approach him. See Loof's template in the "Character Templates" section for his statistics and profile.

Approaching Loof in the Mine Command Center:

Here Loof is all business. He had miners by the names of Hanos Darr and Zaz Kamiroz here during the last work tour, but they decided not to sign on for another tour. They were good workers and never caused trouble. If they ask about any recent discoveries, Loof scoffs at them and tells them to get out of his command center because "I have real work to do."

Approaching Loof in the Galley:

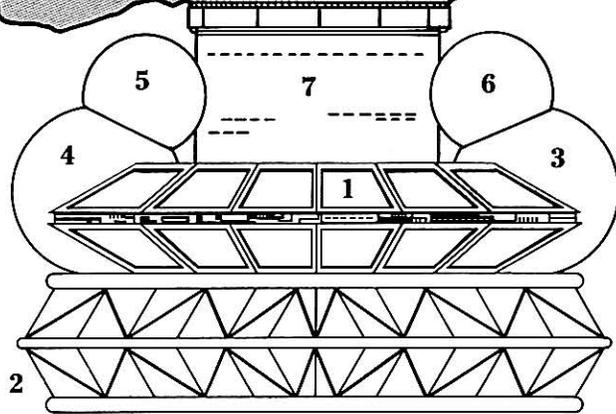
If the Rebels catch up to the mining chief here, Loof tells them the same information about Darr and Kamiroz, but he seems nervous. Any Rebel who makes an *Easy Perception* check notices the other miners in the galley watching the exchange. A *Moderate* roll gains the added bonus of seeing Loof's eyes dart from the miners to the Rebels and back again. If they ask about recent discoveries, Loof pauses, looks around at the miners, and says, "There was a survey team through here a few weeks back. They logged a report via our comm unit, then left." With that, Loof takes his mug of hot juice and leaves.

Approaching Loof in his Quarters:

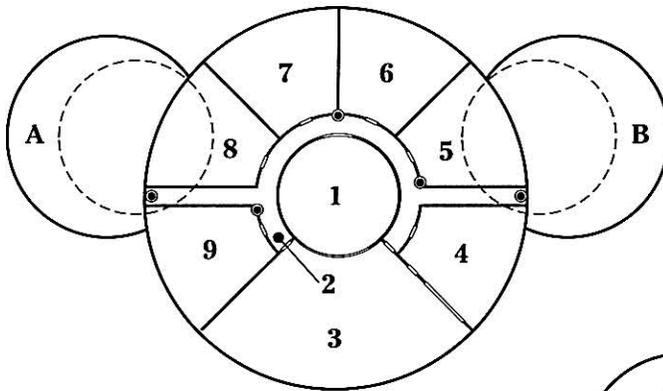
This approach yields the Rebels the most information. Loof is alone in his apartment when the Rebels arrive. He ushers them in, checks the corridor, then shuts the door. He tells them that most of his last tour decided to leave after the survey team passed through. He doesn't know what the team discovered out in the asteroid field, but he has heard lots of rumors. He tells the Rebels a

**GAMEMASTER DIAGRAM:
The Mining Outpost**

**Outpost Exterior
Side View**

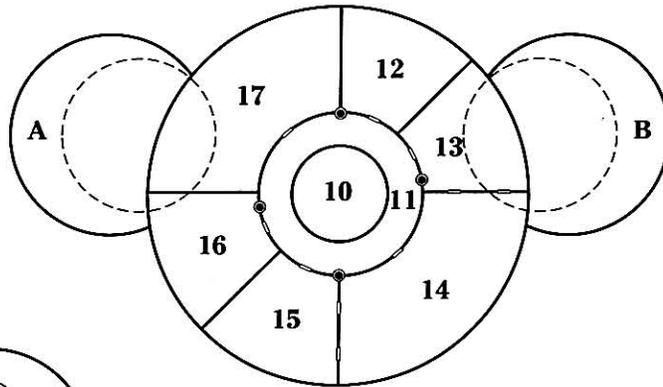


Upper Level

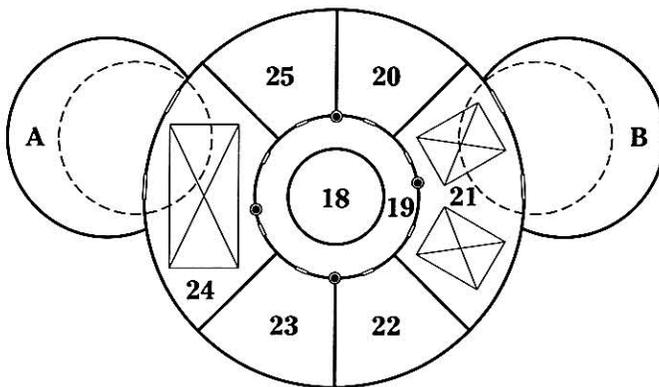


Side View Key	
1. The Main Station	5. Solid Ore
2. Docking Bays	Processing Plant
3. Smelted Ore	6. Smelted Ore
Storage	Processing Plant
4. Solid Ore Storage	7. Mine Shaft Core

Middle Level



Lower Level



- Turbolift
- Door
- ⊠ Lift Platform

code that will reduce all difficulties when using the outpost's computers by one level. Then he says, "I don't know what's going on, but I know it involves the Empire. I've got nothing against them, but if you plan on crossing them, you best do it very carefully." If the Rebels convince him of their good intentions and make a Moderate *bargain* roll, he adds: "I don't know what they found out there, but I guess it doesn't matter to them. They just want someone named Leia and Skywalker. If that's you, I'd suggest you get in your ship and fly away very fast."

Further discussion ends when one of Loof's shift officers enters the apartment.

Encounter: Does Anyone Know Zaz Kamiroz?

If the Rebels start asking questions about Kamiroz, the miners on the station offer many different answers. Miners who are working become annoyed at the intrusion and warn the Rebels to leave them alone. Miners in their quarters (7, 8) or in the lounge (13) explain that they knew Kamiroz and his friend Darr very well. They decided not to sign on for another tour and recently left the outpost. Miners in the rec room (14) decide to have some fun with the Rebels. Go to "Encounter: The Miners." Those in the galley (15) explain that Kamiroz was actually a bounty hunter who posed as a miner for a short time. Once the survey team came through, they say, continuing the lie, he left the outpost.

If the Rebels ask questions about any of the rumors concerning the Graveyard, the miners embellish the tales with stories of ghosts walking

the outpost corridors, giant space slugs, and spider-like aliens living in Asteroid 7785. None can keep straight faces while telling these tall tales, and the miners break up into fits of laughter.

See the template in the "Character Templates" section for miners' statistics and profiles.

Encounter: The Miners

If the Rebels approach the miners taking a break in the rec room, they become the target of a group looking for trouble. These miners tell the Rebels that they ask too many questions. If it's a lesson they want, then the miners are just the teachers they've been looking for. What follows is a good, old-fashioned brawl. None of the miners will use anything more deadly than a club unless the Rebels draw energy weapons. Then they will match the weapons in kind. But if the Rebels stick to fists and clubs, then the fight ends once one side or the other is knocked out. There are eight miners in the rec room, and all join in the brawl.

Encounter: The Laser Skiff

If the Rebels go into the mine, they wind up victims of an unfortunate accident which is actually a test to determine if they are the Heroes of Yavin. A run-away laser skiff comes blasting into the tunnel they are in. It fires two shots every round, and tracks movement with its sensor array. It fires at the closest moving Rebel every time it takes a shot. Anything smaller than one meter doesn't attract its attention. It continues to fire until it is brought under control or destroyed. Some methods for stopping the skiff include:

- *Destroying the Skiff.* If the laser skiff receives enough damage to *incapacitate* it, it stops shooting. A *mortal wound* destroys it.

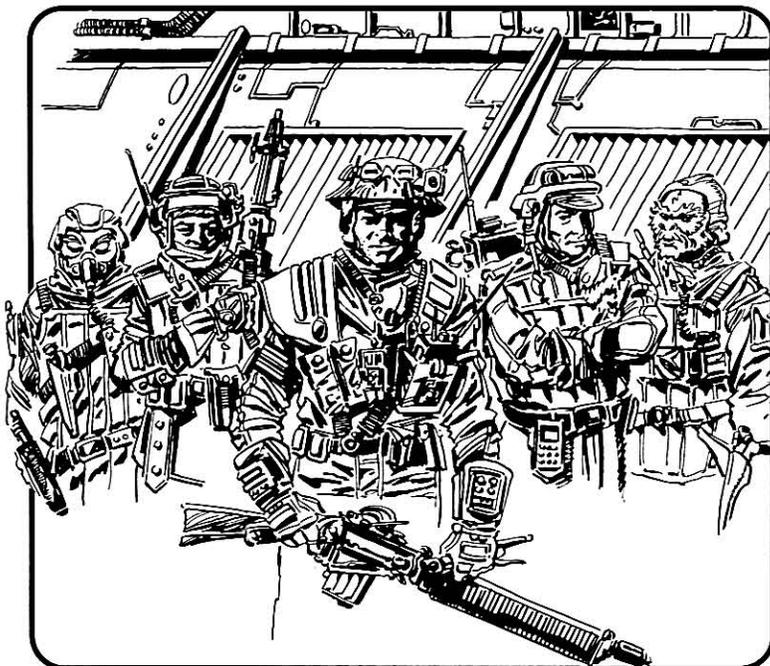
- *Knocking Out the Sensor Array.* If the Rebels *incapacitate* the sensor array (Difficult to hit, STR 2D), the skiff becomes "blind." It can no longer target the Rebels, but must shoot blindly. Increase its difficulty to hit by 3.

- *Taking Control of the Skiff.* A Rebel can attempt to *jump* atop the run-away skiff (Difficult check).

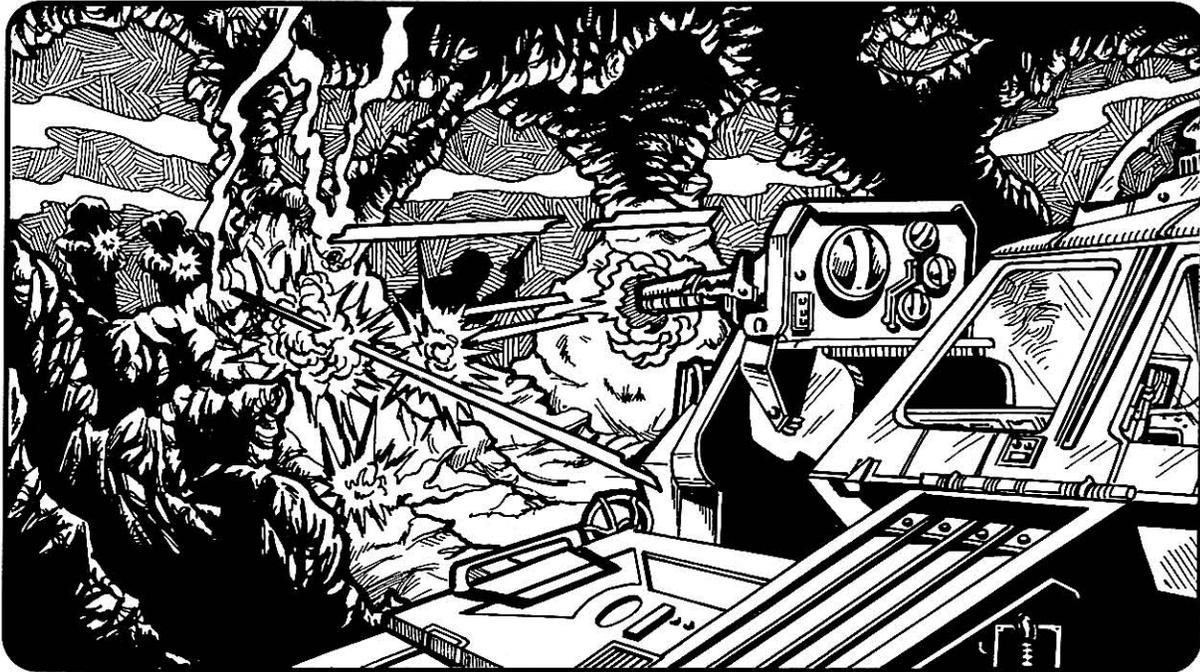
If the Rebel makes it, he can then work on unlocking the controls and turning the skiff off. This requires a Moderate *security* or an Easy *Strength* roll to break the lock case, and an Easy *repulsorlift operation* roll to turn off the engine.

If the Rebel fails the *jump* roll by as many as 5, he simply misses the moving skiff. If he fails the roll by more than 5, the skiff rolls over him, causing 5D damage.

- *The Heroes of Yavin?* If the Rebels bring the laser skiff under control, or if they manage to destroy it, the miners are convinced that these



Allen Numis/Al Williamson



Allen Nurnis/Alan Jude Summa

are indeed the Rebels that Darth Vader is looking for. This impression is fortified if any of the Rebels use a lightsaber or Force power, or if there is a Wookiee with them.

Laser Skiff: Speed code 1D; crew 2; speeder scale; Body Strength 5D front, 3D everywhere else, except sensor array 2D; laser damage 5D.

Note: Since the skiff is in speeder scale, handheld weapons have a die-cap of 3 when causing damage, and characters have a die-cap of 3 when resisting damage, as per *The Star Wars Rules Companion*.

Encounter: Dal Rogos

The Imperial Security Bureau agent follows the Rebels to Outpost 11. As he does not know that the outpost and the rumors are part of a plan set in motion by Darth Vader, he sneaks aboard the outpost and watches the Rebels to see what they are up to. When they enter one of the various computer stations throughout the outpost to access the survey team report, Rogos makes his move. As such, this encounter is used as part of "Encounter: Information Run" below.

If the Rebels take precautions while accessing the computers (such as setting a watch), then they have a chance of spotting Rogos before he strikes (Moderate *Perception* check by Rebel on watch). Otherwise, Rogos gains surprise.

