STAR WARS®

OPERATION: ELROOD

An Adventure in Three Acts:
Industrial Intrigue
The Fixer, the Spy, and the Chud
Death of a Star Destroyer

STAR WARS OPERATION: ELROOD

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Introduction

Jacob Nive shifted slightly in his command chair as he surveyed the *Backstab's* bridge. His crewers were disciplined and ready for action. They were as good as any group in the Imperial Navy or the Rebel Alliance. And very soon now he would prove that to the rest of the galaxy.

A fair-haired youth entered the bridge and headed directly for Nive's chair. Nive thought to himself, *The boy has enthusiasm. He'll make a fine pirate if he doesn't get himself killed.* "What is it, young Melx? Have our friends on Coyn found us another cargo shipment for the taking?"

Melx shoved the datapad towards Nive in barely-contained excitement. "Better, Captain Nive! We've been so successful in raiding Imperial convoys that Moff Andal got another ship. The Star Destroyer *Brazen.*"

Nive sneered. "And I suppose that Andal believes this new captain will do any better than those buffoons Pryl and Zed? By now he should know better than to believe his intelligence reports."

"The *Brazen's* captain is Dadefra."

Nive's eyes widened in surprise and a wicked grin crossed his face. "Dadefra! Well, that changes things, doesn't it? It has been a very long time since our last battle. This time, I will stand over his broken body and choke the life out of him. The Khuiumin Survivors will have their revenge!"

Jacob Nive's thoughts drifted back many years to the great battle in Khuiumin system. *Once we stood 8,000 strong, but within a day the Emperor's Star Destroyers reduced us to nothing. Dadefra and his lackeys had whittled us down to barely 300. No, I have not forgotten you, captain. When the time is right I will strike like a knife in the darkness. And as your life slips from your body, you shall see my face!*

• • •

Warning! If you want to play this adventure, stop reading now! Players who read the details contained within will ruin the adventure for themselves and their fellow players. Gamemasters should read and become familiar with the adventure before beginning to play.

Operation: Elrood

Operation: Elrood is a *Star Wars* roleplaying game adventure designed for three to six players and a gamemaster. The adventure is told in three acts.

Operation: Elrood is set in the Elrood sector, an area of space seemingly far removed from the galactic struggle between the Empire and the Rebel Alliance.

Operation: Elrood's three acts are as follows:

Act One: Industrial Intrigue. The Radell Mining Corporation asks the characters to rescue a group of Rebel operatives from a pirate gang called The Scourge. The characters must claim the newly-discovered world of Alluuvia for Radell's mining operations while fending off Imperial forces.

Act Two: The Fixer, the Spy and the Chud. The characters must join forces with a shifty data fixer in an attempt to save a key Rebel spy who's pursued by Imperial Security Bureau (ISB) agents.

Act Three: Death of a Star Destroyer. While stranded on the planet Derilyn under Imperial martial law, the characters get a chance to strike a devastating blow against the Empire.

Difficulty Numbers and Game Balance

As gamemaster, it is your job to modify these adventures to suit the abilities of your players' characters. The "Difficulty Number Scale" presented here lets you adjust the adventure according to the level of skill of the player characters.

Difficulty Number Scale

Task	Difficulty Range
Very Easy	3–5
Easy	6–10
Moderate	11–15
Difficult	16–20
Very Difficult	21–30
Heroic	31+

If the characters have a low level of skill, it's better to pick difficulty numbers from the lower end of a difficulty's range. A large group or one with highly-skilled characters will only be challenged if you pick difficulty numbers from the upper end of each difficulty's range. You may also adjust the number of opponents and their capabilities.

Adventure Materials

Here is what is needed to play *Operation: Elrood*:

• **The *Star Wars* Rulebook.** This adventure uses the *Star Wars, Second Edition* game rules, found in *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded.* This adventure is also compatible with the *Star Wars: The Roleplaying Game, Second Edition* rulebook.

• **Player Handouts.** This adventure contains several player handouts and maps. You should make extra copies for the players before beginning play.

• **Dice, pencils, and paper.** Each player needs several six-sided dice for skill rolls. Paper and pencils are useful for taking notes or sketching maps.

The following products are not necessary for play, but you may find them useful:

• *The Star Wars Planets Collection* (or *Planets of the Galaxy, Volume Three)* provides additional information on the Elrood sector. While these supplements are not necessary for play, they will help you get a better understanding of the locations and characters featured in this adventure.

• *Star Wars Gamemaster Screen, Revised.* The screen and booklet compiles important information and summarizes game statistics for characters, ships and vehicles.

Elrood Sector

Elrood sector is a backwater corner of the Metharian Nebula Territories region of the Empire. The sector is fairly isolated and even today, millennia after the area's initial colonization, large tracts of the sector remain unexplored.

History. Elrood sector was settled long ago, with its economic development fueled by mining ventures. However, the "boom days" are long gone. In recent years, the sector has fallen on hard times, with most planets trading only with other worlds in the sector. This area is held by the Empire and the sector's citizens are extremely fearful of Imperial reprisals and crackdowns.

Radell Mining Corporation (RMC). Radell is the economic powerhouse of the remote Elrood sector. Founded during Elrood's most profitable days, RMC is the largest employer in the sector and owns several mining planets. Although the company is a marginal player compared to the galaxy's major mining conglomerates, RMC has tremendous influence in this area of space. From its corporate headquarters on the sector's capital planet of Elrood, RMC directs operations on a dozen different worlds, including some planets unknown even to the Empire.

Imperial Mining, Ltd. (IML). A young mining company founded by retired Imperial naval personnel, IML is quickly swallowing up Radell's market share.

The Empire. While Elrood sector can be said to be free of the Empire's harshest policies, the specter of Imperial domination is at the back of every citizen's mind. Under the control of Moff Villis Andal, Imperial forces have managed to intimidate most of the sector into submission. Moff Andal has shown no hesitation in using brutal tactics to suppress dissent and rebellion.

The Empire maintains two Star Destroyers in the sector: the *Thunderflare,* under the command of Captain Tanda Pryl, and the *Stalker,* under the command of Captain Akal Zed.

The Empire's forces also include the light cruiser *Rintonne's Flame,* patrol ships, customs vessels, Skipray blastboats and wings of TIE fighters.

The Rebellion. The Rebellion's presence in Elrood sector is decidedly muted. Short of a secret listening post on Almar and a handful of roaming agents, there isn't much Rebel activity here. Elrood's inhabitants, naturally distrustful of outsiders, have little use for the Rebels, who are seen as troublemakers who would only bring more misery with them.

Elrood-Derilyn Trade Run. The Elrood-Derilyn Trade Run (or E-D Run) links the major worlds of Elrood sector. With the Imperial crackdown on Derilyn, Elrood's residents seldom venture beyond Torina.

The Drift. The Drift is a huge stellar gas cloud that presents a major hazard to hyperspace navigation. No routes are known through The Drift and any ships daring (or foolish) enough to venture through the gas clouds must make a series of small hyperspace jumps to have any chance of passing through safely.

Imperial Interdicted Space. When Derilyn was placed under martial law, the space around the system was also restricted: it is now known as "Imperial Interdicted Space." The area, which runs from the edge of Torina system to well past Derilyn, is heavily patrolled by Imperial warships. Any civilian vessels wishing to enter the area must first gain a Derilyn Travel Waiver from the Imperial Navy.

Planets of the Sector

Dega. An old mining world long ago tapped-out by Radell Mining, Dega is a world devoid of life, with a poisoned atmosphere and a polluted ecosystem.

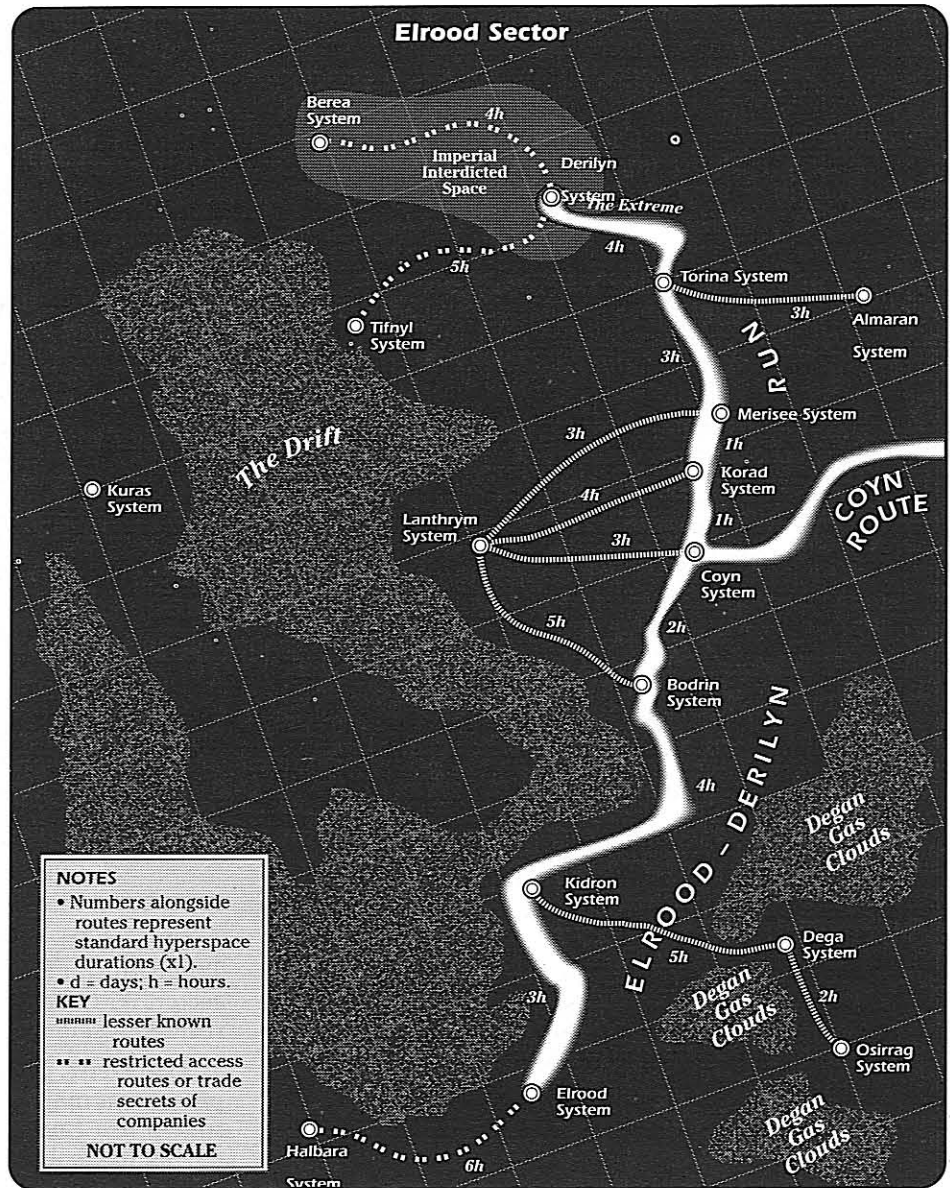**Derilyn.** Derilyn was once one of the major trading

worlds of Elrood sector, but it's currently under Imperial martial law. Travel to and from the planet is restricted. Opposition to the Empire is not tolerated by the planet's Imperial military governor.

Elrood. The capital world of the sector, Elrood is predominantly a trading and manufacturing center. Elrood also has the headquarters for the Radell Mining Corporation and enjoys the highest standard of living in the sector.

Korad. Much of the surface of Korad is littered with starship and vehicle wrecks; the planet is essentially a salvage yard. Several bands of scavengers and refugees live among the abandoned starship hulks.

Merisee. Known as the "Breadbasket of Elrood Sector," Merisee is an agriculture world. The planet is home to a humanoid alien species with two distinct races: the Teltiors and the Meris.

Torina. Torina is a planet on the E-D Run which boasts several starports and is a favored vacation world in the sector. With a pleasant climate, well-preserved natural habitats, clean cities, good starport facilities, and an abundance of hotels and casinos, Torina has much to offer, particularly for those who can't afford the splendor of a cruise aboard the *Kuari Princess*.

Elrood Sector

Berea System

4h

Imperial Interdicted Space

Derilyn System

The Extreme

4h

Torina System

3h

Almaran System

5h

Tifnyl System

The Drift

3h

3h

Merisee System

1h

Korad System

COYN ROUTE

Kuras System

Lanthrym System

4h

1h

3h

Coyn System

5h

2h

Bodrin System

4h

Degan Gas Clouds

ELROOD – DERILYN RUN

Kidron System

Dega System

5h

2h

Degan Gas Clouds

3h

Osirrag System

Elrood System

NOTES
- Numbers alongside routes represent standard hyperspace durations (x1).
- d = days; h = hours.

KEY

▦▦▦ lesser known routes

▪▪▪ restricted access routes or trade secrets of companies

NOT TO SCALE

Halbara System

6h

Degan Gas Clouds

Act One
Industrial Intrigue

Adventure Background

While the Radell Mining Corporation (RMC) is the largest and wealthiest company in Elrood sector, recently RMC has faced competition of a decidedly unfriendly nature. Imperial Mining, Ltd. (IML) has set its sights on toppling RMC, instigating a covert industrial war of sabotage, threats, and thievery. Several of RMC's convoys have been raided by "pirates" (really in the employ of IML) and "terrorists" (really IML-sponsored operatives) have detonated bombs in two different Radell Mining facilities.

Radell Mining knows that the Empire is ignoring IML's actions. Employees, especially the scouting and exploration teams on the "front lines," are leaving in droves. In an effort to shore up its business, Radell asked the Rebel Alliance to provide an exploration team in exchange for valuable ores that can be used to build new capital ships. The Alliance eagerly accepted the offer.

An Alliance scouting team known as the "Gray Griffins" joined RMC and was sent to explore the newly-discovered planet of Alluuvia. Unfortunately, the Gray Griffins were captured by a pirate gang called The Scourge and IML is trying to claim Alluuvia as its own; the company is now trying to complete a survey of the planet and set up mining operations. To protect IML's claim, The Scourge lies in wait to waylay any travelers headed for Alluuvia.

The Scourge released one of the Gray Griffins to deliver the 250,000 credit ransom demand to Radell Mining. The Alliance has sent the player characters to Elrood sector to rescue the Gray Griffins and claim Alluuvia for Radell Mining.

Episode One: Defusing the Situation

Summary

The Rebels arrive on Elrood to meet with their Rebel contact and Jameth Todkal, a Radell Mining executive. They have the opportunity to speak with Parek, a member of the Gray Griffins who was released by the pirates to deliver the ransom demand. Before the meeting ends, Imperial Mining, Ltd. (IML) escalates its attempts to sabotage Radell by planting a bomb in the building. The bomb threat incites a riot. As thousands of RMC employees flee the building, the Rebels are asked to help find the bomb and disarm or dispose of it. The Rebels soon learn that the saboteur is still present to complicate the search.

Start the Adventure

To begin the adventure, read aloud:

As the Rebels continue their desperate campaign against the Empire, they need every ally they can get. Now, in the remote area of space called Elrood sector, the Alliance has reached an agreement to trade the services of its scouting teams for percentages of the metals and minerals recovered by Radell Mining Corporation. Since the Rebellion is so desperately short of raw materials, this deal is very important to Alliance High Command.

You don't know all the details, but your mission is simple. The Gray Griffins, an Alliance scouting team loaned to Radell, have been captured by pirates and are being held for ransom. You must rescue the Griffins and secure any new worlds they claimed for Radell Mining.

For the full briefing, you've got a meeting later on today. You're supposed to be meeting with Jameth Todkal, a Radell executive who works on the 28th floor of the Radell Mining Corporation's headquarters. The building is in the center of the capital city of Elrooden.

First, though, you're supposed to establish contact with Shondra Del, a Rebel operative here in Elrooden. You've got an address and an identification phrase: "We're former business partners from Keyorin."

Your fake identicards got you through Customs with no problems, but the Alliance didn't warn you about the Star Destroyer orbiting the planet. You have to wonder, "What else didn't they tell us?"

A Friendly Contact

The characters begin at Elrooden Starport, which is a few minutes travel (by monorail) outside of Elrooden. The Customs officials are quite polite, but their blunt and direct manner suggests that they have a low tolerance for troublemakers. One of the first things the characters notice about Elrooden is how clean everything is — the starport, the monorails and even the city's most rundown warehouses and neighborhoods are spotless.

Shondra Del's contact point is a business called "Gwynn Dispatch," which is in a small office building in a port neighborhood. The streets in this area are lined with businesses catering to spacers' needs: cheap hotels, cheaper restaurants and taverns, cargo dispatching businesses, shipwright offices (where characters can arrange for starship repairs and modifications; the actual shipwright bays are at the starports or in other parts of the city), as well as shops that sell starship supplies, astrogation coordinates, space suits, electronics and other essentials for freighter captains.

Gwynn Dispatch matches up cargoes with independent freighter captains. The front office has a dozen chairs and a long counter; three grubby-looking spacers are sitting in the chairs and discussing recent events in the sector:

• (Jokingly) "Even that new Star Destroyer in orbit isn't going to stop the pirate attacks. The Empire's lost three cargo ships in the past week alone. There's a crafty fellow leading those pirates. I wonder if the Imperials are gonna be able to stop him."

"Oh, there's no truth to that. There was one pirate attack and the TIE fighters chased 'em off! That Star Destroyer's just on a stopover and is headed out to the Rim."

"Now, I heard there were two attacks and the Empire only lost one ship. And that's straight from a friend of mine who says he knows a pilot that was *in* that Imperial cargo fleet!"

• "Freight in the entire sector's slow. The growing season on Coyn is over, nobody's buying electronics out of Torina … and Derilyn still being closed to most outside ships isn't helping much either."

• "Yeah, I noticed that Elrood Customs have been really tight, too. I mean, tighter than normal. Maybe it has something to do with those bombings at Radell's mines."

Behind the counter is a short, portly woman with brown hair. When she notices the characters, she hands them a datapad and says, "You're new. I'll need you to fill out these forms. Do you have or need cargo?"

When the characters ask for Shondra Del and give the identifying phrase ("We're former business partners from Keyorin."), she perks up and says, "Oh, Shondra said you might be by. She left a message for you."

While the woman goes over to a shelving unit and goes poking through stacks of flimsiplast sheets, boxes, and miscellaneous starship parts, she begins querying the characters about Shondra Del and their business on Keyorin. ("So, how long have you known Shondra? How did you get hooked up with her?")

Characters making Easy *planetary systems* or *streetwise* rolls know that Keyorin, or "The Hunter's World," is an infamous rough-and-tumble spaceport world. Plenty of smugglers and bounty hunters frequent the planet, which is known for its lawlessness and dangerous neighborhoods. The woman isn't listening too closely, so the characters shouldn't have too much trouble coming up with reasonable-sounding stories.

The woman says that Shondra comes around about once every couple of weeks, although she doesn't keep a regular schedule. She says Shondra's last stop was about nine days ago — she should be back any day now.

Finally, she finds the disk and brings it over to the characters; the disk has a holographic message. As the characters depart, she hands them a holographic business card and says, "I'm Gwynn. If you ever need to get a cargo off-world, I'm the person to call."

When the characters play the hologram message, read aloud:

The hologram shows the image of an attractive but intense-looking woman with brown hair. "I'm Shondra Del, captain of the freighter *Stars of Elrood*. I'm your contact here in the sector. To keep it short, Elrood isn't a place where folks like us are welcome. Keep your affiliations quiet. When you've completed your mission for Radell, report here.

"If you run into trouble, forward a message to me, but be discreet. There's all kinds of nosy people in this part of space, if you catch me. Be careful because I don't have the people to come in and save you if you get into trouble. I've got my own missions, so I may not be in for a while."

Meeting Jameth

The Radell Mining Corporation headquarters building is in the center of Elrooden. The needle-shaped 50-story tall building towers above the rest of the city. Surrounding the RMC building is a large public park. A 300-meter long skywalk connects the RMC building to an elevated monorail station on the far side of the park.

During daylight hours the park is filled with people — RMC employees, students, city residents and, unknown to the characters, off-duty Imperial Navy personnel from the Star Destroyer *Brazen* — but the mood is noticeably tense. RMC security guards dressed in tan and blue uniforms patrol the park, keeping a close eye on everyone.

There are security guards posted at all entrances to Radell Mining's Corporate Headquarters. They ask everyone their business and are closely checking iden-

tification cards. Given Todkal's name, they confirm the appointment and admit the characters to the building; the characters are required to hand over their weapons for safekeeping. (The weapons will be returned when the characters leave.)

Read aloud:

The lobby is bustling with activity as humans and aliens scurry about the marbled hall on urgent errands. Dozens of security guards oversee the room, alert for trouble. Beyond the lobby is a great hallway, adorned with statues, holo-art, and elegant wall coverings. At the end of this hallway are large, ornate turbolifts decorated with crystal. The tan and blue Radell Mining Corporation logo is splashed everywhere, from the tiled floor to the doorways ... even on the gaudy waste containers.

The turbolift is operated by a courteous servant droid named SE4-T25. The droid is an absolute gentleman, commenting on the characters' fine attire (if appropriate), offering a hand with equipment or baggage, and answering any questions they may have about Radell or the building.

When the Rebels reach the 28th floor, read aloud:

As your group steps out of the turbolift, a short man wearing a stylish suit hastily approaches from the third door to the right. "Welcome! My name is Jameth Todkal. I'm glad you could make it."

The man is wiry and physically fit; premature graying hints at the stress his job inflicts on him, but he's enthusiastic and very animated. "Please follow me to a private room where we can discuss matters."

Jameth turns, leading your group to a spartan conference room. A dark wooden table surrounded by a score of mauve chairs dominates the chamber. A window fills one wall, offering a splendid view of the park and the city beyond.

Jameth shuts the door and asks the Rebels to take a seat. He speaks in a fast tone and it's obvious that the current situation weighs heavily on him. His eyes are red from several sleepless nights and he fears for his job if Alluuvia remains in IML's hands. He is a bold man, however, and won't be cowed by bomb threats, though it is plain that he is more accustomed to crunching numbers than dealing with Rebels.

Read aloud or summarize:

"As you already know, my company has entered into an agreement with your Rebel Alliance. This is due to the actions of a company called Imperial Mining, Ltd. IML recently started a 'corporate war' against us. IML-sponsored agents have sabotaged our facilities, attacked scout ships ... and in the last two weeks, three separate facili-

ties have been bombed. Security is tight here because we fully expect another bombing, possibly right here at our headquarters. IML has close contacts with Moff Andal, so our requests for an investigation into these incidents have been ignored.

"We've lost almost all of our scouting crews. Our agreement with the Alliance is simple: your scouts search for new mining worlds and we secretly deliver to you 10 percent of the refined metal.

"The first Alliance group working for us was an experienced team called the Gray Griffins. They disappeared. You've been sent here to rescue them and secure Alluuvia, a new world they discovered. Before I bring in Parek, who can explain what happened in greater detail, I'll answer any questions you have."

Jameth is knowledgeable and honest; he'll answer any questions to the best of his ability. He can answer general questions about IML, Elrood sector, or the Imperial presence here. Jameth knows that the Star Destroyer orbiting Elrood is the *Brazen*. It's in this sector to investigate recent pirate activity. The ship arrived two days ago and is scheduled to depart in another week.

Jameth Todkal, Radell Junior Executive. All stats are 2D except: *Knowledge 3D, bureaucracy: Elrood 4D+1, business 4D, business: Radell Mining 6D, value 3D+2, value: ore 4D+2, bargain 3D+1, Technical 1D.* Move: 10. Stylish suit, several datapads.

Jameth soon calls in Parek, a member of the Gray Griffins. Parek is a short alien about a meter and a half tall; he is bald, with a low ridge of spines covering his head and tapering down his back. His skin is bronze and hardened, with three gill slits on each side of his neck.

Parek, Rebel Scout. All stats are 2D except: *blaster 4D+2, Knowledge 4D, alien species 4D+2, planetary systems 5D+1, survival 5D+2, astrogation 4D, space transports 4D, Strength 1D, Technical 1D, first aid 3D.* Move: 9. Flight suit, datapad.

Parek's Story

Parek explains that the Griffins successfully navigated a safe route through The Drift by making several micro hyperspace jumps. They located a new world, Alluuvia, and performed a preliminary scouting survey. The world looked very promising — initial scans showed high levels of valuable metals.

However, things quickly took a turn for the worst. Shortly after the Griffins left Alluuvia, they were ambushed by a pirate band. Their ship, the *Whisper*, was disabled by ion cannon blasts from several Skipray blastboats. A battered space barge closed on the *Whisper* and boarded the vessel, capturing the team.

Illustration by Christina Wald

During the battle, Parek noticed a huge container ship fleeing into The Drift; he doesn't know what the pirates were using it for, since these bulky and clumsy ships make lousy war vessels. Parek was pushed into a blastboat while the other members of the team were loaded onto the space barge. The blastboat jumped to the Elrood system, where they gave him their ransom demand of 250,000 credits and forced him into an escape pod.

Parek's escape pod was soon rescued by an Elrood system patrol ship, but the pirates got away. Parek doesn't know what became of his ship, but it contains the astrogation coordinates to reach Alluuvia.

Parek can provide a general heading to Alluuvia, but until they get the coordinates from the *Whisper*, it's almost impossible to reach the planet. Unfortunately, it could take weeks to plot a new course from scratch and by then Imperial Mining will have a rig up and running and have the planet to themselves. The characters must somehow find the *Whisper*.

Parek suggests that the characters head into The Drift to locate the pirate band. If they find the pirates, they could be able to locate the Gray Griffins and the *Whisper*. With the astrogation coordinates, they can find their way to Alluuvia.

The Bomb Threat

Just as Jameth and Parek are wrapping up their stories, the characters are forced to deal with a bomb threat.
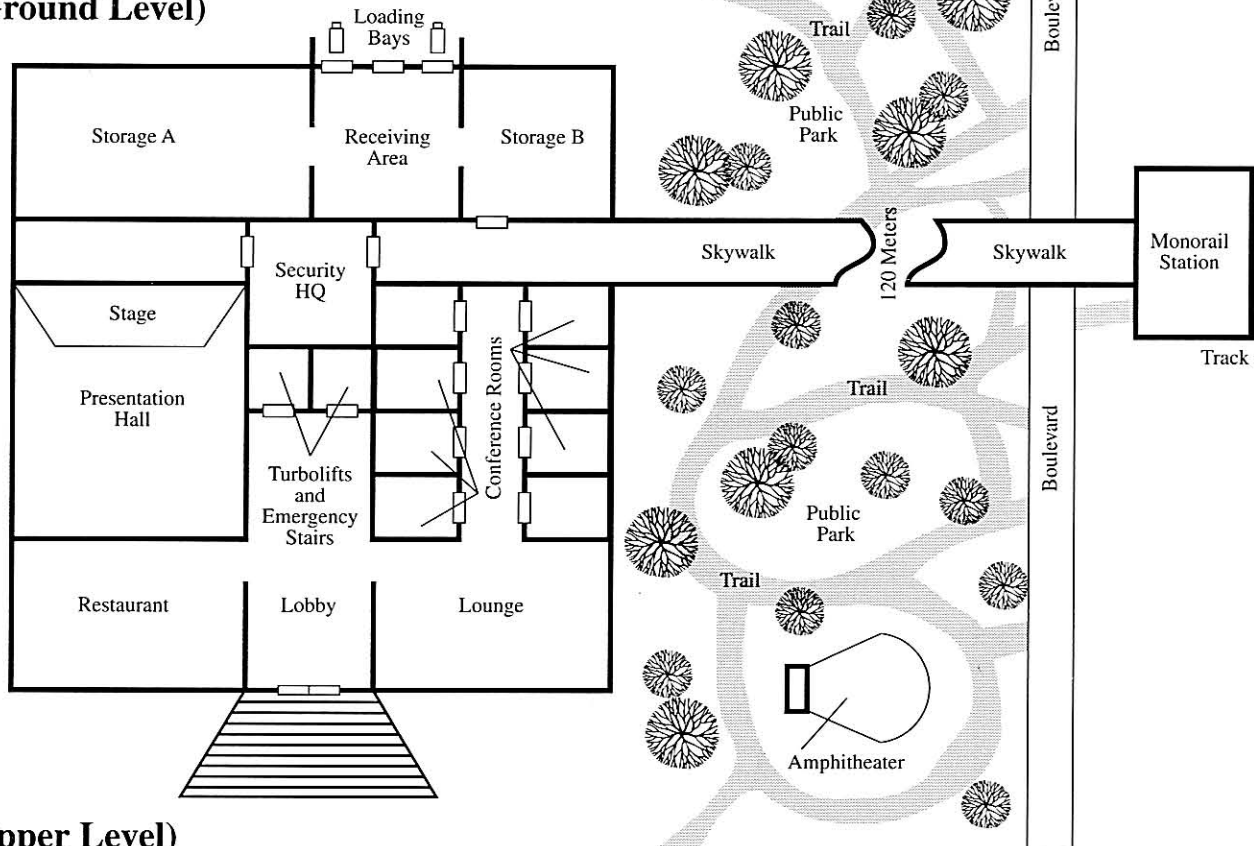
Read aloud, placing emphasis on the clues "store" and "supply":

The piercing wail of an alarm stops the conversation. The intercoms and video screens come to life. A rough-looking man smiles at the camera. "Good afternoon, employees of Radell Mining Corporation. My name is Adair Koryunt. You don't know me, but I've a wonderful surprise in *store* for you. In 20 minutes or so, a concealed bomb will level this building. That should *supply* you an interesting couple of minutes unless you can locate the bomb. Good luck!"
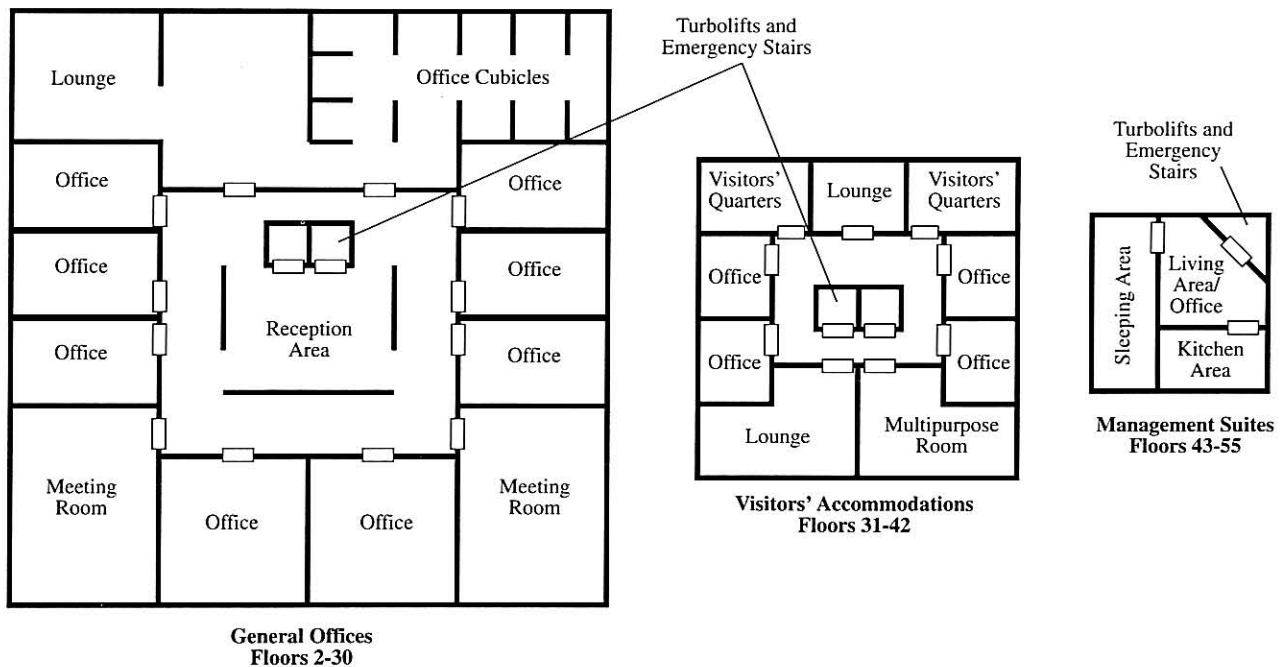
The end of the speech is drowned out by the panicked cries from the hallway. Jameth immediately calls the Imperial authorities to have them send over a bomb squad, but he is told that it will take at least 40 minutes to get a team there. He turns to the characters and asks them to help find the bomb and disarm it — after all, they're used to dealing with these types of problems, aren't they? If the characters request help, Jameth summons two Radell security guards and instructs them to help the characters.
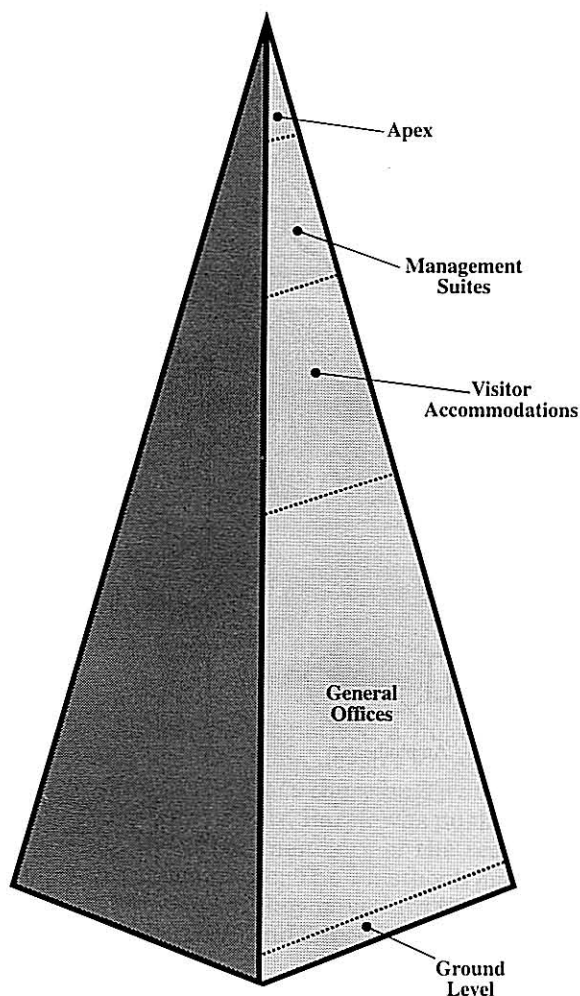
Radell Mining Corporate Headquarters
(Ground Level)

Loading Bays

Storage A

Receiving Area

Storage B

Trail

Public Park

Boulevard

Skywalk

120 Meters

Skywalk

Monorail Station

Track

Security HQ

Stage

Presentation Hall

Conference Rooms

Turbolifts and Emergency Stairs

Restaurant

Lobby

Lounge

Trail

Public Park

Trail

Amphitheater

Boulevard

(Upper Level)

Lounge

Office Cubicles

Turbolifts and Emergency Stairs

Office

Office

Office

Office

Office

Office

Reception Area

Meeting Room

Office

Office

Meeting Room

**General Offices
Floors 2-30**

Visitors' Quarters

Lounge

Visitors' Quarters

Office

Office

Office

Office

Lounge

Multipurpose Room

**Visitors' Accommodations
Floors 31-42**

Turbolifts and Emergency Stairs

Sleeping Area

Living Area/ Office

Kitchen Area

**Management Suites
Floors 43-55**

Radell Mining Corporate Headquarters (Exterior View)

- Apex
- Management Suites
- Visitor Accommodations
- General Offices
- Ground Level

Meanwhile, he and Parek join Radell's security guards in evacuating employees and visitors. Some brave volunteers may offer to help the characters, but they aren't bomb experts.

The Rebels have 20 minutes of game time to locate the bomb and disarm it. First, they must determine where it's been hidden. Adair has given some hints, since the panic created by the bomb disrupts Radell, which is Adair's main objective. He provided the clues "store" and "supply." If asked about store rooms, Jameth directs the Rebels to the Ground Level storage wing, the only major storage area in the building.

A Very Easy *computer programming/repair* roll accesses the main computers, calling up a floor plan. (Show the players the floor plan of the building.)

The rest of this episode should be staged at breakneck speed. Keep careful track of time, urging the players on and reminding them about how much time is left.

If the Rebels are stumped — meaning that Adair hasn't seen anyone come looking for the bombs — he uses the comm system to taunt the civilians and drop more hints about the store room.

If the characters have access to one of Radell's computers, they can trace the messages with a Moderate *communications* roll. Adair has tapped into an intercom port on the Ground Floor, near the receiving area.

Radell Security

Radell Mining has its own security guards to patrol the building and the park. Dressed in blue and tan uniforms prominently displaying the Radell corporate logo, they patrol in squads of three. They can make an appearance at any time during the bomb search and the ensuing chase.

If Jameth talks to a squad, the guards may assist the Rebels in finding and defusing the bomb.

If the characters are already on their way down to the ground floor, it will take some effort to convince the guards to help them — and a really poor explanation may convince Radell Security that the characters are actually the bombers! If the characters aren't careful, Radell Security may be a great hindrance.

During the chase, you can use the guards to affect the flow of the battle. Perhaps they slow Adair enough to allow the characters to catch up, or they might slow the characters so much that Adair and his band escapes.

Radell Security Guards. All stats are 2D except: *blaster 4D, dodge 4D+2, command 4D, Strength 3D+2.* Move: 10. Blaster pistol (4D+2), blast vest (+1 energy, +1D physical), blast helmet (+1 energy, +1D physical).

Getting to Ground Level

Turbolifts. The building is in a state of panic as thousands of workers try to flee. The easiest way for the Rebels to reach the Ground Level is to use the turbolifts, but most of the civilians have the same idea. A Difficult *command* roll is needed to order workers out of the lift so that the Rebels can use it; if Radell Security is working with the characters, they only need a Moderate *command* total.

Because so many people are attempting to get on the turbolift, it stops at every floor — it takes nearly 15 minutes to get to the Ground Level. Again, it's easier if Radell Security is working with the characters — the security guards can enter an emergency override which allows the lift to go straight to the Ground Level, taking only two minutes.

Emergency Stairs. There are emergency stairs, but Rebels using them must fight through the unruly crowd. After travelling down all 28 flights of stairs, the charac-

ters must make a Moderate *stamina* roll or suffer a -1D penalty for all skill rolls for the rest of the episode. It takes 10 minutes to reach the Ground Level if using the stairs unless the characters come up with an innovative plan.

Other Options. If the Rebels have climbing equipment, they can exit through a window and scale the building. (Exiting the window sets off an alarm, but no one's going to notice in the general panic.) Scaling the building probably takes between five and 10 minutes.

The characters may also try to slide down syntheropes inside the turbolift shafts. They must race down the stairs to get beneath the turbolifts, use a plasma welder to cut through the floor's turbolift doors on their floor (the doors can't be opened with a *security* roll because of computer safeguards). Then, they can attach magnetic grapples to the underside of the turbolift cars and slide down the ropes. This may take five or 10 minutes.

If the characters come up with some other approach, use your judgment to decide whether it's feasible.

The Storage Wing

The rear of the entire Ground Level is dedicated to receiving and storing supplies. Most of the crates have office supplies and food for everyday use. This area is now deserted except for common labor droids.

Receiving Area. This area is clear save for five or six stacks of metal boxes. Archways lead to storage areas. Three huge overhead security doors lead to loading bays, two of which are occupied by speeder trucks. (The identification keys are in the trucks, so they can be started up and driven away.)

Characters making a Moderate *search* or *Perception* roll notice that each box has a metal plate labeled "Inspected by Elrooden Starport Port Authority," with the arrival date indicated.

Several B1 worker droids are unloading one of the speeder trucks; these droids obey simple direct commands, but pay no attention to the alarms and have simply kept on working despite the emergency.

B1 Worker Droid. All stats are 1D except: *Strength 8D, lifting 10D, stamina 4D.* Move: 6. Equipped with suction/magnetic-tipped digits, retractable third leg (adds +1D to *lifting* rolls when deployed) and visual spectrum scanners.

Storage Areas. Storage A and Storage B are large warehouse-style rooms. They flank the receiving area. In each area, rows and rows of stacked metal boxes are present, all with the telltale metal inspection plate and the Radell Mining logo. Nine more B1 worker droids are scattered about, moving the huge boxes.

The Bomb

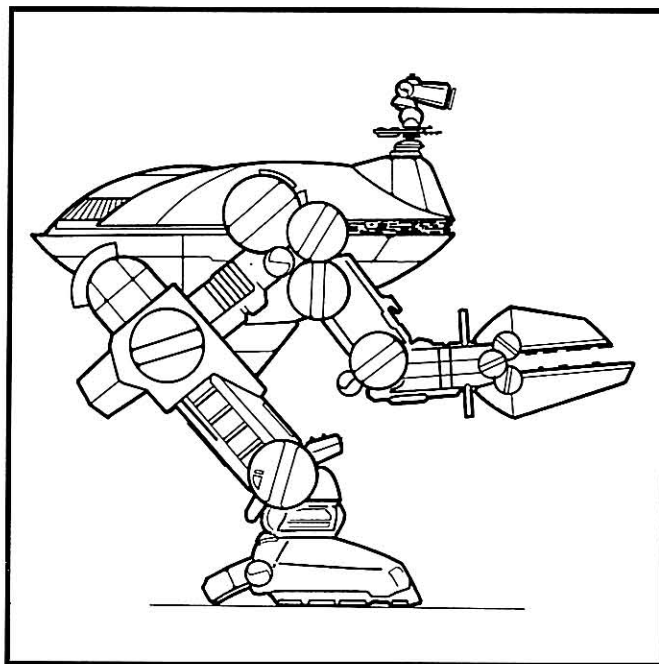The bomb is in a one-meter square metal box bearing the Radell Mining logo, but it lacks the metal inspection

plate. The box is held by a B1 worker droid with orders to carry it around in an unsuspicious manner. When the Rebels arrive, the droid is in Storage A.

Any character making a Moderate *search* or *Perception* roll notices that this particular droid never puts the box down.

B1 droids normally take orders from anyone, but Adair has disabled the droid's programming so it ignores all commands. Hot-wiring the droid to release the box requires one minute and two rolls: a Moderate *brawling parry* or *Dexterity* roll to avoid being walked over and a Moderate *droid programming* roll to actually deactivate the unit.

Blasting the droid is also an option, but its thick metallic frame is strong enough to shrug off most blaster shots. The droid will not attack or retaliate.

After recovering the box from the droid, the characters can open its simple lock mechanism with an Easy *security* roll.

The bomb is several charges of detonite attached to a timer fuse, which is powered by a blaster power pack. One wire runs from the bomb to the timer fuse; a second wire links the timer fuse to the power pack.

The timer shows the time remaining (which is probably only a minute or two unless the Rebels were particularly crafty in getting through the crowds). The timer's screen is getting a little dimmer as each second counts down. The screen also has a "power level" indicator in the upper left-hand corner; the indicator shows that the power pack is almost completely drained. In fact, the timer's countdown seems to be tied to the pack's power level.

The timer can be reset if the characters can somehow patch a full power pack (or other power source) into the timer. This can be done by simply slicing off the insulation for the wire that connects the power pack and the timer, and then attaching clips (connected to the new power source) to this wire.

When this is done, the timer resets, blinking 59:59 (59 minutes and 59 seconds); it does not begin counting down. A full blaster power pack can keep the timer reset for 24 hours before it begins counting down from 59:59.

The characters can figure this out with an Easy *demolitions* or *Technical* roll.

If the timer is disconnected from a power source or either of the wires is cut, the bomb goes off after 15 seconds. The bomb is not large enough to level the building, but it's certainly capable of destroying much of the storage wing if it goes off: it causes 6D damage to all victims within 10 meters; for every five meters beyond that range, damage is reduced by 1D. While no one in other areas of the building is killed, ancillary damage injures nearly 50 civilians who weren't quick enough to get out.

Adair Takes Action

Adair Koryunt is the twisted saboteur hired by IML to plant the bomb. He remains behind to insure that no one disables the bomb, though he certainly hopes someone tries. He is backed up by three hired mercenaries. They are hiding in Storage B.

Adair watches the Rebels intently, but remains hidden until the Rebels try to defuse the bomb. If it appears they will be successful, he taunts them while the mercenaries open fire, attempting to distract them. After this first volley, the mercenaries fall back, moving toward the exit. Thirty seconds before the timer runs out, Adair and his group flee. See "The Chase."

Adair Koryunt, Saboteur. All stats are 2D except: *Dexterity 3D, blaster 4D+2, dodge 5D, grenade 4D, running 4D, Knowledge 2D+1, streetwise 3D, Mechanical 3D+1, repulsorlift operation 4D+1, Strength 3D+2, brawling 4D+2, stamina 4D, Technical 3D+2, computer programming/repair 5D+1, demolitions 6D+2, droid programming 5D+1, droid repair 4D+1, security 5D.* Character Points: 3. Move: 10. Heavy blaster pistol (5D), 3 fragmentation grenades (5D), 6 charges detonite (1D each), 2 remote fuses, nondescript clothes, retractable grappling hook with 10 meters of syntherope.

3 Mercenaries. All stats are 2D except: *Dexterity 3D, blaster 4D, dodge 3D+2, Knowledge 1D, Strength 3D, brawling 4D+2, Technical 1D.* Move: 10. Blaster pistol (4D), comlink, nondescript clothes.

The Chase

While conducting this chase, emphasize excitement and cinematic staging over die rolls. The important thing is to keep the scene fast and tense.

Adair and his band flee the storage area and head for

The Wayfarer

The *Wayfarer* is a battered *Mu*-class scouting shuttle registered to Radell Mining. Since the ship is on loan, the Rebels are responsible for any damage to it. The *Wayfarer* has two long, folding stabilizers, with a pair of short sensor fins on the top.

The *Wayfarer* has been slightly modified from standard Mu shuttles by reducing the size of the cargo hold in favor of room for four passengers, a more efficient shield generator, a turret mount for the laser cannons, and a larger cockpit. The ship now has a pair of proton torpedo launchers for use against larger targets.

The *Wayfarer's* hold contains emergency gear, including 10 medpacs, 12 blaster ammo packs, four blaster rifles (5D), a flare pistol, six emergency ration packs (12 servings each), 12 sub-zero parkas, six space suits, a starship repair kit, 10 comlinks, 10 breath masks, six charges of detonite (1D each), and three remote fuses.

The Wayfarer

Craft: Modified Sienar Fleet Systems Mu-2 Long Range Shuttle
Type: *Mu*-class shuttle (Modified Lambda-C)
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lambda-C
Crew: 2, gunners: 1, skeleton: 1/+10
Passengers: 10
Cargo Capacity: 75 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x2
Hyperdrive Back-up: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 2D
Sensors:
　Passive: 25/1D
　Scan: 50/2D
　Search: 60/2D+2
　Focus: 3/3D
Weapons:
　2 Laser Cannons (fire-linked)
　　Fire Arc: Turret
　　Crew: 1 (co-pilot)
　　Skill: Starship gunnery
　　Fire Control: 2D
　　Space Range: 1-2/12/25
　　Atmosphere Range: 100-300/1.2/2.5 km
　　Damage: 4D+1
　2 Proton Torpedo Launchers (fire-linked)
　　Fire Arc: Front
　　Crew: 1
　　Skill: Starship gunnery
　　Fire Control: 2D
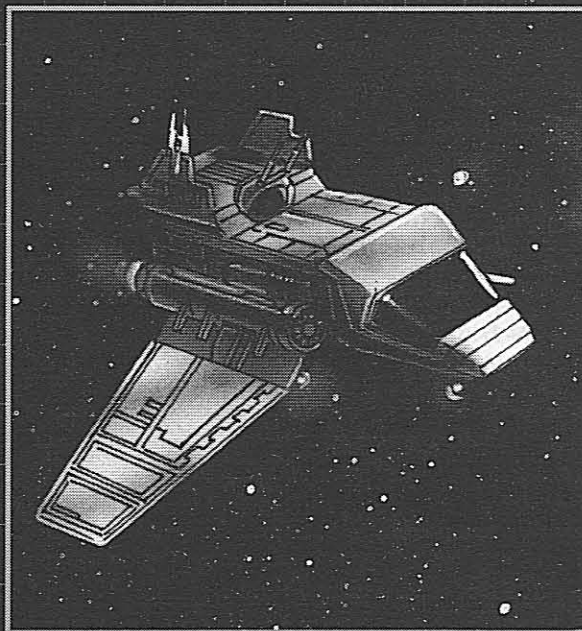　　*Space Range:* 1/3/7
　　Atmosphere Range: 50-100/300/700
　　Damage: 9D
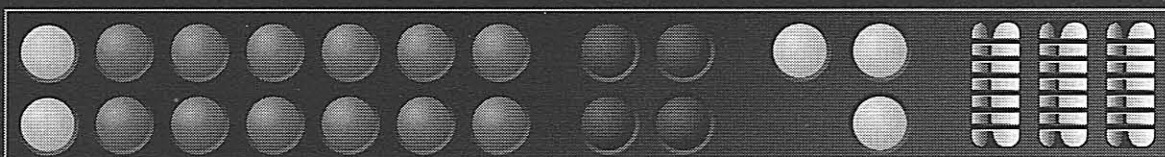

Illustration by Christina Wald

the skywalk. They jump onto a repulsor cart, racing down the 300-meter long skywalk at top speed (without regard for the civilians trying to flee the building). The Rebels can commandeer their own cart from a bunch of panic-stricken workers; the skywalk is Moderate terrain (to avoid hitting bystanders).

Repulsor Carts. Speeder-scale, 1/2 cover, maneuverability 0D, move 14; 40 kmh, body strength 1D.

Adair plans to take the monorail out of the city, but if the Rebels get too close, he leaps off the cart and shoots out the skywalk's window with his heavy blaster pistol. Using his grappling hook and rope, he repels 10 meters to the ground below and flees into the park on foot.

Once they've escaped into the crowd, Adair and his mercs holster their weapons and flee to the amphitheater. Aside from the usual collection of students and corporate workers, the park and nearby areas are crawling with off-duty Imperial Navy personnel on leave from the *Brazen*. Although few of these Imperials are armed, they take notice of any ruckus and may use their comlinks to summon stormtroopers and local police to intervene; some soldiers will no doubt try to "play hero." These soldiers subdue Adair if they figure out who he is, but the bomber is doing a good job of hiding out; unfortunately, these soldiers attack the Rebels if they're brandishing their weapons in public.

Off-Duty Imperial Naval Trooper. *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2, Technical 1D, security 2D.* Move: 10. Comlink.

Adair's Escape

If Adair makes it to the monorail station and boards a rail car, he tries to blend in with the crowd aboard the car. The car is headed directly to Elrooden Starport.

Adair is shrewd and very capable at hiding; if cornered, he fights to the death. If he's discovered and gets the chance, he and his mercs take hostages. Fortunately, Adair — concentrating mostly on the characters — turns his back at the wrong moment and several off-duty Navy troops ambush him and his goons. The hostages are freed with no injuries.

Finishing the Briefing

After the situation is resolved, Elrooden police officers arrive to question witnesses and investigate the bombing attack. Jameth arrives shortly thereafter and can extricate the characters unless they injured civilians; in this case, police questioning can take several hours, although they characters don't have charges filed against them.