Rogos attempts to stop the Rebels from accessing the computers. He is sure they are Rebel agents. In fact, he believes they are the so-called Heroes of Yavin. Still, that doesn't scare him. He uses every trick he can think of to capture the Rebels. First, he locks the door to the chamber

they are in. Then he tries to stun them while taking cover. He will only use deadly force if he has no alternative.

If Rogos begins to win, and the battle lasts longer than five rounds, then the stormtroopers arrive to help him capture the Rebels. After all, if they can take them here instead of in the Palace ruins, what difference should it make to Vader? However, none of the stormtroopers shoot to kill. They all use their blasters on stun setting. See "Encounter: Stormtroopers" if this encounter takes the appropriate turn.

See Rogos' template in the "Character Templates" section for his statistics and profile.

Encounter: Information Run

The Rebels have come to Mining Outpost 11 to examine the report logged by the Imperial Survey Team, a report that Kamiroz glimpsed briefly before he left the outpost a few days ago. The report is stored in the outpost's computer system, waiting like a worm on a hook to snag the Rebels. All of the computer difficulty levels described below can be lowered one level if the Rebels received the proper code from Kathos Loof (see "Encounter: Kathos Loof" above).

Also note that Dal Rogos will attempt to stop the Rebels when they try to access the computers (see "Encounter: Dal Rogos" above). If he is successful, he gains the assistance of the stormtroopers (see "Encounter: Stormtroopers" below).

The computer system can be accessed from a number of places aboard the outpost. These are described below.

The Mine Command Center (5) Computer. This chamber's computers can be accessed by making a Difficult *computer programming* roll. If the Rebels are successful, read them the "Survey Team Report" below. If they make a Very Difficult roll, also read them the "Long Range Comm Message."

The Computer Room (16). This chamber's computers can be accessed by making a Moderate *computer programming* roll. If the Rebels are successful, read them the "Survey Team Report" below. If they make a Difficult roll, also read them the "Long Range Comm Message."

The Command Center (17) Computer. This chamber's computers can be accessed by making a Difficult *computer programming* roll. If the Rebels are successful, read them the "Survey Team Report" below. If they make a Very Difficult roll, also read them the "Long Range Comm Message." Note that there are monitors here that can be manipulated to show the Rebels various sections of the outpost (other than off-duty areas) by making an Easy *computer programming* roll. However, no matter how hard they try, the Rebels cannot get a view of the Solid Ore Storage section.

The Asteroid Tracking Station (25) Computer. This chamber's computers can be accessed by making a Moderate *computer programming* roll. If the Rebels are successful, read them the "Survey Team Report" below. If they make a Difficult roll, also read them the "Long Range Comm Message." If they use this facility to plot them a path through the asteroid field (a Moderate *astrogation* roll), then the pilots receive +2 to their rolls for moving through the field (see "Asteroid Run" later in this episode).

Survey Team Report

If the Rebels make the appropriate *computer programming* rolls, read them the following:

- BREAKVCD7927
- Code Yavin Kill Two
- ImpScoutSecSurv
- Alderaan Sector
- Mission 46/N
- MB1711-V

■ **MB1711-V reporting.** Our exploration of the Alderaan asteroid field has been extremely successful. We have found the ruins of the Royal Palace buried within a large asteroid, designated 7785 by Outpost 11's tracking station. In addition to finding the mostly-intact structure, we discovered something even more amazing. A man who identified himself as Bail Organa, Viceroy of Alderaan, was found living

within the ruins. He refused to return with us to the outpost and was left behind until an exploration team can be sent in.

■ ENDREPbreakbreak

Long-Range Comm Message

If the Rebels make the appropriate *computer programming* rolls, read them the following:

- Imperial Holocall 23564567.8K
- To: Lord Darth Vader
- From: Captain Janus Bonn
- Subject: For Your Eyes Only

■ Lord Vader:

Operation Yavin Kill Two is proceeding according to your plan. This message is to inform you that the Rebel operatives known as the Heroes of Yavin have arrived at Mining Outpost 11 and will shortly be proceeding to Asteroid 7785. We look forward to your imminent arrival and will continue to go ahead as planned. At long last, the hated Skywalker will be yours, as well as Princess Leia and the outlaw Han Solo. I await your presence and your bidding, my master.

Encounter: Stormtroopers

If the Rebels enter the solid ore storage section, or if Dal Rogos triggers their involvement as described in "Encounter: Dal Rogos," then the Rebels meet the stormtroopers assigned to the outpost. There are two platoons stationed here (22 stormtroopers), but only one platoon is on the outpost. The other platoon is waiting at Asteroid 7785.

The stormtroopers have orders not to kill the Rebels, so they are using blasters set on stun. They will combine fire on one Rebel at a time. They will attempt to capture the Rebels if forced to come out of hiding, but would prefer to let them go to the Royal Palace where a more secure trap has been set.

Stormtroopers (10 per platoon): DEX 1D, blaster 3D, brawling parry 3D, dodge 3D; STR 2D (3D for damage purposes), brawling 3D. All other attributes and skills 2D. Armor adjustments are included in stats.

Equipment: blaster pistol (stun damage 4D), blaster rifle (stun damage 5D).

Stormtrooper Officer (1 per platoon): DEX 2D, blaster 4D, brawling parry 4D, dodge 4D; STR 3D (4D for damage purposes), brawling 4D. All other

attributes and skills 3D. Armor adjustments are included in stats.

Equipment: blaster pistol (stun damage 4D), blaster rifle (stun damage 5D), two stun grenades (stun damage 6D).

Asteroid Run

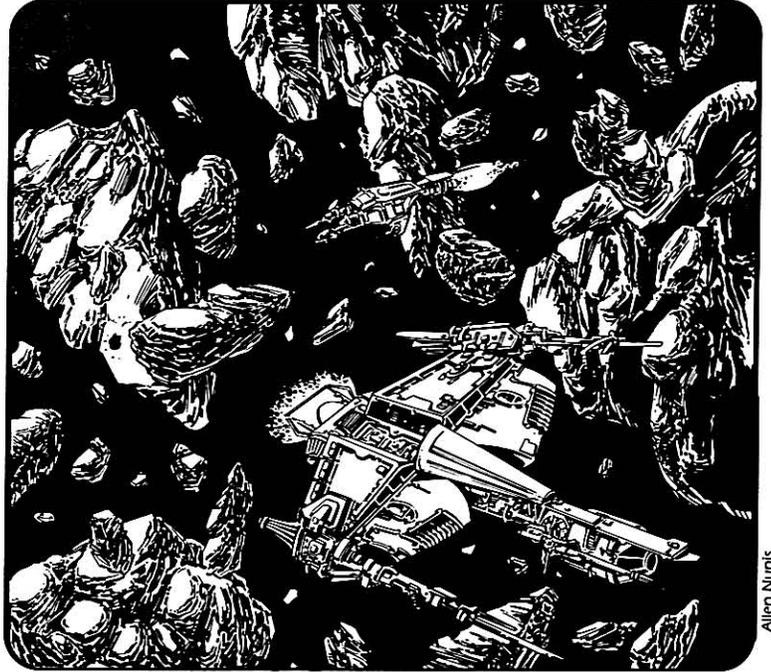
To get to Asteroid 7785, the Rebels must navigate a path through a very dense portion of the asteroid field. It is not an easy trip, and there are a number of dangers along the way — both expected and unexpected. If the Rebels used the asteroid tracking station at the outpost to map a path, then they get to add +2 to all piloting and co-piloting rolls made during the run (see “The Rules” below).

If the Rebels don’t have their own ship, we provide statistics for a ship that can be assigned to them for the completion of this mission. Also, note the salvage ship stats as well, for it will appear during the run to harass the Rebels.

The salvage ship, piloted by Belinda Vog, arrives just as the Rebels have cleared the outpost dock and are getting ready to begin their run through the asteroid field. Naturally, it follows them.

The Rules

Use the Asteroid Run game board, the Asteroid Run game pieces, and a bunch of six-sided dice to resolve the run through the asteroid field.



Allen Nurnis

The Asteroid Run Game Board

This starfield is divided into a grid. Each grid square contains a number from 3 to 18. There are two starting boxes and three exit boxes. The Rebel ship starts in the box marked “Start (Rebels).” The salvager ship starts in the box marked “Start (Salvagers).” The players control the Rebel ship, the gamemaster controls the salvager ship.

Best Cargo

Craft: Best Cargo
Type: Modified Stock Light Freighter
Crew: 4 (pilot, co-pilot, astrogation, shields)
Passengers: 6
Cargo Capacity: 150 metric tons, 40 cubic meters
Consumables: 2 months
Hyperdrive Multiplier: x1
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 1D
Maneuverability: 1D
Hull: 6D
Weapons:
 Two Laser Cannons (fire separately)
 Fire Control: 2D
 Damage: 2D
 One Heavy Laser Cannon
 Fire Control: 2D
 Damage: 4D
Shields: 2D

Reclaimer

Craft: Reclaimer
Captain: Belinda Vog
Type: Customized Special
Crew: 2 (pilot, co-pilot)
Passengers: 4
Cargo Capacity: 75 metric tons, 30 cubic meters
Consumables: 1 month
Hyperdrive Multiplier: x1
Nav Computer: Yes
Hyperdrive Backup: No
Sublight Speed: 1D
Maneuverability: 0D
Hull: 6D
Weapons:
 One Heavy Laser Cannon
 Fire Control: 2D
 Damage: 5D
Shields: 2D

GAMEMASTER PROP: ASTEROID RUN GAME BOARD



START 3 (Salvagers)	4	5	6	7	START 8 (Rebels)	9	10	11	12
13	14	15	16	17	18	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	3	4
5	6	7	8	9	10	11	12	13	14
15	16	17	18	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17	18
3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	3	4	5	6	7	8	9	10
11	12	EXIT 13	14	15	EXIT 16	17	18	EXIT 3	4

Stephen Crane

Movement on the Asteroid Run Board

Roll	Speed	Direction
3-5	1 square	Backward
6-10	2 squares	Forward
11-15	3 squares	Left
16-20	4 squares	Right
21+	Choice	Choice

Asteroids and Droid Appearance Table

Roll	What Appears
1-4	Asteroid
5	Probe Droid
6	Battle Droid

The object of the game for the Rebels is to get their ship off the board via one of the marked exits. The salvagers object is to follow the Rebels off the board so that they can find the location of the Royal Palace.

The Asteroid Run Game Pieces

There are game pieces depicting the Rebel and salvager ships, asteroids, probe Droids, and battle Droids. The effects of the game pieces and how to use them are explained below.

Game Turn

Each round, the following steps occur in the following order.

- All Droids on the board move according to their speed code. Asteroids move one square to the right.
- Gamemaster rolls one die to determine what game piece will appear on the board (asteroid or Droid), then rolls three dice to place it (see below).
- Pilots roll to determine speed and direction of their ships.
- Pilots move their ships in *starship piloting* skill order.
- Any asteroid collisions are resolved.
- Droids within range of a ship attack.
- Ships attack in *starship gunnery* order.

- Unless the Rebel ship has moved off the board through an exit square, the next round begins.

Movement

The pilot and co-pilot of each ship controls its speed and direction. Before the game begins, each pilot and co-pilot must decide which aspect of movement they will control. In the salvage ship, Belinda Vog controls the direction, her co-pilot controls the speed (see their templates in the "Character Templates" section).

All movement occurs along the horizontal and vertical lines, as shown on the direction compass. "B" means move backward, "F" means move forward, "R" means move right, and "L" means move left. The squares marked "Exit" lead to Asteroid 7785. All other squares wrap around to the opposite end of the game board.

To determine speed and direction, the pilot and co-pilot both make *starship piloting* rolls and check their results on the table above.

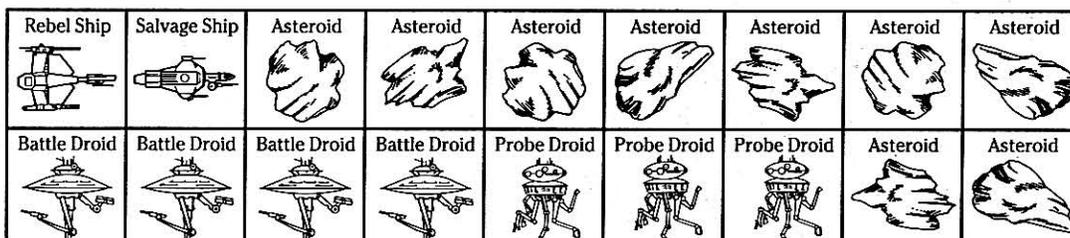
Note: a ship must always move at least one square; it cannot stand still.

Example: Belinda Vog rolls a 17 for direction, her co-pilot rolls a 15 for speed. Her ship will move 3 squares to the right this round.

Combat

The salvage ship seeks to follow the Rebels to their destination. It will return fire if fired upon,

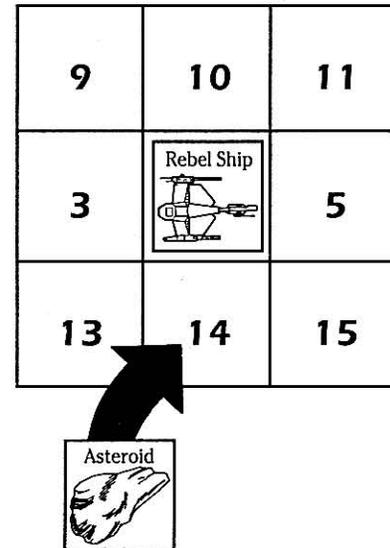
**GAMEMASTER PROP:
Asteroid Run Game Pieces**



Stephen Crane

Asteroid Appearance Example

The gamemaster rolls one die at the start of the round, before the ships move. He rolls a 3, which means an asteroid may appear. Then he rolls three dice. He gets a 14. He can place the asteroid in the square next to the Rebel ship as shown.



but isn't trying to destroy the Rebel ship. The Droids are also seeking to damage the Rebel ship, not destroy it. Both the Droids and the salvagers will use their weapons on ionization setting only (use the Ion Cannons Damage Summary on page 19 of *The Star Wars Rules Companion*).