Once the Rebels are alone with Jameth and Parek, Parek gives the Rebels a datapad with the approximate heading to Alluuvia. He urges them to follow the route, where they'll most likely be attacked by the pirates. Hopefully, the characters will be able to overwhelm the pirates, locate the Gray Griffins and find the *Whisper*, which contains the astrogation coordinates to Alluuvia.

As gamemaster, you may decide whether Parek joins the characters if he's asked to. He knows the tactics of the pirate attack and has been to Alluuvia previously. However, he is singularly obsessed with rescuing his friends and gets quite pushy if he thinks the characters aren't doing things correctly.

Jameth wishes the Force to be with them and offers to lend them a ship, the *Wayfarer*, if they don't already possess one. He also gives them an identichip which they can use when they return to Elrood. The chip identifies them as employees of Radell Mining, so Elrood Customs will allow them to land on the planet without any inspections. However, he reminds them to "keep it legal" since Radell Mining will be held accountable for anything the characters do.

Episode Two: Into The Drift

Summary

Using a series of short hyperspace jumps, the Rebels head through The Drift and into unexplored space on their trip to Alluuvia. En route, they encounter a wayward Duinuogwuin. Then, during one of the jumps, they are forced out of hyperspace and ambushed by pirates.

Drift Bound

The Drift is an immense stellar dust cloud that occupies a substantial portion of the Elrood sector. The expanse is mostly unexplored due to the navigational hazards present. The nature of the cloud scrambles starship sensors, and the area is filled with uncharted asteroids, planetoids, and other stellar objects: normal hyperspace jumps through The Drift are a risky proposition. Only by using a series of very short jumps can The Drift be crossed safely.

Read aloud:

Departing the Elrood system brought a sense of relief to you as you left the Star Destroyer *Brazen* behind. Now, you're in the Kidron system, on the edge of The Drift. The swirling mass of stellar dust looms ominously in your viewscreen. Your course takes you across the narrowest section of The Drift. This trip requires a series of short hyperspace jumps and could take many days.

The droning whine of sublight drives becomes acutely noticeable. Over the next 10 hours, your ship must travel at sublight speeds to reach your first jump point. Even though you haven't entered yet The Drift — you're still on the edges of
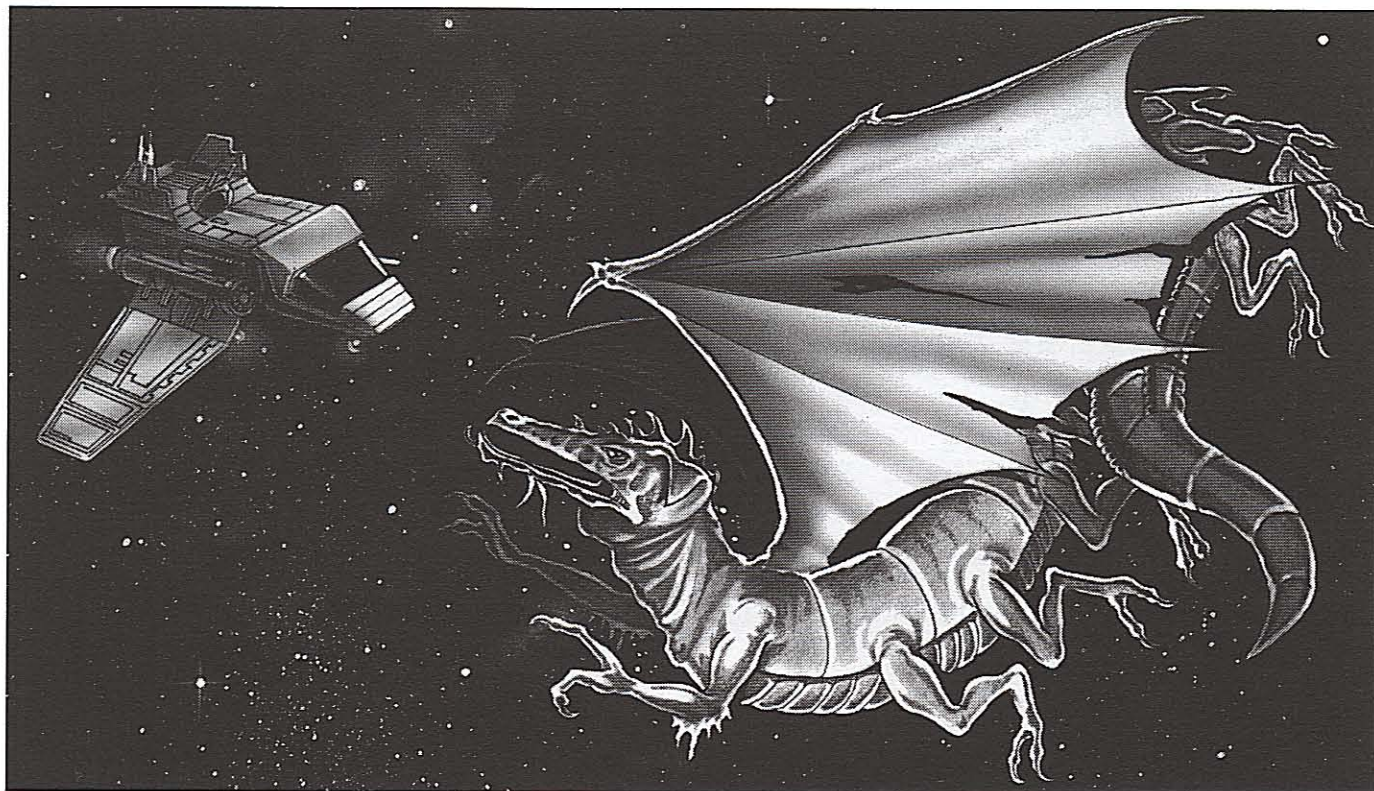
Illustration by Christina Wald

the Kidron system — your ship passes through several pockets of stellar gas which are beautiful but so dense that your sensors are useless.

Parek's datapad provides coordinates for a series of 10 jumps through The Drift. Each jump has an *astrogation* difficulty of Easy and takes 18 hours (with a x1 hyperdrive). Don't tediously play out each jump; rather, use roleplaying encounters and narration to cover the jumps, similar to how the trip to Alderaan was shown in *Star Wars: A New Hope*.

After three or four jumps, the encounter below occurs. Read aloud:

Your ship emerges in a dense cloud of stellar gas. You have a 16 hour sublight trip through a cluster of gravitational fluctuations before your next jump. Shortly after engaging the sublight drive, the proximity alarm wails: even though your sensors are barely functional, they detect a large object up ahead. It's moving very slowly.

Give the characters a chance to react in whatever way they see fit: most likely, someone will run to the weapons stations. The characters see only thick, billowing yellow and white gas clouds.

Any character who makes a Moderate *sensors* total can scan the object: it's over 80 meters long — probably more than twice the size of their ship — and moving slowly but erratically.

The object seems to have an extremely low metal content; in fact, the object appears to be made mostly of carbon compounds and water, and there appears to be a small energy source in the center of the object. The comm channels pick up only static and any hailing signals from the characters go unanswered. As the characters' ship closes in, read aloud:

Suddenly, the large object slowly emerges from the gas clouds not more than 200 meters in front of your viewport. To your amazement, the object appears to be a huge serpentine body perhaps 80 meters long. It's a creature of some sort, with a sinuous, many-segmented body and a huge pair of gossamer wings stretching from its back. One of its wings has a small tear. The serpent's eyes are open, but glassy. It hangs limply in front of your ship.

The Rebels behold a Duinuogwuin (or "Star Dragon") in dire need of help. The characters are probably stunned since its widely believed that Star Dragons are mythical creatures. This Duinuogwuin's Basic name is Star Wing (it's almost impossible to pronounce his real name). "He" lives on the other side of The Drift. He thought he had the stamina to cross it, but he ran out of oxygen and is slowly starving to death. He's floated in space for weeks and survived only by placing himself in a hibernation trance.

Using the Force power *projective telepathy,* he sends

his emotions, pleading for help. Choose a Force-sensitive Rebel or the most noble Rebel to receive the message. Read aloud:

Like a faint whisper in the back of your mind, emotions form at the edge of your consciousness. You sense hunger and death. You know that this creature is dying from starvation.

If the characters somehow extend a docking tube (a Moderate *space transports* roll to successfully move into position) or otherwise bring the Star Dragon into a position where he can speak to them, he slowly comes around. His eyes seem to clear and he raises his head. His deep and majestic voice rumbles, "Thank you, kind travelers. My name is Star Wing. I live on the far side of this dust cloud and was trying to cross it, but I was slowly starving from lack of oxygen. You've saved my life!"

Star Wing asks only to be allowed to breathe in oxygen for a few minutes more, although he hints that a few liters of water would also be most appreciated.

While he doesn't ask for medical assistance, his wing is badly damaged. He's considered "wounded" (or worse if the characters' ship collided with him). Healing each wound level requires two medpacs. Increase the *first aid* difficulties by one level if the characters are wearing space suits while trying to heal Star Wing.

After being helped, Star Wing thanks the characters profusely, stating that he owes them a favor and perhaps their paths will cross again. If questioned about the pirates or Alluuvia, he has no information to offer. His home is light-years away and he is as much a stranger to this area as the Rebels.

Star Wing

Type: Duinuogwuin (Star Dragon)
DEXTERITY 3D
Breath weapon 6D+2, dodge 5D+1
KNOWLEDGE 5D
Alien species 6D, intimidation 6D, languages 6D+1, planetary systems 6D, willpower 6D+1
MECHANICAL 1D
Astrogation 4D
PERCEPTION 3D
Bargain 3D+2, command 6D, con 4D+1, search 6D+2, persuasion 5D
STRENGTH 6D
Brawling 7D+1, stamina 7D
TECHNICAL 3D
Special Abilities:
Flight: Duinuogwuin can fly in both space and atmosphere.
Space Survival: Duinuogwuin can survive in deep space.
Force Skills: Control 3D, Sense 3D, Alter 2D
Control: Absorb/dissipate energy, hibernation trance
Sense: Life detection, life sense, receptive telepathy, sense force
Alter: Telekinesis
Control and Sense: Projective telepathy
Superheated Breath Weapon: Three times per standard week, Star Wing can expel a superheated breath weapon with a damage code of 7D (scale: starfighter), a space range of 3/6/9, and an atmosphere range of 300/600/900 meters.
This character is Force-sensitive.

Force Points: 4
Character Points: 16
Move: 18 (walking), space 5, atmosphere 210; 600 kmh (flight)

Capsule: Star Wing is a noble Duinuogwuin, just over 80 meters long. The scales on his underbelly are silver, and those on his back are pale blue. He has lived for centuries and finally decided to explore what lies on the other side of The Drift. When he discovers all of the civilizations there, he will probably retreat back home, preferring to avoid space-faring people.

Star Wing is a proud, majestic, and knowledgeable individual. He is naive about the galactic struggle between the Empire and the Rebellion and cares little for "insignificant politics." Deep down, he is an explorer, at least for this century. In a few decades, science or psychology may strike his fancy. After a short chat with the Rebels, he is anxious to get underway and find a planet where he can rest.

Continuing the Search

After aiding Star Wing, the Rebels should be ready to continue their journey. After two or three more hyperspace jumps, they are ambushed by the pirate band called The Scourge.

Read aloud:

A loud thump followed by the shrilling hyperdrive alarm urges you to action. The ship is rocked to the left and unsecured objects hurl across the cockpit. The starlines of hyperspace abruptly shift, reverting to pinpoints as the ship returns to realspace. Your ship still pitches to the left uncontrollably, as the entire cockpit reverberates.

Your attention shifts to a huge container vessel fleeing into a stellar gas cloud. A smaller ship — a space barge — lingers in the distance, while four Skipray blastboats race in at top speed. Before you regain complete control, they open fire!

The ambush is sprung. The pirates have the element of surprise and take the first actions this round.

A Difficult *space transports* roll is needed to regain control of the Rebels' ship; failing the roll means the ship can't starship dodge for the first round.

The pirate's plan is simple. The Skiprays close, each taking two shots with ion cannons, attempting to ionize the Rebels' ship; remember that ion cannon blasts go right through starship shields. Once the Rebels' ship is ionized (hopefully on the first pass), the space barge moves in for boarding.

A boarding party crosses a docking tube and attempts to take over the Rebels' ship from the inside. Two of the Skiprays leave to escort the container ship *Impasse* (see below). While the space barge's boarding party neutralizes the Rebels, the remaining two Skiprays run picket duty.

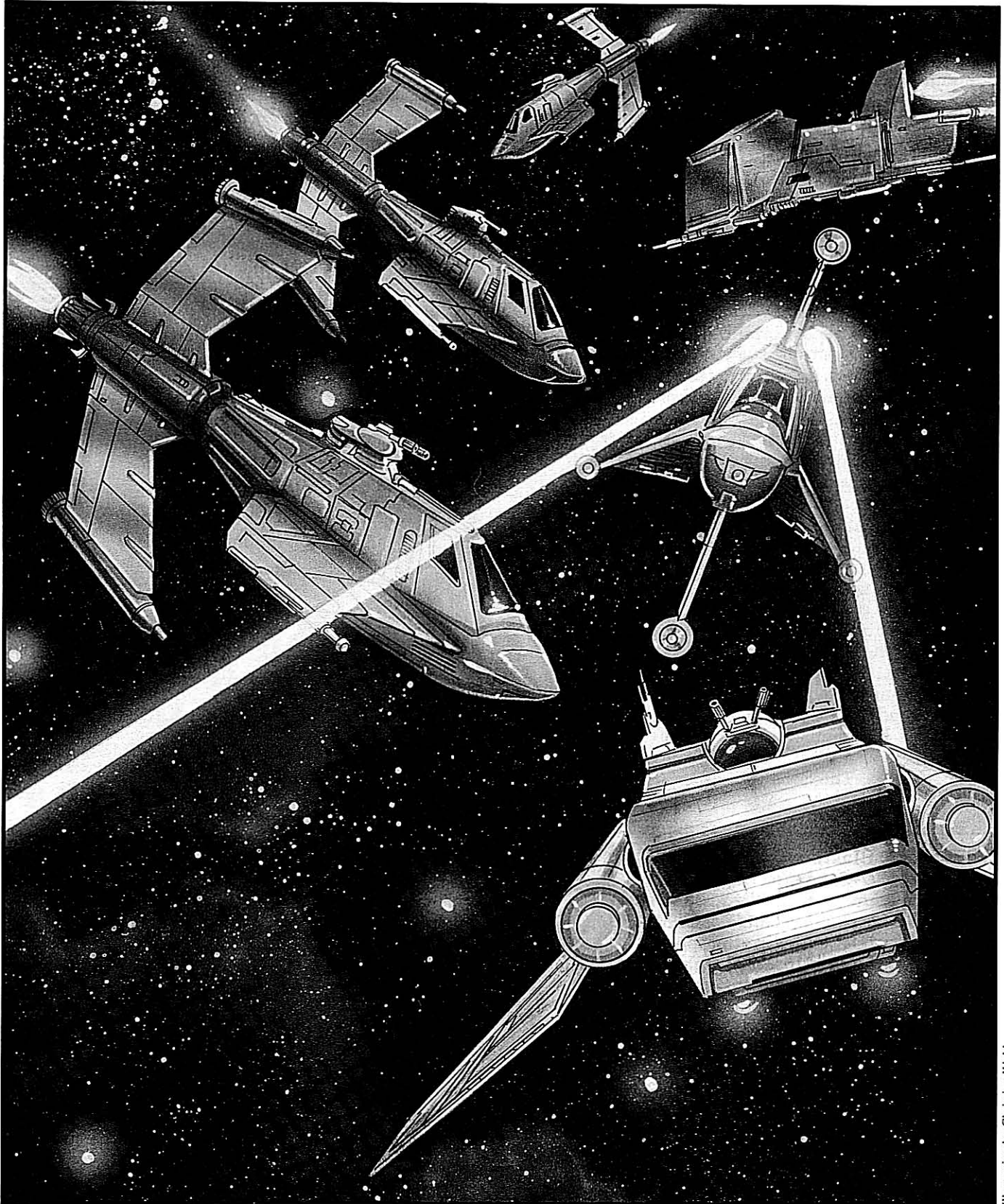If Parek is with the characters, he tells them exactly what the pirates' battle plan is.

Illustration by Christina Wald

The Scourge

The Scourge is a small band of pirates led by Chalmer Trillili. They operate in the outlying and unpoliced regions of Elrood sector, content to be a successful bush league group. Their fleet consists of six stolen Skipray blastboats, a modified space barge, a container ship, and Chalmer's own YT-1300 transport.

The Scourge's secret weapon is a huge container ship *Impasse*, which is fitted with a gravity well projector salvaged from an Imperial Interdictor cruiser. The gravity well projector was traded to the pirates by Slythor the Squib, a crime lord on Korad.

When activated, the gravity well projector creates an artificial gravity mass. Any ships in hyperspace crossing this mass are forced to revert to realspace, making the startled crews easy targets for the pirates. Ships in realspace cannot activate a hyperdrive near this mass.

All ships captured with the device are sent to the Squib's salvage empire after the pirates have taken what they want.

IML has recently (and secretly) contracted The Scourge to guard Alluuvia by ambushing any travelers in the area. With these two arrangements, The Scourge has profited greatly over the past few months.

4 Skipray Blastboats. Capital-scale, *astrogation 3D+2, capital ship gunnery 4D+1, starfighter piloting 3D+2, starship gunnery 4D+1, starship shields 3D.* Maneuverability 1D+2 (2D+2 in atmosphere), space 8, atmosphere 415; 1,200 kmh, hull 2D+1, shields 2D. Weapons: 3 medium ion cannons (fire-linked, fire control 3D, damage 4D), 2 laser cannons (starfighter-scale, fire-linked, fire control 1D, damage 5D), proton torpedo launcher (starfighter-scale, fire control 2D, damage 9D), concussion missile launcher (starfighter-scale, fire control 1D, damage 6D).

Modified Space Barge. Starfighter-scale, *space transports 4D, starship gun-*

nery 3D+2, starship shields 3D+2. Maneuverability 0D, space 2, hull 3D, shields 2D. Weapons: Twin laser cannons (fire-linked, fire control 2D, damage 5D), tractor beam projector (fire control 1D, damage 3D). The space barge is also equipped with a docking tube.

The Boarding Party

The boarding party consists of 10 pirates in space suits; the barge has only two more pirates, who are the pilots. The attacking pirates set their weapons on stun, but they'd prefer to convince their victims to surrender without a fight. They are extremely confident and cocky. They don't expect this boarding to be any more trouble than the last.

The Rebels should be able to take advantage of this arrogance to stage an effective defense of their ship. If the characters use good tactics, they should be able to overpower the pirates and capture the space barge.

Scourge Pirates (10). All stats are 2D except: *Dexterity 3D, blaster 4D+1, dodge 3D+2, melee combat 4D, melee parry 4D+1, Knowledge 1D, Strength 3D, brawling 4D, Technical 1D.* Move: 10.

Dega

Nearly a century ago, Dega was the chief supplier of ore for Radell Mining, but with the mine's playing out in recent decades, Radell abandoned the planet. Today, Dega is a barren world that's been destroyed by industrial mining. Rusting, abandoned equipment stands forlornly over the planet. The ecosystem is destroyed, and the only remaining native organism is a tough brown cord grass. The few reserves of water on the planet are poisoned with toxic chemicals. The wind carries a thick choking dust, which causes acute lung pain after a few hours of exposure. The ground below the surface is riddled with unstable mine shafts which stretch for kilometers. Dega is now used by criminals as a meeting place to transact illicit deals. A few organizations even have hideouts scattered about the planet.

Dega

Type: Poisoned terrestrial
Temperature: Temperate
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Arid
Gravity: Standard
Terrain: Barren, mining pits and tunnels, scattered hills
Length of Day: 19 standard hours
Length of Year: 295 standard days
Starports: Landing fields
Population: Less than 10,000 (estimated)
Planet Function: Abandoned mining planet
Government: Anarchy, but owned by Radell Mining Corporation
Tech level: Industrial

Accessing the space barge's main computer allows the characters to get several important pieces of information.

An Easy *computer programming/repair* roll reveals that the Gray Griffins are being held in one of the pirates' bases on the planet Dega. A second Easy *computer programming/programming* roll reveals the frequency for a homing beacon leading to the hideout on Dega.

A Moderate *computer programming/repair* roll is needed to determine the whereabouts of the *Whisper:* It was turned over to someone named Slythor in the Korad system.

The space barge's computer contains astrogation coordinates for both Dega and Korad, and the coordinates can be downloaded to the Rebels' ship easily.

The Rebels' ship contains datafiles on Dega and Korad.

The characters' best plan is probably to head for Korad or Dega. Unless the characters leave obvious clues, the crew of the *Impasse* assumes that the characters somehow overpowered the boarding crew and escaped; only if the characters leave the coordinates for Dega and Korad up on-screen (or commit some other sloppy mistake) will The Scourge realize what the characters are really up to.

Ambitious characters may try to capture the pirates' container ship *Impasse:* this is no easy feat. The *Impasse* has no weapons, so if the characters can eliminate or disable the Skipray blastboasts, they can stage a boarding action. Unfortunately, the *Impasse* has a crew of 80 armed and angry pirates (use the pirate stats earlier in this episode).

Korad

Korad is an insignificant stop on the Elrood-Derilyn Trade Route. A ring of ship wrecks and parts circles the planet. The north pole has a small landing pad; most of the rest of the dry, dusty planet is covered by unimaginably vast salvage yards. Machinery, ships, vehicles, and scrap metal are piled high in huge mounds. The planet's atmosphere and water are poisoned by leaking reactors and other contaminants, requiring the use of breath masks on the surface. The planet is the perfect place to dump unwanted material or find rare starship components. It's rumored that this planet is also the site of more shadowy activities ...

Korad

Type: Terrestrial salvage yard
Temperature: Temperate
Atmosphere: Type III (breath mask required)
Hydrosphere: Dry
Gravity: Standard
Terrain: Plains covered by salvage, a few plateaus
Length of Day: 23 standard hours
Length of Year: 381 local days
Starports: 1 limited services port at north pole, many landing fields
Population: Less than 5,000 (estimated)
Planet Function: Salvage yard
Government: None
Tech Level: Space
Major Exports: Salvaged metal
Major Imports: Wrecked starships and vehicles, components, refuse

Blaster pistol (4D), blast vest (+1 energy, +1D physical), melee weapons: vibroknife (STR+1D) or vibroblade (STR+2D).

Scourge Pilots (2). All stats are 2D except: *Dexterity 3D, blaster 3D+1, dodge 3D+1, melee combat 3D+1, melee parry 3D+1, Knowledge 1D, astrogation 3D+1, space transports 4D, starship gunnery 3D+2, starship shields 3D+2, Strength 3D, Technical 1D.* Move: 10. Blaster pistol (4D), blast vest (+1 energy, +1D physical), vibroblade (STR+2D).

Aboard the Space Barge

The space barge is in fair shape, with notable modifications including the added weapons, a docking tube, and shield generators. The cargo hold is mostly empty except for rations and supplies. A few metal crates are stamped with the name *Whisper*, which was the Gray Griffins' freighter.

The Impasse
Craft: Modified Kuat Drive Yards Super Transport VII
Type: Modified container ship
Scale: Capital
Length: 280 meters
Skill: Space transports: KDY Super Transport VII
Crew: 80, skeleton 20/+10, gunners: 1
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, space transports 4D, starship shields 3D
Cargo Capacity: 2 million metric tons
Consumables: 9 months
Cost: Not for sale
Hyperdrive Multiplier: x3
Hyperdrive Back-up: x20
Nav Computer: Yes
Space: 2
Hull: 2D+2
Shields: 1D
Sensors:

Passive: 30/1D
Scan: 40/1D+2
Search: 60/2D+1
Focus: 3/3D
Weapons:
1 Gravity Well Projector
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Capsule: The *Impasse* is The Scourge's secret weapon. The pirate band captured this super container ship from Radell Mining about two years ago. They added a low-power shield generator and reconfigured part of the cargo hold as living quarters. The ship became their mobile base, which is quite an advantage when you make your living as a pirate band. The band's leader, Chalmer, had part of the cavernous cargo bay modified to serve as a hangar bay, which has room for the group's six Skipray blastboats and the space barge.

The most important modification came just months ago. Using funds provided by IML, The Scourge cut a deal with the Squib crime lord Slythor to purchase a functional gravity well projector from a scrapped Imperial Interdictor cruiser. The Scourge's engineer, Quentel, spent the next four months installing the unit and now the *Impasse* is a potent weapon as well as a mobile base.

Quentel

Type: Aqualish Engineer
DEXTERITY 2D+2
Blaster 3D+1, dodge 4D, firearms 4D
KNOWLEDGE 3D
Business 3D+2, intimidation 4D, value: equipment 5D
MECHANICAL 3D+2
Astrogation 5D, capital ship piloting 4D+2, repulsorlift operation 4D+1, space transports 4D+1
PERCEPTION 3D+1
Con 4D+1, investigation 5D, search 4D
STRENGTH 2D+1
Brawling 3D+1, swimming 5D
TECHNICAL 3D
Blaster repair 5D, capital ship repair 6D, capital ship weapon repair 5D+1, computer programming/repair 4D+2, repulsorlift repair 6D+2, space transports repair 5D+2, starfighter repair 5D, starship weapon repair 4D+1
Force Points: 1
Character Points: 8
Move: 10
Equipment: Blaster pistol (4D), dirty jumpsuit, tool kit, several datapads filled with equipment schematics

Capsule: Quentel is a Quara (fingered) Aqualish and perhaps the member of The Scourge most valued by Chalmer Trillili. Quentel always had a knack for fixing things and when he decided to leave his homeworld of Ando, he soon earned his way as a member of a freighter crew. Shortly thereafter, he was captured by The Scourge. After an ingenious (but failed) escape attempt in which he showcased his engineering skills, Quentel was offered a chance to join the pirate gang. Now he's Chalmer's second-in-command and is responsible for the modifications on the *Impasse;* he considers the addition of the gravity well projector his greatest accomplishment.

Quentel is short, stocky, and cares little for his physical appearance. He is always tinkering with machinery and equipment. He is quite calm for an Aqualish and cares only about his work and his share of the loot. He spends all of his time aboard the *Impasse*, either piloting or tinkering with its systems.

Move Along

If the Rebels decide to go to Dega to rescue the Gray Griffins, go to Episode Three, "Dega."

If they go to Korad to find the *Whisper*, proceed to Episode Four, "Korad Caper." (See page 29.)

Episode Three: Dega

Summary

Any time after the Rebels receive the information in the pirate space barge, they can travel to the planet Dega to rescue the Gray Griffins. As soon as they arrive, they run into Iych-thae, an Ithorian pilgrim who's a staunch opponent of corporate mining.

The characters eventually locate The Scourge's hideout, which is hidden in an abandoned mine shaft. To rescue the team, the Rebels must overcome the remaining pirates and their nasty "pet." While the characters prepare to flee, The Scourge's Skipray blastboats arrive and give chase through the underground mine shafts.

Meeting Iych-thae

When the characters arrive, read aloud:

Your ship drops out of hyperspace near the planet Dega, a medium-sized world orbiting a red sun. As you plot an approach vector, you can't help but notice the horribly scarred surface of the planet. As your ship streaks into the upper atmosphere, a saucer-shaped ship, perhaps 50 meters across, crests the horizon, speeding towards you. The ship's brown hull is dotted with many viewports, all glowing softly against the backdrop of space. The comm indicates that there's an incoming message.

"Greetings, unidentified ship. This is Iych-thae of the Ithorian shepherd ship *Varnay*. I would like to have a few words with you on the surface. You might want to bring a breath mask."

Iych-thae is a tall Ithorian who dresses in a woven cloak and uses a long wooden walking staff. When he meets the Rebels on the scarred surface of Dega, he introduces himself as a "Pilgrim of the Mother Jungle." He explains that his duty is to educate the galaxy about its most precious resources: the natural beauty of untainted worlds. He and the other 10 pilgrims aboard his vessel have traveled the worlds of Elrood sector for the past few years in hopes of convincing others to take up their cause. He believes that the characters are merely mercenaries, but perhaps they are willing to hear the truth of his message.

Illustration by Christina Wald

He leads a short tour of a nearby mining rig, lecturing about the damage Dega endured under the "steward-ship" of Radell Mining. Iych-thae wants the Rebels to hear his ecological views and give some serious thought to the situation here and how it came about. If the Rebels are patient, and perhaps actively debate his views, Iych-thae commends them. Any snide or dispar-aging comments about his views are responded to with a deeply bitter lecture about "responsibility to the galaxy" and then he turns his back on the characters. Under no circumstances does the Ithorian resort to hostile action.

Iych-thae's many forays to Dega have garnered him information on local hotbeds of criminal activity. If the characters were at all attentive and ask for help, he can give general directions to The Scourge's hideout. He warns them that The Scourge has a large fleet, with at least six blastboats, a container ship, a space barge and a modified YT-1300 freighter that belongs to the group's leader, Chalmer Trillili. Iych-thae knows several ships in the fleet left Dega a few days ago and haven't yet returned.

After his discussion, he bids the Rebels farewell. He hopes they have a new opinion of Radell Mining as he boards his ship and departs.

Iych-thae

Type: Ithorian Pilgrim
DEXTERITY 2D+2
Dodge 4D+1, melee combat: staff 5D+1, melee parry: staff 6D
KNOWLEDGE 4D+2
Agriculture 6D+2, alien species 5D+1, ecology 7D+1, languages 6D, planetary systems 5D, survival 6D+1
MECHANICAL 2D
Astrogation 4D, space transports: *Shepherd*-class 6D+2, starship shields 5D+1, starship gunnery 4D
PERCEPTION 3D+2
Bargain 5D, investigation 4D+1, persuasion 7D
STRENGTH 3D
Stamina 4D
TECHNICAL 2D
Computer programming/repair 3D+1, first aid 5D, space trans-ports repair 4D+1
Force Points: 1
Character Points: 7
Move: 10
Equipment: Robes, walking staff (STR+1D), pouch of herbs, 2 medpacs

Capsule: Iych-thae is a tall, imposing Ithorian who speaks slowly, using his twin mouths to create an almost hypnotic effect upon all listeners. He wears a homemade woven cloak and uses a dark, gnarled wooden walking staff. He enjoys a good debate, but clings fanatically to his ecological beliefs.

Iych-thae arrived in the Elrood sector several years ago and continues his self-chosen mission to travel throughout the sector, explaining to anyone who will listen to him. He spends a lot of time protesting Radell Mining's actions, and

often visits Elrood, Coyn and the other well-settled worlds of the sector; he has yet to set foot on Derilyn and declares that he shall never travel there by choice. He brings people to Dega to show them the kind of destruction mining causes.

Dega Encounters

You may use any of these random encounters while the characters are wandering the surface of Dega. Roll 1D:

1. Bounty Hunters. A heavily-modified Ghtroc 720 transport lands nearby. If the characters approach, two rough-looking bounty hunters suggest that they "be somewhere else" by nightfall. If the characters insist on investigating, another ship lands — this one's a YT-1300. The bounty hunters from the Ghtroc ship meet the crew of the YT-1300, which appears to be a Duro smuggler and his Gamorrean henchman. They barter for a few minutes, then the Duro gives the hunters a money pouch. The bounty hunters return to their ship and drag out a young human who's been bound and gagged. This is obviously a bounty being claimed.

Bounty Hunters (2). All stats are 2D except: *blaster 4D+2, dodge 4D+1, grenade 4D, melee combat 4D+2, melee parry 3D+1, streetwise 3D, survival 2D+2, investigation 3D+1, sneak 3D+2, brawling 3D+2.* Move: 10. Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), blaster rifle (5D), hold-out blaster (3D), grenade (5D), knife (STR+1D).

Duro Smuggler. All stats are 2D except: *blaster 4D, dodge 4D, astrogation 3D+2, space transports 3D+1, starship gunnery 3D.* Move: 10. Blaster pistol (4D).

Gamorrean Co-Pilot. *Dexterity 2D, brawling parry 2D+1, Knowledge 1D, intimidation 5D, Mechanical 1D, Perception 2D, Strength 4D, brawling 5D+2, lifting 5D, Technical 1D.* Move: 7. Vibro-ax (STR+3D).

Modified Ghtroc Freighter. Starfighter-scale, maneuverability 1D+2, space 3, atmosphere 260; 750 kmh, hull 4D+2, shields 2D. Weapons: 2 laser cannons (fire control 2D, damage 4D+2).

Modified YT-1300 Freighter. Starfighter-scale, maneuverability 1D, space 4, atmosphere 280; 800 kmh, hull 4D, shields 1D+1. Weapons: laser cannon (fire control 2D, damage 4D+1).

2. Mining Barge Wreck. Near a mining crater is a large sand dune. Characters who dig into the sand find a wrecked mining barge, which is a small, short-range space transport. The transport was obviously abandoned by Radell, but it has several things the characters may find helpful: four breath masks, six power packs (with adaptors for weapons, computers, droid sockets and other common devices), four glow rods, three recording rods (full video and audio capability), as well as a disk containing a full map of all the mine shafts within

a 200 kilometer radius.

Characters using this map can avoid encounter four, "Sinkhole." The Scourge's base is nearby, so this map can be very handy during the characters' escape.

3. Scavengers. The characters come across a pair of "scavengers" who are busy stripping metal off an old mining rig. They have a patched-together groundcrawler (see encounter six, "Mining Groundcrawler"). The scavengers head for their vehicle and try to run away as soon as they see the characters.

The scavengers live in a small community of about 20–30 individuals. The group lives in a makeshift sealed complex near an old ore processor. The scavengers have managed to build small huts, primitive hydroponics gardens and have a water and air filtration unit. They survive by stripping parts off the mining equipment and using them to repair their survival equipment. The scavengers were dumped here about six years ago by slavers who thought they weren't worth selling.

If the characters somehow make friends and promise to transport them off the planet, they'll provide directions to The Scourge's hideout. They warn the characters to look out for "the creature" the pirates have hidden away in the tunnels.

Scavenger. All stats are 2D except: *survival: Dega 5D, search: tracking 4D.* Move: 10.

4. Sinkhole. Without warning, a sinkhole (due to a covered mine shaft) opens up right next to at least two of the characters. Characters must make a Moderate *climbing/jumping* or *Strength* roll to leap away. If the character fails the roll by 1–3 points, the character is barely holding on and is slowly getting pulled in. If the character fails the roll by four or more points, he's pulled right into the hole and is very quickly getting buried by sand.
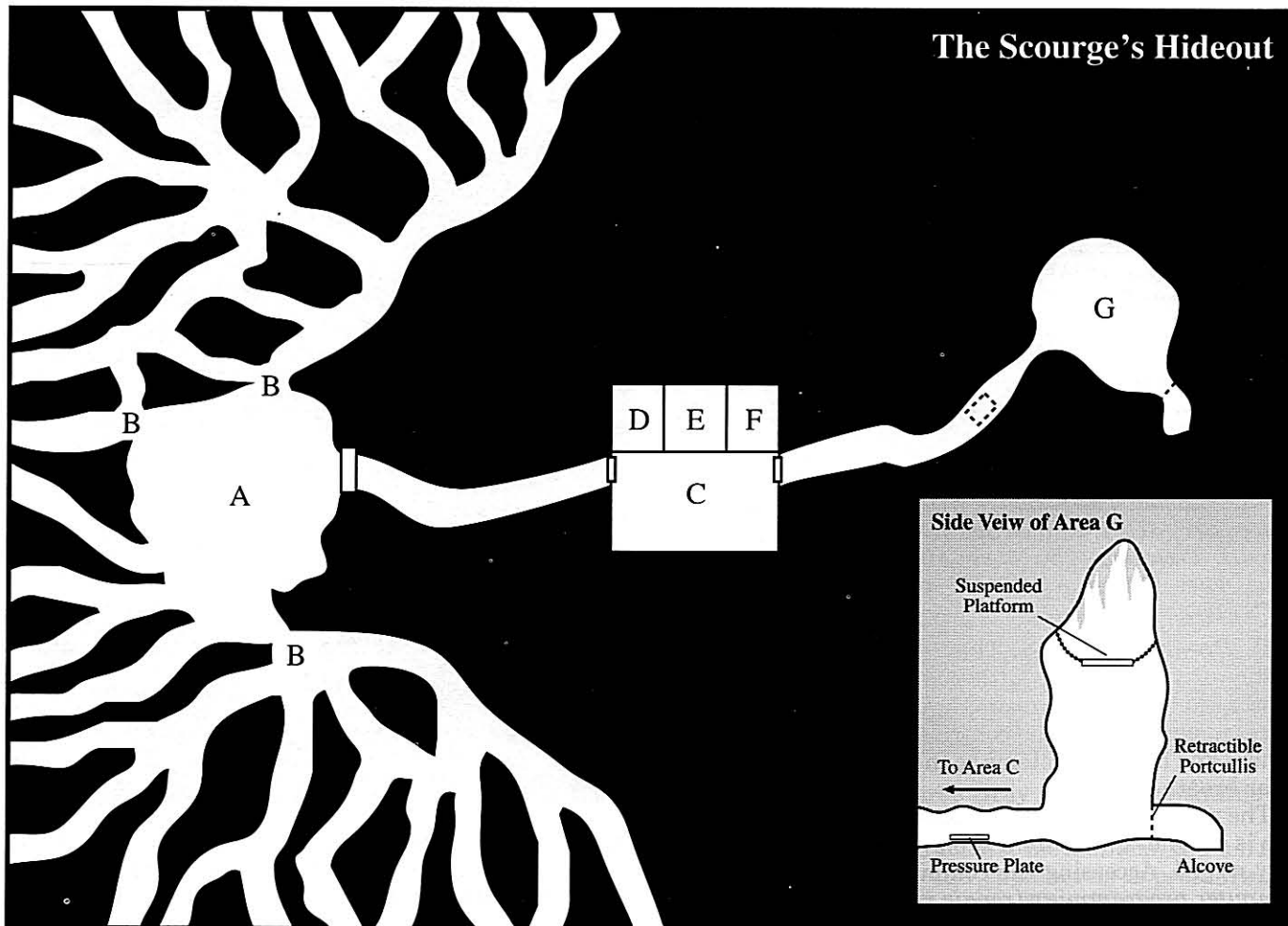
5. Dust Storm. Off on the horizon, the characters see a large brown cloud in the sky. Within minutes, a high-pitched whistle goes from being barely audible to become an overpowering shriek. The characters are enveloped in a dangerous dust storm with winds over 200 kilometers per hour!

The storm lasts for up to 10 minutes. Characters inside ships or mining rigs are safe, although the doors are blocked by meter-deep sand. Characters can hide in old mining craters, although they'll get buried if the crater is less than a meter deep. Anyone outside a stable structure — such as a ship or a mining rig — must make a Difficult *Strength* roll to avoid being blown over and covered with sand. (A buried character goes unconscious after 90 seconds and dies from lack of oxygen after six minutes.) Companions must make a Difficult *search* roll to find buried characters.

6. Mining Groundcrawler. Half buried in the sand is an old Radell mining groundcrawler. The vehicle is about 3.5 meters long and moves about on treads. Its

The Scourge's Hideout

Side View of Area G

Suspended Platform

To Area C

Retractible Portcullis

Pressure Plate

Alcove

enclosed cabin has room for four passengers and up to 200 kilograms of cargo. Even though the body is rusted, the explorer starts after a few tries; the cabin is filled with the smell of burning circuitry when the motor's running, but it runs fine. It still has enough power to travel a distance of 200 kilometers.

Mining Explorer (TaggeCo. MN-1 Groundcrawler). Speeder-scale, full cover, maneuverability 1D, move 45; 130 kmh, body strength 1D+2.

Finding the Hideout

If the characters have the information about the pirate band's homing beacon, they can automatically find the signal and home in on the base; otherwise, they need to make a Very Difficult *sensors* roll to locate the homing beacon. (Moderate *sensors* difficulty if they got directions from Iych-thae.)

The signal originates from a crater in the southern hemisphere. All manner of rusted, twisted mining rigs and processing machinery lies around the 50-meter wide crater, which seems to run into the very heart of the planet.

The Hideout

These descriptions are keyed to the diagram "The Scourge's Hideout."

A. Mine Shaft Floor. The signal beacon originates from the floor of this mine shaft, over 500 meters below the surface of the planet. Flying down the shaft at cautious speed requires an Easy *space transports* roll. (The difficulty is Moderate at cruising speed, Difficult at high speed and Very Difficult at all-out speed.)

The bottom of the shaft is used as a natural hangar bay. The only item present in the bay is a repulsor disk, which is a three meter diameter disk with a Move of 20 and a flight ceiling of 100 meters. The Scourge uses the disk to work on large ships and recover prisoners from the holding chamber (area G).

A locked blast door leads to the rest of the hideout. The door has a body strength of 3D (speeder-scale) and requires a Moderate *security* roll to open.

B. Mine Shafts. Three passages exit from the shaft floor and wind for hundreds of kilometers before exiting on the surface. The passages vary between 10 and 30

meters in height, with an average width of 30 meters. These passages are often unstable and prone to minor cave-ins.

C. General Room. This is the hideout's main chamber, with many partitions dividing the room into privacy cubicles. Over 60 bunks are present. One corner of the room serves as a galley. The chamber is a mess.

At this time, only six pirates are present; they're all concealed behind overturned tables and open fire as soon as the characters open the blast door to enter the general room. The tables provide 1/2 cover, with a body strength of 2D. The pirates are cowards at heart and surrender as soon as half their number are knocked unconscious or wounded.

Chalmer is hiding ... or "planning" as he calls it ... in his private chamber (area E).

Scourge Pirates (6). All stats are 2D except: *Dexterity 3D, blaster 4D+1, dodge 3D+2, melee combat 4D, melee parry 4D+1, Knowledge 1D, Strength 3D, brawling 4D, Technical 1D.* Move: 10. Blaster pistol (4D), blast vest (+1 energy, +1D physical), vibroknife (STR+1D).

D. Comm Chamber. This is the computer nerve center of the hideout, with controls for the homing beacon and the base's doors, lights, atmosphere recyclers, and environmental controls. (The base has atmosphere and heating systems so the pirates don't need to wear breath masks.)

The room is lined with computer terminals, but only one is on-line. The system is old, outdated, and highly jury-rigged. Accessing the computer with a Moderate *computer programming/repair* roll reveals a personal message to Chalmer. (Hand a photocopy of "Communique #84B93L1" to the players if they obtain this clue.)

E. Chalmer's Private Chamber. This spacious chamber belongs to Chalmer Trillili, the founder and leader of The Scourge. The room has a comfortable bed, a table, a desk with a portable computer, and several chairs. Unlike the rest of the hideout, this chamber is neat and organized and looks more like the apartment of a corporate employee than the lair of a pirate.

Hidden in a secret compartment in the floor (requiring a Difficult *search* roll to locate) is a stash of the pirate's stolen loot, which includes an assortment of precious gems, jeweled objects, and a Wookiee bowcaster (4D). The total value of these items is 6,500 credits to the right black marketeers.

When the Rebels enter the chamber, it's pitch black. Chalmer is hiding on a ledge above the door. He jumps down and attempts to take a hostage at blaster-point.

If he succeeds, he lists his demand to the Rebels — a one-on-one duel with vibroknives or vibroblades; blasters are not allowed. The duel is to continue until somebody surrenders. If Chalmer bests the chosen Rebel, he is free to go. If the Rebel wins, the pirate surrenders

peacefully; Chalmer surrenders if he is wounded twice.

Chalmer keeps his word. If he wins, he flees down one of the meandering shafts and hides out in a secluded area until he can contact one of his band. However, he won't soon forget the characters and intends to get his revenge on them when he has a chance.

Communique #84B93L1
To: Chalmer Trillili
From: The Khuiumin

I commend you. It isn't easy to get a message to your band. With our recent arrival in the sector, your reputation has fallen on our ears at every turn. For this reason, I have a proposal for you.

The rumors you've heard about us are true. Now you have a chance to join our ranks. We will have our revenge. Those who stand beside us will be known across the galaxy. You can share in our glorious victory. We anxiously await a response.

End Communique.

Chalmer Trillili

Type: Pirate Leader
DEXTERITY 3D+2
Blaster 4D+2, brawling parry 5D+1, dodge 6D, firearms 4D+2, melee combat 5D, melee combat: vibroblade 6D, melee parry 4D+2, melee parry: vibroblade 5D+2
KNOWLEDGE 3D+1
Business 4D, intimidation 5D+1, law enforcement 4D
MECHANICAL 2D+2
Astrogation 3D+2, repulsorlift operation 4D, space transports 4D+2, starship gunnery 4D+1
PERCEPTION 3D+1
Bargain 4D, command: The Scourge 5D+1, con 5D, sneak 4D
STRENGTH 3D+1
Brawling 5D+1
TECHNICAL 1D+2
First aid 2D+1, security 2D+2
Force Points: 1
Dark Side Points: 2
Character Points: 10
Move: 10
Equipment: Heavy blaster pistol (5D), fancy clothes, vibroblade (STR+3D), vibroknife (STR+1D), comlink.
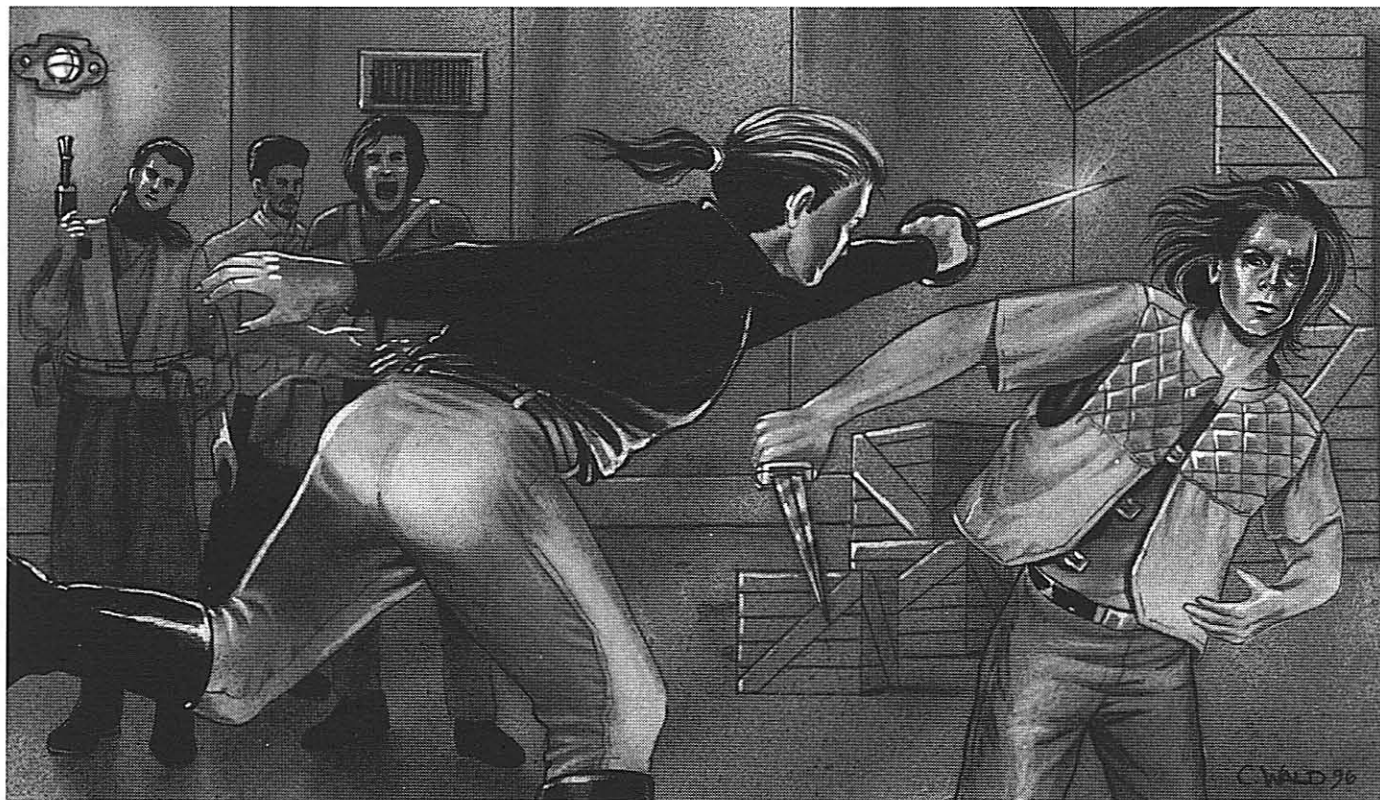
Illustration by Christina Wald

Capsule: Chalmer Trillili is a dark-haired human male in his late thirties. He is powerfully-built and constantly trains to keep in shape. He typically wears fine clothes, with a pair of vibroblades dangling at his sides.

Chalmer is a rebellious sort, but he has his own "moral" code, to which he strictly adheres. While selfish and evil, he always keeps his word. He's quite proud of the reputation and wealth he's gained from his recent exploits. A former member of the Alliance (he deserted), Chalmer has managed to build a powerful group of pirates. He's quite content with his new lifestyle.

Chalmer is very intelligent and prefers to use brains over brawn. However, his one throwback to the romantic myths of traditional space pirates is his fondness for dueling with vibroblades, which he feels is an honorable method of determining justice.

F. Storeroom. This chamber is used to store the pirate gang's supplies of food, water, breath mask filters, blaster power packs and other essential goods, which are stored in large, unlabeled metal boxes.

G. Holding Chamber. The door to this area is locked, requiring a Moderate *security* roll to open. (The door has a body strength of 5D; it's character-scale.)

A meandering corridor leads to a mining cavern roughly 30 meters in diameter and almost 100 meters high; the ceiling is encrusted with stalactites. Suspended by four heavy cables 60 meters above the floor is a plasteel platform that's 10 meters

Illustration by Tim Bobko

in diameter. The three Gray Griffins are on this platform and restrained with binders.

There is one more defense mechanism. Hidden in the corridor leading to the chamber is a pressure plate (depicted on the diagram, "The Scourge's Hideout"). The lead character can detect the plate with a Very Difficult *search* or *Perception* roll. There is also a concealed switch on the left wall that deactivates the plate; a Heroic *search* roll is needed to locate the switch. Both the plate and the switch can be found if the searcher knows where to look.

Stepping on the pressure plate opens a portcullis in the mine shaft, releasing a dangerous Oskan blood eater from the alcove beyond. (Chalmer recovered the beast from an Imperial vessel and keeps it as a guard creature.) This 2.5 meter tall predator is dark-skinned, with four long saw-like claws and a head that appears to be all maw. Without hesitation, the creature lumbers out and attacks the Rebels.

Oskan Blood Eater. *Dexterity* 3D+2, *Perception* 2D, *search: tracking* 5D, *Strength* 4D. Claws (STR+3D), frenzy (sight of humanoid creature incites a frenzy, adding

Illustration by Christina Wald

+2D to damage), tracking (blood eaters are effective and persistent trackers). Move: 6.

The Gray Griffins

The prisoners can be freed in any manner once the Oskan blood eater is dealt with. The repulsor disk from the mine shaft floor (area A) would be helpful, but syntherope and a grappling hook can be effective as well.

The three Griffins held here are Oro Otel, a male Sullustan scout; Valera, a human female who's a computer specialist; and, Dunston Karell, a human male who's the group's pilot. If Parek is with the characters, there is a very emotional reunion.

The Griffins are malnourished and too weak to move under their own power. (They're considered wounded.) The Griffins must be carried or lowered from the platform and led out of the base.

Leaving the Hideout

Just as the characters lift off from the hangar bay (area A), a pair of Skipray blastboats return to the hideout. Coming straight down the shaft, they encounter the characters' ship and react to the unwelcome intruders. Each blastboat fires concussion missiles at the characters' ship. While the characters can try to "thread the needle" by flying up the shaft and between the blastboats — which is foolhardy at best — they can

escape through one of the side tunnels (area B). Any of these tunnels are large enough for a light freighter to pass, although it's a tight fit in spots. The blastboats pursue the Rebel ship, bringing their weapons to bear.

The tunnels range from Easy to Difficult. If the characters have the mine shaft map from random encounter two, "Mining Barge Wreck," they know exactly where each tunnel leads: reduce all terrain difficulties one level.

2 Pirate Skipray Blastboats. Capital-scale, *astrogation 3D+2, capital ship gunnery 4D+1, starfighter piloting 3D+2, starship gunnery 4D+1, starship shields 3D.* Maneuverability 1D+2 (2D+2 in atmosphere), space 8, atmosphere 415; 1,200 kmh, hull 2D+1, shields 2D. Weapons: 3 medium ion cannons (fire-linked , fire control 3D, damage 4D), 2 laser cannons (starfighter-scale, fire-linked, fire control 1D, damage 5D), proton torpedo launcher (starfighter-scale, fire control 2D, damage 9D), concussion missile launcher (starfighter-scale, fire control 1D, damage 6D).

Run this scene as a furious chase, requiring *starfighter piloting* or *space transports* rolls each turn.

The mine shafts are not very stable. Any missed laser fire has a 2 in 6 chance of causing a minor cave-in. Ships may be caught in a collapse at your discretion; pick an appropriate starship dodge difficulty (ranging from Very Easy to Moderate). Any ship hit by collapsing rock suffers 3D damage.

To intentionally cause a collapse to affect an enemy ship, a Very Difficult *starship gunnery* roll is needed; the starship dodge difficulty is Very Difficult. The tunnels continue for hundreds of kilometers but you can have the Rebels locate a shaft leading to the surface at a dramatically appropriate moment.

The chase continues until the blastboats are destroyed or disabled or the characters' ship moves far enough to jump into hyperspace.

Move Along

The characters can return the Gray Griffins to Elrood for treatment; if Parek joined the characters in Episode One, he now stays on Elrood with his team. Because of the identichip the characters received in Episode One, they can get through Customs with no problems.

If the characters want to go to Korad to find the location of the *Whisper*, go to Episode Four, "Korad Caper."

If the characters already have the coordinates for the planet Alluuvia and are ready to claim the planet for Radell Mining, go to Episode Five, "Imperials on Alluuvia." (Page 36.)

Episode Four: Korad Caper

Summary

The characters head to the Korad system to retrieve the astrogation coordinates to Alluuvia from the Gray Griffins' ship, the *Whisper*. One of the large salvage yards on Korad has recently been taken over by a Squib crime lord, Slythor, who is now the self-proclaimed "Highest Exalted Ruler of Korad."

The characters have to bargain with Slythor to learn the location of the *Whisper*, which is infested with mynocks and space mites. After the Rebels get the data they need and depart the *Whisper*, Slythor sends his goons after them, resulting in a madcap chase through a field of floating starship wrecks.

Arriving at Korad

Read aloud:

Finally, the long hyperspace trip ends as your ship slips back into realspace. Through the viewport you can see your destination, a tan world called Korad. A gray ring circles the planet.

As you approach, it becomes obvious that the ring is not comprised of asteroids and dust; rather, the ring is made up of hundreds of starship wrecks, ranging from tiny snub fighters to battered container ships hundreds of meters long. All are stripped, carbon-scored, and falling apart. Unidentifiable twisted hunks of metal tumble between the ship wrecks. Searching this ring for the *Whisper* could take months!

Recent Events

The characters' datafile on Korad (from Episode Two, "Into The Drift") is somewhat outdated. About three years ago, an enterprising Squib named Slythor took control of a large salvage yard. The only resistance Slythor encountered were bands of angry Ugors and scavenger groups that prowl the planet's surface; most everyone outside the system doesn't know or care who controls Korad.

With his territory staked out, Slythor established himself as the "Highest Exalted Ruler of Korad." If anyone wants to discard or search for an item, they must make a deal with the Squib crime lord.

Slythor enforces his rule with a small fleet of 20 modified Verpine asteroid hoppers, which patrol the planet and its ring. He also has a fleet of 10 cloud cars for atmospheric patrols. All the vessels are operated by his Squib goons. While plenty of people can slip through Slythor's patrols undetected, the Squib is still making good money by shaking down the people he does find.

As the Rebels search the space ring, they are approached by a pair of hoppers. The Squib pilots hail the Rebels and inquire about their purpose. They inform the Rebels that they are trespassing on the Highest Exalted Ruler of Korad's domain. The pilots offer to escort the Rebels to the Highest Exalted Ruler to bargain for the information the Rebels desire. The pilots won't hesitate to call for back-up or fire a few warning shots to get the Rebels moving.

Squib Pilots. All stats are 2D except: *Dexterity 3D+1, blaster 4D, vehicle blasters 4D+2, dodge 4D+1, Perception 1D+2, Knowledge 1D+2, Mechanical 2D+2, repulsorlift operation 3D+1, starfighter piloting 3D+1, starfighter piloting: Korad ring 6D, starship gunnery 4D, Technical 1D+1.* Move: 8. Blaster pistol (4D), small satchel.

Modified Asteroid Hoppers. Starfighter-scale, maneuverability 3D, space 6, atmosphere 330; 950 kmh, hull 2D. Weapons: light blaster cannon (fire control 1D, damage 2D).

Asteroid hoppers were developed by the insectoid Verpine to traverse the dense Roche Asteroid Field. Slythor got his grubby hands on the hoppers when he finagled a trade with a starship thief, giving up three heavy laser cannons and an R4 agromech droid for two of the hoppers. Of course, Slythor got the best part of the deal when his R4 droid seized the thief's ship and brought it back to Korad. Much to Slythor's delight, the ship's cargo included not only the laser cannons, but 18 more of the hoppers. The hoppers use an odd combination of very maneuverable sublight drives (for space flight) and advanced repulsorlift units (for atmospheric flight).

Illustration by Christina Wald
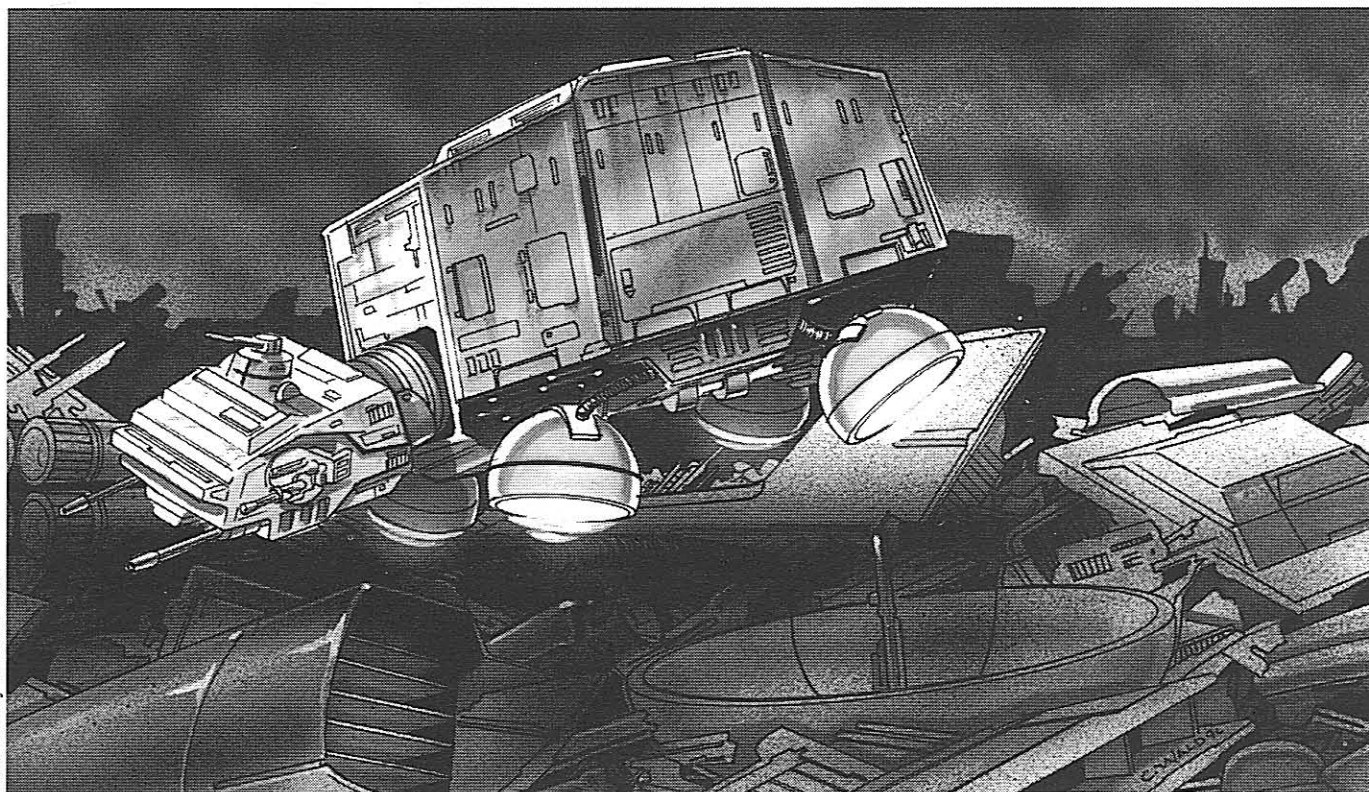
Meeting Slythor

The Squib hopper escort leads the Rebels to the north pole landing pad and orders them to set down. The hoppers also land and the Squibs inform the Rebels that Slythor is due to arrive in several minutes. The Squibs ask the Rebels to leave their ship, reminding them to use breath masks. Very shortly, Slythor arrives. Read aloud:

You stand on a carbon scored-landing pad amidst piles of debris and scrap metal. The ships, landspeeders, droids, and outdated machinery form artificial hills and mountains, dominating the scenery. A stiff wind whistles eerily through the wrecks and kicks up a brownish-red dust.

The whine of repulsorlift engines comes from the south. You soon see an AT-AT walker head poking above the hull of a Corellian corvette. The rest of the battered walker's body effortlessly crests the debris; instead of legs, four repulsor engines float the massive bulk of the vehicle through the air. The crude vehicle sets down on the landing pad.

A side blast door opens, revealing a muscular Gamorrean. His thick armor is made from the hide of some reptilian creature and his right hand brandishes a wicked vibroglaive. With a toothy smile and a snort, he motions you to board.

The Gamorrean is Slythor's bodyguard and servant, Gar. He sits the Rebels down in the entrance chamber and alerts Slythor of their arrival. When he returns, Gar explains the "Rules of Audience" in barely recognizable Basic. Although most Gamorreans can't speak Basic, Gar has managed to learn how to slur out these rules over the years.

The Rules of Audience are:

1. Address Slythor as "Highest Exalted Ruler."

2. Only speak when asked a direct question.

3. Never touch the Highest Exalted Ruler.

4. Do not lie to the Highest Exalted Ruler.

Breaking any of these rules results in a swipe from Gar's vibroglaive. Gar collects all of the Rebels' weapons and stores them in a locked closet. His search is not thorough, so small weapons can be concealed. (Make an opposed *hide* roll against Gar's *Perception* of 2D.) Gar then leads the Rebels to the Entertainment Area for their meeting with the Highest Exalted Ruler, Slythor.
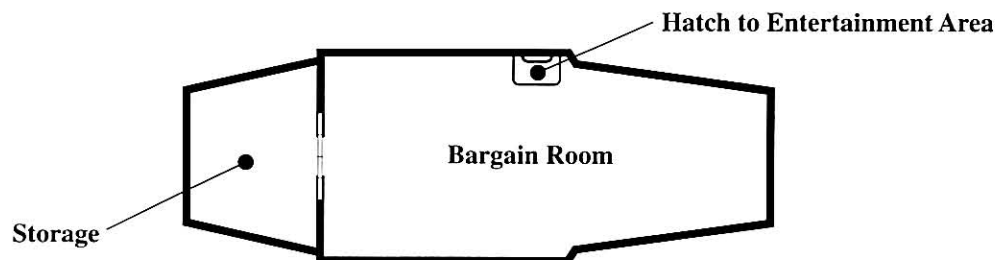
Gar, Gamorrean Bodyguard. All stats are 1D except: *Dexterity 2D+2, blaster 3D, dodge 4D, brawling parry 6D, melee combat 5D, melee combat: vibroglaive 6D, melee parry 4D+2, intimidation 5D+2, Perception 2D, Strength 4D+1, brawling 7D.* Move: 7. Vibroglaive (STR+3D), dewback hide armor (+2 physical).
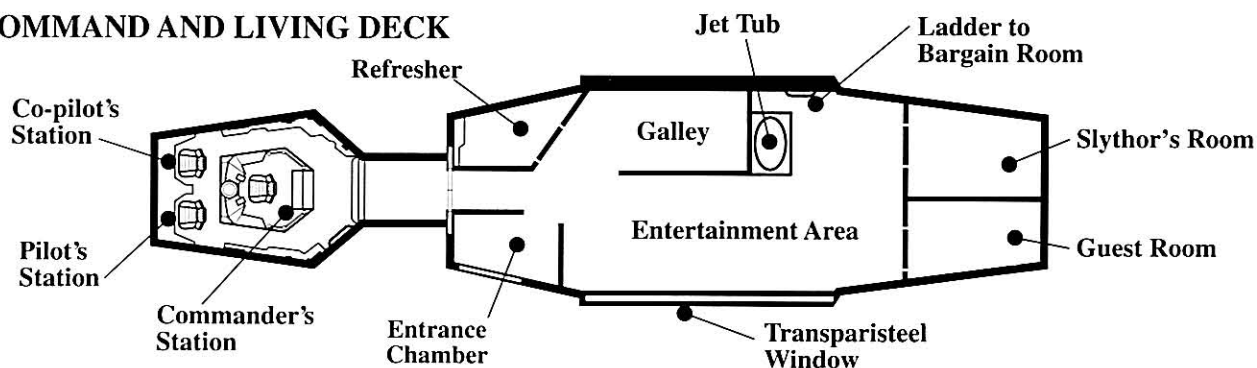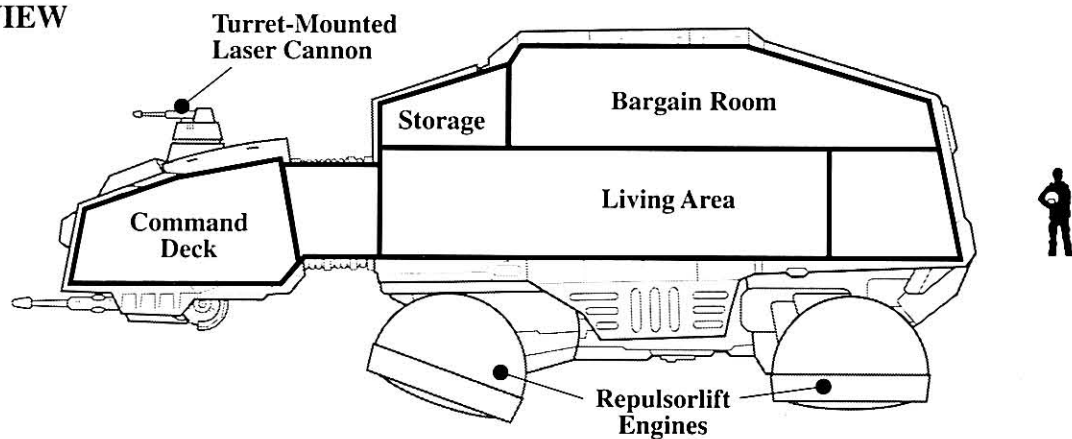
Slythor's AT-PV (All Terrain Pleasure Vessel)

STORAGE DECK

Hatch to Entertainment Area

Bargain Room

Storage

COMMAND AND LIVING DECK

Jet Tub

Ladder to Bargain Room

Refresher

Co-pilot's Station

Galley

Slythor's Room

Pilot's Station

Entertainment Area

Commander's Station

Entrance Chamber

Transparisteel Window

Guest Room

SIDE VIEW

Turret-Mounted Laser Cannon

Bargain Room

Storage

Living Area

Command Deck

Repulsorlift Engines

Stephen Crane

The Peeve

AT-PV (All Terrain Pleasure Vehicle)
Craft: Modified AT-AT Walker
Type: Pleasure vessel
Scale: Walker
Length: 20.6 meters long
Skill: Repulsorlift operation
Crew: 5, skeleton: 3/+10

Passengers: 30
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level—50 meters
Cost: Not for sale
Maneuverability: 1D
Move: 45; 130 kmh
Body Strength: 6D
Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 km
Damage: 6D

2 Light Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 1D+1
Range: 25-250/500/1 km
Damage: 2D+1

The Peeve is Slythor's personal transport vehicle and it's clearly his pride and joy. Formerly an AT-AT salvaged from the ruins of Paran, Slythor considers *The Peeve* his greatest acquisition after the takeover of Korad. The badly damaged walker cost 10,000 credits, six functioning servant droids, 20 heavy blasters, three tons of Kidron silk and a piece of fizzyglug-flavored chewstick. Over the course of a year, Slythor poured many more credits and countless parts and hours of labor into the walker.

The damaged legs were replaced with repulsor engines. The neck no longer swivels and the medium blasters were long ago stripped by Paran's scavengers, but Slythor compensated by adding a top-mounted turret with fire-linked light laser cannons. The port flank boasts a 7-meter by 3-meter transparisteel window. The troop deck and vehicle bay were totally redone, transforming the military machine into a pleasure craft suitable only for the Highest Exalted Ruler of Korad.

Command and Living Deck

This area is relatively unchanged from its original design. The neck no longer swivels and the co-pilot has control of the top-mounted turret. A pair of Squibs pilot the vessel and Slythor usually occupies the commander's chair.

Squib Pilot and Co-pilot. All stats are 2D except: *Dexterity 3D, vehicle blasters 4D, repulsorlift operation 4D, Strength 1D+2, Technical 1D+1.* Move: 8. Jumpsuit, blaster pistol (4D), satchel.

Entrance Chamber. This is a waiting area complete with several mismatched chairs, all salvaged from different ship cockpits. This area is also where Gar lives: he has a simple cot and his meager possessions are stuffed underneath. A blast door (body strength 3D) slides down and can be locked in place (Easy *security* roll to pick the lock).

Refresher. A small refresher unit with shower.

Galley. The full-service galley is staffed by a pair of cranky servant droids. Slythor enjoys eating, so this area is outfitted with the latest culinary equipment.

Entertainment Area. This is where Slythor receives his guests and grants them audience. One entire wall is a transparisteel window. The floor is bodrite tiles, while light panels illuminate the room.

Several plush sectional sofas line the walls. Prominently displayed in the room is Slythor's throne, which is the captain's chair from a Victory Star Destroyer. Snug against the wall is a jet-tub. The chamber is opulently decorated with cheap statuettes, tapestries, and gaudy knickknacks.

Slythor's Quarters. This is a very plain chamber, filled with small, soft sponge balls. Slythor always wanted a room like this, and now that he's the Highest Exalted Ruler of Korad, he gets what he wants. He sleeps in this chamber.

Guest Quarters. This room is outfitted with four beds of various sizes. A storage closet and plain desks and chairs fill the rest of the room, making for a very tight squeeze. This room is not as opulent as the rest of the vessel and smells musty.

Storage Deck

Storage. This chamber contains food, water, and other essentials. The first aid station has been moved here. Slythor also stores his extensive droid collection here. He currently has 14 droids of varying makes and models; all are deactivated but in fair shape.

Bargain Room. The vehicle bay has been transformed into Slythor's "treasure" chamber. The contents of this chamber represents a lifetime of deals and trades. When Slythor makes a deal, he does so in this chamber.

Just like Korad's surface, this room is littered with junk, debris, and odd items, such as spare droid and machine parts, archaic weapons, cultural treasures, weird trinkets, and bizarre collectibles.

Feel free to add any amusing gadgets that strike your fancy since Slythor, being an esteemed trader in the best Squib traditions, may have gotten his hands on just about anything. He has a preference for anything that's weird, bizarre or outrageous.

Slythor, Highest Exalted Ruler of Korad

Slythor is a typical Squib. He's perhaps a meter tall, with reddish-blue fur. He has huge blue eyes, and large ears with white tufts of fur. Slythor is well-groomed (he spends several hours each day in his jet-tub) and wears loose-fitting, expensive clothes. (How he gets them is a mystery to everyone, including Gar.)

While not as cheerful as most other Squibs, he is very egotistical. He believes he is a demi-god and truly an exalted being with a grand destiny. He's power-hungry and demands respect. His salvage empire on Korad satisfies all of his needs and wants.

Slythor isn't truly evil, but he's rather selfish and greedy. Like most Squibs, he holds the art of haggling

Illustration by Storn A. Cook

in the highest regard. He strikes deals not only for immediate gain, but also for long-term profit. The deal with The Scourge is just such an example, and Slythor plans to continue making such arrangements. Slythor's major problem is that none of his clients take him seriously.

Slythor, Highest Exalted Ruler of Korad

Type: Squib Crime Lord
DEXTERITY 3D+2
Blaster 4D+2, dodge 5D+1, pick pockets 4D+1, running 4D+1
KNOWLEDGE 2D+1
Business 6D+1, languages 3D+2, value 6D
MECHANICAL 3D+2
Ground vehicle operation 4D+2, repulsorlift operation 5D+2
PERCEPTION 4D
Bargain 7D, command 4D+2, con 5D+2, sneak 6D
STRENGTH 2D+1
Climbing 3D+2
TECHNICAL 2D
Computer programming/repair 4D+2, droid programming 6D+1, droid repair 5D
Character Points: 12
Move: 8
Equipment: Expensive clothes, sporting blaster (3D+1), various trinkets and knickknacks

Dealing with Slythor

Slythor is present on his "throne" when he grants the Rebels an audience. He starts off with a few basic questions to see if they follow his rules. If they don't provide him his due respect, he threatens violence. Then he babbles about his empire, his wealth, his accomplishments, and on and on and on …

Eventually, Slythor gets back to business. He brings the Rebels to his treasure room to show off his wealth. Here he begins haggling for the location of the *Whisper*. This process takes quite a while, as the conditions and terms are bandied back and forth: for Squib hagglers, the more complicated the deal, the better it is. Slythor is no exception to this point of view. Below are the three rules Slythor adheres to during the bargain.

1. A trade for free is worth it, no matter how worthless or broken an item is.

2. Haggling is the highest form of communication.

3. It isn't important how even a trade is, only how complicated it becomes. The more components involved — especially not easily compared items — the better the trade.

The Rebels can trade anything in their possession or on their ship. Slythor isn't interested in weapons or common items: he wants things he's never seen. Given the choice between a working heavy blaster (value of 750 credits) and an Imperial trooper's boots (value of 10 credits), he'll probably try to get the boots.

Below is a list of items he's willing to trade, but feel free to add more bizarre items. The only two that must be traded to the Rebels are the location of the *Whisper* and the R4 droid.

- Information on the location of the *Whisper*.
- The droid R4-B11.
- Black powder pistol (2D+1) with a bantha horn handle.
- Complete collection of Utozz bottles.
- Ammo bandolier converted to hold beverage bottles (useful to hold Utozz collection).
- Spare parts to a moisture vaporator.
- Datapad with 942 Mon Calamari recipes.
- A tooth from a large carnivorous predator.
- A wrestling match with Gar.

R4-B11, Agromech Droid

R4-B11 appears to be a standard, beat-up agromech droid. Similar in design to the popular R2 models, R4 units are designed to work on farm machinery and vehicles. B11 is a cranky droid that absentmindedly chirps and whistles when bored. It likes to take things apart, but quickly gets bored and never puts anything back together. It's rude when interfacing with computers which are "below" its standards.

Slythor tried B11 at every possible job, including valet, pilot, guard, and entertainment unit. Needless to say, it didn't excel at anything. In frustration, the Squib disassembled it and added modifications, including increasing the output of the arc welder (making it an offensive weapon) and adding a concealed blaster. B11 now makes an ideal assassin droid, a duty it enjoys. Slythor throws it into trades with his enemies. Days after they depart Korad, B11 betrays its new owners. Once his owners are neutralized, B11 takes control of the ship, downloads astrogation coordinates for Korad from its memory and plots the hyperspace jump back to Korad, where the new prize is delivered to Slythor. As the Squib is fond of remarking, the best trade is for a free object.

R4-B11. All stats are 2D except: *Dexterity 1D+1, blaster 3D+2, dodge 2D+1, Knowledge 1D, business: agriculture 4D+2, languages: computer languages 5D, languages: droid languages 3D+1, astrogation 4D, repulsorlift operation 3D, space transports 3D+1, Technical 3D+2, computer programming/repair 5D+1, machinery repair 4D+1, space transports repair 4D.* Three wheeled legs, video sensor, one fine manipulator arm

(+1D *repair* skills), heavy duty arc welder (4D+1, range 0.5/1/1.5 meters, +1D *repair* skills), video display screen, portable nav storage unit (stores coordinates for one hyperspace jump), acoustic signaler, hold-out blaster (3D+2). Move: 6.

After the deal is struck, Slythor returns the characters' weapons and escorts them to their ship. A pair of hoppers lead the characters' ship to the *Whisper*'s location. The Rebels are only allowed to download the astrogation coordinates; they may not take any items from the ship.

The Whisper

The *Whisper* is a modified Nova-drive #3-Z light freighter, vaguely similar in shape to Corellian Engineering Corporation's ever present YT-1300 transport. (See page 46 of *The Star Wars Planets Collection.*)

The ship is dark and battered, with a gaping three meter hole ripped into its dorsal surface. As the Rebels approach, a Moderate *sensors* or *Mechanical* or Difficult *search* or *Perception* roll detects the mynocks clinging to the hull of the ship.

***Whisper*, Nova-drive #3-Z Modified Light Freighter.** Starfighter-scale, maneuverability 1D, space 4, atmosphere 280; 800 kmh, hull 5D, shields 1D+2. Weapons: Dual laser cannons (fire-linked, fire control 2D, damage 6D), laser cannon (fire control 1D, damage 3D).

The statistics above are for the *Whisper* when it's in working order; unfortunately, the *Whisper* is in no condition to fly. Aside from the hole in the hull, the hyperdrives are destroyed, life support is beyond repair, and all weapons systems are off-line. A Moderate *starship weapon repair* roll is good enough to bring one of the lasers on-line for 2D rounds, but after that the cooling system blows, rendering the weapon useless.

Due to the gaping holes in the hull, the Rebels must use space suits aboard the *Whisper*. The ship is infested with seven mynocks, four on the outside of the hull soaking up stellar rays and the other three hidden inside.

The mynocks flee if possible, but attack if cornered in the ship. There's a 1 in 6 chance that one or two mynocks attach themselves to the Rebels' ship if it comes within 10 meters of the *Whisper*.

Mynocks (7). *Dexterity 3D, Perception 1D, Strength 1D.* Energy drain (mynocks drain energy from starships), silicon life-forms (can survive in a vacuum). Move: 9 (flight) or 1 (Space unit).

Aside from the mynocks, the ship is also home to five space mites. They've burrowed through the computer panels and into the cargo hold. They're hiding from the intruders, but if anyone comes within three meters of them, they attack to defend their nests. Space mites

Illustration by Christina Wald
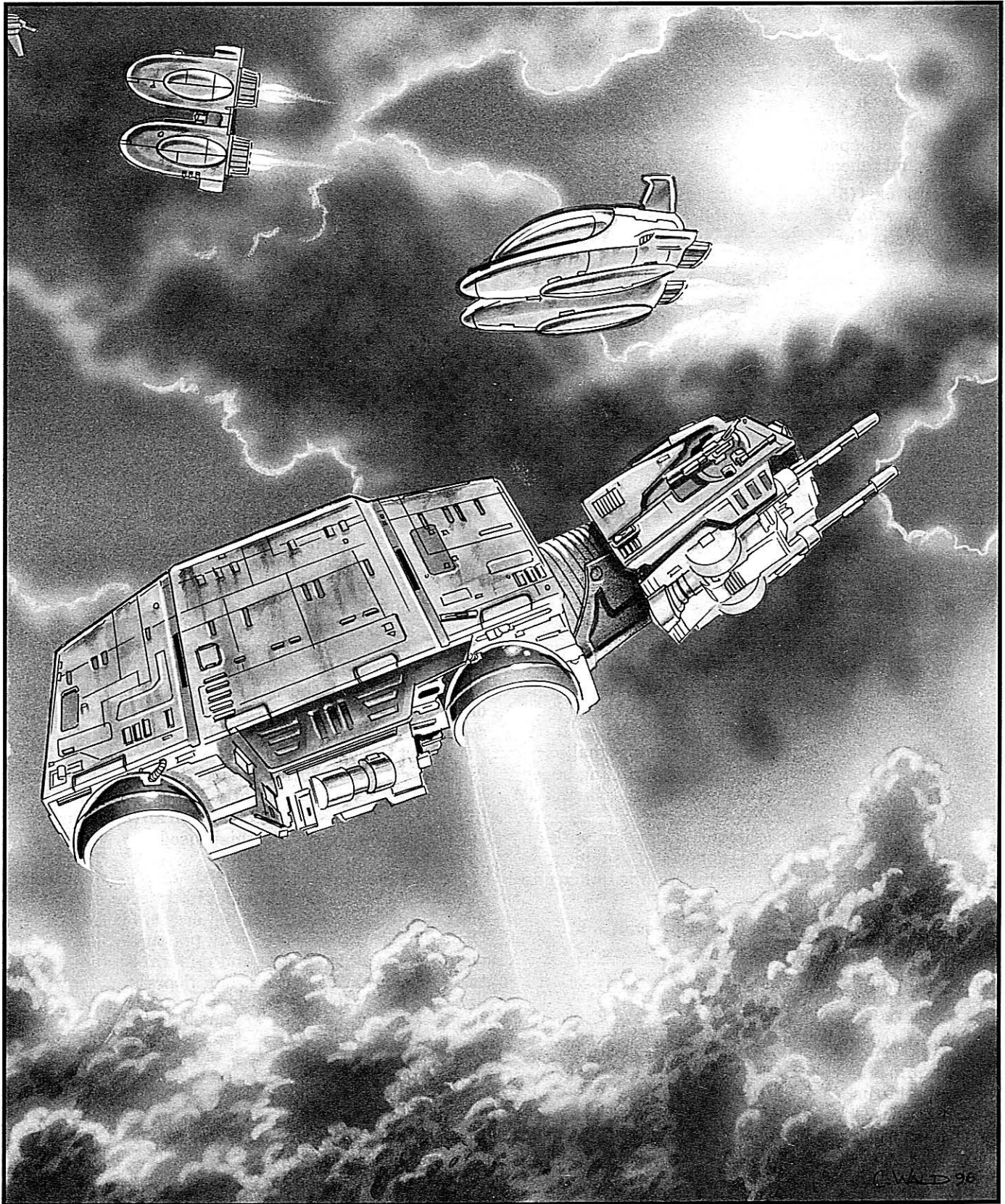
look like one meter long white arachnids with wicked mandibles. They are silicon-based life-forms that spend their youth as fist-sized parasites on mynocks. Upon reaching maturity, they detach from the host mynock, rapidly grow to adulthood (one meter long), spin a hardened egg case, and deposit up to a dozen eggs; the newly-hatched space mites search out the nearest mynocks and repeat the cycle.

Space Mites (5). *Dexterity 2D, Perception 1D, sneak 2D+1, Strength 1D, brawling: bite 3D.* Bite (1D+2 damage and injects silica into the victim's bloodstream, causing lethargy for the next 24 hours, resulting in a -1D penalty on all skill rolls and a -2D penalty to all *Dexterity* rolls). Move: 5.

The computer requires a Moderate *computer programming/repair* roll to restart, while a second Moderate roll retrieves the astrogation coordinates for Alluuvia.

Leaving Korad

Slythor believes that the best trade is a free trade, so after he made a deal with the Rebels he made plans to get a bonus from the deal: the Rebels' ship! The tactic also diverts suspicion from R4-B11.

Just as the Rebels board their ship to depart, six asteroid hoppers piloted by Slythor's goons zoom toward their location. When in range, they open fire on the Rebels' ship. If the Rebels stand and fight, they may use both their own weapons and those aboard the *Whisper*.

If they flee, they must outrun the hoppers while dodging the debris in the space ring. The ring is considered Moderate terrain and there's plenty of scrap to collide with if a movement roll is failed. The asteroid hoppers have a great advantage due to their great maneuverability and their pilots' familiarity with the ring. To clear the ring, the characters must make the equivalent of eight rounds of flight at cruising speed (equal to 16 rounds at cautious speed, four rounds at high speed and two rounds at all-out speed).

Any movement failure indicates a collision with an object. Roll 1D and consult the table below to determine the size of the object that's been hit and the damage to the characters' (or Squib's) ship.

Roll	Object Size	Damage
1-2	small (1–2 meters long)	1D
3-4	medium (8–12 meters long)	4D
5	large (20 meters long)	6D
6	huge (100+ meters long)	12D

The Squib pilots are adept at flying through Korad's ring and get to use their *starfighter piloting: Korad ring* specialization. Once free of the Korad ring, they must use their much lower *starfighter piloting* skill. Once the characters break free of the ring and pull 15 or more Space units ahead of them, the Squibs break off pursuit and return to Korad's surface.

Move Along

Now that the characters have the coordinates for Alluuvia, they can go to Episode Five, "Imperials on Alluuvia."

If they haven't yet rescued the Gray Griffins and want to go to Dega, go to Episode Three, "Dega."

Episode Five: Imperials on Alluuvia

Summary

With the coordinates from the *Whisper*, the Rebels reach Alluuvia. Shortly after they land, they encounter the Anguilla, a primitive species of eel-like humanoids. The Rebels must prove their good intentions to the Anguilla by performing the "Rites of Conch-tar."

Alluuvia

Read aloud:

After a series of hyperspace jumps through The Drift, your ship finally emerges in realspace around the planet Alluuvia. This vibrant blue world is covered by water.

Let the Rebels make the next move. Over 97% of the planet's surface is covered by ocean. The only land masses are scattered volcanic islands and coral atolls.

The Empire has deployed an Imperial mobile base for IML's survey. The base is lightly-staffed while the scientists prepare a final report for IML executives. If the Rebels scan for energy sources, a Very Difficult *sensors* roll reveals the location of the base. If the Rebels orbit for several hours and scan the planet in detail, the *sensors* difficulty is Moderate. Otherwise, the Rebels do not detect the base.

If the characters proceed directly to the base, cut to Episode Six, "To Save A World." (Page 42.)

If the characters decide to land on an atoll or explore the oceans, continue with this episode.

Alluuvia

Alluuvia is the second planet in the recently-discovered Alluuvian system, located on the far side of The Drift. The world is covered with temperate oceans; the waters have a high metal and mineral content that is toxic to non-natives. The ocean floors are rich in ore deposits and even filtering the water provides commercially-viable yields. The planet's oceans are home to many aquatic life-forms, including the intelligent Anguilla.

The only lands are barren volcanic peaks and purple coral atolls that poke above the ocean surface. (The atolls always occur near the volcanic islands.)
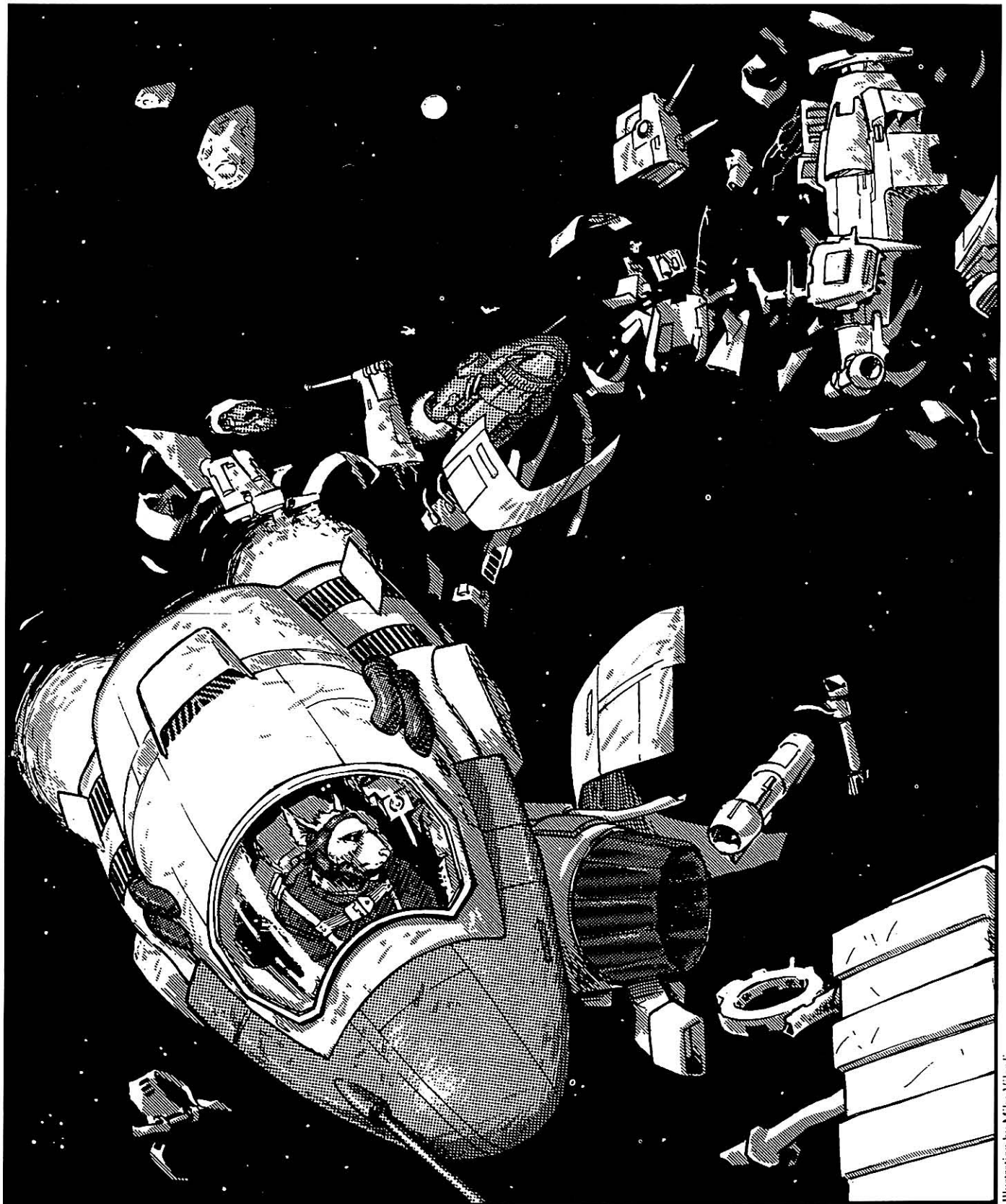
Illustration by Mike Vilardi

Alluuvia

Type: Aquatic planet
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Oceans, scattered atolls
Length of Day: 31 standard hours
Length of Year: 221 local days
Sapient species: Anguilla (N)
Starports: Landing fields (islands, coral atolls)
Population: 900,000 (Anguilla)
Planet Function: Homeworld
Government: Tribal
Tech Level: Stone
Major Exports: None
Major Imports: None

Anguilla

The Anguilla are intelligent ocean dwellers native to Alluuvia. Their slender, muscled, eel-like bodies are three to four meters long and black to olive-green in color. They have a pair of powerful arms ending with webbed hands. Their large, arrow-shaped heads have a huge hinged jaw filled with razor-sharp teeth.

The Anguilla are a technologically primitive species that live in water anywhere from 25- to 50-meters deep. They live in tribes, some with hundreds of members, and make their homes on the steep sides of the volcanic peaks. They have no structures or other indications of "civilization" (as humans know the concept); rather, Anguilla tribes simply claim an area for their activities.

Anguilla migrate frequently to follow the fish schools they hunt for food. They cultivate several different sea plants for food and medicine; these plants grow very quickly in the volcanic ash. They also grow a kind of luminescent moss which is used to light the interiors of caves.

Anguilla communities are very free-form. Most beings spend their days on hunting expeditions or tending to the plants. Sentries patrol near the villages, looking out for predators. The Anguilla are a social people, with a great deal of loyalty to each other and a rich storytelling tradition. (They use both sound and hand gestures to relate their tales.)

Leadership is determined by tests of physical strength, intelligence and charisma. Their main weapons are primitive spears made from bone shafts and stone heads.

Anguilla

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D
MECHANICAL 0D/2D
PERCEPTION 1D/4D+1
STRENGTH 2D/5D
TECHNICAL 0D/2D
Special Abilities:
Swimming: Anguilla are natural swimmers and receive +3D to all *swimming* rolls.
Slippery Skin: Because of their slippery skin, all *brawling* rolls

(including grappling attacks) against Anguilla are at a +10 penalty. (See page 58 of *Star Wars, Revised and Expanded*.)
Bite: STR+1D damage.
Vision: Anguilla can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources. They suffer no penalties in darkness.
Enhanced Sense: Anguilla have an incredible sense of smell when in Alluuvia's oceans. With an Easy *search* or *Perception* total, they can detect predators up to 300 meters away and they can detect Imperials and their vehicles (because of their "alien" scent) up to two kilometers away. They lose this bonus when out of the water.
Story Factors:
Primitive Culture: The Anguilla are technologically primitive and do not know skills that rely on advanced technology.
Language: Anguilla have learned only a few Basic words; some Anguilla know the Ithorian language fairly well. They have a natural aptitude for languages and with an Easy *languages* roll, they can understand the gist of a statement. Those trying to understand an Anguilla need a Moderate *languages* roll.
Move: 2/4 (slithering), 14/18 (swimming)
Size: 3-4 meters long

Meeting the Anguilla

Shortly after the Rebels land, 25 Anguilla slither out of the water to secretly observe them. They soon surround the characters and their ship, holding them at spearpoint. The Anguilla wait for the Rebels to make the first move since they don't know whether the "new strangers" are peaceful or dangerous. They're ready for either reaction since they were attacked by the Imperials, but also have a friendship with Iych-thae's Ithorian pilgrims.

If the Rebels are peaceful and attempt communication, the Anguilla warriors lead the characters to Anyar, their tribal leader. The Anguilla know only a smattering of Basic but are pretty good at speaking Ithorian; if any of the characters are Ithorians, the Anguilla assume that this character is the group's leader.

If the Rebels attack, the Anguilla respond with amazing ferocity; they intend to capture the Rebels and deliver them to Anyar. They flee from heavy blaster fire or large explosions, and retreat if half their number are wounded. If the Rebels force them to flee, they return several hours later with 100 warriors.

Anguilla Warrior. All stats are 1D except: *Dexterity 3D+2, dodge 4D+2, melee combat 4D+1, melee parry 4D+1, Knowledge 3D, languages 3D+2, Perception 3D+1, Strength 4D, swimming 5D*. Swimming (+3D to *swimming),* slippery skin (*brawling* attacks against them suffer +10 penalty), bite (STR+1D), vision (no penalty in darkness), enhanced sense (Easy *search* or *Perception* to detect predators [300 meters away] or Imperials [2 kilometers away] by scent). Move: 2, 14 (swimming). Spear (STR+1D).

A Test of Courage

Once the characters are captured (or agree to meet the tribal leader), another Anguilla emerges from the water. The Rebels are brought before Anyar, the leader of this tribe. Anyar attempts to communicate with the

Illustration by Christina Wald

C. WALD 96

A Brutal Welcome

Private Kinard eased the breath mask over his face and tightened the straps. He checked his gear — survival belt, backpack, blaster rifle, and the breath mask — one more time. Anxiously, he glanced at the faces of the other nine members of the team.

With a metallic click, the hatch of the *Lambda*-class shuttle *Toranni* opened. Bright sunlight spilled into the dark recesses of the passenger hold, intensified by the glare of the ocean. Cautiously, the team moved out into the brilliant, warm day with Kinard pulling up the rear. Private Tracher nodded approval as he looked up from his atmosphere scanner and the team peeled off the uncomfortable breath masks.

The shuttle occupied a small atoll; nearby, a volcano poured smoke into the atmosphere. Kinard thought, *What possible value could this planet have?* Before he could begin to answer that question, the ocean came alive with movement.

Water churned and rippled at the base of the atoll as several large black forms pulled themselves from the ocean. They clambered onto the rocky surface with their serpentine bodies glistening in the bright sunlight.

Private Kinard was repulsed by the creatures as he clenched his blaster rifle closer to his body. There were six ... then eight ... more than 20 of them arrived before the water's surface became still.

For several moments, both sides stared at each other in amazement. Then, one of the aliens stepped forward. The air was pierced by a blaster shot and the alien dropped to the ground, motionless. Within seconds, the air was filled with more blaster bolts as the throng of aliens closed on the Imperial troopers.

As the last surviving creature hastily retreated towards the ocean, Private Kinard counted 16 dead alien bodies on the atoll. Besides a few cuts and bruises, the Imperial team was unscathed. *We won,* thought Private Kinard, *but will I forgive myself for firing the first shot?*

characters; if they are patient, they may earn a powerful ally on this new world.

Anyar, Tribal Leader. All stats are 1D except: *Dexterity 4D, dodge 5D+1, melee combat 6D+2, melee parry 5D, Knowledge 4D, languages 5D+1, Perception 3D, Strength 5D, swimming 7D+1.* Swimming (+3D to *swimming),* slippery skin (*brawling* attacks against them suffer +10 penalty), bite (STR+1D), vision (no penalty in darkness), enhanced sense (Easy *search* or *Perception* to detect predators [300 meters away] or Imperials [2 kilometers away] by scent). Move: 2, 14 (swimming). Ceremonial spear (STR+1D+2), shell crown.

Anyar demands to know if these newcomers (the characters) are allied with those who slaughtered many Anguilla 15 tides (days) ago. (This atrocity was an act of the first Imperial exploration team; see "A Brutal Welcome.")

Anyar has information regarding the Imperials, but first the characters must gain his trust: they must prove they are different than the Imperials. Explaining the galactic civil war is one method, but the Anguilla have trouble understanding politics. To truly earn the trust of the aliens, the characters must perform a sacred ceremony to prove their worth, honor, and intentions. If the characters agree, proceed to "The Rites of Conch-tar," below.

The Rites of Conch-tar

Anyar and a host of Anguilla warriors lead the Rebels to a submerged cave a few kilometers away. The Rebels must use breathing apparatus to reach the cave.

The cave is pitch black, but Anyar gives the Rebels a bone with phosphorescent seaweed attached. He then hands a leaf of seaweed to each Rebel and instructs him to eat it. He mumbles a few chants before ordering the Rebels into the cave. He tells them they must stay in the cave to be proven worthy.

Gamemaster's Note: Before running this scene, you should have an idea of each character's greatest fear. If not, generic fears can be generated ahead of time.

Upon entering the cave, each Rebel must make a Difficult *willpower* roll or succumb to the seaweed. Force-sensitive individuals are immune to these effects.

Characters who fail this roll slip into a deep dream-state where they are confronted by visions of their worst fears. They are seemingly unconscious and incapable of moving for 2D rounds. Each round, the character can try to make a Difficult *willpower* roll to overcome his or her greatest fear. Those not affected by the seaweed confront the piscator in its true form.

Piscator. *Dexterity 2D+1, Perception 2D, Strength 3D, brawling 3D.* Tusks (STR+3D), tentacles (STR+1D), fear-sensitivity (+1D to *brawling* for each character who fails *willpower* roll). Move: 12.

The piscator is somehow attuned to the Force and feeds on the fear given off by terrified victims. The creature is almost three meters long, with a powerful tail. Its head has a very small mouth, eight short tentacles and a pair of curved tusks.

The piscator instinctively goes for characters paralyzed by their fear, fighting able characters only if attacked by them.
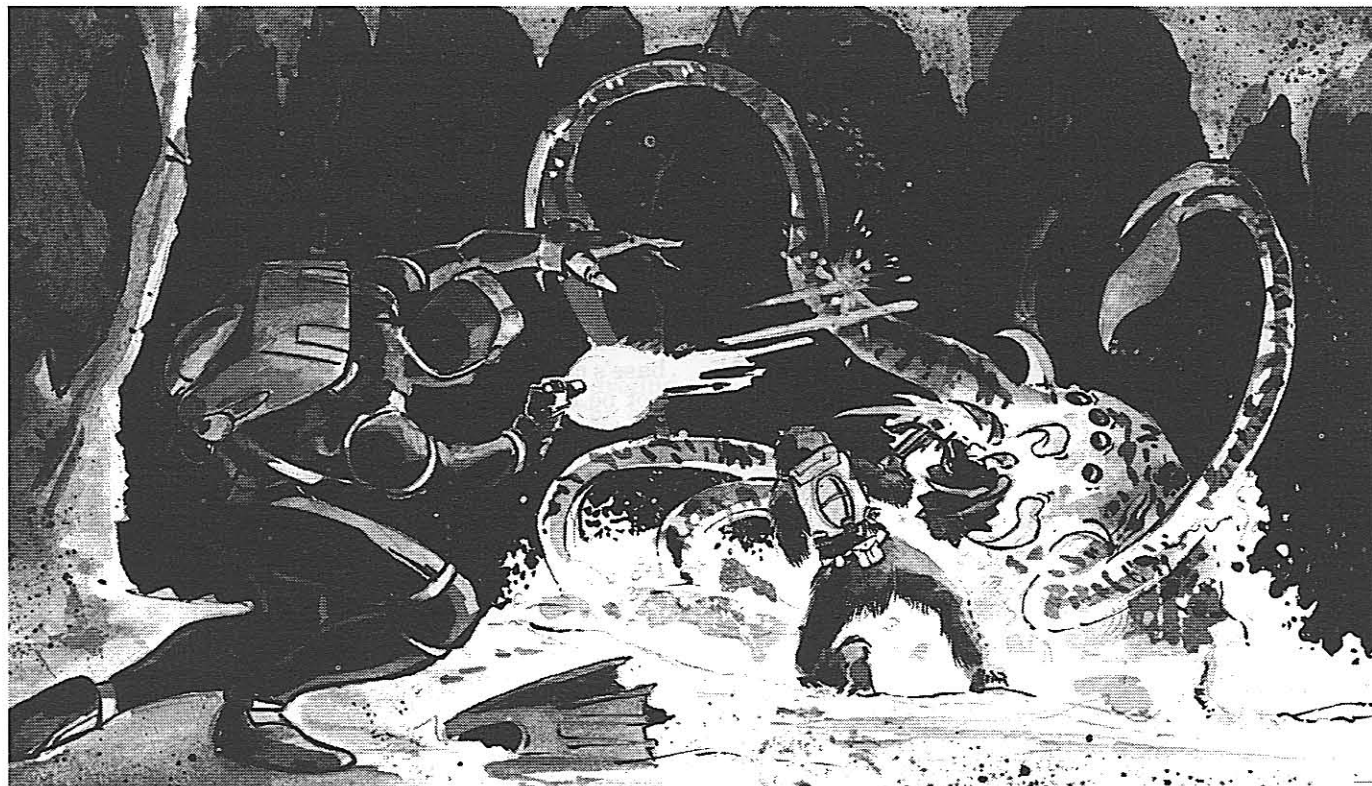
Illustration by Storn A. Cook

The Anguilla enter the cave to rescue any unconscious Rebels in 10 rounds. To pass the rites, the Rebels need only stay in the cave and confront their fears.