All weapons have ranges equal to their damage code, but damage is reduced by one for every square between the combatants. So, a 3D blaster will only cause 2D of damage if there is one square between it and its target. Ships in adjacent squares can use their full damage codes.

Droids and Asteroids

To determine when a Droid or asteroid appears on the board, roll a die and consult the table below every round. Then roll three dice to determine the square it will appear in. Always place a Droid or asteroid in a square next to a square containing a ship, first next to the Rebel ship, then next to the salvage ship. If no square meeting these requirements exists, the piece is not placed this round.

Droids always move in the direction of the closest ship at the beginning of the round. They stay on the board until *incapacitated* or *mortally wounded*.

Once placed, asteroids move one square to the right every turn. When they reach the edge of the board, they are removed until a die roll again places them on the board.

Probe Droids: STR 4D, blaster cannon (ionization damage 4D+2), scale: character, speed: 3 square per round.

Battle Droids: STR 6D, blaster cannon (ionization damage 6D+2), scale: starfighter, speed: 2 squares per round.

Asteroids: STR 6D, speed: 1 square to the right per round.



Asteroid Collisions

If a ship moves into a square occupied by an asteroid, a collision occurs and all movement ceases. To resolve a collision, match the ship's hull code against the asteroid's strength of 6D. Whatever the result, the asteroid is removed from the board and the ship, if it survived the impact, may continue to move next turn.

Game End

The Asteroid Run game ends when the Rebel ship moves off the board through an exit square, is *severely damaged*, or is *destroyed*. Go to "Asteroid 7785" below.

Asteroid 7785

If the Rebel ship moves off the Asteroid Run game board through an exit square, it finds itself before the asteroid designated as 7785. If it suffered any damage in the run, then it must make a crash landing upon the asteroid. If it received *severe damage*, the pilot must make a Very Difficult *starship piloting* roll to land the ship safely. *Severe damage* means the ship's systems are locked, and all a pilot can do is try to bring the ship down on a glide as it rushes toward the asteroid. If the ship suffered *heavy damage*, it takes a Difficult *starship piloting* roll to bring it down. If it suffered only *light damage*, then a Moderate *starship piloting* roll will land the ship safely. Failure crashes the ship into the side of the asteroid, ending any hopes of lifting off again.

After they land, the Rebels see no sign of the

salvage ship. They do see the following sight, though. Read:

An opening looms before you, leading deeper into the asteroid itself. You can see that someone has been here, as a magnetic space door has been installed across the mouth of the cave to protect it from the vacuum of space. A red glow pulsates invitingly from within the cave.

The Rebels can get by with only breath masks upon this large asteroid. They can easily pass through the magnetic field that keeps atmosphere within the cave, and once they do enter it, go on to episode three.

Cut-Away to Princess Leia

Read aloud:

EXTERIOR: THE MILLENNIUM FALCON. The **Falcon** streaks through space, preparing itself for the jump to light speed.

INTERIOR: THE MILLENNIUM FALCON. Princess Leia sits behind Chewbacca, watching the viewport as realspace shifts to hyperspace.

"How long until we reach Alderaan?" Princess Leia asks.

"About four hours if I push it," Han Solo replies.

"I have a bad feeling about this," C-3PO moans from the chair behind Captain Solo.

Cut to ...

INTERIOR: A CAVE, ASTEROID 7785.



Alien Nunitis/Carlos Garzon

Episode Three

The Secret of Alderaan

Summary

This episode begins in a cave on the large asteroid designated as 7785. As the Rebels explore the cave, a platoon of stormtroopers show up to herd them further into the dark interior. That's where they discover the door to the Royal Palace.

Inside the Palace, Darth Vader's trap swings shut with a resounding crash. The entrance is sealed so that the Rebels cannot escape before the Dark Lord arrives. And within the ruins of the Palace, the heroes are subjected to psychological warfare designed to break their spirits and render them helpless.

If they survive these obstacles and dangers, then they meet the lone living occupant of the Royal Palace — a man who claims to be Bail Organa! It is he who shows the Rebels to Alderaan's greatest treasure, and its deepest shame. He shows them the secret of *Another Chance*.

Encounter: The Entrance Cave

The entrance cave is a large cavern full of stalagmites and stalactites, and a warm red glow fills the chamber with light and strange shadows. The origin of the red glow rests with a badly damaged probe Droid which crashed in the cavern. Its power cells are overloading, and in 10 rounds from the time the Rebels enter the cave, it will explode. To complicate matters, a platoon of stormtroopers is waiting to force the Rebels further into the trap.

When the Rebels enter the cave, round one begins. Have all of the Rebels make *Perception* rolls. They will notice the disabled probe Droid in a number of rounds based on the best roll's level of success. So, if a Rebel made a Very Difficult *Perception* roll, he will spot the Droid in one round; Difficult, two rounds; Moderate, three

rounds; Easy, four rounds; Very Easy, five rounds. Upon noticing the Droid, that Rebel can examine it. Go to "Probe Droid" below.

In the second round, the stormtroopers appear at the cave mouth and begin their attack. See "Stormtrooper Attack" below for their tactics.

Any Rebel taking another round to examine the cave can make another *Perception* check. Use the above round-to-success-level breakdown to determine how many rounds it will take the Rebel to spot the partially hidden door.

Probe Droid

After a Rebel spots the damaged probe Droid, he can examine it by making a *Droid repair* roll. Very Easy success tells the Rebel that the Droid has been severely damaged and appears to be overloading. Easy success assures him that its power cells have ruptured and will soon explode. Moderate success or better tells him that it will blow in less than 10 rounds, and there is little that can be done to halt the process now that it is this far along. Such an explosion will more than likely destroy everything within the cave. If, for whatever reason, the Rebels are still in the cave when the Droid explodes, they each take 10D damage. The explosion completely collapses the mouth of the cave, but totally uncovers the partially-hidden door (unless the Rebels have already passed through it, see below).

Stormtrooper Attack

At the beginning of round two, the stormtrooper platoon attacks. There are 10 stormtroopers and one stormtrooper leader in the platoon. Their statistics can be found in episode two.

The stormtroopers are here to force the Rebels into the Palace and seal the door behind them. They do not know about the damaged probe Droid. They will use a combination of lethal and stun damage force to herd the Rebels, but they try hard not to kill any of them.

The stormtroopers use cover to their best advantage (most of the rocks and stone pillars provide medium cover, difficulty +2). They will retreat as far as the cave mouth if pressed, where they will change the magnetic field into a force field of *Strength 8D* to hold the Rebels.

They use combined fire to increase their chances to hit the Rebels.

The Hidden Door

At the rear of the cave, partially hidden behind rubble, is the entrance to the Royal Palace. The door is made of finely-engraved metal, and it requires a Difficult *Strength* roll to open. Up to three characters can combine to make the effort. Once on the other side of the door, the probe Droid explodes, burying the doorway under a ton of rock and debris. The Rebels are inside the Royal Palace, but the path they took to get there has been closed to them.

The Royal Palace

The Rebels can explore the Royal Palace as they try to find both the secret they came to uncover and another exit. Use the "Buried Palace" map and the key below as the Rebels make their way toward Alderaan's secret.

Note: Every room from room 2 to 17 contains a hidden security camera (Difficult *Perception* or *search* check to spot) and a holoprojector (Very Difficult *Perception* or *search* check to find).

1. The Entrance Cave. See the encounter above.

2. The First Hall. This long hallway has a collapsed wall on one end, and a doorway on the other. Two doors are located on the wall opposite the entrance. The hall is filled with a large number of statues, holo-art, sculptures, and other objects dedicated to the creative spirit of Alderaan. When the Rebels enter the hall, one of the nearby holo-art displays changes before their eyes. Read:

The holo-art display shifts, reforming into the image of a black-armored shape that stands over two meters tall. It transforms into Darth Vader! As you watch, the image offers you a mocking bow, and you hear a deep, rasping voice say, "Welcome back to Alderaan, Princess Leia. I trust young Skywalker and Solo are with you. Please make yourselves comfortable. I will join you very shortly. Then we will finish what was begun at Yavin." Then the image shifts back to its original form.

The image of Vader is a hologram recording, nothing more. It cannot be battled, injured, or otherwise hurt, and it disappears after it delivers its message.

3. Shattered Room. The Rebels cannot tell what this room was once used for, as most of it has been destroyed.



Alien Numis/Gray Morrow



Allen Nunis

4. Office. This partially-collapsed room was once the office of a low-level Alderaan bureaucrat. The data file viewers no longer function, so the purpose of this office cannot be guessed.

5. Office. This intact office was the Alderaan Department of the Arts. Four desks with data viewers are situated around the room, as well as holoposters declaring various art displays throughout the planet.

6. Shattered Room. The Rebels cannot tell what this room was once used for, as most of it has been destroyed.

7. Office. This partially-collapsed room was once the office of a low-level Alderaan bureaucrat. The data file viewers no longer function, so the purpose of this office cannot be guessed.

As the Rebels look around, the image of a tall, gaunt man in a Grand Moff's uniform appears before them. It is Grand Moff Tarkin! He nods, smiles evilly, then says:

"Princess Leia, before your execution I would like you to be my guest at a ceremony that will make this battle station operational. No star system will dare oppose the Emperor now."

He pauses, listening, as the Rebels do whatever they want. Nothing affects the image of the Moff unless they locate the holoprojector. He continues:

"Not after we demonstrate the power of this station. In a way, you have determined the choice of the planet that will be destroyed first. Since you are reluctant to provide us with the location of the Rebel base, I have chosen to test this station's destructive power ... on your home planet of Alderaan."

Another pause, then:

"You would prefer another target? A military target? Then name the system!"

Tarkin waves menacingly toward the Rebels, then says:

"I grow tired of asking this. So it will be the last time. Where is the Rebel base?"

With a smile, Tarkin says:

"There. You see, Lord Vader, she can be reasonable. Continue with the operation. You may fire when ready."

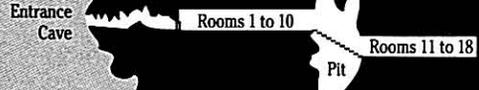
Tarkin's image shifts, and the Rebels find themselves staring at a planet with a small moon orbiting it. Then they notice that the moon is actually the Death Star. It fires one powerful beam of energy at the planet, and Alderaan explodes in a shower of light. Then the room returns to normal, the ghostly images gone.

8. Secret Room. Captain Janus Bonn and his officers are stationed in this secret room, monitoring the Rebels' activities and operating the

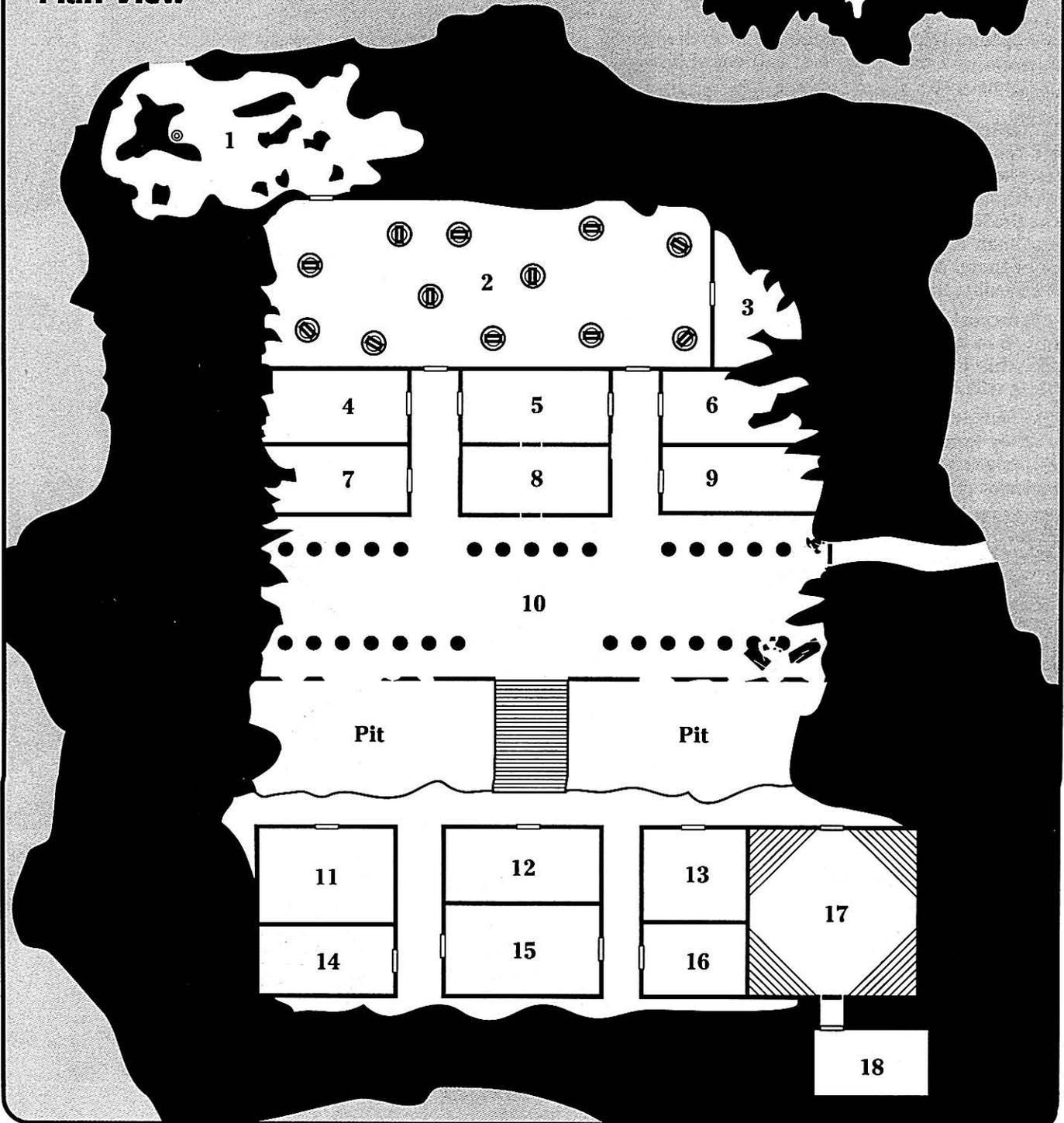


GAMEMASTER MAP: The Buried Palace

Cutaway Side View



Plan View



Stephen Crane

various holoprojectors. The secret doors, located in rooms 5 and 10, can be detected on a Difficult *Perception* check. To open the doors, the Rebels must make a successful Difficult *security* check. However, as the Imperials are monitoring them, they are ready when the door opens.