Failing the Rites. If the Rebels fail the Rites, the Anguilla don't believe the characters are allies. Their wounds are healed and they are released, but they are told to leave the world. If the characters return, they are confronted by a force of 100 warriors who are ready to die defending their oceans.

As the characters are ready to leave, Anyar says, "I had hoped you would be like the first." He explains that a "giant metal fish that flies" landed on the world. The beings inside — who seem much like the characters — explored the world and left. The Anguilla watched them from a distance but did not make contact. (This group was the Gray Griffins.)

Then, 15 tides ago, a second group landed. There were many more strangers this time. Finally, the Anguilla decided to approach, but the strangers attacked his people. (See "A Brutal Welcome.")

Anyar says that another, larger metal fish landed eight tides ago — it's still on this world, far away in the southern ocean. There are many strangers on this "fish."

Passing the Rites. If the Rebels pass The Rites of Conch-tar, the Anguilla accept them as allies. The aliens provide the information above and give directions to the new "metal fish," which is the Imperial mobile base; they even offer to join the characters in investigating the base if the characters ask for help.

Anyar also reveals that another group landed five tides ago. These strangers have become allies of the Anguilla and have promised to protect them from the dangerous strangers. They have told the Anguilla that they will do everything they can to make sure that this world remains as it is now.

Underwater Combat

Combat underwater is very different than on land. The following rules reflect these differences.

Characters use their *swimming* skill for all movement and *dodge* rolls.

Water is an excellent conductor of concussion waves. A grenade causes 4D damage to everyone at point-blank range for the blast radius; everyone else in the blast suffers 4D stun damage.

Blasters are difficult to use underwater. Increase the difficulty of each shot one level and reduce the weapon's damage by 2D. Sonic blasters (like the ones on the waveskimmers) use their full damage code.

Lightsabers are difficult to control, requiring a Moderate *control* or a Difficult *lightsaber* or *Dexterity* roll to hold onto each round.

Iych-thae Arrives

As Anyar tells his story, his new allies arrive: Iych-thae and his 10 Ithorian pilgrims join the group. (Their ship, the *Varnay*, lands near the characters' vessel. See Episode Seven, "Trouble Arrives" for the *Varnay's* game stats.)

Ithorian Pilgrims (10). All stats are 2D except: *blaster 2D+2, dodge 3D, Knowledge 3D, agriculture 4D, ecology 5D+1, languages 4D+2, Mechanical 1D, space transports 3D, starship gunnery 3D+1, starship shields 4D+2, Perception 3D, brawling 3D, Technical 1D.* Move: 10. Plain robes, blaster pistol (4D, usually set for stun), wooden walking staff (STR+1D), comlink, religious items.

Iych-thae's reaction depends upon how the characters dealt with him on Dega. If the characters were hostile, Iych-thae is suspicious, but he asks the characters to consider the question of Alluuvia's fate. If the characters were friendly or at least neutral, Iych-thae encourages the characters to join him.

Iych-thae explains that he discovered this world by tracking the Imperial expedition that brought the mobile base here. He says that the Anguilla are a peaceful people who respect their world and take good care of it. However, the Empire would ruin this world: they will destroy all life through their greed.

Iych-thae asks the characters, "The fate of this world is in your hands. Are you stewards or profiteers? Do you respect Alluuvia and its sacred life or do you choose to kill this planet?"

If the characters act with respect and careful thought, they may earn Anyar's respect even if they failed the Rites of Conch-tar.

The Battle Plan

If the characters agree to help save Alluuvia, Iych-thae says that the characters must find a way to convince the Empire to leave this world alone. Iych-thae points out that there are many scouts still surveying the world: obviously, the base hasn't sent its report to IML headquarters on Derilyn.

The characters have two options: they can delay IML's report long enough that Radell can send a scouting team and register a claim with the Empire. A second option is to falsify the base's report to IML, implying that there are no resources on this world and discouraging the Empire from ever coming here again.

Claiming the Planet for Radell

In order to claim this world for Radell, the characters must prevent the IML base from sending its report to Derilyn. Then the characters must contact Radell Mining via subspace transceivers and have them claim the world, complete with the astrogation coordinates the characters got from the *Whisper*.

Unfortunately, the characters must accomplish this mission without being caught by IML's employees at the base. If IML can prove the characters' interference, Radell's claim on Alluuvia is void!

Falsifying the Report

Iych-thae suggests that the characters could sneak aboard the mobile base to broadcast a false report to IML headquarters. If the report says that the initial scouting team was wrong and there are virtually no resources on this world, Alluuvia will not be worth further exploration and development.

Then, the characters must somehow destroy the base's communications system (so the false report cannot be corrected). Finally, the characters must somehow insure that no one from the base reports back to IML, either by destroying the base or capturing all the base's personnel. The characters must come up with a plausible explanation for the base's disappearance in their broadcast to IML. Iych-thae suggests that the characters and the Anguilla could hold the base workers and then turn them over to the Rebels as prisoners.

Anyar offers to send "hundreds of warriors" to attack the base. While the Ithorians are reluctant to fight, the characters may be able to convince them to take up arms, perhaps by suggesting something along the lines of "words without actions are meaningless."

The Fate of Alluuvia

There is one final sticking point: the Ithorians don't want *any* mining companies on Alluuvia. The Ithorians insist that Radell Mining must not be allowed to set up operations on this world. Anyar becomes angry if he thinks the characters plan to "drive off one group who would destroy our oceans only to welcome another."

With persuasive arguments, Anyar can be talked into allowing mining, but only if Iych-thae remains to oversee Radell's operations. Iych-thae offers to travel to Elrood to negotiate this deal once the Empire is defeated.

Episode Six: To Save a World

Summary

The Rebels must infiltrate the Imperial mobile base and prevent IML's scouts from reporting what they have learned about Alluuvia. While inside the base, the characters learn that the Empire is sending a mining station that's due to arrive within a day.

Scouts and Patrols

There are numerous sensor beacons and patrols near the base. If the characters are travelling with the Anguilla, there's no risk of discovery because the aliens can "smell" the Imperials and their vehicles from kilometers away.

If the characters are on their own, they'll have to use

hand scanners and their own senses to avoid the patrols. While the sensor beacons are placed far apart — there are gaping holes in the Imperial sensor net — the sensor beacons have an effective range of 100 meters, which is far greater than the characters can see underwater. There's a very good chance the characters could swim right up to a sensor beacon and not even notice it.

Stage any encounters like the scenes in *Return of the Jedi* when the Rebels try to hide from Imperial scouts. The characters may come upon a roving sensor beacon or an Imperial patrol and are forced to act quickly to avoid detection.

Sensor Beacon. These beacons are placed around the base, mostly to scan for large predators. The beacons are metal cylinders about 1.5-meters-long, and studded with small dishes and antennas. If any character approaches within 100 meters of the beacon, it alerts the Imperial mobile base, which dispatches a patrol to investigate. The beacon has a body strength of 3D (character-scale), so it is easily disabled. If the characters trip the alarms but hide quickly, there's a good chance that Imperial troopers on patrol decide that the beacon's signal was a false alarm and return to base.

Imperial Patrol. The Imperial patrols consist of a lone Imperial seatrooper on a waveskimmer. See the descriptions later in this chapter for game statistics.

The Imperial Base

When the characters first approach the base, read aloud:

The immense octagonal platform rests on the water's placid surface. Easily 200 meters in diameter, the gray surface gleams in the afternoon sun. A heavy turbolaser and a quartet of smaller laser cannons rise from the base's towers. A pair of sensor towers flank the main landing pad, while the station has a large shield generator for protection. A TIE fighter launching chute is positioned behind the turbolaser.

The base is essentially a smaller version of an Imperial aquatic garrison base. (See *Battle for the Golden Sun.*) This base is being used for a preliminary scouting and survey mission, but similar bases may also play a supporting role in planetary occupations. While currently stationary, the base has a cluster of repulsorlift engines for movement (top speed of 70-kilometers-per hour). It has a shield generator, a heavy laser cannon and four laser cannons for defense.

Imperial Mobile Base

Craft: Imperial MFB-4 Mobile Repulsor Base
Type: Mobile multi-function base
Scale: Walker
Length: 200 meters
Skill: Repulsorlift operation: MFB-4
Crew: 30, gunners: 4

Passengers: 120 (support staff), 300 (troops)
Cargo Capacity: 150 metric tons
Cover: Full
Altitude Range: Ground level—3 meters
Cost: Not available for sale
Maneuverability: 0D
Move: 25; 70 kmh
Body Strength: 6D
Shields: 2D+2
Sensors:
  Passive: 300/0D
  Scan: 400/1D
  Search: 600/2D
  Focus: 2 km/2D+2
Weapons:
  1 Heavy Turbolaser
    Fire Arc: Turret
    Crew: 4
    Scale: Capital
    Skill: Capital ship gunnery
    Fire Control: 2D
    Fire Rate: 1/6
    Atmosphere Range: 2-10/20/30 km
    Damage: 5D
  4 Laser Cannons
    Fire Arc: 1 left, 1 right, 1 front, 1 back
    Crew: 1
    Scale: Starfighter
    Skill: Starship gunnery
    Fire Control: 1D
    Atmosphere Range: 1-2/4/6 km
    Damage: 3D

Sneaking Into the Base

If the characters want to substitute a fake report or send a message to Radell Mining on Elrood, they must find a way to sneak inside the base unnoticed. Unless the characters have already alerted the Empire to their presence (such as by setting off a sensor beacon's alarm), this isn't as hard as it might initially seem to be. The Imperials have no reason to suspect attackers since they assume they've terrified the Anguilla.

The main defenses are simple sensor arrays at various points around the base, both on the surface and underwater. The sensors — small disks about 20 centimeters in diameter — have a range of 10 meters.

Underwater, the characters must make Difficult *search* or *Perception* rolls to spot the sensors and move around them without setting off their alarms. A failed roll means that six seatroopers aboard waveskimmers are immediately dispatched to deal with the intruders.

On the surface of the base, the *search* or *Perception* roll is only Moderate. Failure means that a squad of eight Army troopers head up to the exterior to capture the characters.

The characters may use one of the exterior hatchways to reach ladders leading down into the base. All hatches have alarms, but they can be disabled with *security* rolls (see below).

The characters may use the launch chute (on level three) or the TIE fighter hangar (at the exterior) to sneak inside. These areas are open to the outside. Characters must make opposed *sneak* rolls (against the
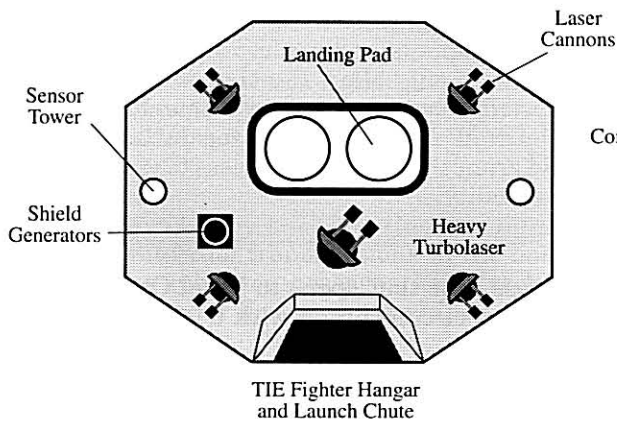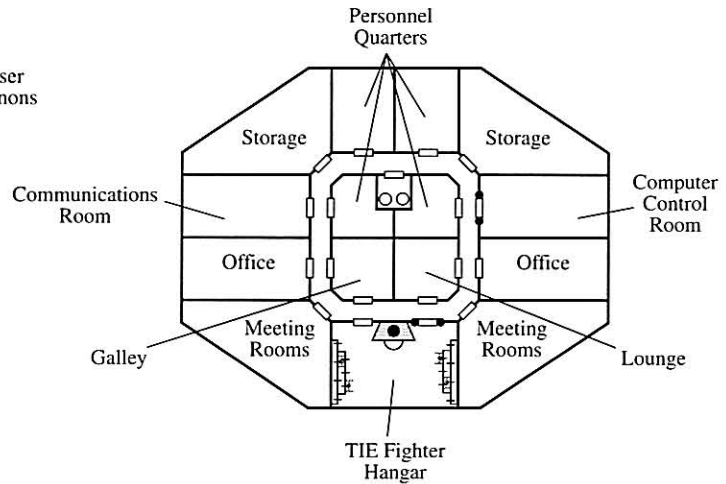
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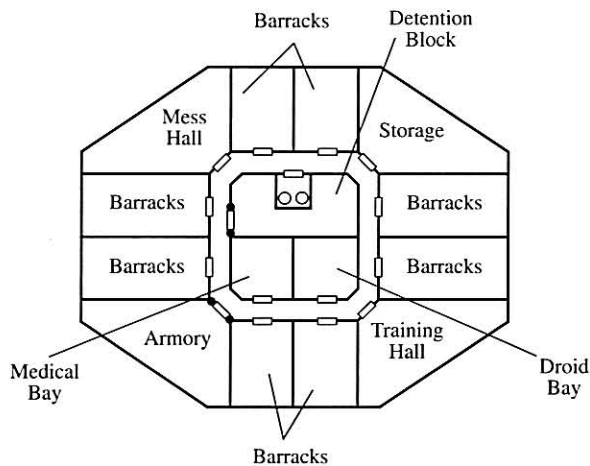
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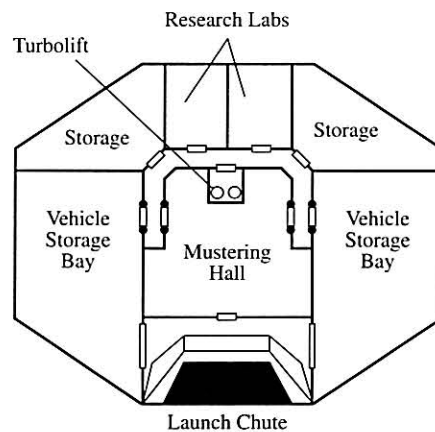

Exterior Aerial View

Level 1 Personnel Deck

Level 2 Barracks

Level 3 Vehicle Bay

technicians' *search* or *Perception*) to sneak inside without being noticed by Imperial technicians.

Destroying the Base

It's important to note that the characters may be much better off capturing the base rather than trying to destroy it. If the base is captured, the Alliance or Radell Mining can use it as a base of operations for future mining efforts.

Second, the base is very large — probably too large for a small group of operatives to destroy. The base has only 30 troops. The other 50 or so people assigned here are IML scientists, technicians and laborers; none of them have any combat training and none of them carry blasters. If the characters can seize control of the communications room (so the Imperials and IML workers can't send out a distress signal) and the computer control room, the sheer size of the Anguilla army should allow the characters to capture the base with a minimum of casualties. This battle can be staged like the Endor battle scenes in *Return of the Jedi,* where hundreds of Anguilla charge onto the base's surface and climb through the entrances (at least before the Imperials manage to activate the emergency seals) while the characters race to capture the all-important communications station.

An air attack faces a stiff defense from the base's laser cannons and the turbolaser. Unless the shield generator is disabled from the computer control room, the base's shields should have little trouble deflecting Rebel fire, giving the TIE fighters plenty of time to drive off the attackers.

An underwater attack has better odds. For one, the shields don't extend underwater and there are no defensive weapons, either. An underwater assault gives the Anguilla a natural advantage.

If the characters infiltrate the base early in the attack, they can use explosives to disable the laser cannons, shield generators, sensor towers, the TIE fighter launch chute, or the underwater launch chute, further limiting the Imperials' options.

The characters can create a good deal of confusion by coordinating groups to attack several locations at once. A distraction provided by the Ithorian herd ship's ion cannons or an underwater Anguilla attack can give the Rebels cover to infiltrate the base.

The Ithorians and the Anguilla can be of great assistance, but the actions of the Rebels should determine whether this mission succeeds or fails. You must determine the effects of their tactics, giving consideration to staging an exciting and action-packed battle scene. For more suggestions, see Chapter Eight, "Running Battles," on pages 130–135 of *Star Wars, Revised and Expanded*.

Imperial Mobile Base Key

Exterior

Laser Cannons. Each laser cannon has an emergency escape hatch, which may be pried open with a Moderate *lifting* or *Strength* roll. Unfortunately, doing so automatically triggers a warning light in the computer control room on Level One. Ladders lead down to access doors on Level One; the door may be opened with a properly encoded rank cylinder (the troopers have one) or by prying open the access panels and making a Difficult *security* roll (this requires 15 minutes of work). Each laser cannon has one gunner on duty at all times.

Turbolaser. The turbolaser also has an emergency escape hatch, which may be pried open with a Moderate *lifting* or *Strength* roll. Opening the hatch automatically triggers a warning light in the computer control room on Level One. A ladder leads down to a sealed door on Level One, which also requires a rank cylinder or a Difficult *security* roll to open. There are four gunners here at all times.

Sensor Tower. There are two 20-meter-tall towers. There are several access panels which open to reveal the circuitry for both the sensors and communications systems. (The systems' controls are in the communications room on Level One.) Next to each tower is an emergency access door which requires a Moderate *security* roll to open without sounding an alarm. A ladder leads down

Rank Cylinders

The Empire uses "rank cylinders" to control access to sensitive rooms and facilities. Each soldier is issued a rank cylinder allowing access only to the rooms he is supposed to enter. The higher ranking the officer, the more rooms the rank cylinder grants access to.

For example, stealing the rank cylinder of a gunner may only allow the characters access to one specific laser cannon emplacement, but stealing the rank cylinder of the top IML executive should grant the characters access to virtually the entire facility.

to an access door that opens to Level One; this door's alarm can be circumvented with a Moderate *security* roll.

Shield Generators. The shield generators are unmanned, but vulnerable circuitry is behind the two different access panels. Opening an access panel automatically triggers an alarm in the computer control room (on Level One).

There are two shield generators; characters can disable each generator by severing a main power cable (Easy *demolitions* roll to determine which cable to cut). Severing a cable causes a major power surge, causing 5D damage to everyone within one meter. (Using explosives with a timer is probably be the best way to cut the main power cable.)

Landing Pad. The landing pad has running lights. There is a turbolift access hatch that can be opened with a Moderate *security* roll; failing the roll triggers an alarm in the computer control room on Level One.

Level One, Personnel Deck

TIE Fighter Hangar. This hangar is capable of holding 12 TIE fighters, but there are only six TIE fighters at the base. There are six Imperial technicians present at all times; if they see the characters, they sound a general alarm. A squad of eight Army troopers arrives in one minute.

Imperial Technicians (6). All stats are 2D except: *starfighter repair 4D, starship gunnery repair 4D.* Move: 10.

TIE/ln Fighters (6). Starfighter-scale, *starfighter piloting 4D+1, starship gunnery 4D.* Maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).

The hangar has a secure blast door (body strength 10D) which requires a rank cylinder to open; Rebels making a Difficult *security* roll can force the door open, but failing the roll triggers an alarm.

Communications Room. This room has the base's main communications and sensor controls. The room is always staffed by one Army soldier and four unarmed IML techs.

The base has a comm system (for in-system communications and for contacting patrol vehicles). There is also a subspace comm system for contact with nearby systems: the subspace messages can reach Derilyn and Elrood.

The characters must upload their false report from this room. While they are here, they can also monitor comlink or intercom transmissions in the base, intercept incoming subspace messages, keep track of patrol vehicles, or scan for incoming starships and vehicles.

> **IML Technicians (4).** All stats are 2D except: *communications 4D, sensors 4D*. Move: 10.

Computer Control Room. This is the nerve center of the base. It's staffed at all times by two soldiers and four IML technicians. All basic functions are controlled from here, including the base's shields, repulsorlift engines, environmental/temperature controls, and life support. The report for IML's executives is stored on the computers in this room.

The room has a secure blast door (body strength 6D) which requires a rank cylinder to open; Rebels making

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Incoming Message

Just before the characters upload the false report to IML headquarters on Derilyn, the base receives the following subspace message.

ALERT TO ALLUUVIA MOBILE BASE.

THIS IS IML EXPLORATORY MINING RIG *BEREA-3*. WE ARE BETWEEN JUMPS AND READY TO COMPLETE CROSSING THE DRIFT. WE ARE SCHEDULED TO ARRIVE IN ALLUUVIAN SYSTEM TOMORROW BY 0800 HOURS, YOUR TIME.

BE PREPARED TO DIRECT OUR CREWS TO THE MOST PROMISING MINE SITE. WE HAVE ORDERS TO DRAW CORE SAMPLES IMMEDIATELY AND BEGIN OPERATIONS AS SOON AS POSSIBLE.

WE ARE LOOKING FORWARD TO THIS NEW ASSIGNMENT. YOUR ASSISTANCE IS GREATLY APPRECIATED.

Cut to Episode Seven, "Trouble Arrives" when the characters are ready to attack the incoming mining rig.

Foiling the Report

The characters can call up the IML report with an Easy *computer programming/repair* roll. The report indicates that Alluuvia is tremendously rich in several key metals and ores, including alantium, doonium, lomite, meleenium and zersium. While food and water will have to be imported to the planet (because the waters are so rich in heavy metals, purification is quite difficult), the potential profits far outweigh the costs.

This initial summary is followed by reports from scans at many locations around the planet.

Faking the report's results requires only a Moderate *computer programming/repair* roll but also takes two hours of work. If the characters quickly disable the room's staff, have been quiet and aren't forced to work through a work shift change, they should have plenty of time to complete this task ... although a curious security patrol or a subdued worker coming around and making a desperate lunge for an alarm button can add a lot of tension to the scene.

The characters need only make an Easy *communications* roll to send a message to Radell Mining; they must include the astrogation coordinates for Alluuvia. However, the characters must still sabotage the IML base; if IML can prove it had a functioning base on Alluuvia before Radell registers its claim, IML gets the right to mine the planet.

The characters may feel the need to make sure the Empire never sends another expedition here. One possible tactic is to amend the report to indicate that the planet is extremely unstable, thereby explaining why the base suddenly "disappears without a trace." It could have been destroyed in a massive tidal wave or through some other natural disaster.

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a Difficult *security* roll can force the door open, but failing the roll triggers an alarm.

Personnel Quarters. Each of these four areas is outfitted to provide beds and living quarters for 120 people. Currently, the base is staffed by only 50 IML workers so no more than 15 workers are here at any time. If the characters are subtle, they may be able to *con* the other workers here into thinking that they're on a work crew. The characters can find spare IML uniforms in the closets; if they rummage through workers' personal lockers, they can find rank cylinders.

Storage. This large area has crates full of food, water, medpacs, portable hand scanners, datapads, droid parts, IML uniforms, and other common goods.

The entrance to the room has a supply desk; on the disk is a flimsiplast manifest listing each crate's contents.

There is an IML staffer here at all times; he's thoroughly disinterested in his job and takes little notice of the characters if they're dressed in IML uniforms.

If a character wants a particular item, you may decide it's simply not present or, if it is present, have the character make an Easy *search* roll to find the item's listing on the manifest.

Galley. This large room is filled with cooking kettles, ovens, food decontaminators and other kitchen appliances: this room has enough equipment to feed over 300 people. A chef and two SE4 servant droids are here at all times. If an alarm hasn't been sounded, the chef teases anyone who wanders in, assuming that the person is an off-duty IML employee trying to grab extra Pyollian cakes or other sweets.

Office. This is the office of Supervisor Mehlohtt, the top IML executive at the base. He is a human male in his mid-40s, with thick brown hair. He has a fondness for stylish business suits.

The room is dominated by a large desk. Mehlohtt's computer is on the desk. If the characters can get Mehlohtt to reveal his password, the computer can be used to access any computers in the base, including those in the communications room and the computer control room.

Mehlohtt is a bit of a coward and readily surrenders to the characters if he's threatened. However, if he thinks he can get away with calling for help without getting shot, he tries to grab his personal comlink from his belt.

Lounge. Up to a dozen off-duty IML workers are here, trading stories from their exploration missions, reading holonovels or viewing holovids. Three or four workers are engaged in a small-stakes sabacc game.

Level Two, Barracks

Barracks. Each of these eight chambers provides living space for up to 300 troops. Right now the base is staffed only with a skeleton contingent of 10 Army troopers and 20 seatroopers.

> **Imperial Army Troopers (10).** *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D, Technical 1D.* Move: 10. Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies.
>
> **Aquatic Assault Troopers (20).** *Dexterity 2D, blaster 4D, brawling parry 4D, Knowledge 2D,*

> *Mechanical 3D, waveskimmer operation 3D+2, Perception 2D, Strength 2D+2, brawling 3D+2, swimming 4D+2, Technical 2D.* Move: 10, 12 (swimming). Blaster speargun (blaster: 5D, 0–10/50/100 [air], 0–5/25/35 [underwater], speargun: 4D, 0–5/15/25 [underwater]), concussion grenades (5D/4D/3D/2D), seatrooper armor (+1D physical and energy, increases *swimming* by +2D).

Medical Bay. This small room has two complete surgery suites and four recovery rooms. The medical bay is staffed by four MD-5 medical droids and contains a pair of bacta tanks.

Droid Bay. The base boasts a huge droid bay with storage racks, power rechargers, and a full-service maintenance and repair shop. The base has dozens of SE4 servant droids, seven 3P0 protocol droids, too many mouse droids, and a few Arakyd 6G2 explorer droids refitted for underwater use. These droids are currently deactivated but automatically power up if spoken to.

> **SE4 Servant Droids.** *Dexterity 2D, Knowledge 2D, culinary arts 4D, cultures 3D, home economics 4D, languages 3D, Mechanical 2D, communications 3D, repulsorlift operation 3D, Perception 2D, bargain 3D, Strength 2D, lifting 3D, Technical 2D, first aid 3D.* Move: 7.
>
> **3P0 Protocol Droids.** *Dexterity 1D, Knowledge 3D, cultures 6D, languages 10D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D.* Move: 8.
>
> **MSE General Purpose Droids (Mouse Droids).** *Dexterity 2D, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D.* Move: 5. Retractable heavy lifter (+2D to *lifting*), retractable fine manipulator (+1D to *lifting*), programmed skill matrix. Move: 5.
>
> Each MSE droid may be programmed with one skill matrix: *bureaucracy 3D, sensors 3D, hide 3D, search 4D, armor repair 3D, blaster repair 3D, capital ship repair 4D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D.*
>
> **6G2 Explorer Droids.** *Dexterity 1D, Knowledge 1D, Perception 1D, search 4D, Strength 1D, Technical 1D.* Long-range sensor (+2D *search* for moving objects). Move: 10 (swimming).

Armory. The Armory has the base's store of weapons, which includes two dozen blaster rifles, blaster pistols and fragmentation grenades. The room has 48 blaster power packs, as well as a recharging station. The room also has two E-Web repeating blasters and their power generators, although they're still in their

shipping crates. There is an Army trooper here at all times; he's very suspicious and strict about security.

The room has a secure blast door (body strength 6D) which requires a rank cylinder to open; Rebels making a Difficult *security* roll can force the door open, but failing the roll triggers an alarm.

Detention Block. The detention block has a secured door which can only be opened with a proper rank cylinder or from inside the block. The room has a secure blast door (body strength 6D); Rebels making a Difficult *security* roll can force the door open, but failing the roll triggers an alarm.

Four Imperial army troopers are on duty here at all times. There are no prisoners in the detention block.

Level Three, Vehicle Bay

Research Labs. These two locations are used to analyze the many ore samples taken by IML's scouts and scientists. Four IML technicians and scientists are on-duty at all times. The rooms can be accessed with a simple entry code.

The lab computers are linked to the computers in the computer control room, which stores the report that is being prepared for IML's executives. The computers can be accessed by entering a password, but it's up to the characters to figure out how to get the password.

Vehicle Storage Bay. There are two of these cavernous bays. The first bay has room for 100 waveskimmers and 15 aquatic scout ships, although it currently only has 10 waveskimmers and seven aquatic scout ships.

The second bay is outfitted with racks to hold 15 TIE fighter boats, although only four are present. Each bay has a large, well-stocked workshop to keep the vehicles running at peak efficiency. Each bay has a secure blast door (body strength 6D) which requires a rank cylinder to open; Rebels making a Moderate *security* roll can force the door open, but failing the roll triggers an alarm.

Waveskimmers. These one-crew repulsorcraft are designed for underwater use, with excellent speed and mobility. Each waveskimmer has a sonic blaster, which releases a devastating sound pulse to deliver damage.

Waveskimmers. Speeder-scale, cover 1/2, maneuverability 2D+1, move 25; 70 kmh, body strength 1D+2. Weapons: 1 sonic blaster (fire control 1D, damage 2D).

Aquatic Scout Ships. Sleek, torpedo-shaped vessels with a pair of stabilizer fins, aquatic scout ships are capable of travelling as far down as five kilometers below the surface. Each ship is equipped with long-range sensors, manipulator arms, and storage areas for holding specimens ans samples. The ship requires a crew of three, usually scien-

tists and technicians.

Aquatic Scout Ships. Speeder-scale, maneuverability 1D, move 30; 90 kmh (underwater only), body strength 2D. Tow cable, cargo hold (500 kilograms).

TIE Fighter Boats. TIE fighter boats are surface assault craft loosely based on Sienar Fleet Systems' popular TIE bomber design. Each fighter boat requires a crew of two (one pilot and one gunner), who are usually seatroopers. The fighter boat has the classical pod-shaped cockpit, although it's somewhat elongated. The lower half of the solar panels are "bent" to form runners for the boat as it skims the water's surface. The upper half of the solar panels are removed for better visibility.

TIE Fighter Boats. Speeder-scale, maneuverability 2D, move 30; 90 kmh, body strength 3D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 4D).

Mustering Hall. This large area is used to stage troops and vehicles for deployment; normally this room is empty. The room has a secure blast door (body strength 6D) which requires a rank cylinder to open; Rebels making a Moderate *security* roll can force the door open, but failing the roll triggers an alarm.

Launch Chute. This room has a ramp/chute for launching underwater vehicles; the ramp's angle can be changed to accommodate submarine vehicles and surface speeders. This room is empty unless a vehicle is about to launch.

Episode Seven: Trouble Arrives

Summary

In the final episode of Act One, the Rebels must stop the deployment of IML's mining rig. Just as the characters think they've succeeded, The Scourge pirate gang exits hyperspace with plans for revenge ... but an ally arrives at the last minute to save the day.

An Untimely Arrival

The characters probably know the arrival time of the IML fleet. If at their ship, an Easy *sensors* roll detects the convoy fleet when it emerges from hyperspace; the Imperial mobile base's sensors automatically detect the fleet.

The IML fleet consists of the mining rig *Berea-3*, the supply freighter *Oldskep* (named after an IML executive) and eight TIE fighter escorts.

The fleet's command ship, the mining rig *Berea-3*, requests landing coordinates from the Imperial base. If coordinates are not offered, the commander of the *Berea-3* becomes suspicious and deploys his TIE fighter escorts.

Berea-3. Capital-scale, *astrogation 3D, space transports 3D.* Space 1, atmosphere 210; 600 kmh, hull 1D.

The *Berea-3* is an ungainly "combination" ship that couples a standard TaggeCo. mining rig to a stripped-down *Quasar Fire*-class bulk cruiser. The cruiser has the engines and command pod; its role is simply to carry the mining rig to its destination system. Upon reaching the target world, the cruiser slowly drops into the atmosphere. The mining rig is deployed from a height of less then 20 meters and uses powerful repulsorlift engines to cushion its landing. The rig itself is nearly 200 meters long and requires a crew of 400 workers. The rig has a multitude of drilling stations and landing bays for support craft. Currently, the rig has only a start-up crew of 30 workers; the rest are due to arrive by transport once the rig is operational.

Oldskep. Capital-scale, *astrogation 3D, space transports 2D+2, starship gunnery 3D.* Space 1, atmosphere 210; 600 kmh, hull 1D+1. Weapons: 2 laser cannons (starfighter-scale, fire control 1D, damage 3D+2).

The *Oldskep* is a battered old bulk freighter that's filled with foodstuffs, water, support vehicles, mining supplies, power generators, droids and other essential equipment for the IML mining rig.

TIE/ln Fighters (8). Starfighter-scale, *starfighter piloting 4D+1, starship gunnery 4D.* Maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).

Ithorian Firepower

The characters should try to convince the Ithorians to join the fight: their ship's capital-scale ion cannons could make all the difference between victory and defeat in the battle against the IML convoy.

The *Varnay* is the Ithorians' *Shepherd*-class shuttle, which is essentially a miniature version of an Ithorian herd ship. Although not an offensive ship by design, it boasts a sturdy hull, advanced shields, and powerful ion cannons. The disk-shaped ship has a small bridge and living area, but the interior is dominated by a miniature jungle ecology, complete with wild animals.

The *Varnay.* Starfighter-scale, *astrogation 4D, capital ship gunnery 3D+2, space transports 3D, starship shields 4D+2.* Maneuverability 3D+1, space 6, atmosphere 330; 950 kmh, hull 4D, shields 2D+2. Weapons: 2 heavy ion cannons (capital-scale, fire control 3D, damage 4D).

Confronting the Fleet

The characters have several options when confronting the IML fleet. They may try a direct attack. They may also try to claim the system in the name of Radell Mining and leave it up to Radell and IML to straighten things out.

If the characters open fire and lightly damage the *Berea-3* or the *Oldskep,* the IML captain is likely to order a withdrawal: he was only hired to set up a mining rig, not wage an industrial war.

If the characters want to prevent the fleet from reporting back to IML headquarters, they must strike suddenly and unexpectedly. A possible tactic is to steal the Imperial mobile base's TIE fighters and act as "escorts" — when the time is right, the characters can disable the communications arrays of the *Berea-3* and the *Oldskep,* preventing the ships from calling for help. The ion cannons of the *Varnay* can quickly disable these two vessels, rendering them helpless and giving the characters control of the situation. Again, it's unlikely that the IML crews are willing to die for their company: they'd prefer to surrender than have to repel a boarding action.

R4-B11 Makes His Move

At some point during this episode, R4-B11 makes his move. The droid waits for the worst possible moment (for the characters), such as during the attack on the IML fleet.

The droid reprograms the life support system, cutting off the oxygen and adding a high level of carbon monoxide to the ship's atmosphere. The droid hopes that the characters are too busy to notice the deception because of the battle. After the characters slip into unconsciousness from the lack of oxygen, the droid plans to seize control of the ship and pilot it back to Korad.

For R4-B11's plan to work, the droid must first disable the life support warning light on the ship's control panel. If R4-B11 has been left alone in the ship at any time, the droid is assumed to have done this. If the droid hasn't had a chance to do this, it uses a computer program to disable the warning light during the battle. With a Moderate *Perception* roll, the ship's pilot notices the warning light blink once and then go out; otherwise, the pilot misses this and the characters have no way of knowing what is happening.

After a few minutes, the characters start to become sluggish: they are at -1D to all actions. Any character making a Moderate *Perception* roll realizes that his or her reactions seem slow and that he's sleepy and short of breath. If the characters don't figure this out, one of their droids may comment on the decreasing oxygen level in the ship or one of the characters may notice that the life support computer has been tampered with. (Perhaps the screen is blank while R4-B11 innocently watches from just a meter or two away.)

If R4-B11's ploy is discovered, the droid disables the ship's artificial gravity and lighting system. The characters must "swim" through the air and are tossed about roughly when the ship changes course.

The droid firmly stations itself in front of the life support computer terminal and keeps the characters

back by using its blaster and arc welder. Fortunately, the characters can restore the oxygen to the life support system with an Easy *computer programming/repair* roll once they get by R4-B11.

The Scourge Arrives

Just as the characters seem to get the upper hand against the IML fleet, they face another foe when the remainder of the The Scourge's fleet arrives. The group includes any surviving blastboats, the space barge, the *Impasse* (all shown in Episode Two, "Into The Drift"), and Chalmer Trillili's personal flagship, a heavily modified YT-1300 freighter named *Personal Profit*. (If Chalmer survived his earlier encounter with the characters, he's piloting this ship.)

Personal Profit. Starfighter-scale, *space transports 5D, starship gunnery 4D+2, starship shields 4D*. Maneuverability 1D+1, space 6, atmosphere 330; 950 kmh, hull 4D+2, shields 1D. Weapons: 2 double laser cannons (fire control 1D, damage 4D+2), proton torpedo launcher (fire control 1D, damage 9D).

The *Impasse*, piloted by the Aqualish engineer Quentel, is hanging back and projecting an artificial gravity field to prevent the Rebels from jumping to hyperspace. The rest of the pirate fleet zooms in to destroy the characters.

The characters may not know that IML and The Scourge are working together, so it should come as a surprise when the pirates and the Imperials join forces to attack the characters.

Star Wing to the Rescue

All is not lost. Just when things seem desperate, Star Wing (the Star Dragon) shows up to repay his debt. He's kept an eye on his new friends and is anxious to even the odds.

He appears behind the *Impasse* and breathes a huge cone of superheated gas on the ship's unshielded flank, temporarily disabling its gravity well projector. The Rebels now have two rounds to make an emergency jump to hyperspace: they need a Difficult *astrogation* roll.

If the characters press the attack and manage to disable Chalmer's ship, the rest of the pirates retreat and escape into hyperspace.

Sealing the Deal

After defeating IML's forces, the characters have a chance to say farewells to the Anguilla before returning to Elrood. If the characters sent a message to Radell Mining, new scouting parties arrive to establish relations and take over operations on the former IML base. The RMC scouts seem honestly concerned about the fate of Alluuvia: the partnership between Radell Mining and the Anguilla may work out in time.

Iych-thae holds true to his word and joins the characters when they return to Elrood to meet with Jameth. Anyar also wants to go on this trip to make the case for his world.

Upon arrival, the characters learn that Radell Mining was able to register its claim with Elrood's government. Alluuvia is now under RMC's control. Jameth is somewhat taken aback by the demands of Iych-thae and Anyar, but he soon agrees to abide by their guidelines: Anguilla will be mined, but Radell must also act responsibly and the Rebellion will get the metals it needs.

Conclusion

Each character receive three Character Points for completing the adventure, as well as the following bonuses. You can adjust the awards to reflect outstanding roleplaying or good planning on the part of the players.

Character Point Bonus	Action
1	Defuse the bomb
1	Help Star Wing
1	Recover the Gray Griffins from Dega
1	Make allies with the Anguilla (pass The Rites of Conch-tar)
3	Defeat IML and convince Radell Mining to work with the Anguilla

Cut to Act Two, "The Fixer, the Spy and the Chud."

Act Two
The Fixer, the Spy, and the Chud

Adventure Summary

The characters are summoned to the salvage world of Korad by a distress call from Rebel agent Shondra Del. Aided by a somewhat annoying information fixer, the characters must find a way to rescue Shondra while being pursued by assassins and bounty hunters sent by a vengeful alien crime boss. To find Shondra, the characters must travel to the world of Derilyn — which is under Imperial martial law — and somehow rescue this agent from the cruel "entertainments" staged for Moff Andal: duels to the death in a public arena!

Episode One: A Near-Fatal Conclusion

The characters report to Gwynn Dispatch for a debriefing by Rebel operative Shondra Del. Instead, they receive a confidential hologram message: Shondra has been stranded on the salvage world of Korad. While searching Korad, the characters end up saving a shifty data fixer, who promises to help them find and rescue Shondra.

A Plea for Help

Following their orders from Shondra Del, they report to Gwynn Dispatch in the city of Elrooden. The characters should be expecting a hologram recording telling them where to report for a thorough debriefing.

Upon entering the business, Gwynn immediately recognizes the characters (from their first stop in; if the characters haven't been by previously they must use the code phrase, "We're former business partners from Keyorin.") She hands them a datadisk and explains that Shondra hasn't stopped by, but a freighter captain brought in this message yesterday.

Gwynn says that two men came looking for Shondra earlier, but they didn't offer the code phrase; she wonders if Shondra got into some kind of trouble.

When the characters play the message on a datapad, read aloud:

When the message appears, Shondra Del is dressed in spacers' clothing.

"Whoever intercepts this message, please de-liver it to Gwynn Dispatch, a shipping business in Elrooden, on Elrood. Tell the woman that this message is from Shondra.

"Gwynn, I must get this message to my old trading partners. You know where they're from. Don't give this message to anyone else." The message abruptly ends.

Five seconds later, the screen reactivates: there's a second message. It's a password screen. The query is, "It's been a long time since we smuggled the goods. I can't wait till we get back." The cursor blinks, while the datapad waits for you to enter a password.

The characters are supposed to enter the word "Keyorin" on the datapad. When they do, read aloud:

Shondra's image reappears, but this time she's dressed in a Rebel flight suit. She's in the cockpit of a Y-wing fighter, with a look of deep concentration on her face. Through the viewports, you can see several explosions — she's in the middle of a battle.

"Imperial shipping is taking a beating out here! This group of pirates has become a powerful force in the sector and they just roasted another mining shipment. They heard about me and want to meet to discuss terms of truce and mutual assistance. I don't trust pirates, but they'd make powerful allies. They want me to meet with them on Korad. I'm putting down there. Meet me there as soon as you can!

"What follows is the frequency for my Y-wing's homing beacon. If you broadcast a message on the frequency, you'll activate my beacon and you can home in on me.

"If I'm not there, I'll leave you a message. Use my decryption program. My Artoo unit will know where I went.

"Shondra Del out."

The message ends and is followed by two long sets of numbers.

Any character who makes an Easy *communications* or *Mechanical* roll realizes that the first set of numbers is the homing beacon's frequency.

Illustration by Storn A. Cook

Any character who makes a Moderate *computer programming/repair* roll realizes that the second set of numbers is a decryption code: it should be entered into a computer. Then, run any coded messages through the decryption program to get the true message: without the decryption program, coded messages appear to be just random gibberish.

Arrival on Korad

The characters are familiar with the salvage world of Korad after their encounter with Slythor the Squib in Act One. The planet is covered with starship wrecks, scrap metal and other junk.

When the characters orbit the planet and broadcast the homing beacon's frequency, an Easy *communications* total allows the character at the comm station to find the Y-wing's homing beacon signal. (At your discretion, Slythor's patrol hoppers may reappear to harass the characters.)

As the characters follow the beacon, they find Shondra's Y-wing parked in one of the scrap "valleys." However, several scavengers are clustered around the ship, stripping it for parts. Considering the condition of the ship, the scavengers have been at work for quite a while.

Three of the scavengers are currently in the process of pulling apart the Y-wing's deflector shield generators; another is rummaging around inside the cockpit. The Artoo unit appears to be intact and still in the Y-wing's droid socket.

Note: Particularly devious gamemasters may decide that the droid has already been hauled off by scavengers. Now, the characters must somehow track the droid while avoiding Slythor's goons.

The characters can drive the scavengers off with threats or by firing weapons. The characters can also question the scavengers, although they'll have to offer enticements such as food, blaster power packs and glow rods.

The scavengers can be quite helpful: they've been observing this area since the Y-wing landed three days ago. They say the pilot — a woman — locked up the ship and hiked out to meet with the crew of a freighter that landed not far away. The freighter was hopped up with big guns: it could have been a smuggling ship.

Shortly after the meeting began, an Imperial shuttle landed nearby. Minutes later, a speeder transport arrived here and began examining the Y-wing. The transport had a couple of men in military uniforms of some
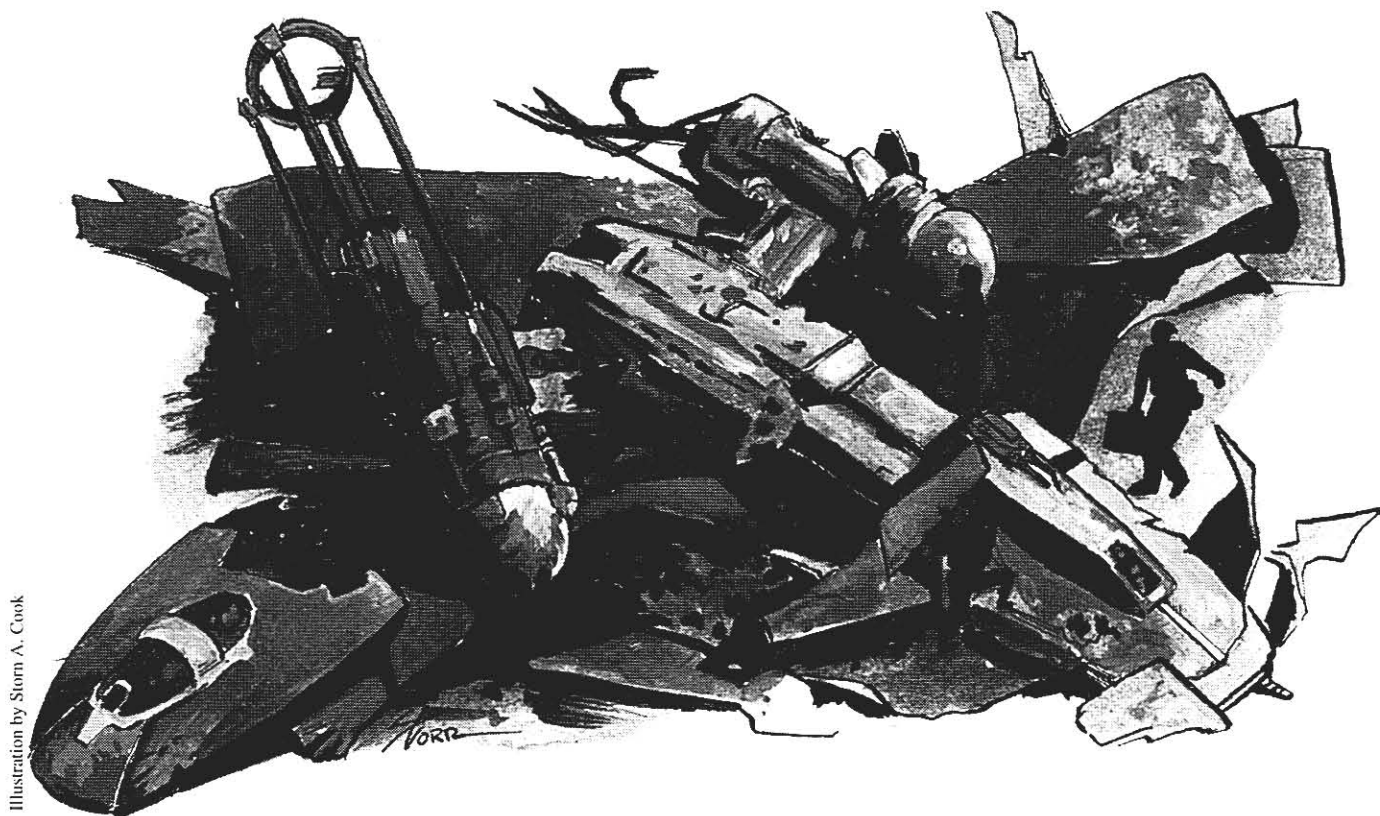
Illustration by Storn A. Cook

type, as well as a squad of stormtroopers. When the scavengers saw the stormtroopers, they hid.

Later that day, the scavengers heard the sound of blaster fire over near where the smuggling ship landed. When they looked, they spotted the woman near the Y-wing, but she ran when she heard the Imperial speeder coming.

By nightfall, the Imperial shuttle took off. So did the freighter. They haven't seen the woman, the stormtroopers or the men from the "smuggling" ship since.

Yesterday, they started stripping the Y-wing, hoping they could find parts to sell to Slythor the Squib up north or the Ugors to the east.

What's Really Going On

The "smugglers" were actually the pirates Shondra was meeting with. The Imperials captured the pirates and their ship, but Shondra managed to escape. She left a message for the characters and fled, hoping to escape any remaining Imperial agents.

At Shondra's Ship

If the characters attend to Shondra's Artoo droid, it's obvious that someone tried to pry it out of the socket: its head is banged up. There are deep gouges in the hull plating, as if someone tried to cut into the socket to free the droid. The droid is deactivated.

As soon as someone touches the droid, its domed head slides to the side, attached only to the body by a pair of thick data cables. Someone tried to take the droid's head off and severed most of the connections. The droid can be reactivated with a Moderate *droid repair* roll and half an hour of work.

If the characters ask the droid about Shondra's message, it chirps to check the astrogation coordinates it has loaded into its memory. Any protocol droid can understand this instantly. With a Moderate *computer programming/repair* roll, the characters can get the Y-wing's computer/droid monitor working again, so they can read the droid's messages.

The characters can easily enter the decryption code into any datapad. With an Easy *computer programming/repair* roll, they can tap into the droid's astrogation computer, which has astrogation coordinates for Coyn, Kidron, Elrood, Derilyn, Dega (all in the Elrood sector), and Keyorin.

Running the decryption code on the coordinates for the planets in Elrood sector yields only random letters and numbers. However, if the characters run the decryption program on the Keyorin coordinates, the following text message appears:

REACHED AGREEMENT WITH PIRATES. THEY'RE GOING AFTER IMPERIAL SHIPPING. THAT GIVES NEW REBEL CELLS A CHANCE TO START OPERATIONS.

MUST LEAVE KORAD NOW. AS SOLO WOULD SAY, I'VE GOT SOME OLD FRIENDS LOOKING FOR ME. I THINK THEY'RE ISB. THEY ALREADY GOT A COUPLE OF THE PIRATES.

GOING TO MERISEE. I NEED TO FIND A GARDEN TO THINK. LOOK OUT FOR IMPERIALS.

After the message is decrypted, the characters' ship's sensors detect an approaching ship. The ship type is not readily identifiable; it seems to be some crazy combination of body panels, airfoils, and engines cobbled together from many freighters and scout vessels. It is flying quite high overhead and is not making any threatening moves against the characters' ship.

After a moment or two, any character operating the sensors or watching sees that an object has been thrown from the craft. The flailing object is distinctly person-shaped! Could this be Shondra Del?

The hapless being is plummeting rapidly. If the characters want to stage a rescue, the pilot needs to make a Moderate *space transports* roll to match speeds with the falling person, a Difficult *space transports* roll to position the ship so someone on-board can pull the falling person aboard (like Lando's rescue of Luke in *The Empire Strikes Back*), and then a Moderate *space transports* roll to pull out before colliding with the ground!