The room contains the monitoring screens that show views of all the rooms on this level, as well as the power generators and holocomputers that operate the displays set up to shake the Rebels' confidence.

Captain Janus' statistics are in the "Character Templates" section. His officers are listed below.

Imperial Officers (8): DEX 2D+2, blaster 3D+2, dodge 3D+2, grenade 3D+2; KNO 3D, bureaucracy 3D+1; MEC 3D+2; PER 3D+1, search 4D+1; STR 2D+1, brawling 3D+1; TEC 3D, security 4D.

Equipment: blaster pistol (set on stun, damage 4D), two stun grenades (stun damage 5D), comlink.

9. Partially Collapsed Office. Four desks fill this room, neatly set in a line down the middle of the room. A man is working at the desk farthest from the door. He continues to work as the Rebels enter, oblivious to their presence.

The man, dressed in a white robe, is a holoprojection controlled from room 8. His head snaps up as the Rebels approach, casting an accusing stare upon them. He says:

"You dare come back here, Princess? Wasn't what you did bad enough? Now you have returned to bring back the awful memory of that awful day. You killed us, Princess. It was your fault that Alderaan died!"

With that exclamation, the man disappears.

10. The Grand Hall. Pillars line this ornate hallway. Both ends of the hall have collapsed, and the southern side has fallen away to reveal a deep pit. A shattered staircase leads to the still-intact portion of the lower level, but the Rebels must make four successful *climb* rolls to navigate the stairs. If they use syntherope, the difficulty is Easy; if they climb by hand, the difficulty is Moderate. A failure indicates a slip, and slipping Rebels must make an Easy *Strength* roll to catch themselves. A failure here causes the Rebel to drop into the pit. But instead of finding a deadly drop, the falling Rebel lands in an almost-invisible net stretched across the pit. It breaks the Rebel's fall and allows him to climb easily onto the lower level.

Two things occur in the Grand Hall. First, the Rebels are haunted by appearing and disappearing citizens of Alderaan — women, men, the



Allen Numis/Alan Jude Summa

young, the old, even children — who shout, cry, and accuse the Rebels of killing them, of destroying their world. They ask damning questions that cannot be answered, such as why? and how? and for what purpose? This scene should rattle the Rebels, allowing them to feel the presence of a million voices. After a number of questions, read:

Suddenly the hall fills with all the citizens of Alderaan. They are everywhere, staring at you with hurt, fear-filled eyes. They scream out in terror, buffeting you with the sound of a million frightened screams. Then, as quickly as it began, the figures disappear and the room drops into silence.

The second occurrence happens while the Rebels are navigating the stairs down. They are attacked by Belinda Vog and her salvage team! These are not ghosts or holo-images, but real people intent on eliminating their competition. The battle between the two groups upon the stairs is to the death.

11. The Old Republic. This chamber contains a holographic view of the galaxy of the Old Republic, dedicated to that once great government and powered by energy cells that survived the explosion. But once the Rebels enter the chamber, the scene changes from space to the surface of a desert planet. Read:

Smoke rises from the ruins of a moisture farm, twirling into the sky to block out the light of the twin suns of Tatooine. You see two charred



Allen Nurnitz/Gray Morrow

skeletons upon the building's steps. As you watch, the skeletons raise their heads to look at you. "You let us die, Luke," the skeletons wail. "You ran off and let us die! Why weren't you here to help us? Why? Why?"

Their accusing question asked, the skeletons and the scene from Tatooine disappear.

12. Meeting Chamber. This room was once used as a meeting chamber. It contains a large table, chairs, and recessed lighting.

13. Empty Room. Whatever was once in this room has been taken away.

14. Steam Baths. This room contains the famed Alderaan steam baths. Of course, the steam produced by the underground hot springs is long gone, and only the empty basins remain. There is also a small space slug here, which attacks from its nesting place in one of the basins when the Rebels get close enough.

Space Slug: DEX 2D, bite 3D; PER 1D; STR 6D. Teeth (damage 7D).

15. Dining Hall. This room is where the Alderaan Council of Elders took meals during official sessions.

16. Elders' Lounge. The Council of Elders used this room as a lounge during official sessions. It contains many couches and a holochess table.

17. The Amphitheater. This amphitheater was where the Alderaan Council of Elders held its official meetings. When the Rebels enter the chamber, they are treated to a hologram that is not supplied by the Empire, but by the House of Alderaan itself. Read:

Suddenly the benches above you are filled with robed figures. Men and women stare down at you. No, not at you, but at the figure in the center of the chamber. The figure is a tall man wearing the robes of the Royal House. He speaks.

"My fellow Council members. As Alderaan embarks on a new adventure of peace, we must decide what to do with our tools of war. I say that the galaxy will always contain a spark of evil, and eventually even the smallest spark will rage into an inferno. We just ended one such inferno that we called the Clone Wars. What will we do when the next inferno blazes forth?"

The Elders begin to chant, singing the same phrase over and over. "Another Chance, Another Chance, Another Chance ..."



Allen Numis

Above the standing figure, you see the image of the Alderaan War Frigate appear. It is the ghost ship you saw earlier! As you watch, shuttles carry unknown cargoes to the waiting vessel. Then the images fade as light streams from an opening in the far wall.

A bent old man stands before the opening, motioning you to enter. "Another Chance," he says, then he steps inside.

Before the Rebels can decide what to do, Captain Janus Bonn and four of his men appear at the door to the amphitheater. Captain Bonn calls out, "What are you up to, old man? This wasn't part of our agreement! That wasn't even an Imperial holo vid!"

Before the Rebels can enter the newly-revealed chamber, they must defeat Bonn and his men. The Imperials start the battle using the stun setting of their weapons, but once two of them fall they switch to lethal settings and fight to the death.

18. The Command Chamber. Inside the opening, the Rebels find a command chamber full of equipment much like that found in a modern control tower. There are even huge nav computers displaying an unending number of hyper jump coordinates. The old man nods at them and

smiles. If they ask him if he is Bail Organa, he shakes his head and says:

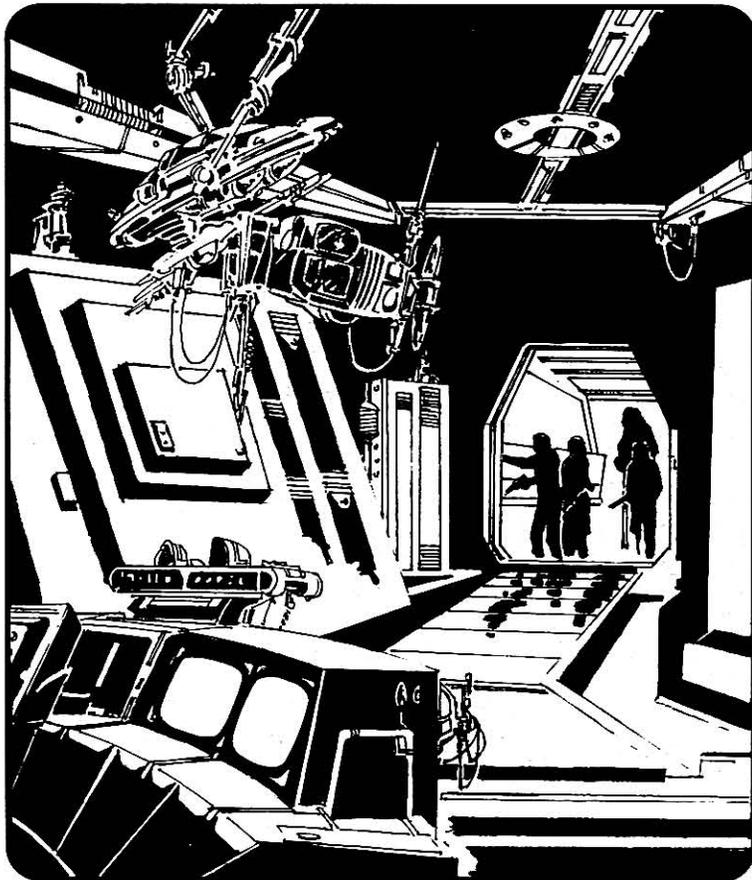
"I am simply a member of the Council of Elders who was off-planet the day the Death Star appeared. I have returned to do what Bail Organa was going to do when he sent his daughter after General Obi-Wan Kenobi. I am going to give the Alliance Alderaan's greatest gift — and its greatest shame."

The old man works at the controls for a moment, then slumps to the floor. He says:

"It is no use. The computers have been badly damaged and do not respond to my commands."

The old man now tells the whole story of *Another Chance* to the Rebels. He explains that weapons of war are both a gift and a shame that Alderaan had to live with. While they tired of war and hated violence, they were also very good at it. The Council of Elders meant for the Alliance to have the ship full of weapons, but the only way to retrieve the ship from its unending flight through hyperspace is to take control of it from inside. To do that, the Rebels will have to use the experimental hypergate.

The hypergate stands against the far wall, a free-standing portal that opens a hole into hyperspace and connects to another gate within the armory ship.



Allen Numis/Gray Morrow

To use the gate, the Rebels must simply leap through it. Read:

You stand before the hypergate portal, watching the fast-moving streaks of light so reminiscent of hyperspace. Then, as you watch, the portal's view shifts to the interior of a huge space vessel. It must be *Another Chance!* But you have only a moment before the scene shifts again.

The Rebels can leap through the portal two at a time. Make them roll dice, and describe the tension of the moment, but whatever they roll, they find themselves within the armory ship. Go to episode four.

Cut-Away to Princess Leia

Read aloud:

INTERIOR: THE MILLENNIUM FALCON. Princess Leia sits beside Han Solo as the captain pilots his craft through hyperspace.

"We'll be there soon, Your Worshipfulness," Solo said softly.

"I know, Han," Leia replied. "I just have to know if they really found my father."

"I just hope there are no surprises waiting for us like the last time I was here," Solo said, adjusting the controls.

"There are always surprises, Han," Leia said carefully, "it just depends on whether they are good or bad surprises."

Cut to ...

INTERIOR: AN IMPERIAL STAR DESTROYER.

Cut-Away to the Imperial Fleet

Read aloud:

INTERIOR: AN IMPERIAL STAR DESTROYER.

An Imperial Captain stands upon the bridge of his Star Destroyer, watching the streaking lines of hyperspace shift back to the stable view of realspace.

"Lieutenant," the Captain said cheerfully. "Inform Lord Vader that we have arrived. We will set up the blockade and prepare his shuttle for transport to the asteroid."

Cut to ...

INTERIOR: THE ARMORY SHIP ANOTHER CHANCE.

Episode Four Another Chance

Summary

This episode takes place aboard the armory ship, *Another Chance*. The Rebels have a number of tasks to complete before they can go about finishing this adventure. First, they must make their way through the armory ship without falling prey to the various Droids programmed to protect it, including a huge, spider-like maintenance Droid. Then they must repair the ship's primary systems so that they can take control of the ship's weapons, shields, and sensors. Finally, they must repair the hyperdrive engines so that they can make the ship respond to their commands. Without a fully functional hyperdrive, *Another Chance* will continue to jump through hyperspace for all eternity — with the Rebel heroes along for the ride! The climax of the episode, and of the adventure, takes place when the Rebels gain control of the armory ship and bring it out of hyperspace to warn the *Millennium Falcon* of the trap that is waiting for them.

The Hypergate

The Rebels get aboard the armory ship by stepping through the experimental hypergate in the command chamber of the Royal Palace of Alderaan. After a moment of strange sensations, they step onto the deck of the armory ship's bridge. Read:

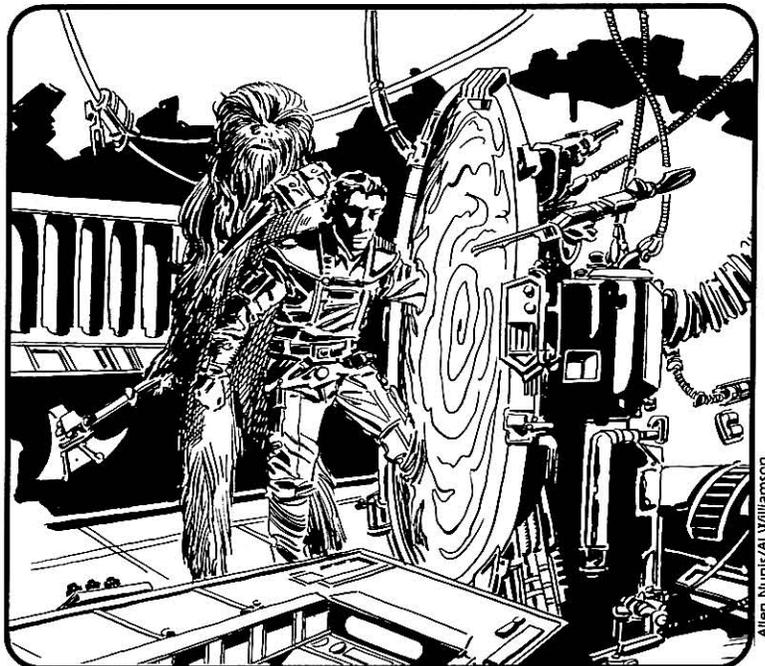
You leap into a weird portal the old man called the hypergate, and suddenly you feel your body stretching in a hundred different directions. You feel as though you are moving very, very fast, yet you experience none of the sensations of movement. You see streaks of color all around you, and for a moment you feel as though you have become one of those streaks of light. Then, as quickly as it started, you feel yourself being drawn back together. You step out of the hypergate onto the bridge of a very old, very large spacecraft.

The first thing the Rebels notice when they find themselves on the bridge is that the hypergate portal has become clear. It no longer shows the shifting colors of hyperspace. The movement of so many people in such a short period of time has irreversibly damaged the experimental travel system. It will never work again.

The second thing they notice is that the shifting colors of hyperspace can be seen through the bridge's viewport. They have entered a ship that is traveling through hyperspace! See the room descriptions below for more information.

The Armory Ship, Another Chance

Another Chance is a converted Alderaan War Frigate, restructured for use as a spaceworthy armory. It features two main decks, a hangar bay,



Allen Nunis/Al Williamson

a multi-level engine section, banks of power cells, and the all-important multi-level armory.

Like other Alderaan War Frigates, *Another Chance* was built to serve the Alderaan Fleet during the Clone Wars. It was one of the more powerful war ships of its time, and the pride of the Alderaan Fleet. When the Council of Elders agreed to turn the planet into a pacifist world and ban weapons, many felt that destroying ships like *Another Chance* was the same as killing soldiers once the war was over. The ship served Alderaan and the Republic faithfully, and the Elders tried to find a way to spare the heroic vessel.

It was finally decided that *Another Chance* should serve its planet one last time. In the wake of the Clone Wars and in the almost-hysterical outcry for peace, the Council of Elders secretly decided to have the War Frigate refitted to serve as a depository for Alderaan's weapons. So the vessel was filled with instruments of defense and destruction, its systems were rewired so that Droids alone could handle the ship, and its nav computers were programmed with an unending series of hyper-jump coordinates. Without fanfare, the vessel was sent off into hyperspace, where it was to remain until Alderaan again needed to put aside the robes of peace and take up the tools of war.

Below are descriptions of the various rooms and sections, including possible encounters that can occur aboard *Another Chance*.

Another Chance, Level One

Bridge

The Rebels begin this episode on the bridge of *Another Chance*. The hypergate was used up transporting the Rebels here, and is no longer in working order. It cannot even be repaired, as many of its old circuits have fused or melted away completely due to the sudden abuse fostered upon them. The prototype transport portal was not designed or constructed to handle so many passengers in so brief a span of time.

The bridge is operating on autopilot controls and with the apparent aid of an astromech Droid. Monitors at the astrogation stations show an unending string of coordinates constantly scrolling across the screens. Outside the viewports are the sights of hyperspace.

The Rebels can attempt to gain control of the ship from the bridge, but to no avail. None of the controls respond to manual commands. An Easy *starship repair* roll tells the Rebels that a massive surge from the controlling computers on Alderaan (which presumably occurred at the time of the

planet's destruction) has so scrambled the circuits that the Rebels will have to reconstruct the ship's systems manually — one system at a time. The surge was so powerful it fused the astromech Droid's memory chips, totally destroying it. It sits blankly and silently within its socket, not even beeping a welcome to its first visitors in many years. Even if the Rebels can get the Droid back to working order (Very Difficult *Droid repair* roll), its piloting programs have been irretrievably wiped out by the massive surge.

A Moderate *starship repair* roll puts the bridge back on line, but until the other major ship systems are relinked to it, the Rebels have no control over the vessel. An Easy *Technical* roll outlines what systems are needed to gain control of the ship:

- The ship's weapons systems must be unlocked manually at either *weapons control* or *auxiliary weapons control*.
- *Shields and screens systems* must be unlocked manually.
- The *sensor suite* must be unlocked manually.
- *Computer control* must be disengaged.
- Finally, the hyperdrive must be ordered to cease running through its jumps from the monitoring computers at *hyperdrive and astrogation*.

When all of this is done (and any of the surprises outlined below are handled by the Rebels), then the ship can be controlled manually from the stations on the bridge. These are piloting, co-piloting, navigation and astrogation, shields, sensors, and communications (which offers another problem, see "Turning Back the *Falcon*").

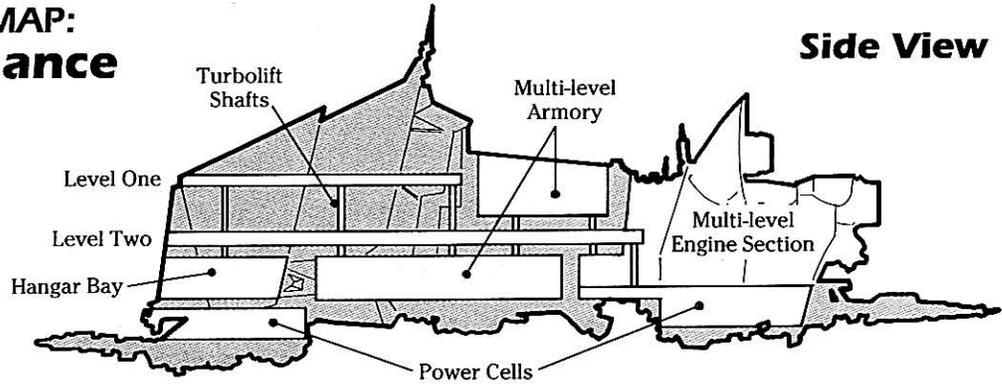
See the map of *Another Chance* for the location of the major system rooms. Once the bridge has been put on line, the Rebels can call up a map of the ship by making an Easy *computer programming* roll. If they are successful, show them the map of the ship.

Weapons Control

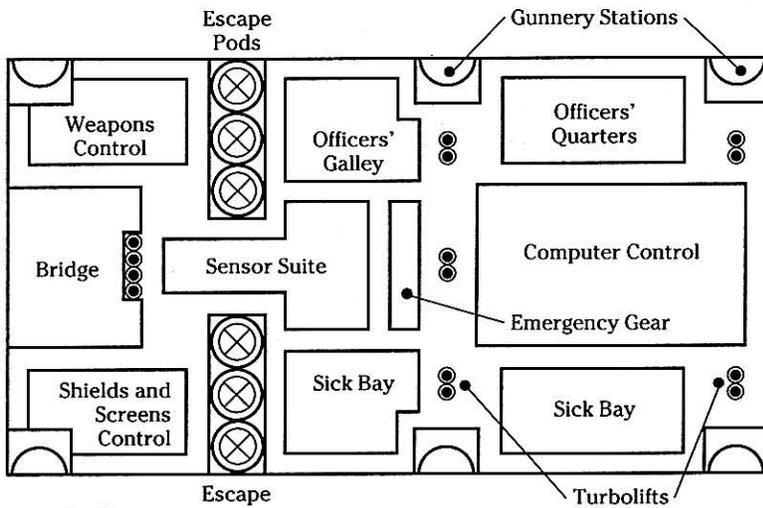
Once this room was the command station for the large number of weapons batteries located around the ship. When the vessel was refitted, many of these batteries were removed. Only those on levels one and two remain. But none of the batteries can be used by the Rebels until weapons control is restored. An Easy *starship repair* roll, followed by an Easy *starship gunnery* roll, is needed to bring this station back on line and to free the turbolaser batteries from their computer lock so that they may be used manually.

**GAMEMASTER MAP:
Another Chance**

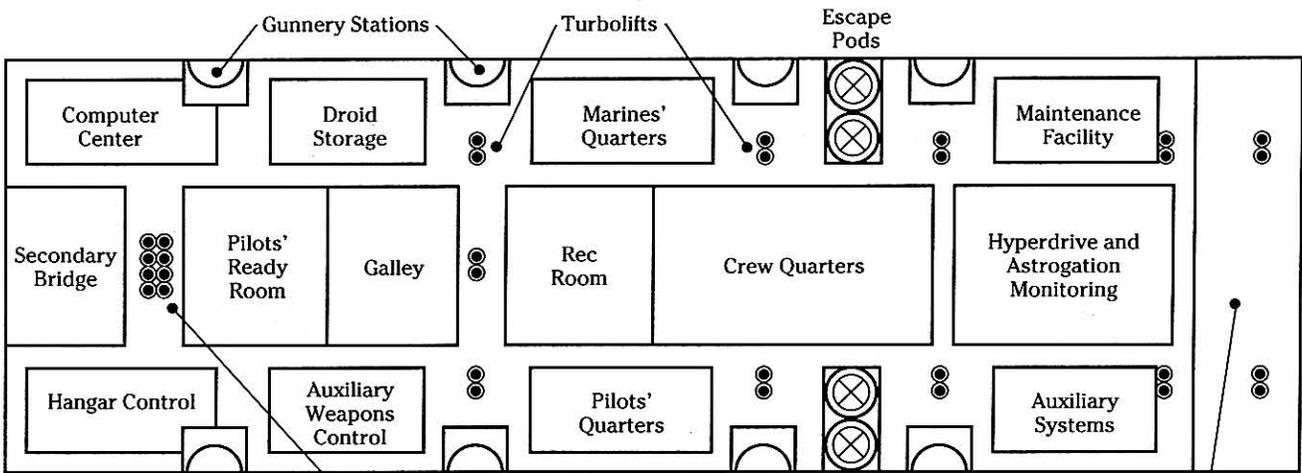
Side View



Plan Views



Level One



Level Two

Stephen Crane

Escape Pods

Large escape pods that can hold up to eight people are stored for emergencies. However, safety features will not allow the pods to launch while the ship is in hyperspace. If the Rebels want to abandon the armory ship, they can escape in a pod once *Another Chance* makes one of its frequent (but short) jumps back into realspace. However, as there is no way to control a pod once it is launched, the Rebels will be picked up by one of Vader's ships before too long. The adventure is over for them, unless the gamemaster wants to let them try a prison break.

Gunnery Stations

Each gunnery station features a quad turbolaser battery that can be operated manually once the weapons control systems have been brought back on line. These weapons may be needed later in the episode, and there are more than enough of them (10) for all of the Rebels. There are also four medium ion cannons mounted on the rear end of level one. Statistics follow.

Quad Turbolaser Battery: fire control 4D, damage 5D, capital ship scale.

Medium Ion Cannons: fire control 3D, damage 4D (ionization damage only), capital ship scale.

Officer Galley

Food processing units and tables are situated in this room. The galley was left in working order in case live crew members were to come aboard, but there is no evidence of recent use.

Officer Quarters

Small, partitioned sleeping areas for the ship's officers make up these quarters. There is no sign of occupation.

Turbolifts

Elevators connecting the various decks are accessed through the turbolifts.

Sensor Suite

This station was where the sensor operators worked. The system must be unlocked and placed back on manual control by making an Easy *starship repair* roll.

Computer Control

All of the automatic systems installed aboard *Another Chance* to keep it jumping through hyperspace are controlled by this powerful Droid brain and computer mainframe. Even if the Rebels

manage to unlock all of the other systems, they cannot operate them until computer control is disengaged. To do this, the Rebels must make a Difficult *computer programming* roll. They must also deal with the labor Droid called to defend computer control from its attackers.

Labor Droid: DEX 2D, welding blaster 3D, dodge 2D+2; PER 2D, search 2D+2; STR 4D. Welding blaster (damage 4D).

Description: This labor Droid is a boxlike mechanical that walks on two legs. The welding blaster pops out of a recessed storage compartment when needed, as do small, retractable arms for when the Droid needs to do delicate work.

Shields and Screens Control

This is one of the systems the Rebels must unlock to gain control of the vessel. To do this, they must make a Moderate *starship repair* roll, followed by an Easy *Mechanical* roll to allow the shields to be controlled manually.

Emergency Gear

Breath masks, bottled water, food stocks, power cells, rope, glow rods, tool kits, and other emergency gear are stored here.

Sick Bay

While the sick bay is still fully stocked, including two bacta tanks, the medical Droids have been removed. It was decided that a fully-automated ship would not need doctors. Rebels can find 20 medpacs here, though.

Another Chance, Level Two

Computer Center

Computer work stations from which the ship's crew could access the main computer for their own personal research are found in this room. The work stations are not powerful enough to manipulate the main computer from here, no matter how skilled the Rebel operatives may be.

Encounter: The Maintenance Droid

Whenever you think it most appropriate, and when the Rebels are wandering the corridors of level two, they encounter a giant maintenance Droid. The huge mechanical is spider-like. Its main body is a large metal sphere, and eight multi-jointed legs extend from the sphere. The legs are covered with all kinds of nozzles, grippers, and slicers to aid the Droid in its job. In addition to repairing and cleaning duties, the Droid is designed to eliminate vermin such as space slugs, mynocks and veriviks that can



Allen Nurnis/Gray Morrow

sometimes infest a ship. The Droid thinks the Rebels fall into one of these categories, and accesses its programming on how best to eliminate such menaces.

The Droid fights the Rebels, intent on killing them before they can infest the ship. It fights until destroyed.

Giant Maintenance Droid: DEX 4D, nozzle weapons 5D, slicer weapons 4D+1; PER 2D, hide/sneak 3D, search 4D; STR 6D+1, gripping 7D+1. All other skills and attributes 1D.