If the characters' ship does not pull out in time, it collides with one of the refuse piles. (Characters can activate shields.) The collision causes 3D starfighter-scale damage.

The ship that originally jettisoned its living cargo has turned around and now attacks the characters' ship. This ship presses the attack until it suffers a lightly damaged result.

Makeshift Starship. Starfighter-scale, *space transports 4D, starship gunnery 4D+2, starship shields 4D.* Maneuverability 2D, space 6, atmosphere 330; 950 kmh, hull 2D+2, shields 1D. Weapons: 1 laser cannon (fire control 1D, atmosphere range 100-300/1.2/2.5 km, damage 4D).
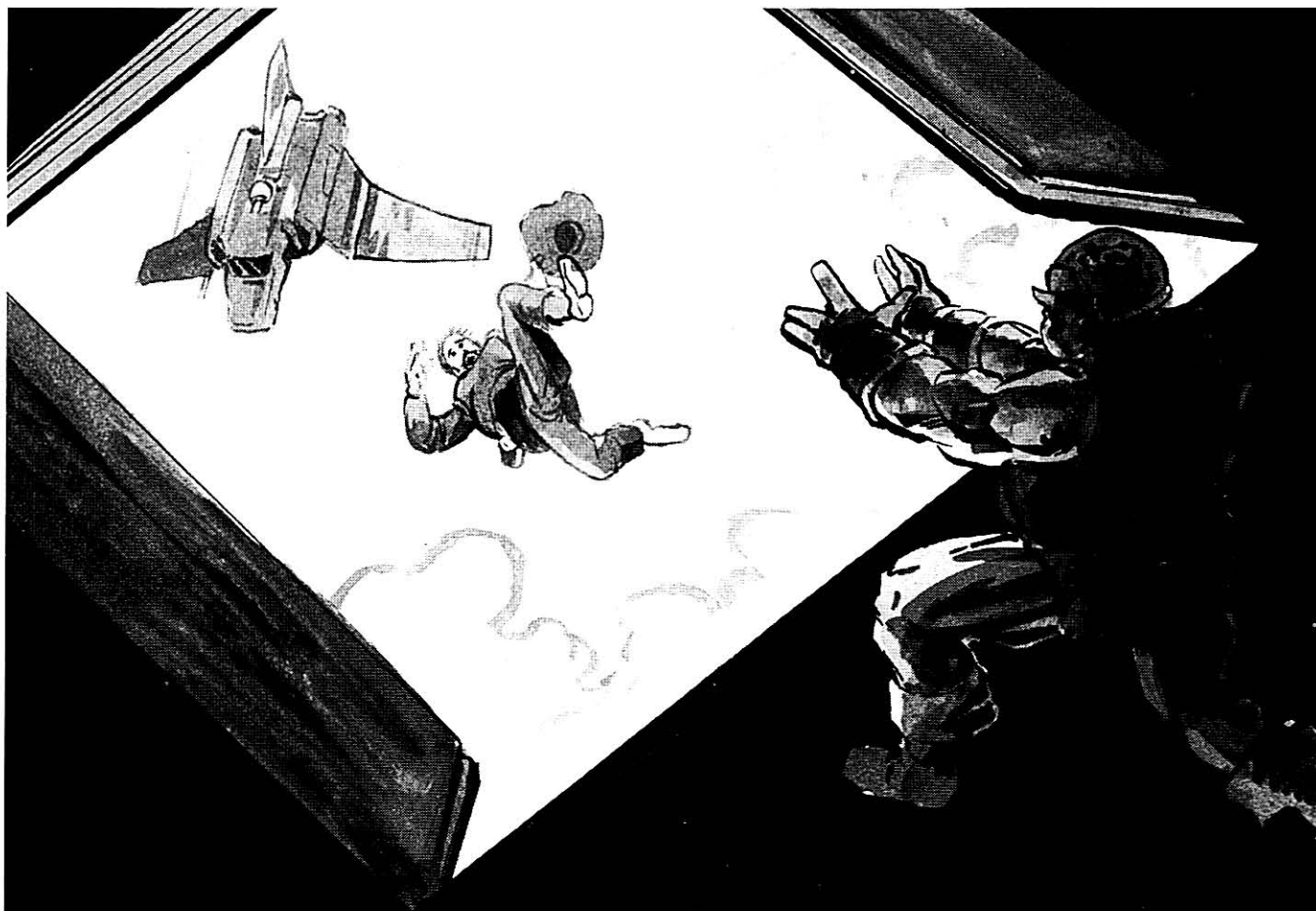

Illustration by Storn A. Cook

Illustration by Stom A. Cook

Introducing Mikos Argdran

After taking a second to compose himself, the characters' newest passenger gets to his feet. A short, pudgy human dressed in what remains of a suit of fine clothes, he brushes himself off and heartily thanks the closest character, whom he assumes is the captain of the ship.

He introduces himself as Mikos Argdran, a merchant who believes in the exchange of useful information. He hands each character a mercantile identity card: "Mikos Argdran, A Friendly Merchant of the Stars. Buy, Sell, Trade. Specialty Goods Welcome!" He profusely thanks each and every character for heroically saving his life.

If asked about the persons who threw him off the ship, Mikos offers only a vague answer about "an unsatisfied and uncouth former client." Mikos did not have what the client wanted, who responded by having him thrown out the starship's airlock. Mikos tells the characters not to worry too much about it and quickly changes the subject by asking how he can ever repay the characters for saving his life.

He eyes them carefully, commenting that they do not look like the typical lot that prowls a "filthy, rust-covered dumping ground" like Korad. He quickly adds, "Of course, then again, neither do I seem to be that type of person, do I? Strange how fate can bring people together, isn't it?"

Mikos says, "You appear as if you are looking for something unique, something special ... something that even the wastes of Korad cannot offer!"

Mikos claims to have contacts throughout the Elrood sector. "I know many, many different beings in all sorts of places. High and low, if you get my drift? You need financial information? Starting a business? Making a fortune? Personal information? You're looking for someone, yes? Tell Mikos how I can help!"

If the characters should let slip that they are looking for a friend who was here, Mikos says the only person he's seen recently was a woman; he describes Shondra. When asked if he knows what happened to her, Mikos says, "I know something. She booked passage with a good friend of mine, a freighter captain called Anrick. I know where they went ... but you must bring me along too!"

Of course, Mikos wants to get off the planet so he's not rounded up by Lud Chud's bounty hunters. Once the characters agree to bring him along, he tells them to set course for Merisee, the main agriculture world in the sector.

"I know I can find Anrick once we get there! See? I told you I could help," he boasts. "No problem!"

Mikos Argdran

Mikos Argdran is a shifty, untrustworthy, lying and fairly inept con man. He spends a lot of time traveling up and down the Elrood-Derilyn Route, swiping data from one business and trying to sell it to another.

When not in the midst of committing some form of data theft or larceny, Mikos spends his time in gambling dens and seedy spaceport bars drumming up business. The fast-talking fixer is happiest when he's wheeling and dealing with the locals, charming attractive females, or getting a meal or drink at someone else's expense. Part of the job involves avoiding the hired muscle of the loan sharks or other criminal scum he still owes credits to, but he's quite accustomed to life on the run.

What the characters do not realize is that the pesky, babbling fixer may have stolen more than he bargained for. The disgruntled "client" who had him dumped out a starship airlock is none other than a powerful crime boss: Lud Chud the Rakaan.

Mikos had sold information to the gangster concerning the delivery of weapons to an Imperial transport. Lud Chud, however, grossly underpaid Mikos what he thought the information was worth. So while Chud was busy sending his fleets to pilfer the shipment, Mikos alerted Captain Tanda Pryl of the Imperial Star Destroyer *Thunderflare* about the impending attack. While the *Thunderflare* decimated Chud's forces, Mikos helped himself to Chud's computer network, from which he stole several datafiles.

Upon discovering Mikos' deception, the enraged Rakaan crime boss ordered the fixer's head brought to him on a serving platter, as well as the stolen datafiles, which contain vitally important information. Several bounty hunters finally came across Mikos as he was trying to sell useless garbage scows to a naive entrepreneur. The bounty hunters were about to collect on Chud's deathmark by having Mikos tossed from their ship without a gravbelt ... only to have the characters came along and save him.

Playing Mikos. Mikos is a very important character in this act. It is essential that Mikos lives long enough to reveal the important secret that he has, quite literally, under his hat. The location of the datadisks should be kept a secret for as long as possible — make the characters wonder why Mikos goes crazy every time he loses his hat!

Use Mikos to bring the characters plenty of trouble,

Cut-Away

In the Lair of the Monster ...

Read aloud:

INTERIOR: LUD CHUD'S LAIR. *Deep in a subterranean chamber, a creature sits on its throne. Quietly, the multi-legged thing cackles and amuses itself, its upper mandibles opening and closing in contemplation of its next meal. The Rakaan crime boss Lud Chud is ready for a feast.*

Webbed cocoons dangle in the darkness. Tiny flickers of movement come from inside each: those trapped within these webbed prisons are still alive.

Just as the Rakaan reaches for a cocoon, a whistle indicates that a visitor has entered the chamber. Chud's alien eyes fall upon the sight of a dangerous-looking alien. A small hologram of Mikos Argdran appears next to the hunter.

Slowly, menacingly, Lud Chud speaks. "Well, bounty hunter? Is it done? Is the fixer finished?"

CLOSE-UP: ALIEN BOUNTY HUNTER. *The bounty hunter hesitates a moment. Despite its alien features, its reluctance is obvious.*

"Not exactly."

MEDIUM SHOT: CHUD'S LAIR. *Lud Chud arranges itself on the throne, irritated.* "A simple task I gave you. Kill the fixer and collect your reward."

Chud yanks down one of the nearby cocoons. The hunter stammers a reply.

"We had a problem ... you see, we dumped the fixer out the door. Figured he'd splatter real nice on the ground ... but another ship came from nowhere! They must have been his friends or something! They plucked him from the sky! We tried to stop them ..."

"What? You promised me you would take care of it! All you had to do was kill the little furless rodent!"

"But ..."

"This is what I get for trusting a bunch of amateurs!" *The Rakaan throws the cocoon to the ground with a sickening thud.* "You were fooled by Mikos. He obviously has friends. Powerful friends, yes. Apparently, he is not as stupid as he pretends to be."

The hunter grimaces, obviously terrified. "We can find him again. Get his friends, too. For free."

"Never mind. I'll deal with him and his friends on my own terms."

Lud Chud turns away before the bounty hunter can utter the retort on his lips. The Rakaan rocks back and forth in irritation.

"Your friends will curse the day they met you, Mikos Argdran. So I swear!"

Cut to ...

EXTERIOR: PLANET MERISEE, MERISEE PRIME STARPORT

Illustration by Storn A. Cook

but the fixer is also resourceful enough to help the characters. Whenever Mikos helps the characters out of a spot, he should be particularly grating as he gloats. Most of the time, Mikos is intrusive, irritating, nosy, and a coward. He always uses the phrase, "No problem!" to finish a sentence … even when the problem is glaringly obvious.

Mikos Argdran

Type: Information Fixer
DEXTERITY 2D
Blaster 3D+2, dodge 4D+2, pick pocket 5D+2, running 3D
KNOWLEDGE 3D+2
Alien species: Rakaans 5D+2, bureaucracy 5D+2, languages 4D+2, streetwise 5D+2, value 5D+2
MECHANICAL 2D
Repulsorlift operation 2D+2, sensors 3D, space transports 4D
PERCEPTION 2D+1
Bargain 4D+1, con 6D+2, forgery 3D+1, gambling 3D+2, hide 5D+1, sneak 4D+1
STRENGTH 2D
Brawling 2D+2
TECHNICAL 2D
Computer programming/repair 4D+2, droid programming 5D+2, security 4D+2
Force Points: 1
Dark Side Points: 1
Character Points: 7
Move: 10
Equipment: Ruined set of luxurious clothes, cloak (with many pockets), deck of sabacc cards (with illegal skifter chip), droid restraining bolt, 25 credits (hidden in boot), hold-out blaster (3D+2, hidden inside a quick-draw holster up sleeve), floppy, garish hat (with stolen datadisks sewn inside).

Episode Two: Thinking Things Through

Mikos leads the characters to Merisee's famed thinking gardens, where he's sure he'll be able to find Shondra Del. Unfortunately, they miss her by only a few moments … but Mikos' enemies are right on time!

Arriving on Merisee

The characters land in Merisee Prime, the largest starport on the planet. The starport is filled with Meris and Teltiors, Merisee's two native races, as well as many humans, Coynites, and Gamorreans.

The characters can find the location of Anrick's ship by conducting a search on the starport computer; Mikos quickly places a com call to Anrick and is told that Shondra Del decided to head into Caronath, the nearby capital city.

If the characters show Mikos Shondra's message, he says that she must be headed to the famed thinking gardens. He explains that these are meeting places; their secrecy is respected by everyone.

Mikos directs the characters to hire a speeder to take them to Caronath. The city is a frequent destination of off-worlders doing business here. Caronath is quiet, with few clubs or raucous social spots except for the Utoz Houses, which serve many brands of a potent
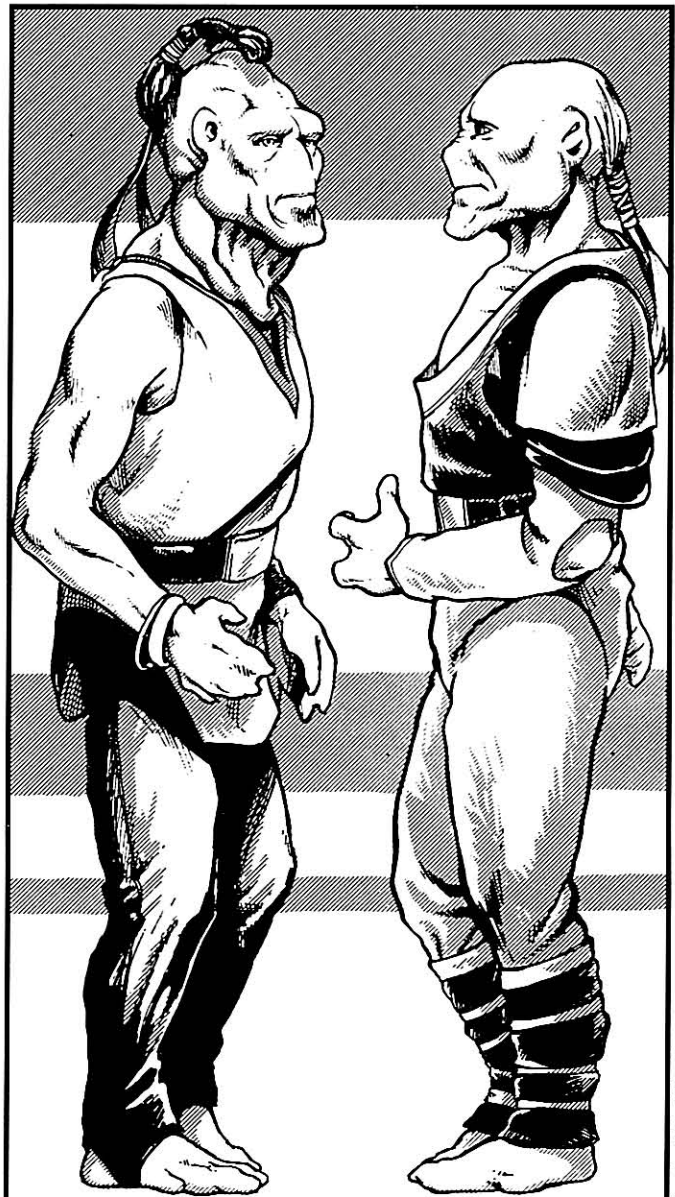
•The Races of Merisee: a Meri (left) and a Teltor (right).

Illustration by Mike Vilardi

fermented malt beverage known as Utoz. It's considered a delicacy by the locals, but most anyone who's used to lum and Corellian rum considers the stuff barely drinkable.

Eventually, and with enough prodding, Mikos places a few comcalls on the local communications grid. Many of these calls end rather abruptly, as his "unbreakable chain of informants" (in Mikos' own words) either remind the fixer that he still owes an unsettled debt or swear vengeance upon him and all his blood relatives. Many others are simply not interested in talking to him and abruptly terminate the transmission.

After several of these calls, Mikos announces that he has found a thinking garden which has been reserved by

someone matching Shondra Del's description. The thinking gardens are public parks in the city of Caronath. They consist of small spaces separated by trees, rocks and other natural barriers. Local tradition stipulates that no one shall enter or disturb those who have rented a space. He assures the characters that any meeting at the thinking gardens is quite safe. No one would dare disturb them there …

Rendezvous and a Surprise

Shondra reserved the park for that evening: the public parks in Caronath are open around the clock. At night, they are lit with crystalline lumens set on tall, graceful poles. Mikos leads the characters towards the garden Shondra reserved and boasts to the characters that he has used these gardens in the past with great success, both for negotiating business deals and wooing females. He considers these gardens quite lucky.

The thinking garden is rather attractive: circular and 15 meters in diameter, the space is surrounded on three sides by thick, tall shrubbery that is over two and half meters tall. From a high rock face, a bubbling waterfall cascades down into a pond. The combination of the thick bushes and bubbling water naturally deadens any sound outside the garden (and prevents those outside the garden from hearing what is going on within). In the center of the garden, stone benches surround a meditation fire inside a stone urn.

Seated beside the gurgling pond is a woman, her back towards Mikos and the characters. She is slowly nodding and looking down, but from the angle it's impossible to tell if she's using a holorecorder or if someone else is in front of the bench. Brashly, Mikos suddenly clears his throat and announces in a rather loud voice, "Shondra Del, I assume?"

The woman whirls around. Although she might look a little like Shondra Del, this is clearly not her. Suddenly, a man — obscured by the woman — leaps up from kneeling on the ground. He's trying to hide a bouquet of flowers he's holding and both are obviously embarrassed.

"I knew it!" the man wails aloud. "I knew she would send someone after me!" The man has obviously mistaken the characters for someone else: he's certain that the characters have been sent by his wife to spy on him. He begs the characters not to hurt him. The woman seems angered by her lover's cowering reaction. If the characters ask if a woman named Shondra Del (or describe her) had been here earlier, the man speaks up.

"Wait! Yes! Yes! We were looking for a garden of our own. For a little privacy, you know?" His companion rolls her eyes. "But it's so hard to get a reservation. Anyway, a woman was about to leave this garden. She said that she was hoping to meet someone here, but she had to leave. She said if anyone came looking for her by name, she said to check with a pet dealer on Torina who goes by the name of Eeksa. Two gentlemen came along a few minutes later looking for her, but they didn't know her name … and they looked like thugs, too, so I told them she was headed to Elrood …"

Suddenly, the man stops short and falls face-first to the ground — with a curved dagger sticking out of his back! The woman screams as four beings clad in gray camouflage spill out of the shrubbery. Should any of the characters make a Moderate *cultures* or *planetary systems* roll, they suspect that their attackers are Loag assassins, although the characters are likely to believe that the Loag were wiped out long ago. (See the sidebar "The Loag and The Cult of Those Who Redeem.") The assassins have orders from Lud Chud to kill Mikos and his "friends" — the characters.

Mikos squeals in distress and begs the characters to save him as the assassins, carrying blaster pistols and curved daggers coated with poison, charge. Mikos turns and runs.

The conflict spills out from Mikos' "lucky" thinking garden and into the paths and other gardens. This should be staged as an intense chase, with Mikos running in abject terror and the assassins close behind.

Just as the characters seem to get rid of the first group of assassins, six more emerge from the shrubs, garden planters and the tops of trees.

As the fight carries over into other gardens, the characters interrupt individuals deep in private meditation, business negotiations, and a somewhat embarrassing situation involving yet another pair of lovers, one of whom Mikos identifies as one the city's more prominent public officials!

Loag Assassins. *Dexterity 4D, blaster 7D, brawling parry 5D, dodge 6D, grenade 7D, melee combat 7D, melee parry 6D, missile weapons 7D, pick pocket 6D, running 8D, thrown weapons 6D, Knowledge 3D, alien species 4D, cultures: Elrood sector 5D, intimidation 7D, languages 4D, law enforcement: Elrood sector 5D, planetary systems: Elrood systems 3D+2, streetwise 4D, survival 6D, willpower 6D, Mechanical 2D, beast riding 5D, communications 4D, ground vehicle operation 5D, hover vehicle operation 5D, repulsorlift operation 5D, swoop operation 4D, Perception 3D, command 6D, con 7D, hide 7D, persuasion 5D, search 6D, sneak 8D, Strength 4D, brawling 7D, climbing/jumping 6D, stamina 6D, swimming 6D, Technical 2D, blaster repair 4D, computer programming/repair 4D, demolitions 5D, first aid 5D, security 5D.* Character Points: 3. Move: 10. Blaster pistol (4D), curved dagger (STR+1D, 3D poison for five rounds), zolall poison vial, camouflage clothing (+1D to *sneak* in darkness), molecular climbing spikes (+2D to *climbing).*

Illustration by Storn A. Cook

The Loag and The Cult of Those Who Redeem

The Loag—a mixture of Meri and Teltior words for "warrior"— were once a powerful and secret group of killers and assassins who were defeated and exiled from Merisee by a band of Jedi Knights. These killers have since returned, hiring their abilities out to those who can afford them. They usually accept contracts for no less than 5,000 credits, and work for governments as well as private individuals. The Loag guarantee success and will do anything in their power to fulfill a contract.

Shortly after the Jedi Knights defeated the Loag, many Merisee and Teltior natives began to worship the Jedi and their ways. With the rise of the Empire, a secretive organization dedicated to helping others and removing evil from Merisee arose: They call themselves "The Cult of Those Who Redeem." While most of Merisee's natives consider stories of The Cult little more than "wishful myths," this organization has quietly become very powerful and works to subtly undermine the Empire.

Understandably, The Cult has an avowed hatred of the Loag and is working hard to destroy the group. The Cult must hide its existence from the Empire and the general populace, lest the Imperial military order a crackdown like the one on Derilyn.

Since the Loag never forgave the Jedi for destroying the power they once held on Merisee, they hate the Cultists with great ferocity.

The Mysterious Ones

With Mikos ahead of the characters by a few steps, the battle ends up in a small thinking garden that consists of a stone amphitheater surrounded by trees. The characters are surrounded by Loag assassins who close in menacingly ...

Then, a Meri in brown robes appears and attacks a Loag assassin with a vibroblade. Within a few seconds, nearly a dozen more beings in brown robes appear. If any of the characters make a Very Difficult *cultures* or *planetary systems* roll, they will recognize these beings as members of The Cult of Those Who Redeem.

A full-scale battle erupts, with Mikos and the characters right in the middle! The battle concludes when several of the Loag assassins have been dispatched by the characters and the Cultists — and with absolutely no help from Mikos. The fixer spends most of the fight cowering in the shadows. The rest of the assassins flee into the surrounding woods, vanishing almost as quickly as they first appeared.

The characters and Mikos also have a chance to escape in the confusion. While the characters are sneaking away (or after the battle if they remained in the thinking garden), one Cultist steps forward and identifies himself as Jero Jal-Song, and offers to use native medicines (equivalent to a medpac) to heal any of the characters who have been injured. Jero explains the purpose of The Cult of Those Who Redeem and its need for secrecy to the characters. If the Empire should ever learn of the cult's existence it would launch an inquisition to find them and many innocents would die needlessly. The characters must promise that they shall not discuss the Cult or this incident with anyone. If they promise to remain silent, Jero and his people escort the characters and Mikos safely back to their ship.

Cultists of Those Who Redeem (12). All stats are 2D except: *Dexterity 4D+2, blaster 5D+2, brawling parry 7D+2, dodge 7D+2, melee combat 8D+2, melee parry 6D+2, running 8D+2, thrown weapons 6D+2, Perception 3D+2, command 6D+2, hide 7D+2, search 6D+2, sneak 5D+2, Strength 3D+2, brawling 5D+2, Technical 3D, first aid 6D+2, security 6D.* Character Points: 4. Move: 10. Vibroblade (STR+2D), native medicines, 2 medpacs, brown cloak with hood.

Torina Sunrise

The characters leave Merisee without further incident, but they must continue the search for Shondra Del. All the characters have is another place to look: the planet Torina. Fortunately, Mikos knows of the pet dealer Del's message mentioned. She's an Ithorian who sometimes works on the side as a "data tapper," a being who monitors, analyzes and sells valuable data. Mikos says that he and Eeksa "go way back" and that he can "guarantee that she'll help us."

As for the sudden appearance of the Loag assassins, Mikos explains about his former employer, a crime boss named Lud Chud. The crime boss has decided to extend his criminal enterprise across the sector and Mikos brokered information to him for a while. Mikos explains that Chud is a Rakaan, an eight-legged arachnoid who would want nothing more than to have him for dinner ... raw.

Read aloud:

"All I did was give him the location of an Imperial weapons shipment. Silly Rakaans. They get so testy when they're close to Transition! Really, how was I to know that an Imperial Star Destroyer would pop up and turn Chud's fleet into slag? I mean, come on, talk about holding a grudge! Er, you don't really need me on Torina, do you? Its such a boring place. They restrict gambling. They even — (gulps) — obey Imperial laws."

If the fixer continues to protest about going to Torina, all the characters need to do is threaten Mikos with

Illustration by Storn A. Cook
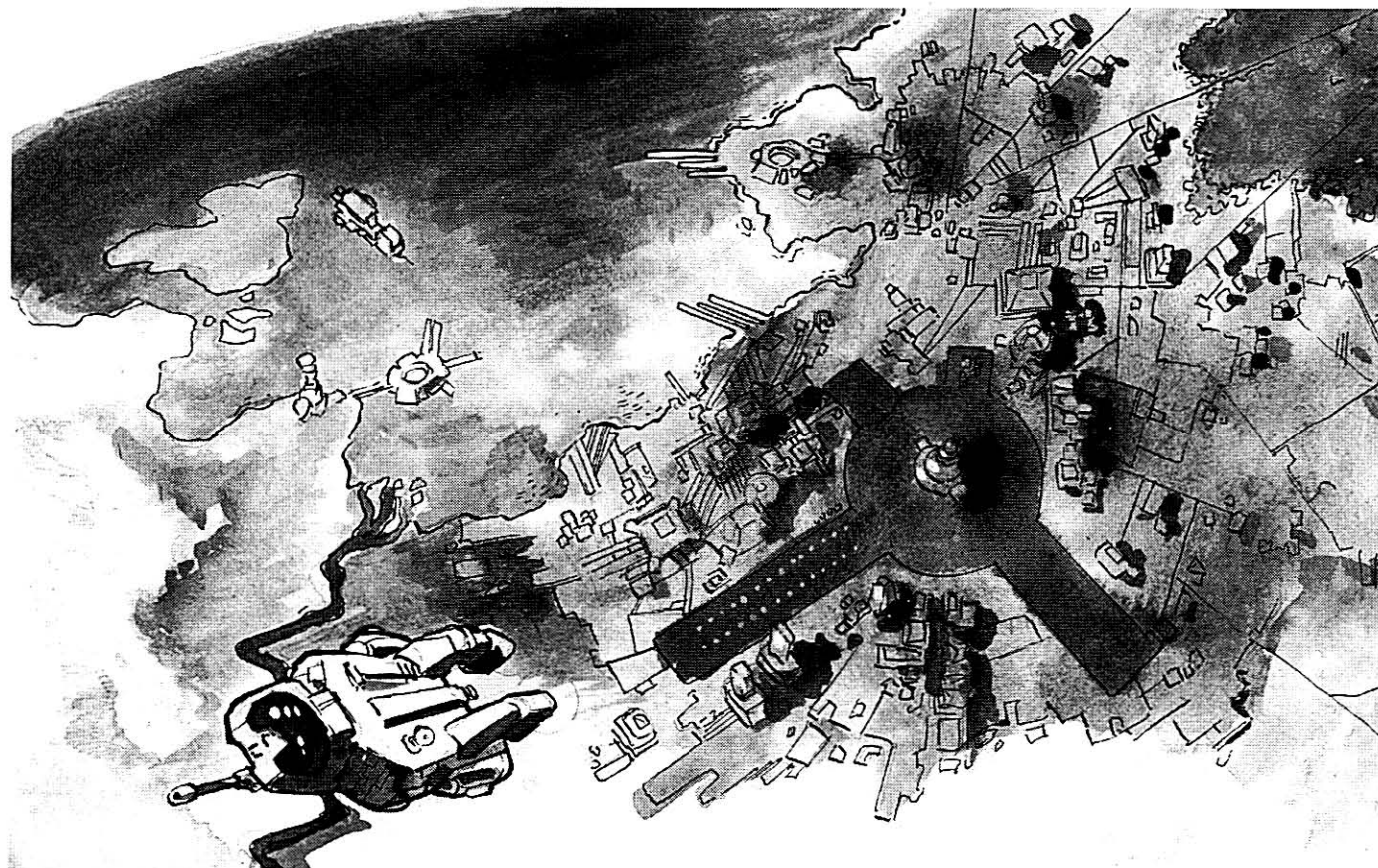
leaving him on Merisee with the Loag assassins. The con artist quickly chooses Torina and comes along, grumbling all the while.

System Overview

Use this table for those characters who decide to roll their *planetary systems* skill to see what they know about Torina. They know everything for the category they rolled, as well as earlier categories: for example, a roll of 10, means they know they information for 1–4 and 5–8 as well as 9–12.

Information for a roll of up to 12 can be found in a ship's library or at a travel office or other public location. The information for a roll of 13 or more can only be learned through black market contacts or by talking with people who've done business on Torina.

Planetary Systems Die Roll

• **1–4.** Torina is a hospitable world located three hours from Merisee (at x1 hyperdrive multiplier). It's the last planet of the Elrood-Derilyn Run before entering Imperial Interdicted Space, which is restricted and heavily patrolled by Imperial warships. Derilyn, which lies within Imperial Interdicted Space, is only four hours (at x1 hyperdrive multiplier) from Torina.

• **5–8.** The native Torines are a near-human race who work very hard on preserving the ecosystem of their world. Since Derilyn was placed under martial law several years ago, trade on Torina has boomed.

• **9—12.** Torina has one land-based and several orbital starports. The world is governed by the Empire. Most Torines would rather bow to Imperial laws than be subjugated to the terror of a full occupational force, as happened on Derilyn.

Torina has a thriving electronics industry and is a major provider of electronic equipment in the sector. Consumer electronics cost up to 20 percent less than on other worlds.

• **13—16.** Although inexpensive, most of the electronics manufactured on Torina are incredibly unreliable. On a complication (from a Wild Die roll), the equipment fails (but can be repaired with a Moderate *repair* or *Technical* roll). If the repair roll fails, the piece of equipment is rendered totally useless.

• **17 or better.** Torina is also a common vacation spot for Imperial officials, who enjoy the hotels, recreations centers and casinos. There are a number of spies from the Rebel Alliance and counterspies from the Empire trying to catch them.

Arriving on Torina

The characters land their ship in the spaceport of Brindibarr on the planet's surface. Torina is a beautiful world with a temperate climate. The days are warm and windy, while the nights are generally clear and cool.

The spaceport has been carefully laid out like the spokes of a wheel, with major routes to industrial and commercial sections set well away from residential and recreation areas. The spaceport and the adjoining city has a sophisticated network of automated monorails.

With help from Mikos, a local information directory, or any friendly spaceport control droid, the characters learn the location of Eeksa's shop. It's right in Brindibarr, not far from the starport.

Pet Shop Blues

The tiny shop, named Eeksa's Rare Exotics and Pets, consists of darkened tanks, humming containment fields and mesh cages. Many different kinds of furry, feathered, and scaly things chitter, call and clack noisily in their pens. Some of the creatures are simply adorable and are priced to match. Others are intensely private, leaving it up to the characters' imaginations as to what lurks inside their dark holes.

Eeksa, a female Ithorian, appears from the back room of her shop. She is keenly interested in selling the characters a pet. She appeals to male characters by showing off some of the more fierce creatures she has on display. Almost as quickly as a treadwell droid changes gears, she shows off several cuddly furballs to any female characters.

Once she realizes that Mikos is among them, all deals are off. The Ithorian retreats to her back room on the pretense that she left an afternoon meal simmering on a heater coil.

If any of the characters follow, they find Eeksa on a comport calling for spaceport security. If discovered by the characters, she quickly disconnects the call; any of the characters can terminate the connection themselves. "Any deal with Mikos is bad for business," the pet dealer explains. "I don't want Chud to find out he's been here."

Mikos, talking quickly, explains that Lud Chud does not have to find out he was here. All Eeksa has to do is tell them where the Rebel agent Shondra Del is. Eeksa says that Shondra never made it, but she might be able to find out: Using her business as a front, Eeksa has an extensive array of electronics and computer gear to slice into information networks and monitor communications traffic. The pet dealer makes a good income selling interest-ing tidbits to fixers like Mikos.

Eeksa says that she could track Shondra down for an exchange of services. Motioning to a doorway, the Ithorian leads the characters to a storage area behind the main showroom.

The storage area has several pens for large creatures. Eeksa walks to a darkened cage. At first, the cage appears empty. Then, as the characters step closer, a huge white blur suddenly charges the bars. The creature's huge head crashes against the metal, followed by a furious gnashing of teeth. Everyone except Eeksa instinctively jumps back.

"This is an albino farlek. Very rare," the Ithorian pet dealer calmly explains as she presses a button set beside the gate. A feeding arm appears from a panel inside the pen and releases a huge, buzzing insect. Without warning, the white farlek unfurls a long, pink tongue and snatches the buzzing bug from mid-air. In less than a second, the bug is reeled in and noisily devoured. "As long as it's kept fed, it's surprisingly docile."

The farlek looks at the characters in much the same way it eyed the insect. It charges again, trying to wrench the intersecting bars apart with its muscular arms.

"It's also quite stupid," Eeksa adds. The pet dealer remarks that if the characters deliver the albino farlek to its new owner, she will use her connections to track down Shondra Del.

"The delivery is completely legitimate, and the creature has already been paid for. I cannot tell you how glad I'll be to see this thing finally leave my shop. I've been

Illustration by Storn A. Cook

having some difficulty finding a cargo hauler who specializes in this sort of transport. They keep saying something about replacing eaten crew members."

The farlek groans loudly, then belches. A tiny piece of half-eaten wing falls out of the thing's mouth.

Before any of the characters can comment, much less ask any questions about how and where they are supposed to deliver the farlek, Mikos is already shaking the pet dealer's hand and accepting her deal.

"No problem!"

Albino Farlek

Type: Dangerous predator
DEXTERITY 3D
Dodge 6D+2, brawling parry 4D, running 7D+2
PERCEPTION 3D+2
Hide 6D+2, search 4D+2, sneak 7D+2
STRENGTH 6D
Brawling 7D, climbing/jumping 7D, lifting 9D, stamina 7D
Special Abilities:
Fangs: Do STR+1D damage.
Snare-tongue: Has sticky adhesive (Difficult *Strength* roll to break free), stretches out almost two meters away from mouth.
Tail: Used to knock prey off balance. Causes STR+2D damage.
Odor: The farlek has a familiar, if highly offensive, odor that clings to its surroundings.
Move: 12
Size: 2 meters tall at the shoulder, 4 meters long from head to tail

Capsule: Farleks are four-legged creatures that typically grow to a height of 1.5 meters. The smelly creatures are normally covered by thick, green scaly plates and have a wide, heavily-armored head. When hunting, a farlek uses its incredibly long and sticky-tipped tongue to ensnare and drag prey into it hungry jaws. While the green-scaled farlek is a common sight on some treacherous worlds, the white albino farlek is a rarity. Considered the stuff that legends are made from, a massive white farlek was a hunter's elusive opponent in the famous Equat epic-poem *Hunting Telik the White.*

"I Don't Care What You Smell!..."

To transport the farlek, the characters have to rent a large commercial speeder truck and obtain all the necessary permits to use the speeder in the spaceport district. The characters can rent the speeder truck for 200 credits. The permits are another matter: Torina's bureaucracy is quite similar to that of the Empire's, so the characters must make a Moderate *bureaucracy* roll and pay 50 credits. Characters who fail this roll cannot get the permits in less than a week.

Characters can try to transport the farlek without the permits. Hopefully they can avoid the attention of the local police officers, which isn't too hard unless they're in an accident, drive recklessly ... or happen to be the victims of circumstances.

Eeksa supplies the characters with "bantha prods," which are heavy duty stun batons (STR+1D, plus 5D stun damage for the energy shock, Easy difficulty). She also supplies a tranquilizer pistol with six darts; she tells them to keep the pistol out of sight since permits

are necessary to legally carry the weapon — but having the pistol handy could save their lives if the farlek gets ornery.

Neegad 7 Tranquilizer Pistol. Character-scale, *firearms: dart pistol,* cost 500, availability F, R or X, ammo 1, ranges 1–3/15/30, 8D stun damage.

Tranquilizer pistols are used by hunters and veterinarians to sedate frightened and injured animals. Although the needle-like darts are thin enough to slide past the scales of an animal such as a farlek, the trank darts cannot pierce blast helmets or other types of thick protective armor.

If a dart successfully strikes a target, find the results on the chart below.

Damage Roll ≥ *Strength* Roll	Result
0–3	Target unconscious 1D minutes.
4–8	Target unconscious 1D x 5 minutes.
9–12	Target unconscious 2D x 10 minutes.
13–15	Target unconscious 3D x15 minutes.
16+	Target unconscious 1D x 2 hours.

When tranquilized, the farlek is very heavy. Carrying it requires a Very Difficult *lifting* or *Strength* roll, although up to six characters can combine to lift the creature; coordinating requires an Easy *command* roll. The characters are probably better off using a gravcart or other platform to move the farlek into the speeder truck.

Keep track of the amount of time that elapses during the trip. If the characters are lucky, the tranquilizers should be in effect for the entire trip.

Devious gamemasters may want to have the characters get caught in traffic or have a minor accident. They'll have to explain what they're doing transporting a dangerous beast without permits. Then there's the possibility that the farlek wakes up ...

Guests of Master Thog and Other Surprises

With the sedated farlek in their speeder truck, the characters and Mikos approach the residential estate of Master Pelleo Thog. The grounds are surrounded by a high, white stone wall. The forward entrance consists of an iron gate flanked by a security post. Uniformed guards man the gate and patrol the estate in small, covered speeders. The guards are no-nonsense, yet courteous.

Pelleo Thog's Zoo
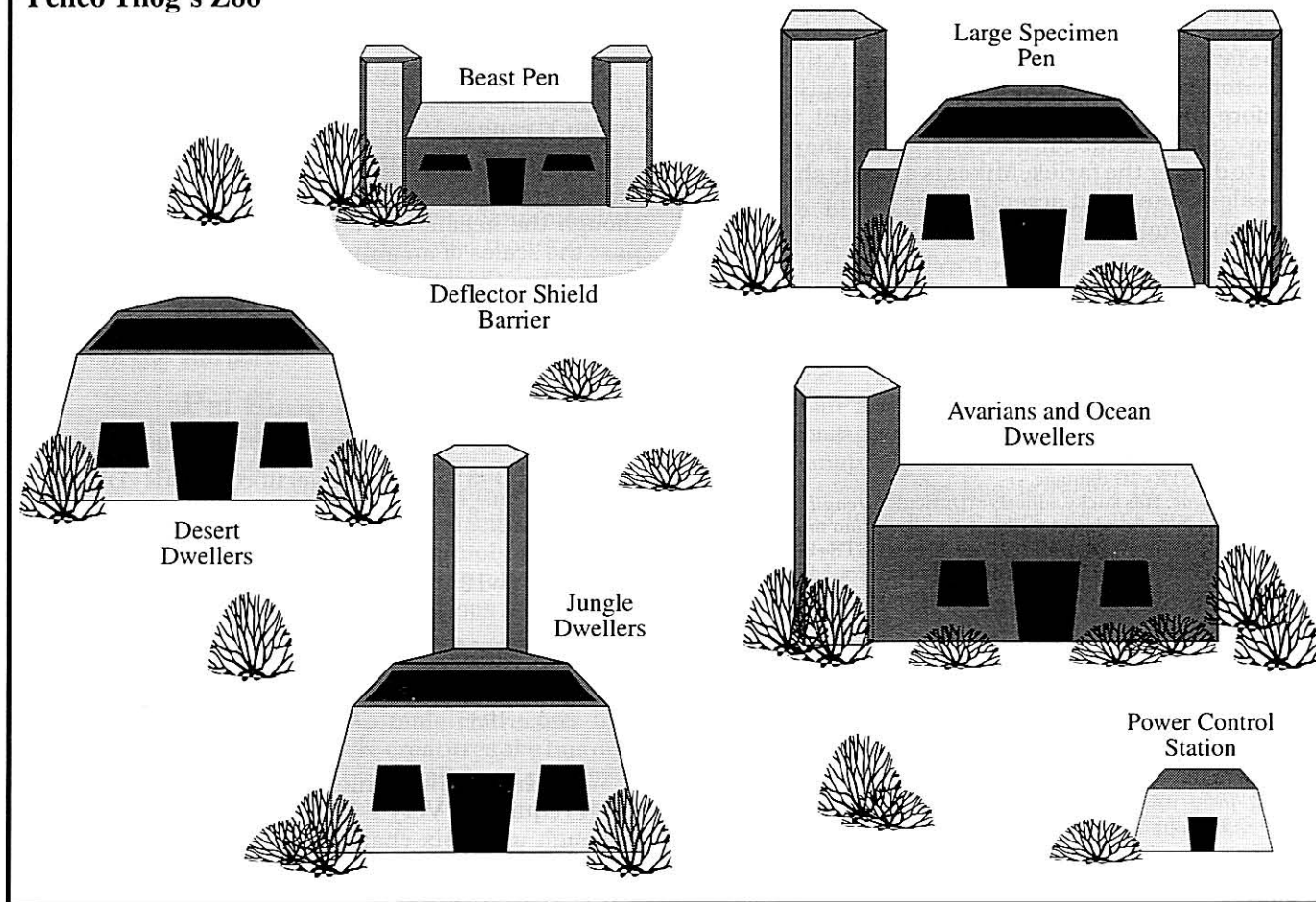
Thog's Guards. All stats are 2D except: *blaster 3D, brawling parry 3D, dodge 2D+1, melee combat 2D+2, melee parry 2D+2, brawling 2D+2.* Move: 10. Stun baton (4D stun, Moderate difficulty), hold-out blaster (3D).

After confirming the delivery of the farlek, they direct the characters to drive the speeder to the zoo, which is a collection of small domes and arboretums not far away. Along the way, the characters pass a large parking lot. Characters who make a Moderate *search* or *Perception* check notice Imperial Naval troopers and stormtroopers guarding several of the speeders.

When they arrive at the zoo, a zookeeper directs the characters to back up the speeder to one of the domes. The zookeeper is very harried and busy: apparently the master of the estate is throwing a party for a few of his important business colleagues and friends, including two Imperial Star Destroyer captains.

An environment has been prepared for the farlek in the large specimen pen. All the characters have to do is move it inside the cage and let the effects of the tranquil-izer wear off. As word spreads through the party concerning the new arrival, Master Thog himself appears.

A jovial but obese man with not a single hair on his head, Master Thog is completely enraptured with his newest acquisition. He wishes to examine it more closely. Without the slightest hesitation, he joins the characters inside the enclosure to inspect the sleeping farlek. He asks the characters a battery of questions about it:

- "Does it snore?" (As a matter of fact, quite loudly.)

- "Did it put up a fight before being tranquilized?" (Yes.)

- "Did Eeksa say anything about finding a mate yet?" (No.)

Mikos takes it upon himself to answer the man's questions, acting as if he is a complete authority on the species when, in fact, he doesn't understand anything at all about the creatures.

Sensing how rich Thog is, Mikos suddenly becomes very interested in making a deal to locate a mate for the farlek — with the help of the characters, of course.

Meanwhile, guests from the party have gathered

outside the enclosure to ogle the farlek while Thog and Mikos banter enthusiastically.

Characters who are not participating in the animated conversation between Thog and Mikos spot the two Imperial captains. One of them, a clean-shaven, distinguished-looking officer, steps forward to chat with Pelleo Thog from the other side of the bars.

Thog speaks to his old friend, Captain Dadefra, and boasts about his latest acquisition. Captain Dadefra can't help but speak with some pride about his Imperial Star Destroyer, the *Brazen*. When Thog inquires about why the Empire has sent a third Star Destroyer to Elrood sector, Dadefra makes a comment about an increase in pirate activity in the area. This leaves the other Imperial captain, an unsmiling woman who wears her black hair in a perfunctory braid, looking quite annoyed.

Characters who know anything about Elrood sector and make a Moderate *Perception* check realize that the woman is none other than Captain Tanda Pryl of the Star Destroyer *Thunderflare*. (If the characters couldn't reasonably know who she is, Thog or one of the other guests mentions Captain Pryl by name.)

Mikos recognizes Captain Pryl at about the same time as the characters spot her, and his expression — not to mention the joviality in his voice — drops quickly. From the characters' point of view, Captain Pryl watches Mikos with interest. Suddenly, she speaks to Captain

Dadefra, loud enough so that all hear her. Read aloud:

"**How curious that Naval Command would send another Star Destroyer to handle a bunch of disorganized pirates.**"

"**Well, I don't like to brag, Captain, but I've handled pirates before.**"

"**Yes. The Khuiumin pirates, wasn't it? And now that you and the *Brazen* are here, what do you think General Hul will do with the surplus of captives we shall bring before him?**"

"**He has planned for that. General Hul has built an arena on Derilyn, similar to the ones found on Coyn. He will put it to good use … and the Empire will have far fewer enemies here. Captain Pryl, I heard you dealt with a raiding party not too long ago. They were attacking one of our supply cruisers not far from here. I must congratulate you and your crew for putting a stop to those raiders. What were they after?**"

"**The cruiser was delivering a shipment of weapons to the orbiting defense platform at Derilyn. Apparently someone discovered what the cruiser's cargo was and tried to help themselves to it.**"

"**How lucky that the *Thunderflare* was close enough to put a stop to those raiders.**"

"**Indeed, how lucky.**" Captain Pryl stares directly at Mikos. "**We were fortunate enough to**

Pelleo Thog

Type: Businessman
DEXTERITY 2D+2
Bow: crossbows 5D, dodge 4D+2, blaster 5D, firearms 5D
KNOWLEDGE 4D
Alien species 6D, bureaucracy 5D, business 7D, languages 5D+2, value 7D
MECHANICAL 3D
Communications 4D, repulsorlift operation 5D+2, sensors 3D+2, space transports 4D
PERCEPTION 3D+1
Bargain 4D+1, con 4D+2, gambling 6D+2, hide 5D+1, search: tracking 6D+1, sneak 5D+1
STRENGTH 2D+2
Brawling 4D+2
TECHNICAL 2D+1
Computer programming/repair 4D+2, droid programming 5D+2, security 4D+2
Force Points: 1
Character Points: 5
Move: 10
Equipment: Luxurious robes and clothes, datapad, comlink.

Illustration by Storn A. Cook

Capsule: Pelleo Thog is a successful businessman, entrepreneur, and sportsman who has a fascination with rare creatures, which he collects from across the galaxy. A hobby since childhood, Thog's collection of pets seemed to grow proportionally as his wealth increased. Finally heeding the complaints of his wife, he decided that he could no longer keep his menagerie of creatures inside his home

and built a private zoo and garden on his immense estate. In addition to the zoo's numerous outdoor enclosures, Thog has several buildings and arboretums devoted to specimens from environments that are alien to Torina's atmosphere and climate. Thog's zoo is his greatest treasure and he constantly undertakes expeditions to find new additions. He is also a skilled sports hunter and an expert in sporting firearms and bow weapons.

receive a warning about the raid. The message was garbled, but the point was obvious. We arrived in plenty of time to destroy the raiders, nearly to their last ship."

"Did you ever find out who sent the warning?"

"I'm afraid not. Whoever it was did an excellent job of scrambling their image."

"How unfortunate."

"Unfortunate about the image ... but voice patterns were another story. Whoever it was, the informant had a very ... *distinctive* ... voice." Captain Pryl gestures at Dadefra's glass. "Can I have one of the guards refresh your drink?"

"Why thank you, Captain Pryl."

Pryl takes Dadefra's glass and hands it to one of the accompanying soldiers. "It would be no problem at all." She glances sideways at Mikos.

"No problem at all."

Let Sleeping Beasts Lie

If the characters aren't in the enclosure, it's important that they be lured inside now: perhaps Thog calls them over.

Thog's zoo is his personal pride and joy and the master wants his creatures to put on a lively show for his guests. Despite the zookeeper's warnings, Thog takes a dart pistol from him and fires a stimulant charge into the farlek to wake it up.

While everyone watches as Thog applies the stimulant to the farlek, Mikos suddenly finds an excuse to leave the enclosure. He makes a hasty exit for the pen's thick doors, but gets no farther than the doorway when he abruptly stops, turns and runs back to the characters. Mikos indicates that Pelleo Thog has several uninvited guests — more Loag assassins!

Six assassins rush into the enclosure, brandishing curved daggers covered with poison. The characters and Mikos are their targets, but the stormtroopers believe the attackers are trying to kill Thog and the Imperials. The farlek enclosure, however, is surrounded by a force field (body strength 8D) and blaster bolts from the stormtroopers ricochet harmlessly off the field, leaving it up to the characters to defend themselves against the assassins.

Actions and Reactions

Before combat begins, check to see if the farlek has been awakened by the stimulant charge. Make a *Strength* roll for the farlek and compare it to the stimulant's potency of 6D. Find the result on the chart below to see when the farlek awakens ... angry and hungry!

• If the stimulant's roll is greater than the farlek's *Strength* roll, the creature awakens immediately.

Strength Roll ≥ Stimulant Roll ≥ By:	Rounds Until Farlek Wakes Up
0–3	1 round
4–8	1D rounds
9–12	2D rounds
13–15	3D rounds
16+	1D minutes

When the farlek wakes up, it attacks the closest character.

During the fight in the enclosure, Pelleo Thog does what any good sportsman would do — shoot at the assassins with the zookeeper's dart gun. The gun is equipped with six dart cartridges (8D stun damage) which must be loaded one at time. Reloading the gun counts as an action.

If Thog runs out of cartridges, he uses whatever is handy to keep the assassins and the farlek at bay. Likely weapons include the bantha prods, a net (no damage but a Moderate *Dexterity* roll is needed to get untangled) or feeding stick (STR+1D damage, *melee combat* skill, Moderate difficulty).

The zookeeper hides against a solid wall in the back of the enclosure, not knowing which to fear more — the assassins or the farlek. If the opportunity allows it, Thog rescues the zookeeper and they both escape through the open pen doors.

Captain Pryl commands her escort of four Imperial Navy troopers and six stormtroopers to arrest the assassins and uses her comlink to summon additional forces to the zoo.

Imperial Naval Troopers. *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2, Technical 1D, security 2D.* Move: 10. Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink.

Stormtroopers. All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D.* Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster pistol (4D).

The reinforcements arrive in two minutes. To reach the farlek enclosure, the Imperial troopers have to first run inside the building's entrance to get to the open pen doors.