Equipment: Blaster nozzle (damage 4D), cleanser nozzle (stun damage 2D), slicers (damage 6D+1), grippers (crushing damage 7D+1, opposed Strength roll to break free).

Droid Storage

This room is full of power chargers for use by the significant Droid population of the ship. Whenever a Droid needs to be recharged, it comes to this facility to power up. Some even come here to briefly close down their systems in a type of Droid sleep.

There are a number of Droids stored in this room, including a spare astromech Droid. While this Droid cannot take control of the ship, it can be used to pilot the craft once the Rebels disengage computer control and reset the other systems to manual. With the Droid's help, all of the Rebels will be able to man the turbolasers for the final battle of the adventure. The Rebels will need to convince the Droid to help them, however. This takes a Moderate *bargain* roll and a stirring argument from the rolling Rebel.

Marines' Quarters

Every ship had a group of marines assigned to it to keep order and to defend the ship from boarding parties. This area was where they were quartered aboard *Another Chance*. While the beds, lockers, and foot chests are still here, there is no sign of recent occupation.

Maintenance Facility

Maintenance monitors alert the crew to any problems throughout the ship, including breakdowns, dirt, etc. As there are no crew members available for the monitors to alert, the information is routed to computer control, which can dispatch Droids to deal with the situation. All of the monitors are lit up when the Rebels arrive, showing massive amounts of damage throughout the ship, including the hyperdrive, computer control, the autopilot, and even the relay line between this facility and computer control. With the line severed, none of the repair programs can be implemented. Basically, the main computer

doesn't believe that anything is wrong because maintenance hasn't called with a problem since the destruction of Alderaan. Even if the Rebels repair the severed relay (an *Easy computer repair* roll), they do not have time to wait for the slow self-repair programs to kick in. It would take the ship three months to fully repair itself, and the Rebels are lucky if they even have three hours left.

Secondary Bridge

All of the controls and equipment found on the main bridge have been duplicated here. The secondary bridge is used in cases of emergency, equipment failure, or after the main bridge has been knocked out by enemy fire. Unlike the main bridge, there is no astromech plugged into a Droid socket, and the machinery does little more than display an occasional code. A Moderate *starship repair* roll puts this bridge back on line, but until the other systems are relinked to the main bridge as outlined above, the Rebels have no control over the ship.

Lifts to Hangar Bay

These turbolifts provide access to the hangar bay.

Pilots' Ready Room

This station was where the pilots prepared for a mission before going to the hangar and their waiting ships. There is a mission briefing podium and holoprojector, dozens of chairs, and dozens of flight suits hanging from the walls. Beside the suits are pilot survival kits. Each kit includes portable environment units that provide breathable atmosphere to the flight suits via a connecting hose, food and water rations, and survival gear such as a blanket, rope, a glow rod, etc.

Galley

The crew's galley is not stocked, although there are the standard food processing units and tables here. Nothing looks like it has been used in years, although not a spot of dust is evident.

Rec Room

The crew's rec room features holochess tables, a holoivid projector, three data book readers, and sabacc tables. A Droid is playing a game of solitaire sabacc when the Rebels enter, and it asks them if anyone would care for a game of sabacc duo. If any of the Rebels agree, read:

The Droid, a standard maintenance model, greets you with a flash of blinking lights, then says, "Care to deal?" You notice a keypad with one pad lighted. The pad is marked "Deal."

If the Rebel presses the keypad, the computerized card table deals hologrid cards to each player, which float before them at an angle that keeps the opponent from seeing them. The Rebel makes an opposed *gambling* roll against the Droid's skill; high roll wins. Sabacc duo is played as the best of five hands. If the Rebel wins the game, the Droid thanks him for playing and shuffles off into a maintenance duct. If the Droid wins, it demands to be paid its due. However, it will take nothing the Rebels offer; not credits, not equipment, nothing. It just keeps demanding to be paid its due. It even goes so far as to call the Rebel it played against a cheat and a welcher. If the Rebels attack the Droid, it flees into the maintenance duct. If they ignore it and continue on their way, they hear it call after them: "Cheats! Pay me what is due!"

Gambling Droid: DEX 2D, dodge 3D; PER 2D, gambling 5D, hide 3D; STR 3D. All other skills and attributes 1D.

Crew Quarters

A typical crew barracks, featuring lots of closely-placed beds, matching lockers, and storage chests. There is no sign of recent occupation.

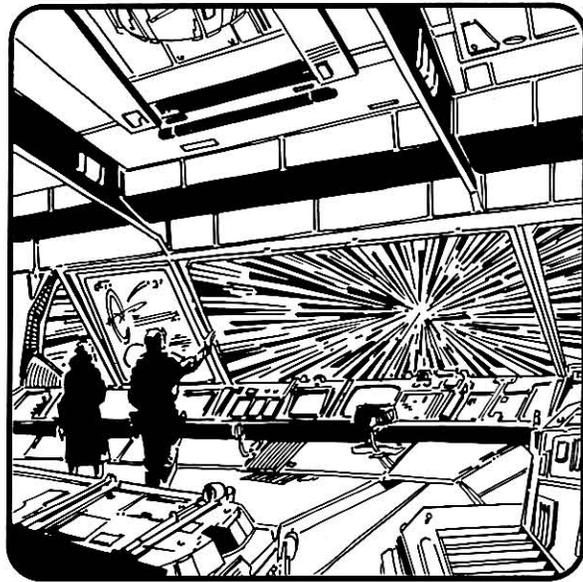
Hyperdrive and Astrogation Monitoring

This area features the ship's astrogation calculation stations, hyperdrive monitoring stations, and the powerful nav computers containing the programmed jump coordinates. The Rebels must break the jump cycle before they can gain full control of the ship. To do this, they must make a *Difficult starship repair* roll, followed by a *Moderate astrogation* roll to bring the system back on line. This leaves the ship following its last jump program, which will keep the ship in hyperspace until the Rebels manually bring it out into realspace.

However, the monitors tell the Rebels that to do this they will have to manually disconnect the hyperdrive engine, as none of the relays for manual control are working. The hyperdrive engine is located in the engine section. When the Rebels are ready to deal with this new problem, go to "Encounter: The Hyperdrive Guardians."

Engineering Control

This control center overlooks the engineering section of the ship, showing the massive engines through its plastisteel viewing wall. The engines were once controlled from this station, but now all control has been routed through the master



computer. However, the Rebels can pinpoint the location of the hyperdrive engine disconnect switches they need to activate (see "Hyperdrive and Astrogation Monitoring") by making an *Easy computer programming* roll from this location.

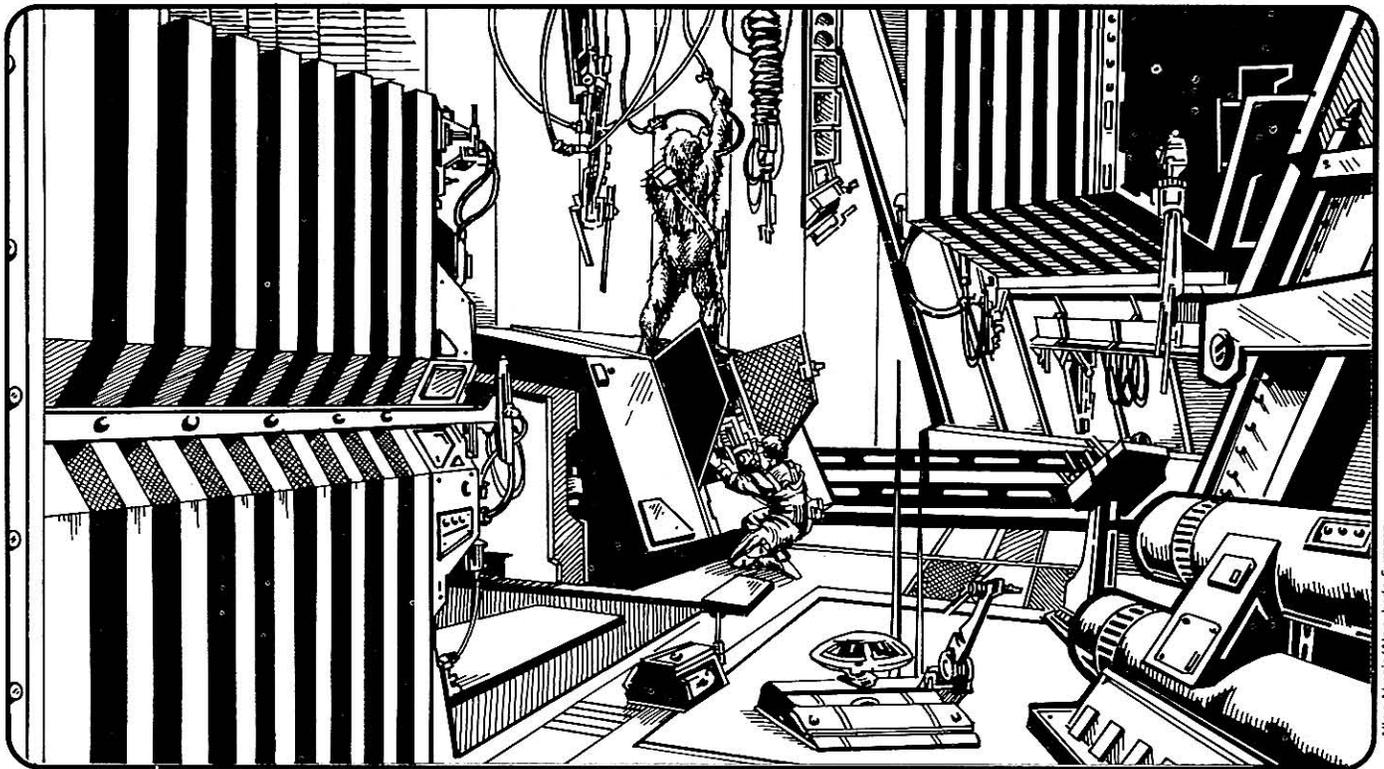
Hangar Control

This is the control tower for the hangar bay, but it has been disconnected. However, two monitors still operate, cycling through various views of the hangar. Rebels can see a vast number of starfighter-scale craft stored here. The ships are held in stasis to preserve them, and as such they cannot be used in the upcoming battle without major maintenance and overhaul — which the Rebels do not have time to do.

Auxiliary Weapons Control

Once this room was the backup command station for the large number of weapons batteries located around the ship. When the vessel was remodeled, many of these batteries were removed. Only those on levels one and two remain. But none of the batteries can be used by the Rebels until weapons control is restored to human command. An *Easy starship repair* roll, followed by an *Easy starship gunnery* roll, is needed to bring this station back on line and to free the turbolaser batteries for manual use.

Note: This work can be accomplished at either the weapons control station on level one, or here at auxiliary control.



Allen Numis/Alan Jude Summa

Pilots' Quarters

Small, partitioned sleeping areas for the ship's starfighter pilots make up this quarters. There is no sign of recent occupation.

Auxiliary Systems

Auxiliary systems was once an important station on the ship, as every system had a backup here. But long years of disuse has eroded the systems, and the Rebels cannot override computer control from here, no matter how hard they try or how long they work.

Another Chance, Hangar Bay

The hangar bay has been converted into a storage garage for a small fleet of starfighters that once served Alderaan in the Clone Wars. These ships have been locked in stasis fields to preserve them, and none can be readied for flight in less than 12 hours.

If the Rebels return the armory ship to the Alliance, the ships within this hangar will all be pushed into service. You can use this find as a way to introduce new ship types into your campaign.

Another Chance, Multi-level Armory

The armory is a multi-level warehouse filled with melee, ranged, and energy weapons from the time of the Clone Wars. These weapons are stored in stasis fields to preserve them, and they require routine maintenance before they can be

used. In addition to the large supply of personal weapons, there are also stores of field artillery, grenades, explosives, ammunition, and a dozen repulsortanks. The contents of this armory ship will add a much needed weaponry boost to the Alliance stockpiles, if the Rebel heroes can get it safely to an Alliance base.

Another Chance, Engine Section

The huge engine section actually contains a number of different engines. There are four sub-light ion engines for traveling through realspace, one hyperdrive engine, and a hyperdrive backup. Multi-levels of scaffolding and catwalks encase the engines, providing maintenance access to the huge machines. If the Rebels come here to disconnect the hyperdrive, go to "Encounter: Hyperdrive Guardians" below.

Encounter: Hyperdrive Guardians

The hyperdrive engine is a massive machine. If the Rebels went to engineering command and retrieved a schematic of the engine, they know exactly where to find the manual disconnect controls. If not, they must spend a number of rounds *searching* for the controls, depending on the success level of their rolls. Very Easy requires eight rounds of *searching*; Easy requires seven; Moderate, six; Difficult, five; and Very Difficult requires four rounds. Have every Rebel make a check, and use the best result.

Once they find the controls, it takes a Moderate *computer programming* roll, followed by an Easy *starship repair* roll, to disconnect the hyperdrive. If the Rebels then want to reconnect it so that they can later control the drive manually from the bridge, they must make a Moderate *starship repair* roll.

While they are searching or working to disconnect the hyperdrive, they meet the guardians of the engines, whose job it is to eliminate vermin and carry out repairs. These repair Droids crawl across the surface of the engines, using blasters and manipulation claws to deal with vermin. To them, the Rebels are no better than mynock, and as such they must be eliminated. Eight of these Droids attack: four the first round they appear, two the following round, and two the round after that. They fight until destroyed.

Repair Droids (8): DEX 3D, blaster 4D, dodge 4D; KNO 2D, technology 3D; MEC 1D; PER 2D+2, hide/sneak 3D+2, search 4D+2; STR 3D, brawl 3D+1; TEC 2D, starship repair 4D.

Description: These small Droids are slightly larger than one meter. They consist of a stout, cylindrical body and four highly flexible legs.

Equipment: Blaster (damage 4D), manipulation claws (brawling damage 5D).