Mikos spends the battle crouching behind the largest character, holding his hat protectively against his chest.

Illustration by Storn A. Cook

If he becomes separated from the characters, the farlek eyes the chubby fixer as his next tasty meal.

Escape should be a top priority for Mikos and the characters. They can use the rented speeder truck or steal a party guest's transport during the confusion. Although the assassins are on everyone's mind right now, Captain Pryl wants Mikos and anyone who knows him held for questioning.

Return to the Pet Dealer and More Bad News

As they head back to the pet dealer's shop, Mikos vehemently proclaims his innocence. He claims that Captain Pryl obviously has him confused with some other criminal miscreant. True, he did supply the crime boss Lud Chud with information about the supply ship and its cargo of weapons. How was he to know that Captain Pryl and the *Thunderflare* would show up and destroy nearly all of Chud's ships? By now, the characters ought to be suspecting that Mikos is not telling them everything.

Mikos has no idea why the Loag assassins keep following him. That is, unless the characters decide to search him. If they do, secretly roll Mikos' *hide* and compare the roll to any of the characters' *search* rolls. Any character who beats Mikos' roll or makes a point of looking in his hat automatically discovers the datadisks sewn inside. That's when Mikos begins to explain.

Read aloud:

"Look! He shorted me for that info on the supply ship. I needed something to pay the bills, that's all! So I might have sent a scrambled message to the *Thunderflare* to keep Chud busy. Then I snuck into his hide-out and took a few datafiles from his computer network. But I never thought the Empire would slag his fleet down to the last ship! Honest! Why is everyone looking at me like that? It's no problem!"

Mikos made an even greater blunder, though, when he stole files from Lud Chud. Characters who make a Difficult *communications* or *Mechanical* roll discover that each of the disks contains a very tiny but powerful signal beacon.

The Loag assassins have been following the signal to keep track of Mikos. In addition, Mikos may have been identified by Captain Pryl. Because of their association with Mikos, all of them are now wanted for questioning by the Empire.

The fixer begs the characters not to dump him yet. He claims the information on the disks is valuable. He's sure of it. He didn't have much time to decode all of them, but some of the information concerns Derilyn.

When the characters return to Eeksa's pet shop, the Ithorian isn't very happy to see them. Apparently Master Thog reported the mishap at his estate to her and

holds her completely responsible for hiring the characters. As part of an investigation, the Empire is sending agents to check her business and her records.

Eeksa also has bad news about Shondra Del. Read aloud:

"Your friend's situation is far graver than ours, I'm afraid. Imperial agents captured her and took her to Derilyn. General Hul is not one to be trifled with. He has sentenced her to 'entertain' the crowds in the new gladiatorial arena there. The General's personal cadre of Coyn fighters are unstoppable. It is doubtful Shondra Del will survive."

Episode Three: Through the Imperial Blockade

The characters are now faced with the uneasy prospect of sneaking past the Imperial blockade of Derilyn and rescuing Shondra Del. Mikos gets the characters passage aboard the ore freighter *Galax Titan*, but the journey to Derilyn is interrupted by a pirate attack.

Throwing Off the Loag

The characters must transfer the information on the stolen datadisks to a datapad or other storage unit. Then, they can get rid of the disks and get the Loag assassins off their tail. Eeksa can do this for a fee of 200 credits, but any other character can try to pull this off with a Difficult *computer programming/repair* roll. The characters can also disable the signal beacons in the disks with a Difficult *communications* roll.

The data on the disks is encoded; the characters or Mikos have to write a special computer program to decode the disks. Writing the program is a Very Difficult *computer programming/repair* roll; again, Eeksa could do this, but she charges 600 credits. Once the program is activated, it takes several days for the program to fully decode the data.

Once the data has been transferred, the characters can become quite creative with the Chud's disks, perhaps tossing them on commuter trains or into a refuse hauler heading for the dump outside of the spaceport.

Bound for Derilyn

A once proud world, Derilyn tried to voice its opinions about the atrocities of the Empire and paid the price for resistance. The city of Paran was destroyed by an Imperial bombardment, while an occupation force landed and a state of martial law was declared world-wide. The current governor, General Alfren Hul, maintains an iron grip on the world. The area around Derilyn, Imperial Interdicted Space, is heavily patrolled by Imperial warships. No one travels to this area without a travel waiver.

Now, that the characters are wanted for questioning by the Empire, entry onto Derilyn stands to be ex-

tremely difficult; leaving the planet with a Rebel agent in tow could well prove impossible.

The characters cannot apply for a Derilyn Travel Waiver without the Empire running background checks. At that point, they will be arrested and held for questioning by Captain Pryl.

Mikos suggests that the characters hire a ship to transport them to Derilyn; if the ship is big enough, they may be able to hide their own vessel inside the cargo hold. Coincidentally, Mikos knows someone who might be able to help …

The fixer arranges a meeting with an ore carrier captain — and part-time smuggler — who flies from Torina to Derilyn. Meeting in a darkened cantina on the outskirts of Brindibarr spaceport, the captain is a crusty old space dog named Kortho Hatanga.

A gruff, coarse man, Captain Hatanga says that he has permits with Imperial Mining, Ltd. to do business on Derilyn. He can land without a Customs inspection, so no one will check for Derilyn Travel Waivers for his crew. His ship, the *Galax Titan*, is an old ore carrier that's big enough to carry the characters' ship inside its cargo bays. When he smuggles a cargo of restricted goods, he hauls a slightly radioactive ore. The ore fouls the sensors of Imperial patrol ships. However, he has never smuggled anything as large as a light freighter.

There's one other small problem. Hatanga recently lost his captain's license and most of his BoSS permits because of a drinking problem.

"No problem!" chirps Mikos.

Hatanga takes the characters and Mikos to see his ship. The *Galax Titan* is a rusting scow that's barely spaceworthy. Hatanga claims that the ship is ready to go and has a load of radioactive ore to carry to Derilyn. All Hatanga needs, besides his license and BoSS permits, is a crew. If the characters and Mikos agree to sign on, the *Titan* can sneak their ship past the Imperial blockade that surrounds Derilyn.

Captain Kortho Hatanga

Type: Grizzled Merchant Captain
DEXTERITY 3D
Blaster 4D+2, brawling parry 4D, dodge 4D+2, grenade 3D+2, melee combat 4D, melee parry 4D
KNOWLEDGE 3D
Alien species 4D, bureaucracy 6D, business 6D, languages 5D, planetary systems 7D, value 7D
MECHANICAL 3D+2
Astrogation 5D+2, capital ship gunnery 6D+2, capital ship piloting 6D+2, capital ship shields 5D+2, communications 4D+2, repulsorlift operation 4D+2, sensors 5D+2, space transports 4D+2, starship gunnery 5D+2, starship shields 4D+2
PERCEPTION 2D+1
Command 6D+1, bargain 5D+1, con 4D+2, hide 5D+1, intimidation 4D+1, search 3D+1
STRENGTH 2D+2
Brawling 4D+2
TECHNICAL 3D+1
Capital ship repair 5D+2, computer programming/repair 4D+2, first aid 4D+1, security 4D+2
Character Points: 3

Move: 8
Equipment: Blaster pistol (4D), vibroblade (STR+2D), well-worn merchant captain's uniform and cloak, comlink

Capsule: A fierce-eyed tall human with thinning white hair, and gaunt features, Captain Hatanga is a native to the Elrood sector and has flown along its space lanes since he was a young lad. A grizzled merchant captain, Hatanga believes in what he calls "The Code of the Stars," an old-fashioned system of ethics that calls for floggings, putting troublemakers in airlocks, and other displays of harsh discipline to keep crews in line and to prevent mutinies. The hard-drinking Hatanga still believes in its principles and is eager to tell anyone who'll listen about how "today's spacers just got no discipline." Hatanga is currently not operating his ship, the *Galax Titan*, for reasons that quickly become evident.

Galax Titan

Craft: Damorian Manufacturing X46-7-Class Ore Carrier
Type: Modified ore carrier
Scale: Capital
Length: 175 meters
Skill: Capital ship piloting
Crew: 20, skeleton: 6/+10, gunners: 4
Crew skill: Astrogation 4D, capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 3D, sensors 3D
Passengers: 8
Cargo capacity: 5,000 metric tons
Consumables: 1 year
Cost: 2.5 million credits (new), 1 million (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D (-1D when fully loaded)
Space: 5
Atmosphere: 125; 360 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
  Passive: 4/0D
  Scan: 8/1D
  Search: 16/1D+2
  Focus: 2/2D
Weapons:
  4 Laser Cannons
    Fire Arc: 1 front, 1 left, 1 right, 1 back
    Crew: 1
    Skill: Capital ship gunnery
    Fire Control: 3D
    Space Range: 1-3/12/25
    Atmosphere Range: 2-6/24/50 km
    Damage: 2D

Capsule: The *Galax Titan* is a rusting, modified ore carrier, slow and clumsy in appearance. With the added weight of cargo, the *Titan* goes from being ungainly to virtually "dead in space." Captain Hatanga had the vehicle's shields improved and added armor plating to critical areas surrounding the engines, bridge, and control systems. Despite such improvements, Hatanga knows that the *Titan* could never outrun or outfly an attacker. Therefore, he had four laser cannons installed in hidden recesses in the hull. To protect against boardings, he keeps the ship's armory well stocked with blaster rifles (5D), grenades (5D), and melee weapons like vibroblades (STR+2D).

An Unexpected Stop

The cruise aboard the *Galax Titan* is extremely tedious. The characters' ship has been stored inside a protective container and is safely nestled amidst tons of radioactive ore. True to his word, Mikos not only managed to get Captain Hatanga's license and BoSS permits, he hired a number of others to help complete the ship's crew. If any of the characters ask him how he managed to accomplish this, he seems genuinely hurt. "How could you doubt me? After all we've been through!"

During the trip, the codebreaking program has finally pieced together some of the data: there is a weapons dump Lud Chud is secretly accumulating on Derilyn. The crime boss is hoping to sell the weapons to the resistance fighters there. The codebreaker program has not yet revealed the actual location of the dump site.

The characters do not have much time to consider this new tidbit when, without warning, the *Titan* abruptly drops out of hyperspace. Any characters not strapped in must make Moderate *lifting* or *Strength* rolls to resist being flung against the walls and bulkheads for 2D damage.

On the bridge, Captain Hatanga barks orders to get the crew to action. One of the crew reports that the navicomputer detected a large mass in the middle of the route, forcing the ship to realspace. Fortunately, the automatic overrides dropped the ship out of hyperspace before it collided with the asteroid directly ahead. Captain Hatanga knows better though: using an asteroid to block a hyperspace route is one of the oldest tricks used by pirates.

As if on cue, several battered attack freighters, Y-wing fighters, and a stolen customs corvette zoom out from behind the asteroid. Hatanga orders the crew to arm the laser cannons and distribute weapons from the ship's armory — they are about to come under attack!

Pirate Corvette. Starfighter-scale, *space transports 4D+2, starship gunnery 5D, starship shields 4D*. Maneuverability 2D, space 8, atmosphere 365; 1,050 kmh, hull 5D+1, shields 3D. Weapons: 4 double laser cannons (fire control 2D+2, damage 5D), 2 double ion cannons (fire control 2D, damage 5D+1).

Pirate Attack Freighters (3). Starfighter-scale, *space transports 5D, starship gunnery 5D, starship shields 5D*. Maneuverability 1D, space 6, atmosphere 330; 950 kmh, hull 3D+2, shields 2D. Weapons: 2 laser cannons (fire control 1D, damage 4D).

Pirate Y-wing Fighters (6). Starfighter-scale, *starfighter piloting 5D, starship gunnery 5D, starship shields 3D*. Maneuverability 2D, space 7, atmosphere 350; 1,000 kmh, hull 4D, shields 1D+2. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D), two proton torpedo launchers (fire-linked, fire control 2D, damage 9D), two light ion cannons (fire control 3D, damage 4D).

Pirate Attack!

The pirates are a veteran team with an established battle plan: the ships use their ion cannons to disable the *Titan*. If the pirates succeed in knocking out the *Titan's* weapons and power, the corvette moves alongside the crippled ship and attaches an access gangway to the freighter's docking ring. The other attack freighters also move in to board, with plans to stage attacks from four different locations to split the *Titan's* defenders as thinly as possible. The pirates prefer to use the airlock, but may cut directly through the hull if necessary.

Sounds of scraping metal ring throughout the freighter, while Captain Hatanga orders the blaster rifles, grenades and melee weapons issued from the weapons locker. With a powerful explosive shriek, the pirates burst into the ship's corridors with blasters blazing away! The pirates' strategy is simple: take the ship and kill anyone who doesn't surrender!

Ten pirates attack in the initial wave, with follow-up attacks numbering between three and five combatants.

Pirates. All stats are 2D except: *blaster 5D, dodge 3D, Strength 3D, brawling 4D+1*. Move: 10. Heavy blaster pistol (5D), blast vest (+1 energy, +1D physical), comlink.

Some Unexpected Help

The pirates are well armed and numerous and quickly plow through the *Titan's* hired crewmembers, most of whom have no combat experience. Captain Hatanga holes himself up on the bridge with a blaster pistol and vibroblade, refusing to yield his ship to the raiders. Mikos, as usual, hides.

The characters have a number of options: find a lifepod (which is captured by the pirate attack ships as soon as it's launched), join the captain for a last stand, or fight their way to their own ship.

Just as things are beginning to look truly hopeless, the pirate corvette comes under attack by a new arrival: an Imperial Star Destroyer! A familiar female voice booms over the ship's comm system:

"Attention pirate brigands! This is the Imperial Star Destroyer *Thunderflare*. Surrender immediately or be vaporized!"

The pirate corvette responds by breaking free of the access gangway and fleeing, abandoning its shipmates left aboard the *Galax Titan*. The pirates themselves scramble to their remaining attack ships. The *Thunderflare* launches TIE fighters after the smaller ships while it methodically shreds the pirate corvette into scrap with its turbolasers. Even after the pirate corvette signals its surrender, the *Thunderflare* does not stop firing. The corvette explodes! The female voice returns to the *Titan's* comm system.
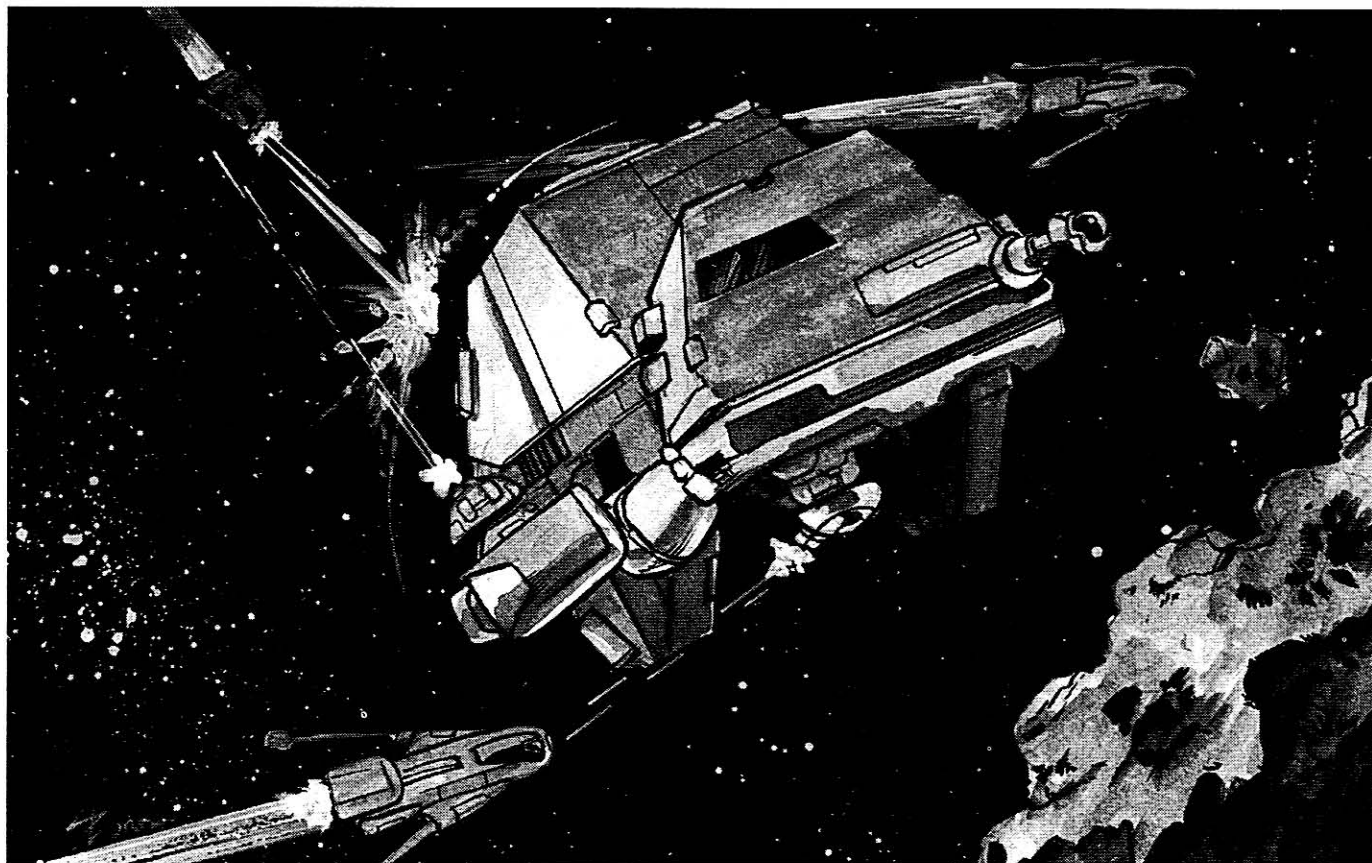
Illustration by Storn A. Cook

"That will teach others of their kind that the penalty for piracy is death! The Empire shows no mercy. Ore hauler *Galax Titan,* do you require assistance?"

If the visual link is restored, Captain Tanda Pryl appears on-screen. Since Pryl wants the characters for questioning (based on events in Episode Two), they should make a point to avoid being seen. Once the *Titan's* systems have been repaired, the *Thunderflare* offers an escort to Derilyn, which Captain Hatanga reluctantly accepts. Captain Pryl is firm: there have been reports of pirate attacks against Imperial and civilian targets all over Elrood sector and she will not have another freighter fall under her watch.

Pirates who were captured by the characters can be interrogated before Imperial forces come over to the *Titan* to claim them. The pirates resist all attempts at interrogation, only muttering phrases such as "Revenge!", "For the Khuiumin Survivors!", and "Kill Dadefra!"

This particular group of pirates has formed an allegiance with the Khuiumin Survivors, a huge band of pirates destroyed by the Empire some time ago. Why the Khuiumin Survivors are in Elrood sector is anyone's guess. However, the characters might remember the name of Captain Dadefra — the Star Destroyer captain at Pelleo Thog's party.

Episode Four: Derilyn Approach

The characters are escorted to Derilyn by Imperial warships, allowing them to land without risk of discovery but also preventing them from getting their ship out of the *Galax Titan.* They must travel to the Arena of Games to save Shondra Del from Governor Hul's Coynite warriors.

Landing Under Escort

Under the protection of the Star Destroyer *Thunderflare,* the *Galax Titan* arrives in the Derilyn system without further incident. While the Star Destroyer heads back out of system, Captain Pryl orders Imperial Customs allow the freighter to dock for repairs. Much to the relief of Captain Hatanga, the *Titan* is waved through immediately without an on-board inspection.

During its approach, the *Titan* passes the immense Derilyn Space Defense Platform, which slowly orbits the planet. The spindle-shaped platform is heavily armed, with plenty of TIE fighters providing perimeter patrols. It certainly appears to be a formidable fortress ...

Derilyn

Derilyn is an Imperial occupied planet under strict martial law. Access to and from the planet is severely restricted.

The might of the Empire in the Elrood sector is readily seen in the Derilyn system. The main Imperial installation is the orbiting Derilyn Space Defense Platform, which is the home base for the sector's three Imperial class Star Destroyers: the *Thunderflare*, the *Stalker*, and the newly arrived *Brazen*. A light cruiser and several patrol craft are also based at this station, although these ships are often out following their patrol routes in the sector.

Derilyn itself has four major Army bases and numerous garrisons, meaning that the equivalent of a full sector army is stationed on the planet. The sector's Moff, Villis Andal, maintains a large palace on the planet. The planetary governor is Army General Afren Hul, who prefers fear and intimidation as a means of holding power.

Opposition to the Empire is not tolerated by General Hul. His crack team of ISB agents are constantly on the prowl for subversives. Rebel activity is virtually unheard of, although recent weeks have seen an increase in smuggling and pirate activity on the routes leading to the planet. Derilyn has a small resistance group, the Friends of Paran, but these freedom-fighters have been almost ineffectual in stifling Imperial rule.

(See *The Star Wars Planets Collection*, pages 164–175, for a more detailed history and description of Derilyn).

Derilyn

Type: Occupied urban police-state
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, plains, forest, mountains, dessert
Length of Day: 27 standard hours
Length of year: 350 local days
Sapient Species: Coynites, Gamorreans, Humans, Meris, Teltiors
Starport: 2 Imperial class, 2 stellar class
Population: 2 billion
Planet Function: Trade, manufacturing
Government: Imperial governor police state
Tech Level: Space
Major Exports: High tech
Major Imports: Raw materials

The *Titan* lands at an Imperial Mining, Ltd. (IML) processing port on the northernmost end of Derilyn Spaceport Central, in the sprawling megalopolis of Tekar. Captain Hatanga warns that the characters do not have much time: the *Titan* is scheduled to be unloaded quickly and then stocked with survival supplies for an IML mining colony. Hatanga can probably delay the loading crews for a day or two at most, citing the need for repairs — but that still gives the characters a very limited amount of time to rescue Shondra Del, get their ship out of the *Titan* and escape.

Into Tekar

Calling up a map of Tekar, Hatanga gestures at the location of the Arena of Games, which is in the heart of the Government District. The Arena is a copy of the Rols'Kus, a similar arena found on the planet Coyn. General Hul built the Arena for the entertainment of the masses, as well as the public eradication of those who oppose his will. On Coyn, this new arena is viewed with anger and hostility — many Coynites feel that General Hul is mocking their combative system of honor. Still, the General uses warriors from the Mercenary Guild of Coyn to fight for the Empire.

If given an opportunity, Mikos sneaks from the ship. While the characters discuss their options, it soon becomes apparent that Mikos has left. Gone too are the datadisks and the codebreaking program. The reason why Mikos left in such a hurry soon becomes clear: an Imperial scanning crew has arrived with orders to search the ship and perform a detailed background check on all persons aboard. Hatanga warns the characters that they had better vanish too. He does not know how long he can keep the Imperials from finding their ship.

City of Fear, Arena of Doom

Characters can learn more about the city of Tekar and Imperial regulations by checking the public information system with an Easy *investigation* or *Perception* roll. Tekar is the largest city on the planet, with over 50 million residents.

Imperial checkpoints are located throughout the city; travelers must provide valid IDs and their reasons for travel to different sectors. The city has stringent laws forbidding carrying weapons of any kind.

Hatanga gives each of the characters an identification card that identifies them as crew members from the *Galax Titan*. He warns them that these cards can get them into the city only: if they're caught breaking the law, they must get rid of the cards.

It becomes quickly apparent that Tekar is in the grip of a merciless police state. The citizens appear suspicious of everyone and a sense of grimness hangs over the city as surely as the gray rain clouds that seem everpresent. Imperial soldiers and vehicles seem to be everywhere and the soldiers do not hesitate to pull aside citizens and demand to see identification.

The characters can easily hail a speeder taxi to take them to the Arena of Games. The speeder driver, a Meri female named Scelli, is only as courteous as absolutely

Derilyn Martial Law

By order of General Hul, the following laws are in effect until further notice:

• Curfew extends from sundown to sunrise. All citizens must be in their residence or acquire an appropriate permit from a local Imperial Office of Occupation and Law. Violation is punishable by imprisonment or transfer to the smelting factories.

• Food will be rationed as indicated in earlier proclamations. Hoarding food is punishable by forced labor on Berea.

• Participating in illegal or unauthorized trade is punishable by death.

• Trespassing on Imperial installations is punishable by death.

• All citizens must have their ID card with them at all times. All visitors must have their ID card displayed at all times. Failure to do so is punishable by forced labor on Berea.

• Hindering Imperial forces is punishable by hard labor, imprisonment or death, depending upon the severity of the offense.

• Vessels which land or take off without permission will be captured and impounded. Surviving crew members will be sent to Berea.

• Possession of a weapon is punishable by transfer to the smelting factories. Members of the Imperial armed forces have final discretion in determining what constitutes a weapon.

• Sheltering subversives is punishable by death.

• Membership in a subversive group and/or participating in subversive activities (sabotage, espionage, assaulting Imperial personnel, contributing to or aiding in the distribution of unauthorized publications or broadcasts) is punishable by death, and the death of all family members.

• Citizens are required to report any subversive activity to the local security office. Accurate reports will be rewarded with extra food and privileges. Failure to report such activity is regarded as willful tolerance of treason and is punishable by death.

Remember! Obedience to the Empire means freedom! Subversive activity means punishment for all! Report subversives immediately! Obey the Emperor! Obey the law! It is there for YOUR protection.

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necessary: she refuses to engage in any type of conversation for fear that she is being spied upon — perhaps by the characters or perhaps by Imperial listening posts.

If any characters check to see if they are being followed, there is no evidence. However, if the characters mention anything that could be considered remotely treasonous, such as speaking of the Empire in any but the most favorable light, the driver pulls over and orders the characters out of her vehicle.

Several times the speeder taxi must pull over to give squads of stormtroopers, heavy blaster artillery pieces, scout walkers and other Imperial vehicles the right-of-way.

Before they reach the arena complex, they are stopped at an Imperial checkpoint. The checkpoint consists of an AT-ST scout walker and a full squad of stormtroopers. A trio of troopers man an E-Web heavy repeating blaster. The gate is plated durasteel that's designed to withstand vehicle collisions and heavy blaster fire. The only way through the gate is over it … and the Empire rigorously controls any air traffic over the city. The stormtroopers check the characters' identifications, inspect the vehicle, and wave the taxi through.
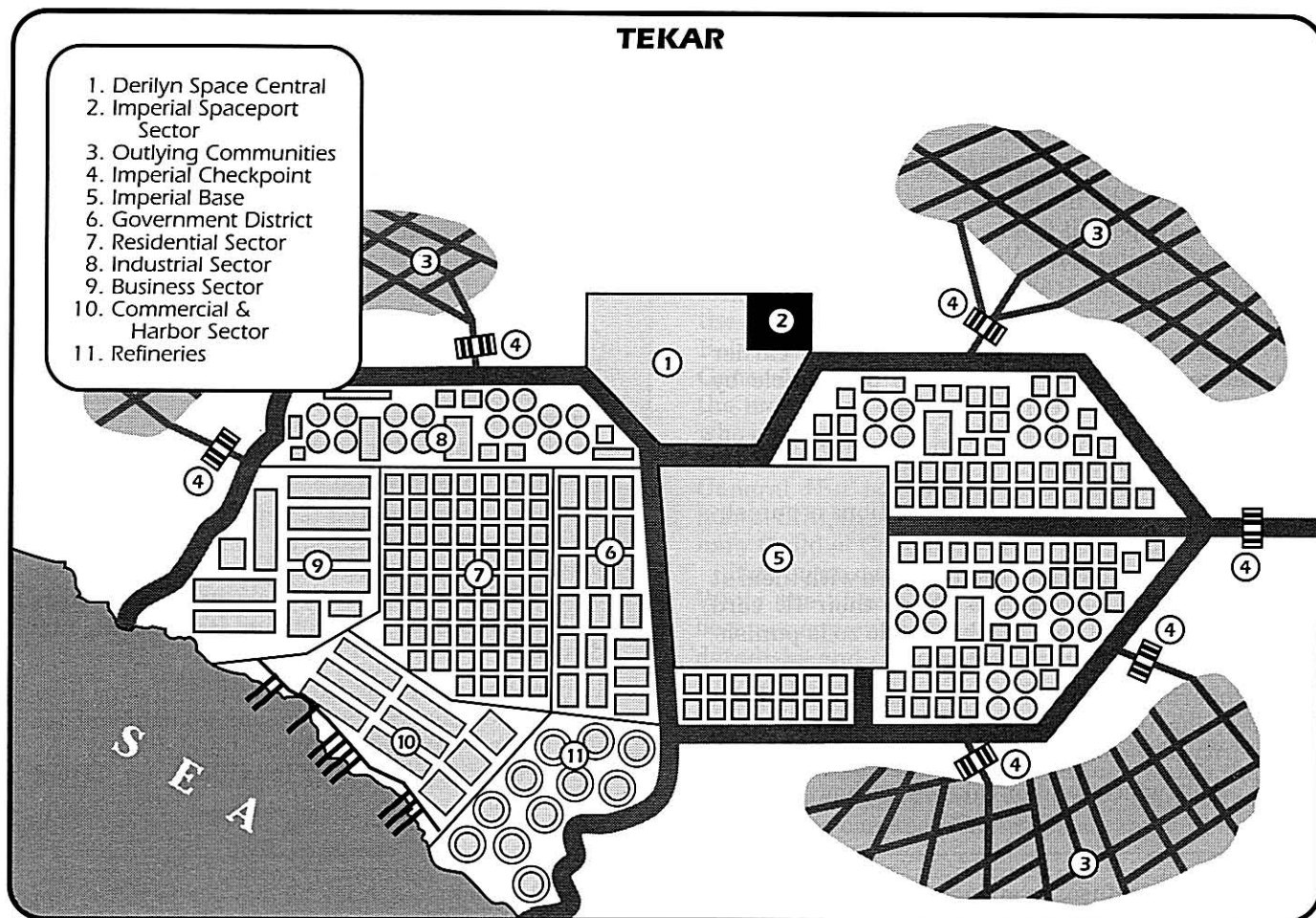
After paying the taxi, the characters can purchase tickets: 10 credits each for "cheap" seats in the upper levels of the arena, 25 credits each for second elevation, 50 credits each for first elevation and 100 credits for ground level seats.

The arena complex is huge, with seating for over 250,000 spectators. The area is bustling with activity, as vendors hawk goods and spectators wander around the facility. While a few seem excited and are busily talking about today's matches and speculating about the "mystery" gladiator who's been added to the card, many spectators seem somber and upset about the events they are about to witness. (Many people attend because they're afraid they'll be accused of being labeled "Rebel spies" if they don't.)

The stadium is ringed by a wide circular corridor, with gates leading into the seating areas. By all appearances, the arena is at least half full.

Any seat gives an unobstructed view of the battle arena: a walled rectangle with a surface of sand. Huge holoprojectors are mounted around the ring at strategic points. These are used to project advertisements over the arena floor — Imperial Mining, Ltd., Utozz Prime Breweries and Torina Discount Electrics, Inc. are the primary sponsors — and to broadcast the action up close. Teams of four stormtroopers are stationed at all

TEKAR

1. Derilyn Space Central
2. Imperial Spaceport Sector
3. Outlying Communities
4. Imperial Checkpoint
5. Imperial Base
6. Government District
7. Residential Sector
8. Industrial Sector
9. Business Sector
10. Commercial & Harbor Sector
11. Refineries

stadium gates, although they're merely looking out for trouble. Between advertisements, the stadium's public address system broadcasts the following message:

"**Attention citizens and visitors. Welcome to The Arena of Games. Today we are honored by the presence of Moff Villis Andal and our esteemed governor, General Afren Hul. Wagering is permitted only at betting windows. Unlawful transactions and unauthorized gambling is punishable by internment in the mining camps. Inspection of participants is permitted only before today's tournament begins. Have your identification ready at all times ... for YOUR protection. Your cooperation is appreciated.**"

Signs posted around the stadium clearly indicate the way to the galleries, where spectators may watch the participants warming up before the day's contests begin. Many want to see the gladiators so they can decide who to wager on: this area is very crowded. Stormtroopers rush gawkers who hang around too long so that others can see.

The gallery is accessed by a sloping ramp which leads underneath the gladiator ring. The warm-up area consists of a large gymnasium with a padded floor and transparisteel windows on all sides: the gladiators enter through a secured tunnel.

There are four contests scheduled for today, all of them pitting persons sentenced to "entertain" against General Hul's Coynite mercenary warriors. The match is labeled a "free-for-all" — this means that the four matches will take place simultaneously in the ring. These events always whip the crowds into a frenzy. Some of the more callous spectators express little remorse at the prospect of seeing people killed for sport: they say things like "those traitors and fools are going to get what they deserve."

The skill of the four Coynite mercenaries is obvious. Each is practicing alone, warming up using their own rhythmic style with "sat'skars," which are Coynite swords. Any character who makes a Moderate *alien species* or *Knowledge* roll knows that a Coynite views combat as a method of determining honor and settling arguments. If any character makes a Difficult *alien*
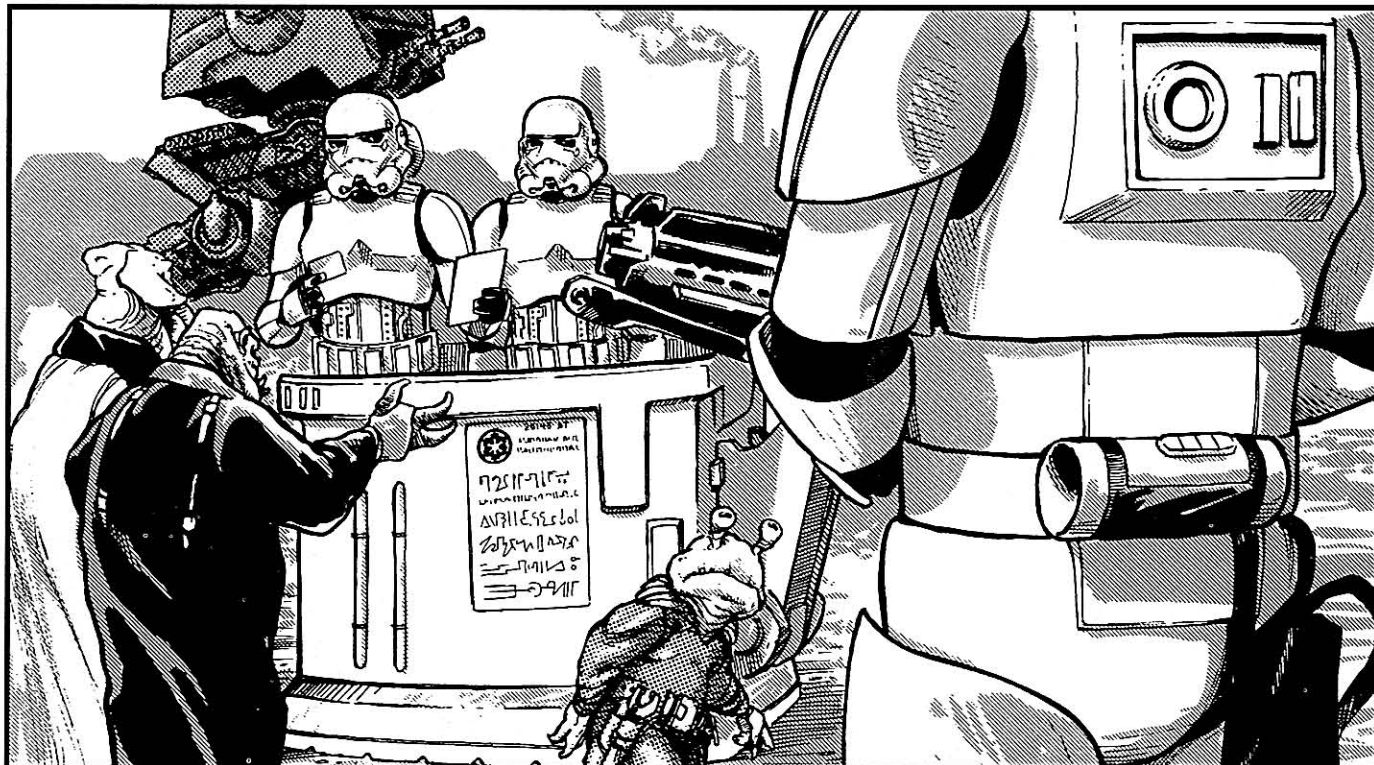
Illustration by Mike Vilardi

Shondra Del

Type: Rebel Alliance Intelligence Operative
DEXTERITY 4D
Blaster 6D, blaster: hold-out blaster 7D, brawling parry 6D, dodge 5D+2, melee combat 5D, melee parry 5D, pick pocket 4D+2, thrown weapons 4D+1
KNOWLEDGE 2D+1
Alien species 4D, cultures 3D, intimidation 5D, languages 3D+2, streetwise 4D, survival 3D+1, willpower 4D, value 4D+2
MECHANICAL 2D
Communications 3D, repulsorlift operation 3D, space transports 3D+2, starship gunnery 4D, starship shields 3D+2
PERCEPTION 3D+2
Con 4D+1, command 5D, forgery 4D+2, hide 5D, investigation 5D, persuasion 4D+2, search 5D, sneak 5D+2
STRENGTH 3D
Brawling 5D+1, climbing/jumping 4D
TECHNICAL 3D
Computer programming/repair 7D, demolition 4D, first aid 3D+2, security 6D
Force Points: 3
Character Points: 13
Move: 10
Equipment: Sat'skar (if used two-handed: STR+3D+1, Difficult difficulty; if used one-handed: STR+1D, Very Difficult difficulty)

Capsule: Shondra Del is known to many as a skilled tramp freighter captain, but in truth she's a top-level Rebel agent assigned to organize Alliance operations in Elrood sector. She's worked the sector for many years as a freighter captain and has a reputation as a reliable smuggler. She

has many connections in the sector's thriving black market.

Shondra is responsible for establishing Rebel cells, securing supply sources and negotiating deals with potential allies. In recent months, she's supplied goods to the Friends of Paran and eventually, she let the resistance fighters know she worked for the Rebel Alliance. Slowly, the Friends of Paran have come to favor allegiance with the Rebellion and they have begun working closely with Shondra to subtly undermine Imperial efforts on Derilyn.

Not long ago, Shondra made contact with a group of pirates known as the "Khuiumin Survivors," a notorious band of cutthroats with an unsavory past. Several years ago, they were nearly wiped out by an Imperial war fleet under the command of a Captain Dadefra. Now, the pirates have rebuilt their forces and their leader, Jacob Nive, wants vengeance: he will settle for nothing less than the death of Dadefra.

Shondra's meeting with the pirates on Dega was cut short when Imperial Security Bureau (ISB) agents somehow managed to track the pirates. While the pirates were captured, Shondra managed to get off Korad and fled to Merisee. With ISB agents close behind, Shondra fled to Torina, but she was captured before she could contact Eeksa, the Ithorian pet dealer. Shondra managed to resist General Hul's interrogation droids and was sentenced to die in his Arena of Games.

The Arena of Games
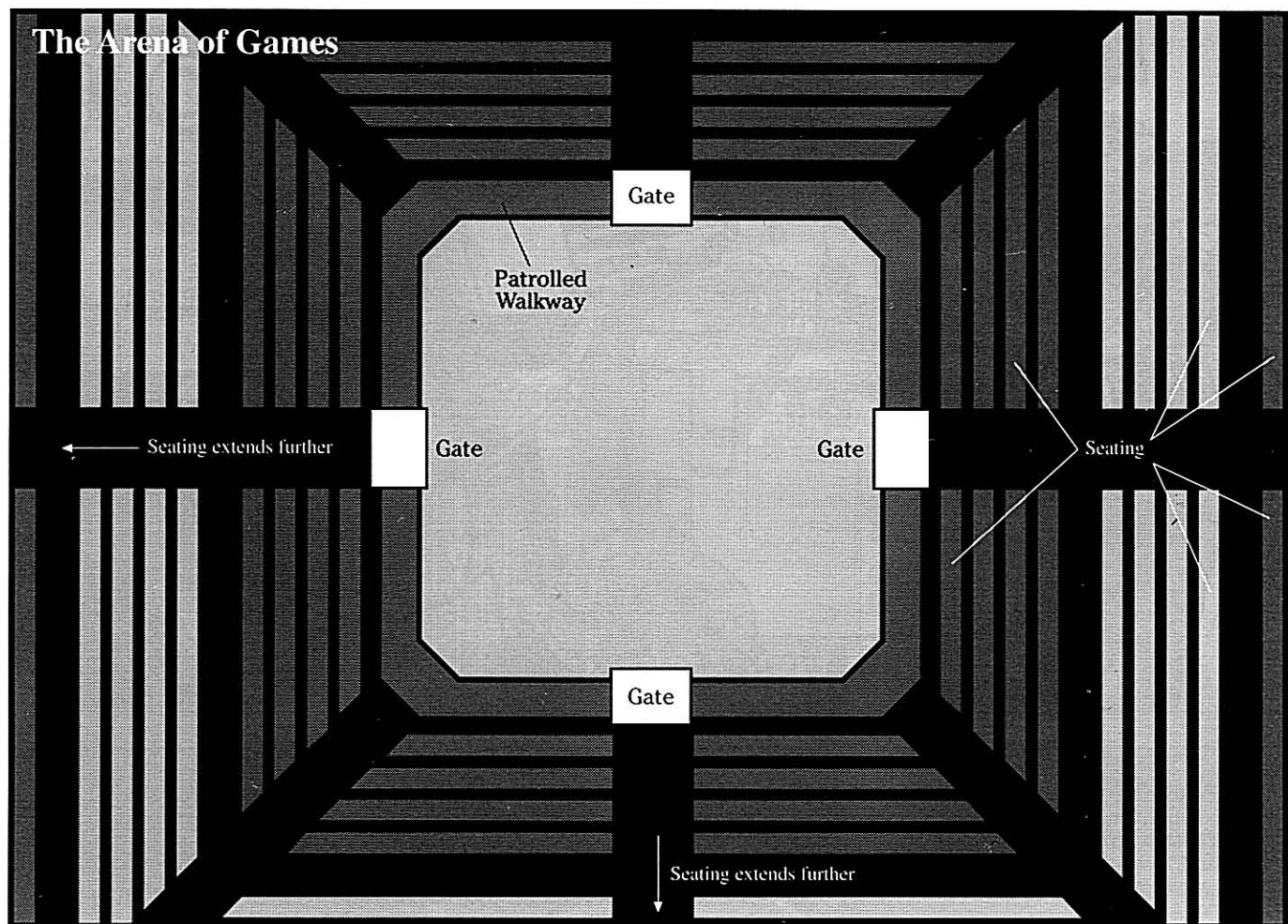
species roll, they know that Coynites fighting in a ritual battle almost never come to the aid of another Coynite in trouble. To do so would be dishonorable — for both warriors. Characters who wouldn't reasonably know this overhear spectators discussing the Coynite warrior code.

As the characters watch, they see the four poor souls who are matched against the Coynites today. Two are performing rudimentary exercises: it's obvious that they are not trained to use melee weapons. Another appears to be a short fellow hiding in a corner and fretting — yes, that's Mikos! How he managed to get captured by the Empire and sentenced to the Arena so quickly is a mystery.

The last of the opponents is a lithe female wearing a prisoner's jumpsuit. She is seen expertly fighting a training droid with a Coynite sat'skar. It's Shondra Del! She makes it clear that she's prepared to fight when she hacks the droid's head off.

Into the Thick of Battle

There are two likely options the characters can take. For the first option, the characters sneak into the dressing rooms for the gladiators and usher Shondra, Mikos and the others out before a full-scale alarm is sounded. For the second option, the characters have no choice but to vault into the Arena during the contest.

An announcement from the public address system states that today's contest is starting in a few minutes. The stormtroopers close off the viewing gallery and begin to move the remaining spectators to the ramps leading up to the stadium level. The characters are packed among the others as they are herded towards the ramp, but any character making an Easy *search* or *Perception* roll spies a doorway past the ramp that leads in another direction. If the characters make Moderate *sneak* or *Perception* rolls, they slip through the doors unnoticed by the stormtroopers.

The hallway beyond the door leads to a shower room, a medical bay and the contestants' preparation rooms.

The Medical Bay. This small, cramped room has four surgical beds, an FX-7 medical assistant droid and a 2-1B medical droid, as well as medpacs and first aid equipment, bandages, and various medicines.

If the characters look into the room, the 2-1B inquires, "What is your injury? Please come in for any assistance." If the characters don't come up with an adequate cover story, the 2-1B uses a wall comlink to alert security as soon as the characters leave. Within two minutes, a squad of stormtroopers arrives at the medical bay to search for the intruders.

The Preparation Rooms. There are two preparation rooms, both of which are identical. Each room's walls are lined with racks of jumpsuits and storage lockers. Another doorway leads to a set of stairs heading up to the gladiator ring.

If the characters are quick, they can find combatants in the rooms. One room is for the four Coynite mercenaries, who try to detain the characters and summon the stormtroopers in the other preparation room.

If the characters enter the other room — where Shondra Del, Mikos and the other humans are waiting — they must deal with four stormtroopers before free-ing their friends. If these stormtroopers are not stopped within two rounds, they use their comlinks to summon an additional squad of eight stormtroopers, who arrive in two rounds.

Stormtroopers. All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D.* Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster pistol (4D).

If the characters are quick, they may be able to sneak the prisoners out of the Arena without raising an alarm. Shondra Del explains that several members of the local resistance group, the Friends of Paran, work in the Arena and they can sneak the characters out through access tunnels.

Cut to "Let's Leave This Party."

Note: Gamemasters may want to let Shondra and the characters think they've escaped, only to have them captured by stormtroopers (or even ISB agent Cayble; see Act Three). This allows you to run the dramatic battle scene in "The Arena."

The Face of the Enemy

Read aloud:

EXTERIOR: OBSERVATION BOXES IN THE ARENA OF GAMES. *In a set of observation boxes above the gladiatorial ring, Imperial officials are gathering for the day's contest. The many stormtroopers suddenly snap to attention as the barrel-chested, bushy-eyebrowed General Hul enters, accompanied by Moff Andal and his wife. Andal takes the center seat, surveying the arena with a look of stern approval.*

"Remarkable. It looks just like the arena on Coyn. A timeless formula for holding power: entertain the bored masses while getting rid of traitorous annoyances. The Emperor will be pleased."

"The games are honored by your presence, Moff Andal." *General Hul takes a seat and gestures to his six Coynite mercenaries, who quickly take up protective positions to either side of the General, the Moff and his wife.*

"And who shall be playing this day?" *A chilling grin forms on the Moff's face.*

"We have four contestants. Two are supporters of the resistance. Today's games will teach the population the consequences of acts against the Empire. Another is a certain Rebel agent we have been tracking for some time. ISB agent Cayble and an assistant finally captured her on Torina. I found great pleasure in sentencing her to today's games."

"You are referring to Shondra Del, of course. What a relief that she was finally captured. Her supporters are growing far too numerous here on Derilyn. And the last?"

Hul's eyes narrow as he selects a cup of Bellorian ale offered by a serving droid. One of his mercenaries steps forward and carefully samples the contents with an analyzer. Not satisfied with simply checking the beverage, the Coynite pours a sample into a cup of his own and drinks it. Satisfied, he nods and passes the cup to Hul.

"The last is ... a nuisance. You could say that he was an old gambling debt that I finally paid off. This Argdran fellow approached me, claiming he had something of worth to sell. Too bad what I owed Chud was far greater than anything the fixer could offer. Eliminating him will solve a great many problems."

The Moff nods in silent agreement. "Then let the games begin."

Cut to ...

EXTERIOR: THE ARENA'S GLADIATORIAL FLOOR.

The Friends of Paran

Years ago, the people of Derilyn rebelled against the polices of the Emperor, claiming that he had overstepped his limits.

The Empire responded by dispatching a war fleet, which put down the uprising in what has come to be known as the "Sixty Hour War."

After smashing through Derilyn's meager defense forces, the Imperial fleet secured the planet, bombarding the beautiful city of Paran. All that remains of the once-proud city is a radioactive wasteland.

Many small resistance groups formed from the shattered defense forces and embittered survivors, but The Friends of Paran is the only resistance group left. Operating in small cells spread across the planet, the resistance numbers fewer than 500 active members. To date, most of the group's activities have been small operations aimed more at harassing the Imperial occupation forces than at damaging them; the group is still far too small to threaten Imperial rule.

A local cell operates out of an abandoned industrial complex outside Tekar. Shondra Del had been working with this cell prior to her capture by the Empire.

The Arena

The stairs lead to large iron gates which are guarded by two more stormtroopers. The gates are locked as soon as the combatants are ushered into the arena. (An Easy *security* roll is needed to pick the locks, but this takes two minutes.)

The broad, sandy gladiator ring is hot and uncomfortable due to the humidity. The arena is encircled by a 2.5 meter high wall (Easy *climbing/jumping* roll to climb over). A walkway circles the top wall and it is constantly patrolled by groups of stormtroopers.

The Coynites enter first, wearing traditional battle armor and carrying sat'skars and coyn'skars (Coynite pole arms). They salute the Moff and General, but the crowd is mostly silent. Then, Shondra Del, Mikos and the other two resistance fighters are led into the arena by the stormtroopers. As soon as all of the combatants are in place, the public address system calls for attention. Read aloud:

"Prisoners of the Empire. This is General Afren Hul, governor of Derilyn. You have been condemned to entertain in this arena, and entertain you shall. Choose your weapon and prepare to fight to the death."

A rack of melee weapons is pushed out. There are ritual Coynite weapons, as well as traditional vibro-axes, swords, force pikes, shields and other melee weapons. Two of the condemned select vibroblades. Their faces are sullen and expressionless. Shondra Del chooses a sat'skar and a d'skar, a Coynite dagger. She raises the weapons to the crowd in defiance and proclaims, "Citizens of Derilyn! Rise up and fight your enslavers! Death is better than surrender!"

The crowd unexpectedly cheers. Even the Coynite mercenaries are impressed: This woman has a warrior's heart! A stormtrooper knocks her to the ground with a rifle butt to her leg. Hul's voice over the public address system interrupts the shouting.

"Displays of subversion are punishable by enslavement in the mining camps or serving as entertainment in this arena. Cease this outburst immediately. Last prisoner: choose your weapon."

Mikos tries to pick up the heavy coyn'skar, a bladed pole arm. The weapon slips out of his sweaty hands and falls on his toe. The fixer grimaces in pain as the Coynites roar in amusement. A stormtrooper hands him a d'skar and a shield. Mikos takes one look at the incredibly sharp knife and frowns. It's clear that he's not much of a fighter.

The stormtroopers march off and seal the heavy doors leading out of the ring. General Hul issues a final series of commands.

"Fight until your opponent is dead. Mercy is not permitted. Glory to the Emperor and the New Order!"

Coynite Mercenaries (4). *Dexterity 3D+2, blaster 5D, brawling parry 4D, melee combat 5D+2, melee parry 4D+2, Knowledge 1D, Mechanical 1D, Perception 2D, Strength 5D+1, brawling 6D+2, Technical 1D.* Move: 10. Character Points: 3. Coynite battle armor (+2D, *Dexterity* penalty has already been applied to attribute and stats).