When the Rebels disconnect the hyperdrive, *Another Chance* drops back into realspace. Go to "The Armada" for more information.

Another Chance, Power Cells

Seven power cells provide energy to the armory ship, *Another Chance*. Five are currently on line, with two set aside as a reserve and for emergencies.

The Armada

When the Rebel heroes have finished repairing the armory ship to the best of their ability, they will more than likely cut the hyperdrive engine to deposit the ship back into realspace. This places them on one end of an Imperial armada! Read:

You watch as the shifting colors and elongated stars of hyperspace slow. Then, with a small shudder, *Another Chance* drops back into realspace.

An Easy *Mechanical* roll allows one of the Rebels to operate the sensor suite if the Rebels linked it back to the bridge. If not, they will have to check the area visually with a Difficult *Perception* check. Either way, what they find is disturbing.

ANOTHER CHANCE

Craft: Another Chance
Type: Alderaan War Frigate refitted as an Armory Ship
Length: 250 meters
Scale: Capital Ship
Crew: 700 Droids
Troops: None
Hyperdrive Multiplier: x2
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 4D
Maneuverability: 2D
Hull: 6D
Weapons:
10 Quad Turbolaser Batteries
 (fire separately)
 Fire Control: 4D
 Damage: 5D
Four Medium Ion Cannons
 (fire separately)
 Fire Control: 3D
 Damage: 4D
Shields: 2D+2

IMPERIAL STAR DESTROYER

Craft: Ultima
Type: Imperial-class Star Destroyer
Length: 1,600 meters
Scale: Capital Ship
Crew: 37,085
Troops: 9,700
Hyperdrive Multiplier: x2
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 3D
Maneuverability: 1D
Hull: 7D
Weapons:
60 Turbolaser Batteries
 (fire separately)
 Fire Control: 4D
 Damage: 5D
60 Ion Cannons (fire separately)
 Fire Control: 2D+2
 Damage: 3D
10 Tractor Beam Projectors
 Fire Control: 4D
 Damage: 6D
Shields: 3D



Allen Nurnis

Another Chance has come out of hyperspace on the edge of the Graveyard. In front of it, hidden from passing ships by a large cluster of asteroids, is an Imperial armada consisting of three Imperial Star Destroyers and their starfighter support wings. Beyond the hidden armada, the Rebels see that a stock light freighter has just emerged from hyperspace. It is moving toward the Imperial ships quite unaware of the danger it will soon be in.

Now, the Rebels have a few things going in their favor. First, the armada is holding its position in case the Rebels somehow manage to escape from the Royal Palace (the Imperials don't know the Rebels have already done this). Second, as the armada is watching *into* the Graveyard, it has not yet noticed the approach of the *Millennium Falcon* from *outside* the Graveyard. Third, Darth Vader is aboard a shuttle enroute to Asteroid 7785, and therefore cannot command his ships.

But all of this will change shortly, as both the armory ship and the *Falcon* will be picked up by the Star Destroyers' sensor sweeps before long. Let the Rebels make a few quick plans, then go to "Encounter: The Big Battle" below. Note that none of the communications units aboard the armory ship are working unless the Rebels specifically said they were repairing them. To fix the comm unit now takes a number of rounds determined by the Rebel's *starship repair* roll: Very Easy, five rounds; Easy, four rounds; Moderate, three rounds; Difficult, two rounds; Very Difficult, one round.

Encounter: The Big Battle

The capital ship battle that follows pits one of the Star Destroyers and its 40 TIE fighters against the armory ship, using the rules for capital ship combat found in *The Star Wars Rules Companion*. Some Rebels can man the armory ship's turbolasers, blowing the TIEs out of the sky as they zoom closer, while others pilot the vessel, trying to stay out of the Star Destroyer's sights. Only one Star Destroyer is sent to investigate the appearance of the armory ship. The others stay in formation, standing by in case the prisoners aboard Asteroid 7785 try to make a getaway. (Again, the Imperials have no idea who is piloting the armory ship, and they have less of an idea that it is at all related to the Rebels supposedly trapped in the ruins of the Royal Palace.)

As the Star Destroyer has no idea who is piloting this suddenly-appearing relic from the Clone Wars, its captain is unwilling to turn its massive laser batteries on the ship. Instead, he orders the starfighters forward while he maneuvers to use the tractor beams. He wants to capture this vessel and its crew for Darth Vader.

The TIEs, on the other hand, know they cannot cause much damage to the larger ship, so they go

all out, attacking in six waves of 10 ships each, then repeating the waves with whatever ships they still have left if the tractors haven't caught hold of it yet.

If *Another Chance* can survive a number of rounds of combat based on a Rebel's *astrogation* check, then it can jump to light speed and head for the nearest Rebel base: Very Easy, seven rounds; Easy, six rounds; Moderate, five rounds; Difficult, four rounds; Very Difficult, three rounds. Go to "Escape" below.

If *Another Chance* suffers too much damage or is caught in the Star Destroyer's tractor beams, capture will be imminent. However, the Rebels can achieve a partial victory by warning the *Falcon* and saving Princess Leia and the Heroes of Yavin. Go to "Turning Back the *Falcon*" below.

Turning Back the Falcon

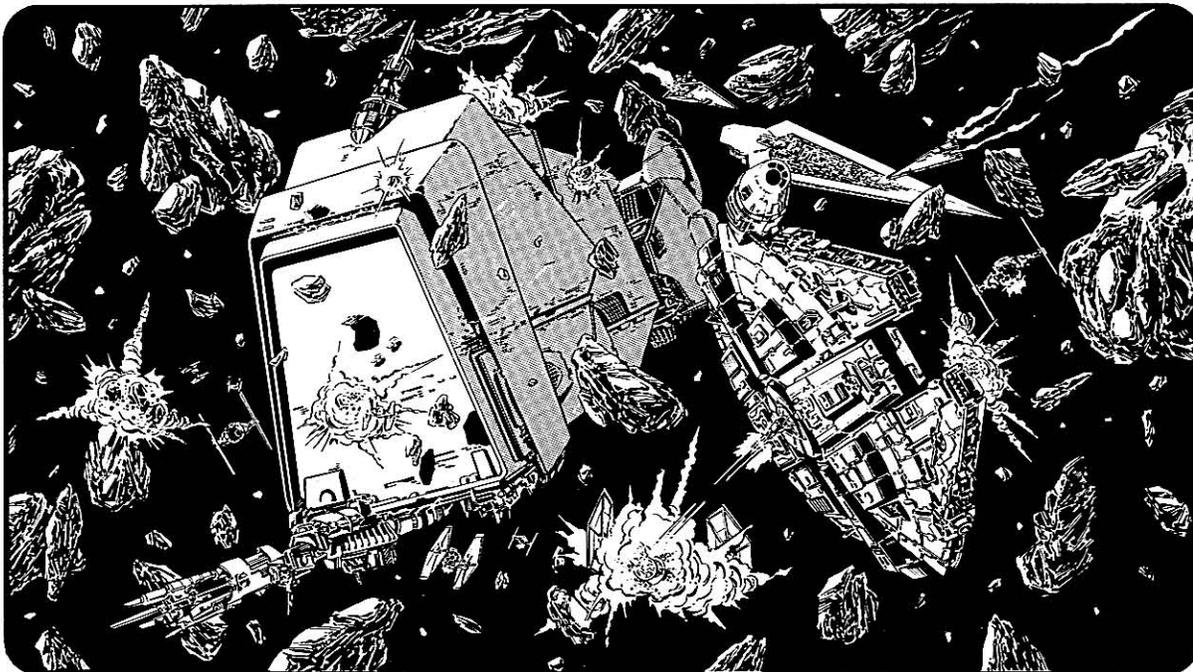
The *Millennium Falcon* is approaching the Graveyard. Its crew initially doesn't know about the Imperial armada, the trap, or the presence of Darth Vader. It is up to the Rebels aboard *Another Chance* to warn them of the danger. This can be done in a number of ways.

- *Hail the Falcon Via Comm Unit*. This is harder than it sounds since the armory ship's comm unit is not connected. To fix the comm unit takes a number of rounds determined by the Rebel's *starship repair* roll: Very Easy, five rounds; Easy, four rounds; Moderate, three rounds; Difficult, two rounds; Very Difficult, one round. Once hailed, the Rebels must use a current code phrase to convince Princess Leia of the danger. Either of the two used in this adventure will do the trick.

- *Blowing Up Some Asteroids or an Imperial Ship*. Once *Another Chance* starts firing its weapons, the *Falcon* turns around and jumps to light speed.

TIE/In STARFIGHTER

Craft: TIE/In
Type: Space Superiority Starfighter
Length: 6.3 meters
Scale: Starfighter
Crew: 1
Hyperdrive Multiplier: x2
Nav Computer: None
Hyperdrive Backup: No
Sublight Speed: 5D
Maneuverability: 2D
Hull: 2D
Weapons:
 Two Laser Cannons (fire linked)
 Fire Control: 2D
 Damage: 5D
Shields: None



• *Anything Else That Gets the Falcon's Attention.* Almost any reasonable stunt the Rebels try should be allowed to work. They might race their craft directly toward the *Falcon*, or signal the Heroes of Yavin with a strange maneuver; any similar stunt will warn the *Falcon's* crew that something is wrong in the Graveyard.

Once warned, the *Millennium Falcon* quickly enters hyperspace and exits the area.

Escape

If *Another Chance* can survive a number of rounds of combat based on a Rebel's *astrogation* roll, then it can jump to light speed and head for the nearest Rebel base. If the roll is Very Easy, the jump occurs in seven rounds; Easy, six rounds; Moderate, five rounds; Difficult, four rounds; Very Difficult, three rounds. When they reach this point, read:

The Imperial Star Destroyer and its wing of TIE fighters are right behind you. You can feel the insistent tug of powerful tractor beams, but you manage to stay just out of their range. Now you have finished the complicated calculations, and the ship is ready to jump to light speed. You engage the hyperdrive and, thankfully, the stars shift to the streaking colors of hyperspace.

Epilogue

If the adventure is completed successfully, the Rebels return the armory ship to their base and warn Princess Leia away from danger before she stumbles into Vader's trap. They receive seven skill points for accomplishing this mission.

If they saved Leia but lost the armory ship, they receive four skill points.

If they saved the armory ship, but Leia and the Heroes of Yavin had to save themselves, the Rebels receive three skill points.

If the Rebels fail completely and are killed or captured, help them create new characters for the next gaming session.

If the adventure ended successfully, read:

At the Rebel base, you receive commendations from your superiors and from Princess Leia Organa, who also asks you to join her for dinner so that you may tell her what you discovered in the Graveyard. After dinner, and after exchanging stories with the Princess, your commanding officer approaches.

"Good work," he tells you. "But there is still one thing left to do."

You look at him expectantly, trying to fathom what you missed. The commander smiles.

"You have to go back to Bazaar," he says. "We still need that shipment of Droid parts from the merchant Poliss!"

Fade to ...

Credits and closing theme.

GRAVEYARD OF ALDERAAN CHARACTER TEMPLATES

Belinda Vog

Template Type: Salvage Chief

Loyalty: To Herself

Ht.: 1.6 meters

Sex: Female

DEX 3D

Blaster 4D

Brawling Parry 3D+1

Dodge 4D

Melee Parry 3D+2

Melee 3D+2

KNO 2D+2

Alien Races 3D

Cultures 3D

Languages 3D+1

Planetary

Systems 3D+2

Technology 3D+2

MEC 4D

Astrogation 4D+1

Starship

Gunnery 4D+2

Starship

Piloting 5D+1

PER 2D+1

Bargain

3D+1

Command

4D+1

Con 3D+2

Hide/Sneak 3D+2

Search 3D+1

STR 3D

Brawl 3D+1

TEC 3D

Demolition 4D

Security 4D

Starship Repair 4D



Allen Nunis

Description: Belinda Vog is a human female in her late 20s or early 30s. She is pretty in an exotic way, enhanced by a wild haircut and a tough, no-nonsense demeanor. She looks ready for anything, as her jumpsuit is filled with all types of gear.

Objectives: After hearing the rumors that the Palace of Alderaan has been discovered, it is Belinda Vog's desire to claim salvage rights to the operation — through whatever means become necessary. She is not above bending galactic law to suit her purposes.

Background: Belinda Vog has always been fascinated by old objects, and she discovered at an early age that the galaxy was full of them. She joined a salvage team at a young age, quickly rising through the ranks until she was in command of her own operation. She travels the galaxy in her ship, *Reclaimer*, scouting out possible jobs before bringing the whole team and the salvage rigs in. She was aboard *Bazaar*, looking for leads to a new operation, when she ran into Hanos Darr. One night over drinks at the Village Cantina, Darr let slip that the Royal Palace of Alderaan had been found. He refused to say anymore that night, but Vog was sure that she would be able to get more details out of him before he left the ship. She didn't count on him being murdered — or on the group of Rebels who have taken an interest in his story.

Personality: Vog is a tough customer and very shrewd. When she sees something she wants, she'll do everything in her power to get it. She can be amusing and friendly one instant, then strike like a snake the next.

Equipment: Blaster, damage 4D; vibroblade, damage 4D+2; breath mask; comlink; syntherope; security/droid tool kit; medpac.

GRAVEYARD OF ALDERAAN CHARACTER TEMPLATES

Typical Salvager

Template Type: Salvage Crew

Loyalty: To Vog

Ht.: 1.8 meters

Sex: Male

DEX 2D

Blaster 3D

Dodge 3D

Melee 3D

KNO 1D+2

Technology 2D+2

MEC 3D

Astrogation 3D+1

Starship

Gunnery 3D+2

Starship

Piloting 4D

PER 1D+1

Bargain 2D+1

Con 2D+2

Hide/Sneak 2D+2

Search 2D+1

STR 2D

Brawl 3D

Climb/Jump 3D

Lift 3D

TEC 2D

Comp. Prog./

Repair 2D+2

Demolition 3D

Droid Prog./

Repair 2D+2

Security 3D

Starship Repair 2D+1



Allen Nunis

Description: The typical salvage crew member is tough, rowdy, and capable of hard work. He also tends to look as derelict as the items he salvages.