Two of the mercenaries have sat'skars (if used two-handed: STR+3D+1, Difficult difficulty; if used one-handed: STR+1D, Very Difficult difficulty).

One has a d'skar (STR+1D+1, Moderate difficulty) and a duracord whip (STR+1D, Moderate difficulty, adds +1D to *melee combat* skill when used to entangle opponents. If successfully ensnared by the whip, the target must make a successful opposed *Strength* roll to break free).

The last Coynite has a coyn'skar, a bladed pole arm (STR+2D for blade, STR+2 for hook, Moderate difficulty to use the blade, Very Difficult difficulty to disarm opponent with the hook).

Other Prisoners (2). All stats are 1D except: *Dexterity 2D+2, dodge 3D+2, Strength 2D+2, brawling 3D.* Move: 10. Vibroblade (STR+2D, Moderate difficulty).

The Duel to the Death

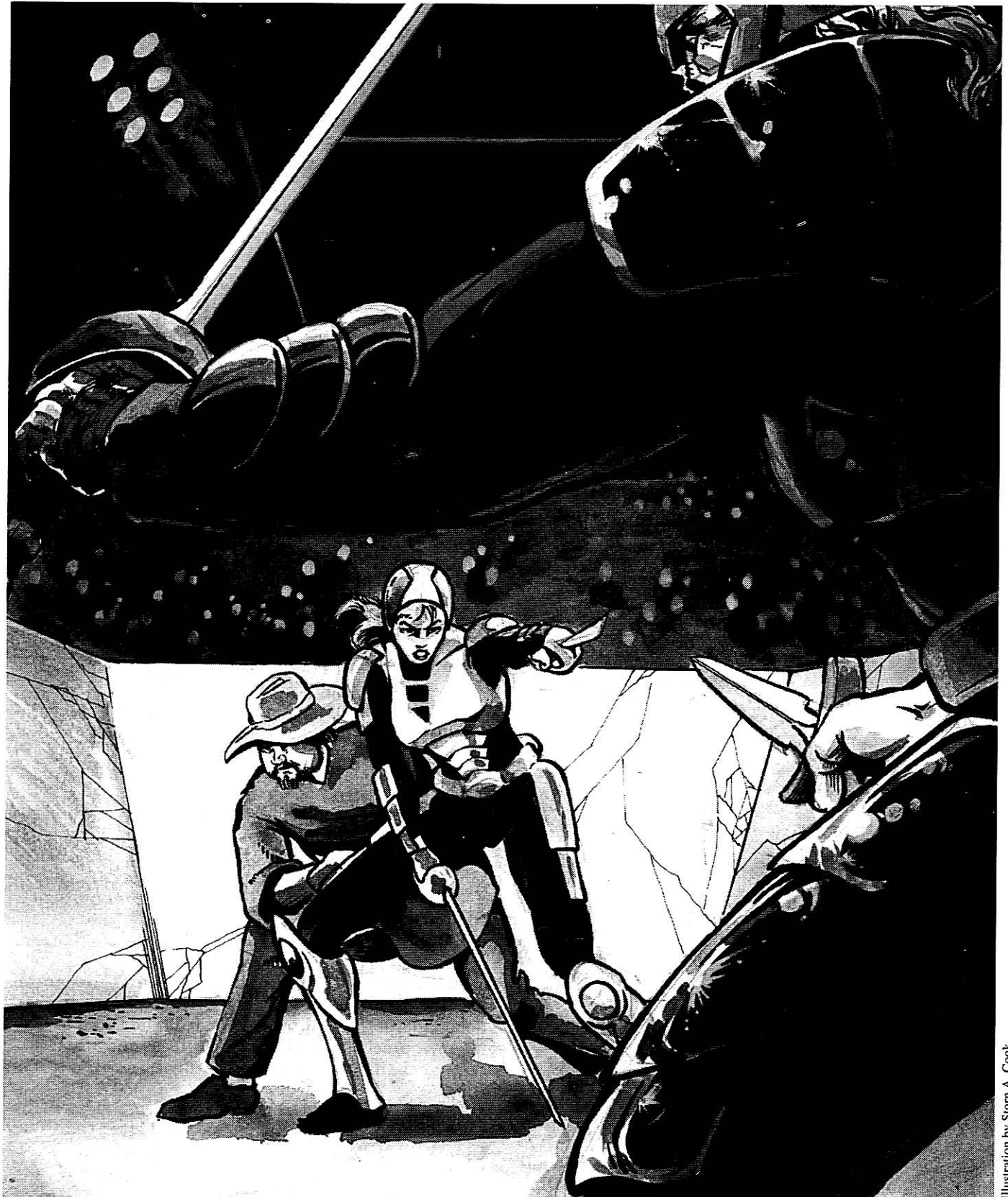Each Coynite mercenary chooses an opponent and moves into personal combat. Grinning ferociously, one

Illustration by Storm A. Cook

of the Coynite sat'skar swordsmen charges Shondra Del. Their two-handed swords clang like bells in the arena.

Fighting as bravely as possible, the two other prisoners are no match for their Coynite opponents. Shondra shouts to them to work together and the pair try to close in and protect each others' backs.

Mikos settles for a defensive route. Holding up his shield before him, he backpedals from his aggressor with the coyn'skar. Some in the crowd laugh and heckle him. This enrages the Coynite mercenary, who shouts at Mikos, "You insult me! Come over here, little human, so you can die bravely!" His coyn'skar strikes harmlessly, if loudly, against Mikos' shield.

At one point, the Coynite fighting Shondra Del knocks the sword from her hand. She resorts to her d'skar to parry away his blows, but it is clear that she won't last long …

Rebels to the Rescue

The characters will probably have to charge into the arena to save Shondra, Mikos and the other resistance fighters. Any of the characters can battle the Coynites by picking up melee weapons or by using their own weapons if they managed to sneak them in. The crowd gasps in amazement, and a slow cheer rises to ring through the Arena!

Hul's angry, sputtering voice calls out over the public address system, "Cease all combat immediately! Arrest the interlopers! Do you hear me? Arrest them all!"

Eight stormtroopers charge into the arena from the entry tunnel. Although Shondra Del can hold off her Coynite opponent, Mikos and the other resistance members look doomed. Spying the characters' timely arrival, Mikos suddenly drops the shield and shoots the Coynite with a hold-out blaster he's been hiding up his sleeve. "I was never really big on that honor thing," he explains. "Hey guys! Wait for me!"

If the characters are somehow able to hold off the first group of stormtroopers, six stormtroopers on the walkway leap into the arena. Another squad of eight stormtroopers appears in five rounds if the characters haven't yet escaped.

Another cheer goes up once the crowd realizes that the characters are not about to give up. Cries supporting the resistance call out from the spectators. Some in the crowd include members of the Friends of Paran resistance movement. Before more stormtroopers from the walkways and gates can make their way to the arena, the spectators burst into violence, wrestling the Imperial troopers to the ground. Another group of stormtroopers near General Hul's seat tries to set up an E-Web repeating blaster, but they too are attacked by the crowd. When a stormtrooper shoots into the crowd, a full-fledged riot breaks out in the stands!

General Hul continues to shout into the public address system, demanding a return to order, but his orders are ignored. Within a few minutes, several transport speeders arrive, each carrying dozens of stormtroopers. While the battle rages, an indignant Moff Andal and his wife are escorted by a platoon of stormtroopers to their armored speeder.

Friends of Paran. All stats are 2D except: *blaster: blaster pistol 5D, grenade 4D, streetwise 6D, hide 5D, search 5D, sneak 6D, brawling 4D*. Move: 10. A few have managed to smuggle in knives (STR+1D) or hold-out blasters (3D).

Let's Leave This Party

Seizing the initiative before they are swamped by arriving Imperial forces, Shondra Del motions for the characters and Mikos to follow her through one of the arena gates. Several Friends of Paran members work in the Arena as cleanup and service personnel — they lead the way out through a series of connecting underground service tunnels.

When they reappear on the surface via a sewer access grate, the group is beyond the Imperial checkpoint to the arena. With the Imperials too busy trying to contain the riot within the arena, the whole group slips away unnoticed aboard waiting speeders that are owned by the resistance members. The characters, Mikos and Shondra Del are offered a ride back to the spaceport and the waiting *Galax Titan*.

Now that everyone has a chance to catch their breath, Mikos tries his best to explain.

"The decoding program finally deciphered Lud Chud's data. That slug keeps a huge weapons dump out in one of his warehouses. Now, I saw the scanning crew examining the *Titan*, so I knew I had to leave right away. I mean, I didn't want to leave you guys behind, but you would have just gotten in the way. It's nothing personal! Believe me, I think we make a great team, but I had to move.

"So, I planned to offer General Hul the data in exchange for Shondra Del's life. That Imperial gundark had other plans. I guess he owed Lud Chud a gambling debt and thought he could pay it off by getting rid of me. The nerve of that man! He had me sentenced to death in the Arena! Fortunately, I never let the General know where the dump is located. No problem!"

Shondra Del thanks Mikos for "volunteering" to give up the data, saying that the weapons dump can go to good use arming the members of the resistance here on Derilyn. This sends Mikos sputtering, since he had hoped to sell the information back to Lud Chud to save his own precious hide! Mikos' protests end when he's reminded that they could just turn him over to the Empire.

The fixer suddenly has a change of heart. "I'll join the Rebellion! That's it! They gotta pay better than Lud Chud! Blast it, anyone pays better than that eight-legged gangster! How much do they pay? Nothing? You

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Read aloud:

EXTERIOR: OBSERVATION BOXES IN THE ARENA OF GAMES. *General Hul storms around the spectator box, his fists clawing at invisible enemies. The governor suddenly turns on the room's furniture, kicking and throwing pieces around like they're children's toys. Goblets smash against transparisteel windows while chairs are smashed to splinters. His closest aides look on in shocked silence.*

An aide silently steps into the room. Thinking better of interrupting the General, the aide stands in silence.

Finally, General Hul notices the aide. "What is it?"

"Sir. We've received a priority communication from Captain Dadefra of the *Brazen*!"

"Report."

"They encountered a pirate force hiding near the Degan Gas Clouds ... beyond all original estimates, sir. The *Brazen* has been severely damaged. They have a large number of casualties. The ship is coming in to dock with the defense platform right now. It should arrive by 2200 hours, local time."

General Hul turns and gazes out onto the now-empty Arena. There's little indication of the carnage from earlier in the day.

"Rebels. Resistance fighters. Pirates. Perhaps what I suspected all along is true. I have been far too lenient on these people. They still have too much spirit. Effective immediately, Derilyn is under total martial law. I want all military patrols doubled. Searches of private residences may be conducted at will. Interrogate the citizens, confiscate personal property, tighten the mandatory curfews. Execute anyone who shows even the slightest disrespect for the Empire's authority. Disable the communication grids so the people here are cut off from the rest of the galaxy. Let them think they're on their own. I want a complete lockdown in the starport — no one gets on or off this planet until further notice.

"Get the work crews up to the Space Platform. I want the *Brazen* to be operational as soon as possible. And order Agent Cayble to meet me at my residence. It seems his work is not over yet."

Cut to ...

EXTERIOR: TEKAR STARPORT

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mean you guys are working for free? Well I gotta speak to someone in charge about this. I mean, Mikos doesn't work for free! It's just a policy I have. Have you thought about unionizing? I could be a guild leader! Honest, scrupulous, with keen judgment ... those are traits I have in abundance. Why are you slowing down and opening the door to the speeder? Hey guys I was only kidding! Guys? Guys!! Hey, that pavement looks awfully hard ..."

Tekar Starport

While the characters are making their way to the Tekar Starport to escape on their ship or aboard the *Galax Titan,* they are forced to turn around. Traffic is completely cut off by Imperial blockades and all public communications frequencies are broadcasting a repeating message: "By order of General Hul, complete martial law is now in effect. All citizens are ordered to report to their homes. Anyone not following this directive risks arrest."

The characters have only a few moments to consider their options. Stormtroopers are checking ID cards closely: there's no way Shondra Del and Mikos will get through the checkpoints. It's also quite likely that the characters' faces are being broadcast all over the planet, with warrants for their arrest.

Shondra orders them to turn around before they're discovered. She says that they could hide at a Friends of Paran base near Knellis, an industrial city east of Tekar.

Rewards

The characters should receive four to six Character Points for completing Act Two, plus additional rewards for roleplaying.

Cut to Act Three, "Death of a Star Destroyer."

Act Three
Death of a Star Destroyer

In This Adventure

Stranded on the planet Derilyn, the player characters must assist a Rebel resistance cell in infiltrating an Imperial base. During this mission, they learn that an Imperial Star Destroyer, the *Brazen,* is docked at the Derilyn Space Defense Platform orbiting the planet. Nearly destroyed in a recent pirate attack, the *Brazen* is a perfect target for Rebel sabotage. If the characters can find a way to get to the space station, they can destroy the helpless Imperial warship!

Episode One: A Stroll Around the Block

Summary

With all travel on and off Derilyn restricted, the characters are forced to hide with a Rebel resistance group. The characters must infiltrate an Imperial Monitoring Garrison to learn why security has been so tight recently. During the mission, they are betrayed and must act quickly to escape capture.

Mission Briefing

This episode begins almost immediately after the end of Act Two. The journey to Knellis is quite tense, as the characters must avoid several Imperial roadblocks. Shondra Del directs the characters to the Friends of Paran base, which is hidden in the basement of an old industrial factory complex. Twisted, rusting metal girders and collapsing buildings seem to stretch for kilometers as the landspeeder makes it way through long-neglected streets. Most of the buildings are gutted.

The landspeeder turns toward a nondescript pile of rubble, which conceals a path to a makeshift garage. The garage's entrance is well-hidden and the characters can dimly make out sentries in the distance. Shondra Del reassures the characters that the base's guards spotted the landspeeder several minutes ago. She quickly escorts the characters to a turbolift, which drops to an underground chamber.

During the trip, Shondra tells the characters what she knows: there is a pirate gang operating throughout the outlying regions of the sector. Calling themselves the "Khuiumin survivors," they are determined to cause as much trouble as possible for the Empire, particularly by raiding its cargo convoys. They also want to kill Captain Dadefra, commander of the Star Destroyer *Brazen;* apparently, he led an attack several years ago that nearly wiped out the pirate gang.

Shondra met with some of the pirates on Korad and brokered a deal. She is to find a way to get the shipment schedules for Imperial cargo convoys and get the patrol schedules for the three Star Destroyers. With this information, the pirates have the chance to raid Imperial shipping at will, while the Rebellion benefits simply because the pirate raids will force the Empire to divert all of its resources to countering these attacks. Then, underground Rebel cells across the sector will have a chance to develop a foothold and perhaps threaten the Empire's rule.

The Hidden Base

The turbolift doors open into a dimly-lit hallway that smells of droid lubricant. Dozens of resistance members scurry about — it's hardly possible to believe that such a place could exist beneath the barren ruins above.

Anti-Imperial graffiti covers the walls, while crude blast doors mark the entrances to rooms. Power cables and communication lines dangle from the ceiling. The wandering droids appear battered and antiquated.

Shondra Del leads the characters to the base's command center, a room cluttered with computers and strategic holographic maps. Shondra introduces them to a short middle-aged woman named Dnalla, who warmly greets them, saying, "I'm glad you could come to our aid. The struggle here on Derilyn has not gone well; losing Shondra would have made things even worse for us. Getting information from off-world has been difficult in the best of times, but now we are completely cut-off from the rest of the galaxy. From what we know, it seems that General Hul is stopping all travel on and off the planet. Fortunately, one of our agents is a maintenance worker at Tekar's Imperial Monitoring Garrison. I'm hoping that when he checks in we'll have a better idea of what's going on."

Rest and Recuperation

The characters have a few hours to relax, clean-up, and get a warm meal. Their blasters can be recharged and they can have repairs done on their equipment. Mikos Argdran soon begins making a nuisance of himself; after getting stern looks from several resistance members, he begins tagging along behind the characters.

While the characters are wandering the base (use the map "Friends of Paran Base," shown in Episode Two), they meet several of the resistance members:

Ratoog. Ratoog is the base's computer and droid specialist, although he's also a rather good soldier since he's a Gamorrean. He dresses in loose-fitting tech suits and wears a "linguibox" at his belt to translate Gamorrean into Basic. He wins at sabacc … a lot.

Ratoog. *Dexterity 2D, blaster 2D+2, brawling parry 3D, melee combat 4D, melee parry 3D+1, Knowledge 1D, streetwise 2D, Mechanical 1D, Perception 2D, con 2D+2, gambling 5D+2, Strength 4D, brawling 5D, Technical 1D, computer programming/repair 7D, droid programming 5D, droid repair 4D+2.* Move: 8. Computer tool kit, vibroblade (STR+1D), hold-out blaster (3D+1).

Kailage Lanis. Kailage is a rather plain young woman with red hair and green eyes. She seems quiet and reserved, but put her behind the controls of a speeder and her daring is readily apparent. She's good friends with Sneeze.

Kailage Lanis. All stats are 2D except: *blaster 3D+1, repulsorlift operation 5D+2, repulsorlift repair 4D+2.* Move: 10. Blaster pistol (4D), toolkit.

Sneeze. This wild-eyed young man has long, unruly brown hair. He's always working on the base's speeders and describes himself as a "soldier and all-round trouble-maker." He's very good at the first part and most everyone at the base has a story about the last part. No one knows Sneeze's real name; he says he got his nickname because "I can smell the Impies coming … and I'm real allergic."

Sneeze. All stats 2D except: *blaster 5D, dodge 5D+1, vehicle blasters 4D+2, search 4D+2, blaster repair 3D, repulsorlift repair 4D+2, security 4D+2.* Move: 10. Blaster pistol (4D), comlink, blast vest (+1D physical, +2 energy).

N2-3P0. This protocol droid is blue with gold trim. She works in the command center, decrypting Imperial messages. She also acts as a translator and peppers her speech with Gamorrean curses that would make a rancor blush. She particularly likes Ratoog and seems to be learning some of the finer points of sabacc from him.

N2-3P0. All stats are 1D except: *Knowledge 3D, cultures 6D, cultures: Gamorrean 7D, languages 10D, communications 4D, sensors 4D+2, gambling 4D.* Move: 8.

Dineas D' Ink. Dineas D' Ink is an aggressive and pushy young man, but he's also regarded as the best infiltration specialist at the base. He has a good knack for getting into and out of sensitive facilities without being discovered. He's quite arrogant and egotistical and many people take an instant disliking to him. However, Ratoog, Kailage and Sneeze are very loyal to him because he's saved their lives on several occasions. Dineas hides a much darker secret which becomes apparent later on in this adventure.

Dineas D' Ink

Type: ISB Agent
DEXTERITY 3D+2
Blaster 4D+2, dodge 4D+1, grenade 4D, melee combat 4D+2, running 5D
KNOWLEDGE 2D+2
Bureaucracy 3D, intimidation 3D+2, languages 3D+2, streetwise 4D, survival 3D+1
MECHANICAL 3D
Ground vehicle operation 3D+2, repulsorlift operation 4D
PERCEPTION 3D+1
Command 4D, con 4D, forgery 3D+2, investigation 4D+1, persuasion 3D+2, sneak 4D+2
STRENGTH 2D+2
Brawling 3D+2, climbing/jumping 3D+2
TECHNICAL 2D+2
Computer programming/repair 3D+2, droid programming 3D, security 4D
Force Points: 1
Dark Side Points: 1
Character Points: 8
Move: 10
Equipment: (As resistance member) Blaster pistol (4D), blaster rifle (5D), 2 fragmentation grenades (5D/4D/3D/2D), comlink. (As ISB agent) Heavy blaster pistol (5D), comlink, ISB uniform, vibroknife (STR+1D+2), binder-cuffs, rank cylinder code key

Capsule: Dineas was just 10 years old when the Empire destroyed the city of Paran, killing his entire family. The young boy was sent to an Imperial orphanage, where he was totally brainwashed by Imperial propagandists; in time, the bitter young man developed a lust for power that only the Empire could sate. Recruited into the ISB before he was 16, he soon fell under the sway of agent Tolamyn Cayble.

Dineas has only recently been allowed to infiltrate the ranks of the resistance movement on Derilyn. Despite his "obvious" skills (they're obvious to him, anyway), he has yet to work his way into the group's "inner circle." He is constantly maneuvering to improve his stature so he can find out exactly what the resistance has planned. Once he does find out, he plans on reporting to Agent Cayble so the Imperials can raid the base.

At the beginning of Episode One, D' Ink is acting as a Rebel resistance member. He is annoyingly smug. Since he doesn't know what the mission is, he is constantly asking questions of the player characters in an attempt to learn what's going on. When rebuked, he backs off and sulks, but continues to observe the characters closely.

In Episode Two, he becomes a primary antagonist when he's revealed as an Imperial Security Bureau (ISB) agent and helps lead the attack on the Friends of Paran base. If the characters do confront D' Ink, he's even more smug and

arrogant while expounding the virtues of the Empire and boasting that the Rebellion is doomed to failure.

Information from the Outside

Several hours after the characters arrive, word spreads through the base that the resistance agent from the Imperial Monitoring Garrison has arrived to speak with Dnalla and Shondra Del. While the characters aren't allowed into the initial briefing, they are called in a few minutes later. (Dineas D' Ink is *not* there; this is an important point that figures in the rest of the episode.)

Dnalla explains that she needs the characters to undertake a mission for the resistance. Shondra says that she will be conducting another mission simultaneously: she and a small group are going to raid Lud Chud's weapons warehouse and grab as much as they can.

Dnalla then introduces the agent who works inside the Monitoring Garrison. He's a young man named Pter Venteck who quickly explains, "There's a reason for the crackdown and it's not just that you folks embarrassed the governor in front of everyone. There's something big going on up at the space station; they're calling it 'Operation: Elrood.' Security's been tightened and there's a million military shuttles going back and forth. They're getting every military tech and engineer they can get their hands on up into orbit. Everyone's tight-lipped about what's happening.

"I'm just a maintenance guy and I can't get into the communications and computer centers during my shift. But I can help you get into the base. I work the night shift and we're conducting our periodic maintenance program. I can use that as an excuse to shut down some of the security measures without raising suspicion. I can give you half an hour to get in and out of the building. If you can get a slicer inside the computer centers, we can find out what's going on!"

Melvor Khamp's Briefing

Dnalla then steps forward to introduce an older gentleman named Melvor Khamp. While he speaks slowly and deliberately, there is passion and dedication in his voice. He expects the characters to succeed ... and his conviction is inspiring in spite of the desperate situation.

Melvor Khamp

Melvor is a former Imperial engineer and a native of Derilyn. He is old, slightly absent-minded and deeply embittered towards the Empire and all it stands for. He was stationed at the Sluis Van shipyards when he received word of the destruction of Paran. Granted emergency leave, he returned to Derilyn only to discover that his entire family was killed during the bombing.

Rather than return to serve the Empire, he disap-

peared into Derilyn's underground communities, organizing one of the first resistance groups on the planet. He desperately wants to inspire the people of Derilyn to fight the forces of the Empire.

Melvor Khamp

Type: Former Imperial Engineer
DEXTERITY 2D+1
Blaster 4D, dodge 4D
KNOWLEDGE 3D
Planetary systems 3D+2, tactics 4D, value 4D
MECHANICAL 4D
Capitol ship gunnery 4D+2, capitol ship shields 4D+2
PERCEPTION 2D+2
Con 3D+2, gambling 3D+1, search 4D
STRENGTH 2D
Brawling 3D+2
TECHNICAL 4D
(A) capital ship engineering 8D+2, capital ship repair 9D, computer programming/repair 7D, demolitions 7D, droid programming 5D, droid repair 6D+2
Force Point: 1
Character Points: 8
Move: 8
Equipment: Datapad, pocket computer, hold-out blaster (3D+1), 200 credits, fine work tools, white lab coat

Read aloud:

"It was not so long ago that our world was free. Back then, I was an engineer for the Empire and before that the Old Republic ... I was *proud* to be part of the Empire. I never believed the stories I heard about the atrocities.

"Then, I learned the truth. My world — encouraged by Senator Wuxod — had been protesting recent directives from the Emperor. After one too many impassioned speeches, Wuxod disappeared. Derilyn became a hotbed of rebellion; it was whispered that the world was ready to secede from the Empire. Because I was from Derilyn, I was under suspicion even though I had done nothing wrong.

"Without warning, an Imperial fleet arrived here. Orbiting Star Destroyers bombed the city of Paran out of existence. That city was my home. Over 500,000 people died there, including my entire family ... but they have not been forgotten. We honor their deaths by calling ourselves the 'Friends of Paran.'

"Your mission tomorrow may help us strike a blow against the Empire. The Imperial Monitoring Garrison at the Tekar starport is a major military communications post. Despite the presence of Pter Venteck, we have been unable to infiltrate this base's computer system to get information.

"That may change now. An ancient system of storm drains and aqueducts underneath the city extends to the starport and military base. When the Garrison was built, the construction crews simply filled in the drains and built over them. Two weeks ago, it was discovered that one of

these passages is still intact. It emerges in the antenna field directly across from the Monitoring Garrison. With security now focused on maintaining a series of perimeter checkpoints, it may actually be easier for you since this drain brings you up well inside the base.

"Venteck can assist you in getting inside the Garrison by shutting down some of the building's security measures on the pretense of performing maintenance.

"Once inside the Garrison, your mission has several objectives. First, you must retrieve all datafiles pertaining to 'Operation: Elrood.' This is the codename for the current situation at the Derilyn Space Defense Platform.

"Second, you must download all files pertaining to Imperial shipping in the sector.

"Third, you must upload a file I've prepared for you. This file will establish credible false identities for yourselves and Shondra Del. You're posing as starship engineers who've been reassigned to the Defense Platform. This will get you off the world so you can continue the fight elsewhere.

"Finally, you are to install and implement a specialized computer chip — a 'slicers' key' — in the Garrison's central computer. This chip will enable our agents to slice into the Garrison's computer to retrieve, upload or change datafiles. As you can imagine, this could be a valuable secret weapon in the war against the Empire. However, for the key to work, it must be installed from inside the base.

"This key has an important piece of virus software that deletes all system records of computer activity in the past 24 hours. Therefore, while the Empire will know that their machines have been tampered with — I think that's inevitable — the destruction of the logs means that they will have no idea which files have been altered, uploaded or downloaded. While in time they will be able to figure out which files have been altered, we have several days to act before they can put all the pieces together. By that time, the pirates will know all the Imperial shipping routes and you will be away from Derilyn.

"You have several pieces of equipment at your disposal. Floor plans, computer schematics, and detailed instructions have been downloaded into this datapad; study them well and then get some rest. Your mission begins at 2000 hours this evening."

Mission Equipment

In addition to their personal equipment, the characters are given a datapad, which holds maps for the drain system and the Garrison: see the maps "Base Tekar"

and "Imperial Monitoring Garrison, Fourth Floor."

They also receive a computer chip — the slicers' key — in a shock-proof case, and one portable plasma cutter with three fuel cylinders.

Each character is given the following: a medpac, a secure comlink, a CS-12 Stun Master with two charge packs and a Line Master TLG.

You may consider player requests for additional items, granting those that seem reasonable. The base's resources are very limited, so thermal detonators, repeating blasters, and other exotic items aren't available.

Slicers' Key

When properly installed inside a computer or workstation, this computer chip exactly mimics the functions of the chip it replaced. However, it has an additional circuit that allows the person with the proper password to access the computer to retrieve, upload or alter files.

The chip can be accessed from any terminal for that computer system (for example, agent Venteck would be able to access the base's entire computer network from any terminal in the building). Most of these chips have a micro-charge that destroys the device when the proper code is transmitted or if it is tampered with without first entering the proper password.

The chip's designer must have detailed knowledge and schematics of the system that's being "bugged." Building the chip requires approximately 400 credits worth of parts and circuitry, and about 40 hours of work.

The designer makes a *computer programming/repair* roll, which is now the difficulty number for any other computer operator to detect this board when it's in use. The gamemaster may assign penalties or bonuses based on the accuracy of the schematics and the materials used.

Melvor Khamp has enhanced this particular chip by adding a virus program that automatically wipes out all use logs for the system over the past 24 hours.

It's important to note that most slicers' keys are only used once or twice before their presence is discovered. Therefore, the user must take maximum advantage of the limited amount of time he'll have to upload, download or alter files.
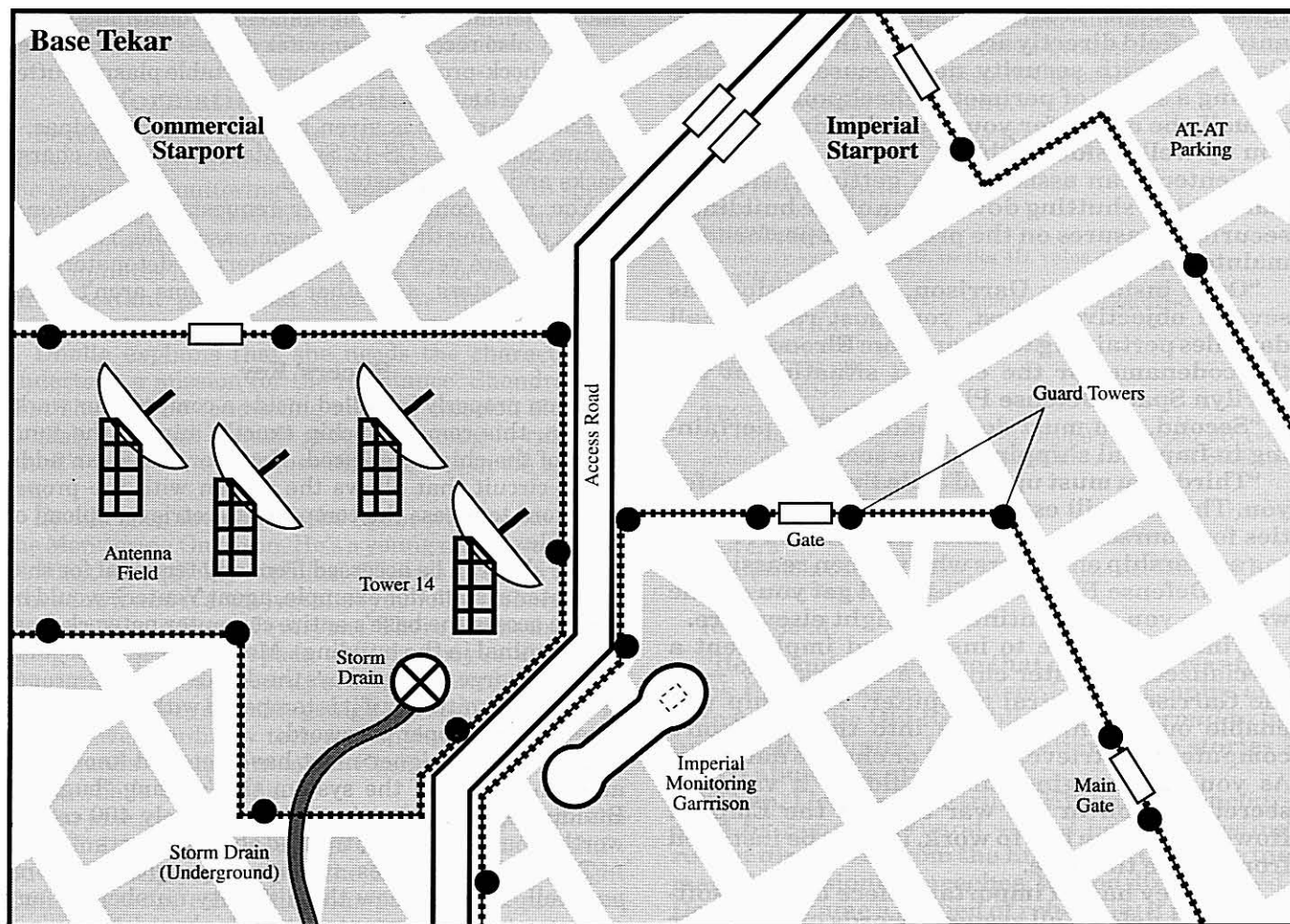
> ***Example:*** *A technician with a* computer programming/repair *skill of 5D rolls a 20 when creating a slicers' key chip. If someone else using the computer rolls a 20 or better, he detects the chip if it is in use.*

Line Master Tube-Launched Grapple (TLG)

The Line Master TLG is a portable, one-shot grappling device. The unit is a hollow cylinder 40 centimeters long and 10 centimeters in diameter; it resembles a lightsaber hilt.

Base Tekar

Commercial Starport

Imperial Starport

AT-AT Parking

Access Road

Guard Towers

Antenna Field

Tower 14

Gate

Storm Drain

Imperial Monitoring Garrison

Main Gate

Storm Drain (Underground)

The unit features a pop-up targeting sight, a retractable hand grip with braking controls (allowing controlled descents), 100 meters of ultra-light micro-woven synthecord, a small motorized winch system, and a hook for a harness cable.

The grapple head is a flat, flexible disk coated with a strong bonding agent. Upon launch and impact, the grapple head instantly bonds, creating a strong seal in less than two seconds. The Line Master can be anchored to another object via a similar disk, which has a 10-meter cord.

Pressing a stud causes the winch to take up any slack. The line can support up to 200 kilograms. While the hand grip is often used to freeslide down the line, the motorized winch can pull a full load up the line at a speed of 25 meters per minute. (Move: 2.)

Line Master TLG. *Missile weapons* skill, costs 800 credits, availability 2, R. An Easy *missile weapons* roll is required to fire the grapple on target.

Hand-Held Contact Stunner

The contact stunner is a hand-to-hand stun weapon developed for bodyguards and security forces. Easy to operate and conceal, the weapon is quiet and non-lethal.

The CS-12 is small cylinder, 15 centimeters long and 5 centimeters in diameter. A flat disk with 13 contact studs protrudes from the forward end; it delivers a virtually silent electronic stun charge. Easily-concealed and made of consumer grade materials (body strength 1D), the contact stunner can usually be smuggled through most weapon detectors. A military version (made of more durable components) has a body strength of 3D, but costs about 1,000 credits.

SoroSuub CS-12 Stun Master. Character-scale, *Melee combat: contact stunner* skill, Very Easy difficulty, 4D+2 stun. Costs 575 credits (power cells are 15 credits), availability 2, R, ammo 5. Easy to hide (+2D to *hide* against weapon detectors, +1D against physical searches).

Portable Plasma Cutter

A portable plasma cutter is a small, hand-held device that's slightly larger than a standard hold-out blaster. A portable fuel cylinder attaches just forward of the

unit's pistol grip, although the cutter has a small internal fuel supply. The cutter's internal fuel supply lasts for four minutes, while the canister has enough fuel for one hour of continuous use.

An adjustable focusing device allows the user to adjust the plasma discharge for the required depth and intensity. Standard blaster gases are used to create this small, extremely focused plasma, which is capable of rapidly cutting through blast shielding and durasteel. Each cutter includes a set of blast goggles; additional goggles cost 15 credits per pair.

It takes one round per 1D of body strength to cut a two-meter by one-meter hole. (For example: a blast door with 6D body strength would take six rounds.) When used as a weapon, the plasma cutter causes 7D physical damage; a Moderate *melee combat* roll is needed to hit. The blast goggles or a blast visor must be used with the cutter; anyone within two meters without proper eye protection must make a Moderate *Perception* roll to look away or be blinded for three minutes. (If someone is blinded, an attacker gets +10 to hit in combat.)

Portable Plasma Cutter. Cost 150 credits (gas canister 20 credits), availability 1. 7D damage, Moderate *melee combat* roll to hit.

The Mission Plan

Hand the players a copy of the map "Base Tekar." Shondra Del outlines the following plan; the characters can try to come up with another plan, but it's up to you to determine how successful it may be.

The characters are to slip through the base's security by use of the storm drain under the antenna field. Dineas D' Ink, Ratoog, Kailage Lanis, Sneeze and N2-3P0 are to accompany them during this part of the mission.

When, they emerge in the antenna field, the characters are to proceed to the Monitoring Garrison; Ratoog joins them if the characters do not have their own computer slicer (needs *computer programming/repair* of at least 6D). Meanwhile, Dineas D' Ink and the rest of his team are to secure a maintenance speeder to act as a getaway vehicle.

To infiltrate the Garrison, the characters must climb Tower 14 and use the grappling launchers to launch and secure lines to the roof of the Monitoring Garrison.

Once on the Garrison's roof, they can retrieve a satchel left for them by agent Venteck; it will have uniforms, ID badges, and a security cylinder. Venteck will leave a datadisk with instructions for them. They are cautioned that the building has numerous security sensors and alarms, so they must find the satchel before doing anything else.

The characters must pass through the building's air shafts to reach the fourth floor. Once inside the lab, they will be able to download and upload the necessary files, and install the slicers' key.

With the primary mission completed, the characters are to return to the roof and slide back over to the antenna field. It's preferable that they escape by using the aqueducts, but in an emergency, they can use the escape vehicle Dineas D' Ink and the others have prepared.

With the mission completed, they are to return here to the base in Knellis.

Dineas D' Ink's Objective

Dineas D' Ink may be an Imperial agent, but he's not a particularly good one. When he hears about wandering through the aqueducts, he assumes that the mission is simply to observe the nearby military starport to find out which ships are taking off and landing. He assumes the mission will take several hours. At some point during this mission, he intends to sneak off by himself and call in ISB forces to have his "fellow Rebels" rounded up for questioning and interrogation.

At some point — when someone comments about the mission or the characters begin tinkering with their gear — D' Ink begins to suspect that something more complicated and treasonous is in the works. From this point on, his objective is to manipulate the characters into telling him what's going on. Failing that, he'll try to talk them into letting him go along on the mission so he can personally find out what's happening. Once he finds out the mission's objective, he'll call in ISB forces.

If the characters reveal the existence of the slicers' key or D' Ink finds out where it's installed, the mission is a failure for the Friends of Paran. The key is quickly discovered and removed shortly after the characters leave the base and, as shown in Episode Two, the Friends of Paran base in Knellis is raided by Imperial forces.

This mission is a success for the resistance members if D' Ink doesn't find out about the key. Imperial slicers examining the computer system draw the conclusion that the Rebels were only trying to steal datafiles concerning the *Brazen*.

Getting Into the Base

The characters begin the mission at the entrance to the tunnel system; using the map on their datapads, they must find their way through the winding tunnels to get inside the Imperial Monitoring Garrison. It's 2000 hours: early evening, just after dark.

Setting the Mood. This is a tense scene where the characters must infiltrate a heavily-fortified enemy base. The slightest mistake can trigger alarms and Imperial patrols can pop up anywhere. When the enemy is sighted, the characters must act swiftly or else the alarm will be raised.

The characters must wander through the dark, cold, wet tunnels for about two kilometers. There are many turns and branches, so they must follow the map carefully.

Upon arriving at the exit point, the characters must use pry bars, sledgehammers and their fusion cutter to slice through the ceiling's ancient brick and mortar. After digging through nearly a meter of rock, dirt and permacrete, they see a shaft of light. After finishing the excavation, they emerge in the cellar of an Imperial maintenance building.

The room is filled with crates and boxes of aging cables, computer accessories, and sensor components. Power cables and water pipes run along the ceiling and walls. A single grated door (3D body strength) with an aging lock (Easy *security* roll to open) is all that stands between the Rebels and the stairwell to the first floor.

At the top of the stairwell, a solid blast door (6D body strength) is protected by a standard Imperial lock. A Moderate *security* roll is needed to open the lock; if the roll fails, a silent alarm is triggered. A squad of Imperial Army troops arrives in one minute to investigate.

The first floor has a long hallway that leads to the main entrance. Several small offices are located on either side of the hallway. The building is empty: it's apparently locked down for the night. If the characters search the offices, they find nothing of value.

The main entrance has a sealed blast door (6D body strength). The characters must pick this lock as well: another Moderate *security* roll is needed. If the roll fails, a silent alarm is triggered. A squad of Imperial Army troops arrives in one minute to investigate.

Once the doors are open, read aloud:

As the blast door silently slides open, you see that your intelligence was right on target. Before you, dozens of gigantic communication platforms and array towers reach skyward. Hundreds of sensitive relays and monitoring devices hang suspended or cling tenuously to the impossibly slim supports. From here, the Imperial forces receive millions of reports and sensor readings each day. Directly ahead you see your objective, Tower 14.

The characters can now climb one of the larger array platforms facing the Monitoring Garrison, while Dineas D' Ink and his crew begin sneaking across the antenna field towards a maintenance garage. They are supposed to prepare a speeder truck for the getaway.

Roving patrols of Imperial Army troopers guard both the array complex and the Monitoring Garrison across the road way. There are three-meter-tall security fences on each side of the road; guard towers are spaced every few hundred meters.

Unless the characters do something to give themselves away, they need to sneak past only one patrol (make an opposed roll, comparing the characters' *sneak* rolls to the troopers' *Perception* of 2D) to safely reach the tower. The tower is 70 meters tall, but not very difficult to climb; this requires three minutes and a Moderate *climbing/jumping* roll. The characters' objective is a narrow service walkway near the top of the tower.

From the walkway, the Rebels can shoot the grappling lines (Moderate *missile weapons* or *Dexterity* roll) to the Monitoring Garrison rooftop, nearly 80 meters away. The rooftop is only 30 meters above ground level. The characters must make an Easy *search* or *Perception* roll to time their crossing to slide unnoticed above the patrols and troop carriers passing on the road below. Characters must make Easy *lifting* or *Strength* rolls to hold on for the slide across the road (or they can simply use a harness cable).

Imperial Army Trooper. *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1, Technical 1D.* Move: 10. Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), 2 grenades (5D), helmet comlink, survival gear, utility belt with supplies, code key cylinder.

Patrol Tactics. The Army troopers patrol in pairs. They automatically investigate any loud noise or noticeable movement. If an alarm is tripped, an entire eight-man squad investigates the disturbance. The patrols and squads maintain comlink contact with the main garrison and request aid if they exchange blaster fire with anyone. The troopers use cover to their advantage while trying to detain and capture intruders.

Because of the expensive and delicate nature of the sensor arrays, the troops hesitate to use grenades, instead preferring to use blasters set for stun. If the characters engage in a prolonged firefight, an additional eight-trooper squad arrives every three rounds. There are a total of 10 squads available to patrol the sensor array and Monitoring Garrison.

The troopers combine fire whenever possible. They switch to lethal settings if the characters refuse to surrender.

Getting In

Once on the Garrison building's roof — which is 10 stories up — read aloud:

A multitude of junction boxes, antennae and maintenance panels offer plenty of cover as you make your way to the building's main ventilation shaft. Your orders tell you that a satchel should be hidden somewhere around here. You can hear the rhythmic sounds of giant fan blades inside the shaft: once the fans are shut down, this is your way in.

The characters must make a Very Easy *search* or *Perception* roll to find a small, black satchel. Inside the satchel are five maintenance uniforms, five ID badges and one security cylinder. There is a small datadisk and a comlink.

If the characters play the message on the disk, the image of Pter Venteck appears. "I'm glad you're here.
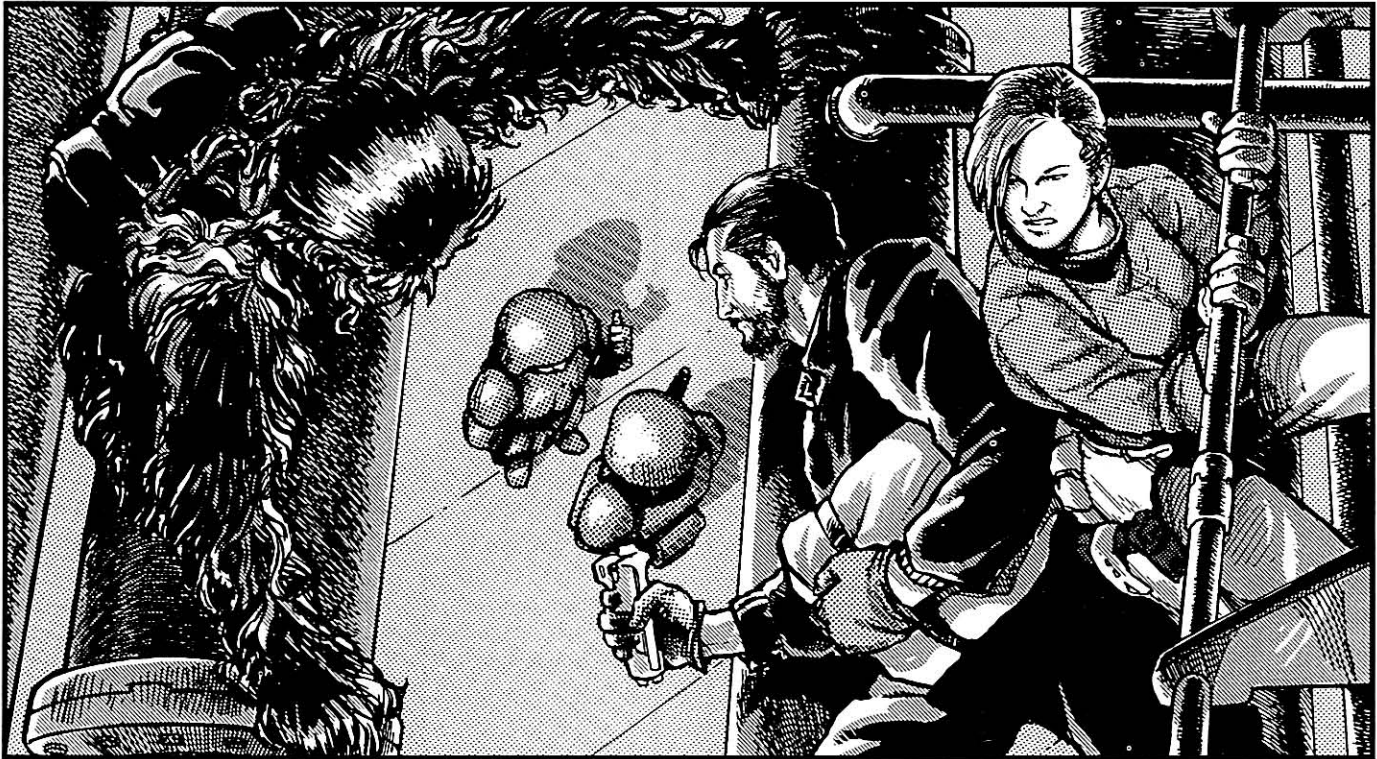
Illustration by Mike Vilardi

The ID badges and security cylinder will get you past the security desk on the fourth floor, but they can't get you into the computer lab. They also aren't valid for anywhere else in the building except the employee lounge in the basement. You have to crawl through the air shafts to reach the fourth floor.

"When you're ready to begin, sharply hit the 'transmit' button on the comlink twice. Do *not* send a message — ISB will pick up on the transmission within seconds. Be sure to signal me before you touch the vent covers — they have sensors and alarms.

"After you've signalled me, you'll have 30 minutes to get in, accomplish your mission and get out. After that time has elapsed, I have no choice but to restart the security systems and fan blades in the shaft. Good luck."

The message fades.

Into the Air Shaft

If the characters touch the air shaft's large, louvered vent covers before using the comlink to alert Venteck, they trigger an alarm. While the characters hear nothing, within two minutes a squad of Imperial Army troopers arrives on the roof to investigate.

A character must make a Moderate *lifting* or *Strength* roll to remove one of the two covers. (Up to three characters can combine for this action.) If the roll fails, the cover is dropped and a loud crash echoes down the ventilation shaft. (At your discretion, this may alert ISB agents, soldiers, other maintenance workers up on the tenth floor … or no one.)

The air shaft is one meter tall: the characters must crawl through it. The large fan blades whirl directly ahead. Exactly two minutes after they sent the signal to Venteck, the fan blades slow dramatically, although they are still moving. Characters must make a Moderate *running* or *Dexterity* roll to wiggle between the blades without getting cut. If a character fails the roll by one to five points, he falls, creating a loud "boom" in the shaft. If a character fails the roll by six or more points, he is hit by the fan blades and takes 5D damage.

Absolute silence is needed, as sound carries easily in the confined space of the shaft. As the characters crawl through the shaft, they must make an Easy *sneak*, *Perception* or *Dexterity* roll to avoid clanging the metal and alerting anyone on the tenth floor to their presence. After a minute, the characters arrive at a main vertical shaft that runs all the way to the basement. Grappling lines can be secured and the characters must make a Moderate *climbing/jumping* or *Strength* roll to silently descend down to the fourth floor. If a character fails the roll by one to five points, he nearly loses his grip during the climb and ends up bouncing off the side of the air shaft; again, a loud boom rings through the shaft (and eventually, someone is going to hear the characters). Failing the roll by six or more points means that the character has completely lost his grip and begins falling unless someone grabs him or he is somehow secured to the line.

Upon reaching the fourth floor, they encounter the floor's main shaft and can begin crawling through it. It

So What Happens When We Get Captured?

This is the type of mission that's considered a failure if the characters have to fire their weapons. While there's nothing they can do about Dineas D' Ink's betrayal, they have to be very careful while they're sneaking through the heavily guarded Monitoring Garrison building.

If the characters are captured, they'll be brought into a transport speeder to be interrogated by Agent Tolamyn Cayble; Dineas D' Ink lurks in the background.

After a few questions, Cayble orders the Imperial troops to transport the characters to his office in the Imperial base in the heart of the city so that he may execute them at his leisure.

He has the characters searched; unless a character has made an outstanding *hide* role, one of the troopers finds the datadisk containing the files on Operation: Elrood and the Imperial cargo schedule. After scanning the disk on his datapad, he assumes the characters are allied with the Rebellion.

Cayble and D' Ink leave the speeder, which sets out to transport the characters across the city. While in the midst of the trip, the speeder (and its escort vehicles) are attacked by Friends of Paran resistance members. While the characters are freed, they must somehow find Agent Cayble's office to get the datadisk!

Also, now Agent Cayble suspects what the characters' mission will be, so security is even tighter in Episode Three.