Objectives: To serve Belinda Vog faithfully and without question.

Background: The typical salvager has been a member of Belinda Vog's crew for at least two years. Many have served with her from her days as a crew member, gladly pledging their contracts to her when she took command of the operation. They come from a variety of worlds, and most care little who wins the civil war, as long as they can remain in business.

Personality: When they are on break, salvagers like to have rowdy fun that usually includes drink, members of the opposite sex, and brawls. When they are working, they are all business because less could kill them.

Equipment: Blaster, damage 4D; vibroblade, damage 4D+2; breath mask; comlink; syntherope; security/droid tool kit.

Quote: "This relic is claimed in the name of Belinda Vog Salvage, Inc. Do you want to dispute that?"

Typical Miner

Template Type: Miner

Loyalty: To The Empire

Ht.: 1.8 meters

Sex: Male

DEX 2D

Blaster 3D

Brawling Parry 3D

Dodge 3D

Melee 3D

KNO 1D+2

Geology 2D+2

Survival 2D+2

Technology 2D+2

MEC 2D

Mine Drill Op. 3D

PER 1D+2

Con 2D+2

Hide/Sneak 2D+2

STR 2D

Brawl 3D

Climb/Jump 3D

Lift 2D+2

Stamina 2D+1

TEC 1D+2

Demolition 2D+2

Mining 2D+2

Security 2D+2



Allen Nunis

Description: Typical miners look like younger versions of Kathos Loof. They are thick-muscled, strong, covered with dust and sweat, and dressed in mining suits.

Objectives: To pretend that work is proceeding as usual at the mining outpost, and to back up the stormtroopers if necessary.

Background: These miners all owe their allegiance to the Empire. Some have been bought with credits or commissions in some branch of Imperial service. Others have been threatened into loyalty by fear of imprisonment or death — their own or their loved ones. They have been sent to the mining outpost in the Alderaan system so that Vader's plan can proceed without any unforeseen complications. Once the job is over, they all hope to go far away to spend whatever incentive the Empire has promised them.

Personality: The miners are cold, distant, and somewhat more restrained than men alone on a mining outpost have any right to be.

Equipment: Blaster, damage 4D; club, damage 3D; breath mask; mining suit; mining tool kit.

GRAVEYARD OF ALDERAAN CHARACTER TEMPLATES

Kathos Loof

Template Type: Mining Chief

Loyalty: To The Empire

Ht.: 1.75 meters

Sex: Male

DEX 3D

Blaster 4D+1

Brawling Parry 4D

Dodge 4D

Melee Parry 4D

Melee 4D+2

KNO 2D+2

Bureaucracy 3D+1

Geology 4D+1

Languages 3D+1

Survival 4D+1

Technology 4D+1

MEC 3D

Mine Drill Op. 4D

Repulsorlift Op. 4D

PER 2D+2

Bargain 3D+2

Command 4D+2

Con 3D+2

STR 3D

Brawl 4D

Stamina 4D

TEC 2D+2

Demolition 4D+2

Mining 5D+2



Allen Nurnis

Description: Kathos Loof is a human male in his late 40s or early 50s. He is a grizzled, thick-built, strong man who never looks clean, no matter how much he washes. He just can't get the grit of 30 years of mining off of himself.

Objectives: To cooperate with the Imperials currently using his mining outpost as a staging area so that he can get back to the business of mining.

Background: Kathos Loof enjoys the dark, dank, close interiors of the mines. He loves the smell of freshly dug rock and metal, and he can spot a rich deposit like a con man can spot an easy mark. He has been a miner for longer than he can remember, and he has been an outpost chief for almost as long. His permit and most of his contracts come from the Empire, so he is a faithful citizen of the New Order. When Lord Vader requested his assistance in the current matter, Loof readily agreed. Now he commands a new crew of Imperial agents, at least as far as the mining operation goes. But when the Rebels arrive — someone named Organa and Skywalker, he thinks — the show becomes an Imperial one and he knows just the hole he's going to hide in until it's all over.

Personality: Loof is a cantankerous old man set in his ways. Sometimes he acts older than his build or true age would indicate. He is tired of the long years he has spent digging rocks, but he also loves what he does and doesn't know anything else.

Equipment: Blaster, damage 4D; club, damage 4D; breath mask; mining suit; comlink; mining tool kit.

Quote: "Dig, you lazy banthas! The ore won't just come out of that rock by itself, so dig! Dig!"

GRAVEYARD OF ALDERAAN CHARACTER TEMPLATES

Captain Janus Bonn

Template Type: Imperial Captain

Loyalty: To The Empire

Ht.: 1.8 meters

Sex: Male

DEX 2D+2

Blaster 3D+2

Dodge 4D+2

Grenade 3D+2

KNO 3D

Bureaucracy 4D

Languages 4D

Planetary

Systems 4D+2

Survival 4D+1

MEC 3D+2

Astrogation 4D+2

Starship

Gunnery 4D+2

Starship

Shields 5D+2

Starship

Piloting 5D+2

PER 3D+1

Bargain 3D+2

Command 5D+1

Con 3D+2

Search 4D+1

STR 2D+1

Stamina 3D+1

TEC 3D

Security 4D



Description: Captain Janus Bonn is a ruthless Imperial officer who ascended through the ranks much the same way his master has — through deceit, displays of power, and murder. His cold, dead eyes have an unnerving affect on his men, and his efficient, cold attitude has earned him the whispered nickname, “The Dead Man.”

Objectives: To establish the trap his master has planned, and to make sure that when the hated Skywalker and his companions arrive, they do not leave before Lord Vader shows up.

Background: As a young officer, Janus Bonn was assigned to assist the Emperor’s newest operative, Lord Darth Vader. While he does not have any respect for the arcane religion that Vader professes to use, Bonn does have respect for results. Darth Vader gets results. In fact, the setback at Yavin was the only failure he ever remembers Vader suffering while he has been assigned to him. Bonn climbed through the ranks as his master did, earning his rank as captain when Vader was assigned to Grand Moff Tarkin and the Death Star project. Now, with Vader commanding an Imperial fleet charged with hunting down and eliminating the Rebellion, Bonn has been sent to the Alderaan system to prepare one of the many traps Vader is setting throughout the galaxy to flush out the so-called Heroes of Yavin.

Personality: He has been described as cold, dead, unemotional. But if anyone could see into Janus Bonn’s soul, they would see a raging whirlwind of evil that revels in the teachings of the New Order. Only when pressed will his true, violent side escape the thick facade of control he has wrapped around himself.

Equipment: Blaster, damage 4D; grenades, damage 5D; comlink.

Quote: “My orders are not to be questioned! If you ever hesitate again when I make a command, you will not live to fail me a third time.”

GRAVEYARD OF ALDERAAN CHARACTER TEMPLATES

Dal Rogos

Template Type: Imperial Security Bureau Agent

Loyalty: To The Empire

Ht.: 1.8 meters

Sex: Male

DEX 3D

Blaster 5D

Brawling Parry 4D

Dodge 5D

Grenade 4D

Melee Parry 4D

Melee 4D

KNO 3D

Alien Races 4D

Bureaucracy 4D

Cultures 4D

Languages 4D

Streetwise 4D

Survival 4D

MEC 3D

Repulsorlift Op. 4D

Starship

Gunnery 4D

Starship

Piloting 4D+2

Starship

Shields 3D+2

PER 3D

Bargain 4D

Command 4D+2

Con 4D+2

Hide/Sneak 3D+2

Search 4D

STR 3D

Brawl 4D

Stamina 4D

TEC 3D

Demolition 4D

Droid Prog./

Repair 3D+2

Security 4D+1



Alien Numis/Alan Jude Summa

Description: Dal Rogos is an undercover ISB agent, and as such he can blend in with whatever crowd he has to.

Objectives: Unaware of Darth Vader's involvement in Alderaan, Rogos tags along — at a discretionary distance — to make sure the Rebels do not uncover something the Empire wants.

Background: Dal Rogos was aboard *Bazaar*, watching for any signs of Rebel activity. He has been following the Rebels for some time now, and was waiting to bust them once they showed him which merchant was aiding them. Then the murders of the two miners caught his interest. From that point on he decides to follow the Rebels to see where they are going and to find out why the miners were killed. He is not initially involved in Vader's scheme, but will lend his help once he reaches the Graveyard and meets with Captain Janus Bonn.

Personality: Rogos appears as a friendly stranger, even helping those who need aid when the situation moves him. But he is in reality a cruel and efficient killer totally loyal to the New Order whose mission is to uncover Rebel activity and shut it down wherever he finds it.

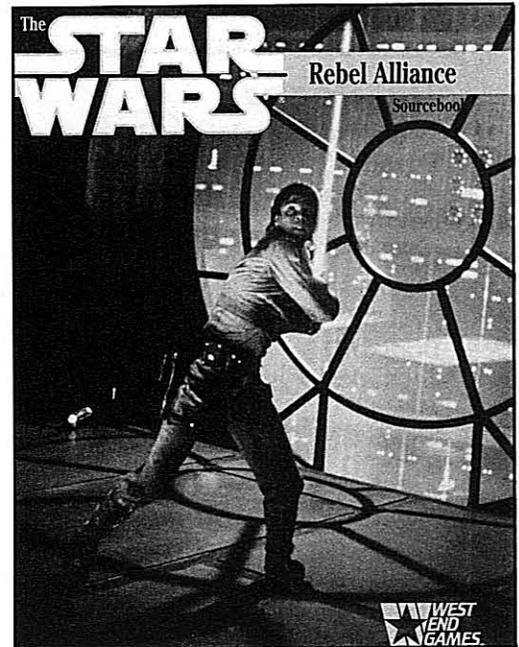
Equipment: Blaster, damage 4D; vibroblade, damage 4D+2; grenades, damage 5D; breath mask; comlink; security tool kit.

Quote: "I was just passing by and was wondering if you could use some help?"



Outnumbered,
outgunned, but
never outfought...

The Rebel Alliance Sourcebook



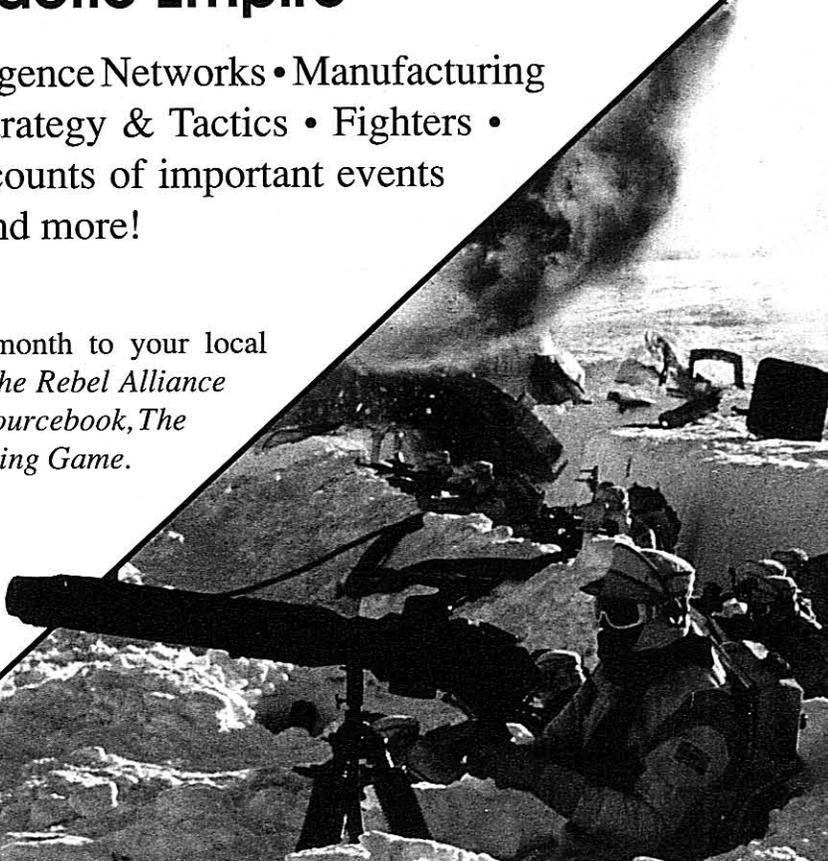
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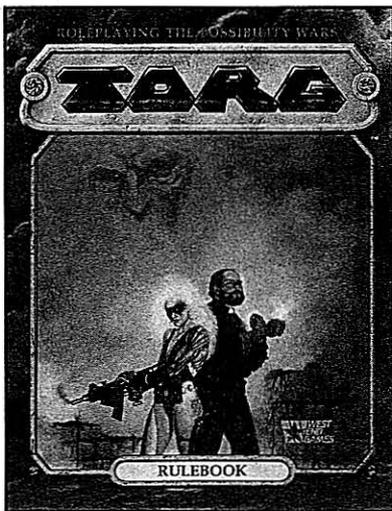


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Graveyard of Alderaan

by Bill Slavicsek

"No! Alderaan is peaceful. We have no weapons!"

But Princess Leia's plea to Grand Moff Tarkin went unheeded, and the Death Star battle station turned its deadly super laser upon the unsuspecting world. Alderaan, once a paradise world where violence was nonexistent, was totally obliterated.

Now only an asteroid field remains to remind the galaxy of the might of the Empire. It is called the Graveyard by spacers and free-traders, and stories about it fill the idle hours in cantinas from the Outer Rim to the Core itself — rumors of Jedi artifacts floating among the ruins, of ghost ships that wink in and out of sight.

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