Imperial Monitoring Garrison Fourth Floor

is narrow and cramped. With a Moderate *search* or *Perception* roll, the characters hear voices from the hallways below— there are several people on this floor. The characters must make three Easy *sneak, Perception* or *Dexterity* rolls to avoid making noise; failure of any of these rolls means that *someone* on the fourth floor heard them.
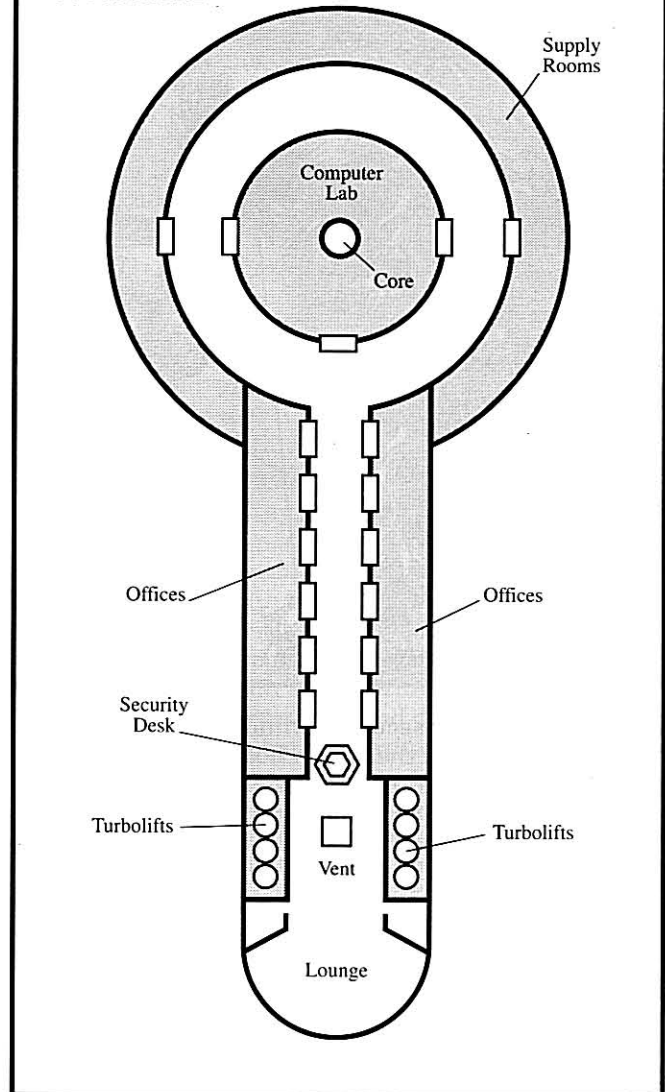
Objective in Sight

They soon arrive at a four-way intersection over the main hallway and not far from the ISB security desk. To either side of the hall are banks of four turbolifts. One end of the hall opens into a lounge area. Wide transparisteel windows (3D body strength) stretch across the lounge, giving a panoramic view of the array towers and the starport beyond.

Beyond the security desk, the hall leads deeper into the complex: their target, the computer lab, is down the hall. There are two ISB security guards at the desk.

The halls are relatively empty. Occasionally a tech-

nician moves by, headed towards the lounge, labs or turbolifts. A couple of janitorial droids move slowly up and down the corridors, dusting the walls, collecting trash and polishing the floors. The droids come in all shape and sizes, with numerous attachments like vacuums and dust mops. The droids follow only the simplest of commands and instructions.

Janitor Droids. All stats 1D. Move: 5. Due to multiple arms and attachments, the droids grapple and entangle an opponent on a successful *brawling* attack.

The characters must somehow get by the guards without raising an alarm. While their IDs are valid for this floor, there's no way to exit the air shaft without the ISB guards seeing.

The characters may be able to come up with a good story about maintenance (and having agent Venteck confirm that story would help). However, this is an Imperial installation — if there are any aliens in the group, the guards will not be convinced about *any* cover story and automatically sound the alarm.

The characters may also decide to go in shooting. This is challenging because they must incapacitate both guards before they can sound the alarm. If there's any real noise, technicians come rushing into the hall to find out what's happening, too.

If the characters wait a few minutes, one of the guards tells his buddy that he's going for a walk. The other guard asks if he's going to see "that cute programmer down on three," and the first guard smiles. The second guard says he can watch the station by himself.

This gives the characters a prime chance: they can move in and disable the lone security guard quickly.

ISB Security Guard. All stats 2D except: *blaster 4D, brawling parry 4D, dodge 3D, melee combat 3D+2, melee parry 4D, alien species 3D, bureaucracy 3D, streetwise 3D, bargain 3D+2, security 3D.* Move: 10. Body armor (+1 energy, +2 physical), blaster pistol (4D), stun baton (STR+1D or 5D stun), code key cylinder, comlink.

As the characters move down the hall, they realize that most of the offices are empty. However, the lights are on in the computer lab.

Things Start to Get Complicated. Hopefully, the characters thought to leave someone behind at the security desk. Three minutes after the characters leave the desk, a roving pair of ISB guards arrives on the floor by turbolift to check in with the guards at this station.

These guards immediately become suspicious if there's no one at the station. Needless to say, if they see an unconscious guard, they also become suspicious. If one of the characters is at the station and comes up with a good cover story, the guards will be convinced and move along to the next floor.

If the alarm is sounded for any reason, a squad of eight ISB troops arrives in one minute to investigate. They have comlinks and can call in three other squads, as well as activate a "security lockdown" which seals all rooms, turbolifts and hallways in the building. (Characters will have to resort to using plasma cutters to get through the 6D body strength blast doors.)

The Computer Lab

The computer lab is a large, circular room completely enclosed by transparisteel walls (3D body strength). From outside, the characters can see four technicians inside. The room has six descending tiers of work stations and monitors. Each tier is divided into dozens of smaller work stations and cubicles, all of which overlook the central computer core.

The characters' security cylinder doesn't get them inside the lab. They must make a Very Difficult *security* roll to get the lock open without sounding an alarm (and make a Very Difficult *sneak* total not to be noticed by anyone inside). Conning a technician about "maintenance and cleaning" duties inside the lab is far more likely to work (Easy *con* total).

At the center of the lab, the computer core stands like a pillar, reaching up and disappearing into the ceiling six meters overhead.

The four technicians are scattered about the lab, each working diligently at their assigned post. Unless the characters do something that's clearly suspicious, the technicians generally ignore the characters and assume that they're doing their jobs. If the characters do something suspicious, the technicians sound alarms immediately.

Installing the Slicers' Key

To install the slicers' key, the characters must access the computer core in the center of the room. The technicians in the room immediately become suspicious as soon as the characters head to the core, so they must either subdue the technicians or convince them to leave the room.

The core is guarded by a nearly-invisible force field. A character must make a Difficult *search* or *Perception* roll to spot the force field generators on the floor and ceiling. The force field may be disabled with a Difficult *computer programming/repair* roll. Reduce the difficulty to Moderate if they use a work station that has already been logged onto by a duty technician, or if they obtain the authorized password for the day.

Any character who reaches into the force field takes 7D stun damage; an alarm sounds if the force field is breached.

Placing the slicers' key in the right location requires an Easy *computer programming/repair* roll and takes two rounds.

The Datafiles

If the characters have already installed the slicers' key, they can automatically download or upload any of the files. If, for whatever reason, they download these files without using the slicers' key (for example, they haven't had the chance to restrain the technicians), they must slice through the internal security system.

The characters can download the files regarding Imperial cargo shipping with an Easy *computer programming/repair* roll. This takes three minutes.

The false identification files (to get the characters through starport security when they leave Derilyn) can be uploaded with a second Easy *computer programming/repair* roll. This takes two minutes.

Once in the computer, the "Operation: Elrood" datafiles can be accessed. Security around these files seems very tight: the character must make a Moderate *computer programming/repair* roll to access these files.

The files take five minutes to download.

Failing any of these rolls sounds an alarm in the lab and triggers an warning alarm at the security desk down the hallway.

When the characters download the files on Operation: Elrood, read aloud:

Silently, text scrolls across the display screen and begins to copy itself onto your datapad. Glowing images of Star Destroyer schematics flicker across the screen, showing severe damage to the drive systems. Attached to the report are work schedules and personnel files for the repair crews.

As another file flashes on-screen, you read that the Star Destroyer *Brazen* is in space dock at the Defense Platform orbiting high above. A pirate attack nearly destroyed the ship and now it's helpless, as repair crews race to repair the engines so the ship can limp to a full repair station several sectors away.

Right now, one of the Empire's most feared symbols of power and control lies crippled and vulnerable. In the proper hands, the data you are copying could prove fatal to such a badly-injured vessel. With a final bleep, the file is downloaded.

Getting Out

As the Rebels are leaving — or if they have failed a required roll or have left one of their group at the security desk — they realize that something has gone wrong. The security desk's monitors reveal that Imperial Army troopers have begun to surround the building. If none of the characters are manning the desk, an Easy *search* or *Perception* roll is needed to notice this; if the characters make a point of looking at the monitors, they automatically see the troops on the monitors.

Dineas D' Ink has betrayed them, although the characters are likely to believe that they triggered an alarm.

Indicators show that the turbolift controls have been overridden from the lobby and that all the lifts are ascending, stopping on every level. (The Army troops do not know where the characters are unless they've triggered an alarm on the fourth floor.)

The Army troops will be on the fourth floor in moments. The Rebels may attempt to reroute the turbolifts — a Moderate *computer programming/repair* or *Technical* roll is needed for each lift and there are eight of them — or to lock the lift doors with a Moderate *security* or *Technical* roll for each lift.

The characters could attempt to exit the way they came in, but climbing the shafts is time-consuming: two rounds for every floor, with one Easy *climbing/jumping* roll needed every floor; they must climb six floors. The major advantage to this approach is that it may take the Army troopers several minutes to figure out where the characters went.

The windows in the lounge or offices are sealed, but the plasma cutter can burn a one-by-two meter hole in three rounds.

If the grappling gear is still available, the characters may escape by climbing the outside of the building up to the roof (one Easy *climbing/jumping* roll per floor). This takes two rounds to secure the lines and two rounds for every floor. Unfortunately, climbing the outside of the building provides an easy target for the squads of Army troopers closing in on the building.

The characters may use the grappling devices to attach a line to one of the sensor towers in the antenna field. (There aren't any troopers there *yet.*) The characters are already above the three-meter-tall fences, although the characters must slide the 70 meters to the nearest antenna. (Easy *lifting* or *Strength* roll to "push" hard enough to do this with a level line, or the characters can freeslide if the angle is steep enough.)

Any attempt to contact Dineas D' Ink's team is blocked due to comlink jamming. If the characters are taking too much time, Imperial troops may appear on the roof, cut through the windows or cluster on the ground and open fire on the characters.

Just as the characters push off to slide across to the antenna field, they see several heavily armed Imperial speeder trucks burst into the antenna field, with several squads of Army troopers following closely behind.

The characters watch helplessly as they see the Imperial troops drag Sneeze and Kailage Lanis out of the escape vehicle. Dineas D' Ink is nowhere to be seen.

During the slide, a convoy of troop carriers and supply vehicles passes on the road, beneath the Rebels. Seizing this opportunity, the Rebels may drop onto the canvas tops of the troop carriers (Moderate *climbing/jumping* roll). On a failed roll, the characters drops to the street, taking 5D falling damage — the character may have to suddenly *dodge* out of the way of a speeding transport.

A character who hits the canvas roof rips through and drops onto the laps of startled Navy troopers. Other characters may barely make this roll and end up dangling off the vehicle's side.

Each troop carrier has six troops, as well as a driver and a gunner in the forward compartment. The characters can seize control of the vehicles or they may get the chance to jump to supply trucks or other speeders.

This battle can either be a point-blank range blaster battle or a *brawling* fist-fight. To get to the driver's compartment, a character can either crawl along the roof or climb along the side of the transport. Both tasks require a Moderate *climbing/jumping* roll to avoid being thrown from the moving vehicle.

Staging Tips. This is supposed to be an exciting and cinematic battle. Crashes and explosions can be exaggerated for dramatic effect. If necessary, fudge the rules to maintain a furious pace.
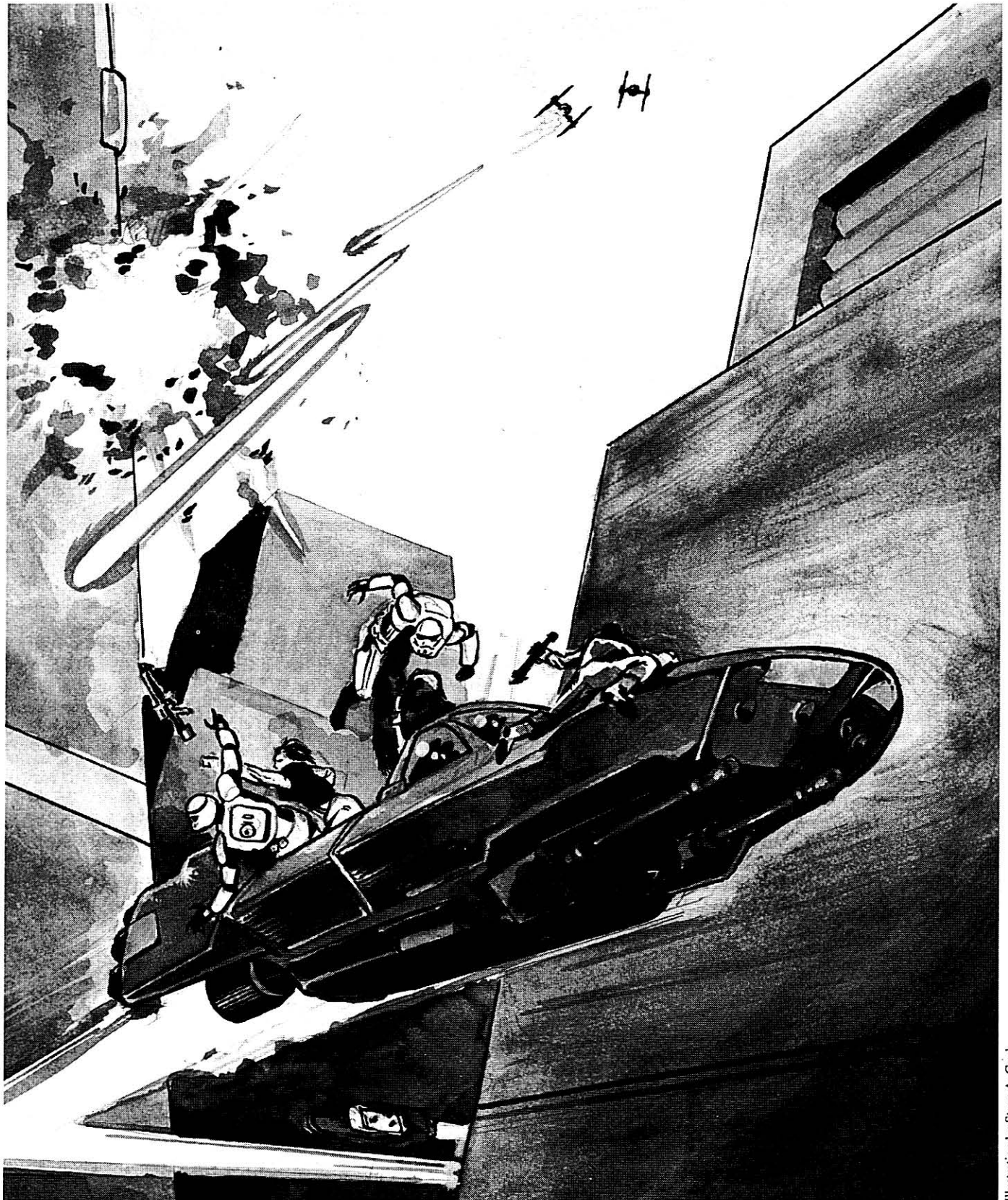
The characters have to improvise or they'll be cap-

Illustration by Storn A. Cook

tured and interrogated by the Imperials. They must move quickly to defeat the Imperial troops on the carriers, grab control of these vehicles and race out of the base.

The characters can face quite a few complications: more vehicles that try to stop them or attacks from the blasters mounted on other vehicles. Perhaps a trooper or two is still conscious and tries to kill the character driving the speeder.

Troop Transport (Ubrikkian GPT-117 Troop Transport). Speeder-scale. Crew 1, gunners 1, cover full (pilot and gunner), 1/2 (passengers/cargo), maneuverability 1D+2, move 125; 360 kmh, body strength 2D+2. Weapons: light blaster cannon (turret, mounted on cab roof, fire control 1D, range 3-50/100/250, damage 3D).

One of several general-purpose skiffs used by the Imperial military, the Ubrikkian GPT-117 packs enough firepower to ward off enemy vehicles and smash through barriers. Its open rear bed offers little protection, but allows troops to unload quickly under combat conditions.

Imperial Naval Trooper. *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1 running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2.* Move: 10. Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink.

Transport Drivers and Gunners. Same as Naval trooper except: *vehicle blasters 3D+2, repulsorlift operation 4D+2.*

The Grand Chase

Although the convoy is composed of dozens of vehicles, only about 3-4 troop carriers and 4-6 scout troopers on speeder bikes can break free to pursue the characters. The remaining vehicles stop in the confusion or are unable to bypass the wreckage from the initial battle.

Scout Troopers. *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 4D, Knowledge 2D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, Perception 2D, Strength 2D, brawling 3D, Technical 2D.* Move: 10. Hold-out blaster (3D+2), scout armor (+2 physical and energy), blaster pistol (4D), blaster riffle (5D), 2 concussion grenades (5D/4D/3D/2D), survival gear.

Aratech 74-Z Military Speeder Bike. Speeder-scale, cover: 1/4, maneuverability 3D+2, move 175; 500 km/h, body strength 2D. Laser cannon (fire control 2D, range 3–50/100/200, damage 3D).

The chase does not have to be a complicated affair with scaled maps and exact directions. Instead, run the chase in an abstract manner, creating dramatic scenes as needed. The terrain difficulty depends on what types of streets the characters choose for their getaway.

Terrain Type	Difficulty
Wide roadways	Very Easy
Narrow roadways	Easy
Pedestrian walkways	Moderate
Tunnels/Alleys	Difficult
Other Features	**Modifier**
Light traffic	+5
Moderate traffic	+10
Heavy traffic	+15
Wrong way	Additional +5

Example: The characters are moving at cruising speed and maneuver onto a narrow street (Easy (10) difficulty) with heavy traffic (+15), going the wrong way (+5). The difficulty number for racing down this street is a 30.

Be very cinematic when describing a vehicle crash. Add the colorful details the players expect: describe the craft missing the turn and spinning wildly before crashing through a building or flipping end-over-end in a ball of flames.

You can spice up the chase by using some or all of the following obstacles:

• **Imperial Road Block.** The Imperials have comlinked ahead and a crash barrier has been placed across the roadway. Eight Army troopers with blaster rifles fire at the characters' vehicle. The troops have 1/2 cover (+2D to difficulty number). The characters can blast away at the barrier or try to smash through it (speeder-scale body strength of 3D).

• **Propaganda Parade.** In a publicity stunt to bolster Imperial "morale," a local holiday has been declared to welcome the crew of the *Brazen*. School children, factory workers, war veterans, and a marching band have been persuaded to participate in an "impromptu" evening parade as a display of their devotion to the Empire. The characters can try to turn down a narrow alley to avoid the marching crowd (Heroic *repulsorlift operation* roll to make the turn at high speed), or spend three rounds carefully working through the crowd with three Difficult *repulsorlift operation* rolls. The Imperial pursuers get a chance to catch up!

• **Sneak Attack.** Four biker scouts pull up and open fire on the characters, forcing them to turn onto a side street. Just as the characters turn the corner, a huge speeder truck pulls across the street and blocks the path. The truck has a speeder-scale body strength of 3D+2. Do the characters dare to smash through the truck, or will they try to turn around?

The Outcome

After the tense chase through the base and parts of the city, the characters should get a chance to pull over and get away either on foot or in another vehicle. The Imperials have sealed the city tightly, but they're looking for the specific vehicles the characters stole. If the characters are careful, they may be waved right through the Imperial checkpoints.

When the characters make it back to the Friends of Paran base in Knellis, cut to Episode Two, "We've Got to Stop Meeting Like This."

Episode Two: We've Got To Stop Meeting Like This

Summary

The Rebels deliver the datafile to the main resistance camp for analysis. They receive their orders to destroy the *Brazen*.

As the characters are surveying the resources available to them, the Empire attacks. Dineas D' Ink's betrayal is complete as he leads an Imperial task force directly to the base. The characters just barely escape, but now must carry out their mission alone.

Destroying the Brazen

When the characters return to the base, the command center, normally staffed by a handful of people, is packed to standing-room only as other resistance members report for action.

While Melvor Khamp's team of slicers sift through the data, Dnalla gives a briefing to the characters and Shondra Del. Read aloud:

"While we received the data we needed, we paid a terrible price. All members of Dineas D' Ink's team are reported dead.

"Now, we need to ask you to conduct another mission for us. All of you, including Shondra Del, will be leaving Derilyn shortly. Melvor Khamp is finishing the false ID cards that will allow you to sneak through security at Derilyn Space Central, the starport in Tekar. You must board a worker shuttle headed for the Derilyn Space Defense Platform. Your cover identities list you as starship engineers assigned to Operation: Elrood.

"Once aboard the Defense Platform, Shondra must find a way out of the system so she can meet with our pirates allies and deliver the Imperial convoy schedules.

"Meanwhile, I need you to complete a daring mission. As you probably know by now, the *Brazen* was heavily damaged in an attack by the Khuiumin Survivors pirate gang. I need you to finish the job. You must destroy the *Brazen*."

After Dnalla concludes her situation briefing, Melvor Khamp arrives to brief the characters on what he learned from the stolen datafiles.

Activating an antiquated holo-projector, Melvor Khamp explains his plan. Show the players the map "Bomb Plan Locations for Star Destroyer *Brazen*." Read aloud:

"I'll begin by quickly recapping the engine structure of an Imperial Star Destroyer. The ship has three extremely powerful Destroyer-I ion engines for sublight and hyperdrive travel. For emergency maneuvers or in the event of severe damage to the main drive system, the ship has four Gemon-4 ion engines. The aft section of the ship consists of reinforced superstructure and support columns, honeycombed with power feeds, durasteel armor for the reactor and drive systems, access tunnels, and control spaces. Normally, these sections would be invulnerable to sabotage and inaccessible from the exterior of the ship. Let's not forget that the power output from the reactor core can incinerate a TIE fighter at close range.

"The Khuiumin pirate attack changed this. A concentrated assault destroyed the lower, port-side Gemon-4 ion engine and severely damaged the center and port Destroyer-I engines. The assault caused extreme power surges, which swept through the engines and propulsion shafts. The *Brazen's* engineering crew managed to vent the energy away from the reactor, but it cost most of them their lives. Even partially dispersed, the power overload rocked the entire ship, rupturing power feeds, disintegrating armor plating nearly two meters thick, and buckling the superstructure. Somehow, the *Brazen* managed to escape the battle and limp here to Derilyn.

"All port side engines must be replaced. As the facilities here at Derilyn are rather limited, these engines are now undergoing temporary repairs. Minor repairs are also being conducted on the central engine, which is being held on standby status. When the *Brazen* is minimally operational, it will jump to a fully-equipped Imperial Navy shipyard, most probably the deepdock facility that's in towards the Metharian Nebula.

"Now is the time to strike. The ship is vulnerable. If it leaves Derilyn, the Empire will have it fully repaired in short order. If we act quickly, we can destroy the *Brazen*.

"By carefully examining the damage reports, I have determined that correct placement of three powerful bombs will cause the total destruction of the *Brazen*. You must enter the ship via these access tunnels. From there, you must travel deep inside the *Brazen's* superstructure: the proper

Bomb Plan Locations for Star Destroyer *Brazen*
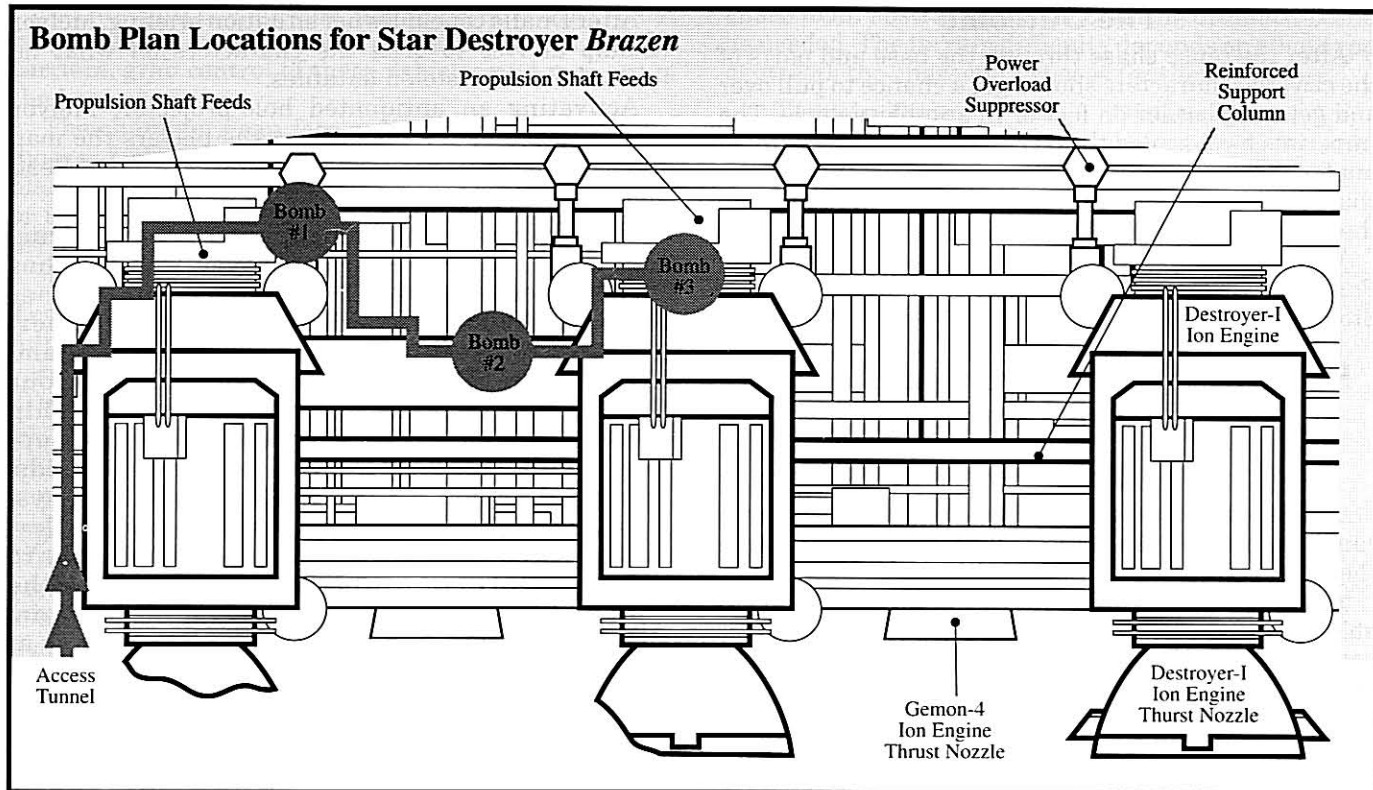
locations have been uploaded into this datapad.

"The first bomb must be placed here, along the bulkhead separating the port engines from the power cells and propulsion shaft feeds. Detonating this bomb will rupture the superstructure holding the shaft feeds and power cells in place.

"The second bomb must be placed at this support column, just forward of upper port side Gemon-4 emergency engine. This is a key superstructure junction — when it goes, it will take a large portion of the upper supports with it.

"The third and final bomb must be placed here, inside the central engine's propulsion shaft. With all protective force fields deactivated and most of the armor plating stripped away, the blast will funnel directly into the ship's central solar ionization reactor, causing an uncontrollable overload. The main reactor will detonate, ripping the weakened ship apart ... and probably taking a good chunk of the space platform with it. Needless to say, there's going to be quite a fireworks display.

"Remember to wear heavy radiation gear. The whole area is contaminated with lethal radiation levels."

Allow the characters to study the diagram, using Melvor to answer any questions they may have. When finished, Melvor takes the characters to another cham-

ber to be scanned and holographed for their fake identicards.

The cards should be good enough to get the characters aboard the Defense Platform as yard workers. Once they're up in orbit, they're on their own and will have to improvise.

Building the Bombs

The characters are warned that starport security is so tight that there's no way they'll be able to sneak weapons aboard the shuttles.

Melvor Khamp explains that the bombs require three components: a timer, a magnetic field projector and six proton torpedoes. He gives the characters three timers and three magnetic field projectors. The proton torpedoes, however, must be found somewhere aboard the station. Since Skipray blastboats carry proton torpedoes, the characters should be able to find spare torpedoes in any hangar bay that services blastboats.

Melvor Khamp describes the process of building the bombs. Each bomb uses six proton torpedoes. First, the characters must deactivate each proton torpedo's warhead and remove it from the casing.

The characters must fine-tune the magnetic field projector to channel the proton blast. Then, the characters must use a datapad to override the safety programming from the warheads' guidance computers.

Finally, the characters must find a footlocker-sized container for each bomb (to hide it from casual observ-

ers). Activating a circuit arms the bomb, but it's a good idea not to arm the bomb until the last minute since any good-sized jolt or impact can trigger the weapon.

Khamp smiles when he completes his lesson. "See," he says, "the bombs are easy to build and take less than 10 minutes. At this point, all you have to do is arm the warhead by activating this circuit and then set the timer."

See Episode Three, "Tickets, Please" and Episode Four, "In the Heart of the Beast" for specific skill rolls and difficulties for building the bombs.
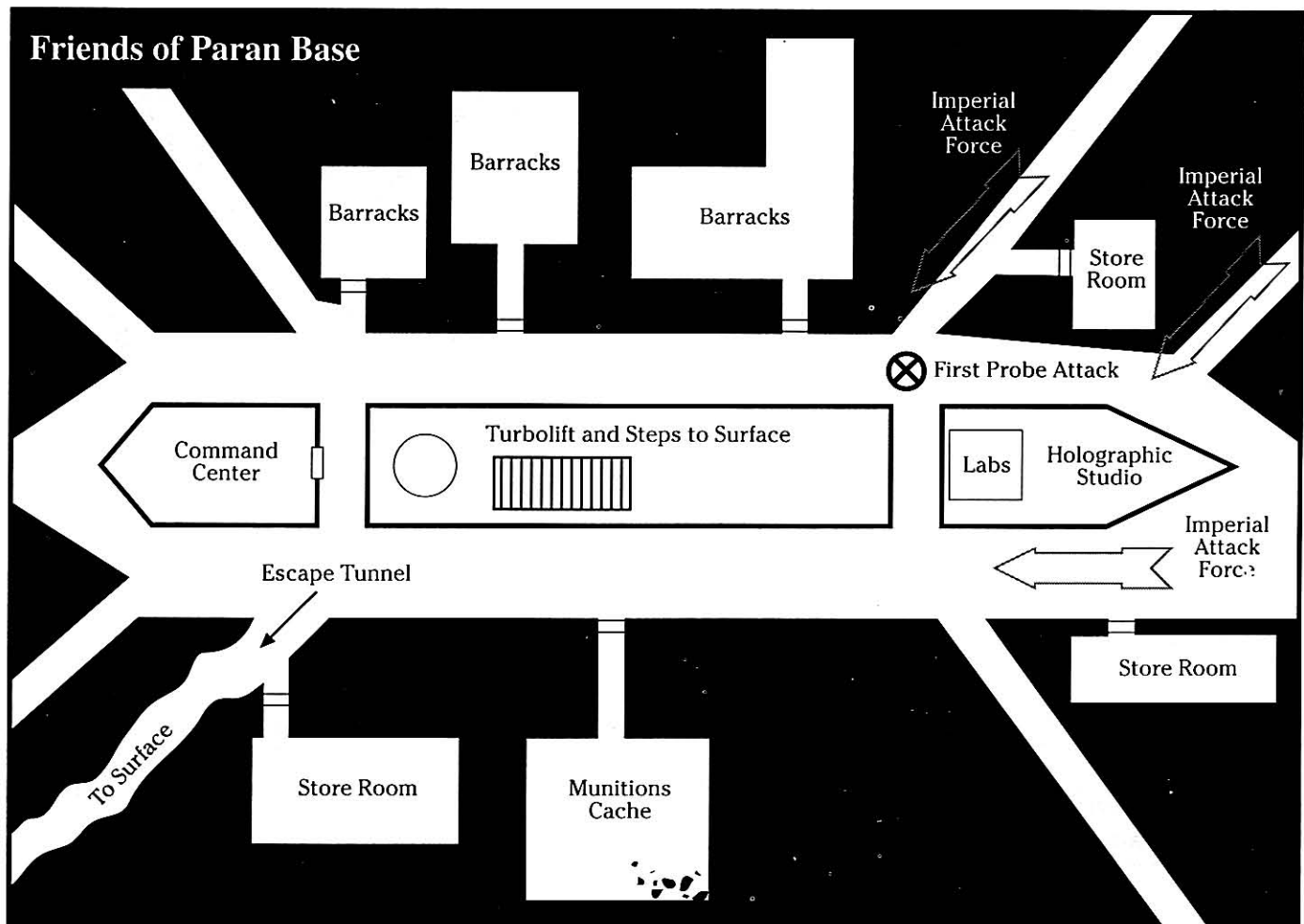
The Return Of Dineas D' Ink

Just as Melvor Khamp finishes explaining how to build the bombs, read aloud:

As you make your way back to the command center, a high-pitched whine resonates through the tunnels around you. Suddenly, the ground lurches, lifting you slightly, while choking clouds of dust descend from the tunnel ceiling. The overhead lights flicker twice, then go out completely, plunging the complex into darkness. Before you can respond, resistance members at the far end of the tunnel are cut down by a barrage of blaster fire. The emergency lighting kicks in and in the distance you make out the unmistakable form of an Imperial probe droid. It's heading directly towards you!

The characters are attacked by a rapidly-approaching probe droid. In the distance, two more probe droids and a squad of five scout troops are charging towards the characters and firing at anything that moves.

Probe Droid. *Dexterity 3D, blaster 4D, dodge 4D, Knowledge 2D+2, intimidation 7D+2, planetary systems 4D, Mechanical 3D, sensors 6D, Perception 3D, search 4D, search: tracking 7D+1, Strength 4D, Technical 2D+1.* Move: 14. Long-range sensors (+1D to *search* for objects between 200 meters and five kilometers away), movement sensor (+2D to *search* for moving objects up-to 100 meters away), atmosphere sensors, blaster cannon (4D+2, ranges 3-10/30/120), self-destruct mechanism, repulsor generator for movement over any type of terrain, retractable manipulator arms, retractable sensor arms for gathering samples.

Friends of Paran Base

Imperial Attack Force

Imperial Attack Force

Barracks

Barracks

Barracks

Store Room

⊗ First Probe Attack

Command Center

Turbolift and Steps to Surface

Labs

Holographic Studio

Imperial Attack Force

Escape Tunnel

Imperial Attack Force

To Surface

Store Room

Munitions Cache

Store Room

Scout Troopers. *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 4D, Knowledge 2D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, Perception 2D, Strength 2D, brawling 3D, Technical 2D.* Move: 10. Hold-out blaster (3D+2), scout armor (+2 physical and energy), blaster pistol (4D), blaster riffle (5D), 2 concussion grenades (5D/4D/3D/2D), survival gear.

The sounds of battle come from all directions — apparently the base is under a full Imperial attack. The smoke and dim emergency lighting only add to the confusion. Some resistance members pull their blasters and engage the Imperial troops, while others try to retreat to safety. If the characters are unsure of what to do, a comlink message from Dnalla or Shondra Del summons the characters to the command center. (See the map "Friends of Paran Base.")

The attack is occurring because of information delivered by Dineas D' Ink: the traitor was able to deliver complete base plans, including locations of sentry patrols. The Imperials were able to slip by the sentries and attack the main base without warning. The lights went out because Imperial troops destroyed the base's power generator, and now nearly a dozen squads of troopers are advancing into the base. Once inside the command center, the characters can view the surveillance monitors to get an overview of the situation. The exterior monitors show Imperial troopers and walkers surrounding the base on all sides.

The monitors reveal squads of stormtroopers moving hurriedly through the tunnels, as small bands of resistance members engage them in furious combat. One monitor on the surface captures the image of Dineas D' Ink (in a gray Imperial ISB uniform!) exiting a command vehicle; he is talking to another man in an ISB uniform. This is actually agent Tolamyn Cayble, D' Ink's superior.

In the background, squads of Imperial Army troopers in full armored vests clamor out of troop carriers, while a dozen scout troopers on speeder bikes race by. Dnalla indicates that all sentry posts are cut off or destroyed. Visually, the resistance fighters have counted at least four AT-AT walkers and at least a company of infantry troops (about 150 soldiers).

The resistance fighters cannot withstand such opposition. Dnalla orders the evacuation of the base; in the distance, the characters can hear the sounds of battle. A few seconds later, a pair of stormtroopers bursts into the command center. The characters must act quickly: if the stormtroopers last for more than a round, they comlink that they've found the command center and summon reinforcements.

Stormtroopers. All states 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D.* Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster pistol (4D).

ISB Agent Cayble

ISB agent Tolamyn Cayble is Dineas D' Ink's direct superior and he's also responsible for masterminding the capture of Shondra Del in Episode Two.

A very capable and clever agent, he is also smug and overconfident. He relies too heavily on his network of spies and informers, and is apt to chase down any lead that pertains to his current assignment. Smart opponents should have no trouble sending Cayble on a wild gundark hunt.

However, when Cayble eventually finds out that he has been misled, he renews his efforts with a vengeance, often resorting to exceptionally destructive and vindictive measures to accomplish his task. His superiors are quite pleased with his field record since he has been very effective in destroying several resistance factions in the Elrood sector. Thanks to Cayble, Rebel resistance in Elrood has been kept to a minimum, at least until recently.

Cayble knows that a group of pirates are trying to destroy Imperial shipping in the sector and, thanks to D' Ink, he also knows that the Rebels have joined forces with the pirates.

After this episode, Cayble makes it a top priority to make sure Rebel agents don't get aboard the Defense Platform and he assigns over two dozen undercover ISB agents to prowl the space station to discover any Rebels who manage to slip through starport customs.

Cayble should be played as a "background nemesis" for most of this adventure. While he probably won't directly confront the characters until later, his agents are hounding the characters at every turn.

Dnalla acts quickly to retrieve the base's back-up files (stored on datadisks), while Shondra begins systematically wiping the main computer system (so the Empire can't find out everything about this branch and other branches of the Friends of Paran). Dnalla orders the characters to head to the munitions cache and activate the bomb Khamp built — a big enough explosion should delay the Imperials and may provide a sufficient distraction to allow many agents (and the player characters) to escape.

The characters must fight their way to the munitions cache as a squad of stormtroopers charges towards the command center. If the characters gain control of the munitions cache, they can activate the bomb Khamp built earlier with an Easy *demolitions* or *Technical* roll. The timer can be set to detonate up to an hour later.

Illustration by Mike Vilardi

Tolamyn Cayble

Type: Imperial Security Bureau Agent
DEXTERITY 3D
Blaster 6D, brawling parry 4D, dodge 5D, grenade 3D+2, melee combat 5D, melee parry 4D+1, vehicle blasters 4D
KNOWLEDGE 3D
Alien species 4D+2, bureaucracy 5D, cultures 3D+2, intimidation 6D+2, languages 4D, planetary systems 4D, streetwise 5D, survival 4D
MECHANICAL 3D
Astrogation 3D+1, beast riding 4D, repulsorlift operation 4D+2, space transports 4D, starship gunnery 3D+2, starship shields 3D+2
PERCEPTION 3D
Bargain 5D+1, command 5D+2, con 4D+2, gambling 3D+2, hide 5D+1, search 4D, sneak 5D
STRENGTH 3D
Brawling 4D+1, climbing/jumping 4D+1, stamina 4D+2, swimming 3D+1
TECHNICAL 3D
Computer programming/repair 3D+2, demolition 4D, security 6D
Force Point: 1
Dark Side Points: 3
Character Points: 11
Move: 10
Equipment: Rank cylinder code key, vibroblade (STR+1D+2), blaster pistol (4D), hold-out blaster (3D+1), thermal detonator (10D), datapad, comlink, pocket computer, 1,200 credits

Going Topside

The characters and any surviving resistance members, including Shondra Del, must escape to the surface. Once at ground level, they can use the abandoned industrial complex's rusting construction machinery, toppled buildings, chemical vats, and immense conveyor belts as cover as they try to maneuver around Imperial patrols. The area is a perfect spot to set boobytraps to entrap and delay Imperial pursuers.

You should stage this as a tense game of "hide and seek," as the characters must avoid Imperial speeder bikes, probots, Army patrols, snipers and scout walkers. See *Star Wars, Revised and Expanded,* Chapter Eight, "Running Battles," for hints on how to stage this type of pursuit scene.

It's strongly suggested that the characters have a final confrontation with Dineas D' Ink during their escape — in fact, it would be most satisfying for the players if D' Ink's final defeat was the event that opened the "hole" in the Imperial security net that allows the characters to escape.

The characters may also have a preliminary encounter with ISB agent Cayble, but he must escape because he figures prominently in Episode Three, "Tickets, Please."

If the characters have timed things correctly, the detonation of the bomb in the munitions cache can present a major distraction. The ground shakes and a huge cloud of soot and smoke goes up when the cache explodes. If the characters time their actions right, they should be able to sneak by Imperial soldiers who are preoccupied with getting to the explosion site.

Shondra Del must accompany the characters to the starport, since she is to join them aboard the Defense Platform and then find a way out of the system to meet the Khuiumin Survivors.

The episode ends as the characters and Shondra Del get to the edge of the industrial complex and head towards Derilyn Space Central, north of Tekar. With the Friends of Paran base routed, the characters are on their own to complete the mission to destroy the *Brazen.*

Cut to Episode Three, "Tickets, Please."

Episode Three: Tickets, Please

Summary

The characters must rendezvous at the Derilyn Space Central starport and use their fake identicards to pose as a work crew and board a shuttle bound for the Derilyn Space Defense Platform.

Once aboard the station, the characters must obtain the necessary components to make the bombs and secure a small work sled to transport them aboard the Star Destroyer *Brazen.*

Manhunt at the Starport

Security at Derilyn Space Central is very tight as Imperial officials direct an intense manhunt for Rebel sympathizers. Stormtroopers and Army troopers are everywhere, scrutinizing identicards and passengers' bags. Unknown to the characters, the starport has dozens of disguised ISB agents searching for Rebel operatives.

The characters' itinerary has them leaving from Terminal 210. Once the characters have assembled, read aloud:

Derilyn Space Central appears to be under siege. Squads of stormtroopers guard all entrances and exits, while patrols wander the entire facility. A dozen AT-ATs lumber slowly about the tarmac, while scores of smaller AT-STs skitter among the buildings and ships. After enduring an endless wait in traffic, you finally manage to enter the main starport terminal.

Inside the terminal, hundreds of Army troopers mill about. The only ships leaving the starport are those bound for the Derilyn Space Defense Platform; the only passengers here are the thousands of starship engineers and laborers reassigned to repair the *Brazen.*

Passengers and ship crews stand patiently in long lines, while Army troopers closely scrutinize all identity cards, comparing the information on each card with records stored on datapads. Occa-

Imperial Attack on Friends of Paran Base
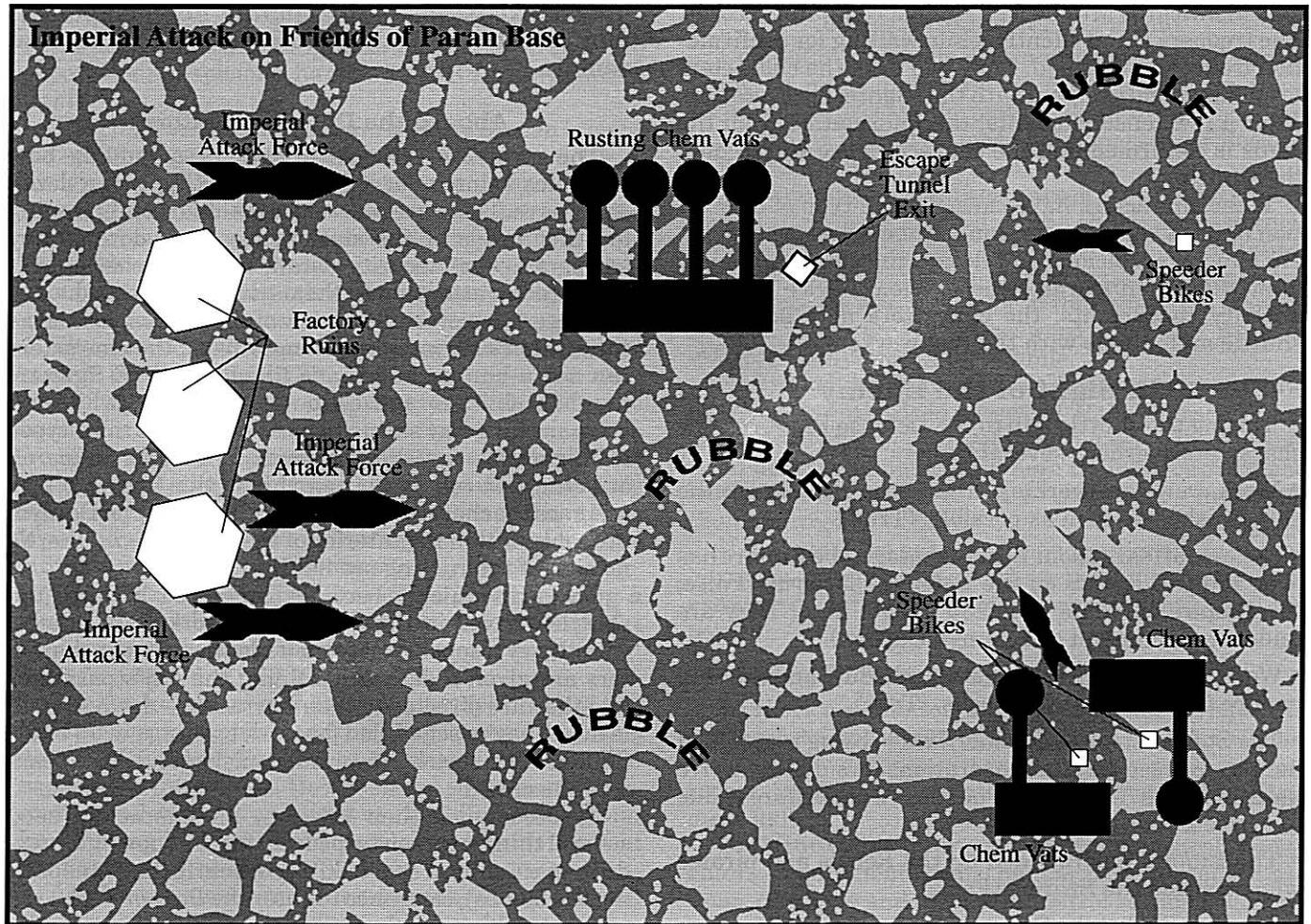
sionally, someone is roughly pulled out of line and dragged away by the troopers.

The terminal's public address system announces, "Please have your identification documents ready for verification. If you need assistance or have improper identification, security personnel will escort you to one of our service centers."

Upon arriving at Terminal 210 they see long lines of workers shuffling past inspection teams. A large weapons detector is at each gate, augmenting normal sensor devices.

Before anyone may board the waiting shuttles, he or she must first pass through the detectors and verify their identification. Alert Army troopers have weapons ready to discourage any notions of sneaking past the devices. Baggage is simply carried through the detectors by the owner and is searched if the delicate sensors indicate the possible presence of weapons or explosives. The troops are tense and very alert: it would be almost impossible to distract them sufficiently to allow characters to sneak through the checkpoint.

Imperial Army Trooper. *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1, Technical 1D.* Move: 10. Blaster rifle (5D), field armor and helmet(+1D physical, +2 energy), 2 grenades (5D), helmet comlink, survival gear, utility belt with supplies, code key cylinder.

The weapons scanners are extremely sophisticated. Short of having an electronic scrambler of some type, it's virtually impossible to sneak weapons through this security station. The characters should be strongly encouraged to dump their weapons in dumpsters or otherwise get rid of them.

Characters with short vibroknives (or anything else that could be classified as a "tool") might only have their weapons confiscated and get a verbal warning. Anyone with a blaster, grenade or other obvious weapon — particularly anyone with a lightsaber — faces a forced labor sentence in an Imperial work camp.

Once everyone is past the weapons detectors, the

fake identicards are checked against computer records. The troopers stand silently while waiting for confirmation from their datapad. They will drag the characters to an interrogation room with the slightest provocation. After a few tense moments, the information from the cards is confirmed and the characters are waved onto the shuttle.

If the characters have caused some type of distraction or draw undue attention to themselves, the troopers may be suspicious and detain the characters even after their identicards come up clean. Once past the security checkpoints, the characters may board the shuttle and mingle with the real workers.

In Sight of the Enemy

During the shuttle trip to the Defense Platform, the characters overhear several rumors:

• Work crews are working around the clock to get the ship finished as soon as possible. (True)

• Because of fears about Rebel sabotage, the Empire has over 100 ISB agents on the Defense Platform. (False; the Empire only has about 30 agents here. They are under the command of Tolamyn Cayble.)

• Work on the *Brazen* is ahead of schedule and the ship may be finished in three weeks. (True)

• The Star Destroyer *Thunderflare* is being reassigned here to oversee the final operations; it's due to arrive here in a week. (Partially true; the *Thunderflare* is due to arrive in two days.)

• The Empire has rounded up the Rebels and pirates who attacked the *Brazen*. (False)

Upon arrival at the Defense Platform, the characters get a firsthand view of the crippled Star Destroyer. Read aloud:

Docked nose-first to the station, the menacing triangular form of the *Brazen* dominates the viewport. The damage is readily apparent: large sections of armor plating hang in space, secured only by maintenance drones. Dozens of small work skiffs dance about the debris field, ferrying replacement parts to the *Brazen,* while space-suited work crews dart inside the ship. Canyon-like cracks and crater-sized holes along the ship's underbelly attest to the tremendous damage caused by the pirate attack.

The insides of the engines are revealed for all to see: gigantic access tunnels, fuel pipelines, control machinery, and immense coolant pipes honeycomb the engine chamber. The once-mighty port engine is shattered and melted. The upper port side emergency engine has been stripped of its exhaust nozzle in preparation for major repair work. The lower port side emergency engine no

longer exists; instead, a gaping hole, ripped armor and twisted support columns are all that remain.

Aboard the Defense Platform

The commuter shuttle arrives at a landing bay, which leads into a large lobby connecting over a dozen other bays. There are several banks of turbolifts leading to other levels of the station. Nearly a dozen Navy troopers are on security detail, but people who don't draw undue attention to themselves are ignored.

Large viewports offer a view of the *Brazen,* as well as the station's surrounding hangar bays: the characters can see a hangar bay that's filled with TIE fighters, Lambda shuttles and Skipray blastboats, while another docking bay seems to be filled with various types of freighters — any character making a Moderate *search* or *Perception* roll spots their ship in this hangar! (This assumes the characters' abandoned their ship on Derilyn, probably still in the interior of the *Galax Titan;* there's no sign of the rusting ore hauler.)

The area quickly becomes congested because the shuttle arrived in the middle of a work shift change. After Navy troopers verify their identicards, the characters are given a datacard holding the day's password and they are directed to their barracks — down several levels. They're scheduled for work briefings in an hour. Shondra Del says her farewells quickly and disappears into the crowd.

To accomplish their mission, the characters need several things: proton torpedoes (for the bombs), heavy-duty space suits, a space skiff or other rig (for transporting the bombs), clearance to enter the *Brazen* work area without raising an alarm, and an escape ship.

The characters can report to their barracks and then quietly proceed with the mission. They can also choose to get started immediately by using a computer terminal to find out the information they need.

Going to the Barracks

The barracks are crowded, very plain rooms filled with rows and rows of bunks. There are only about eight or 10 workers here when the characters arrive. While the workers are suspicious, the characters are soon accepted if they make the slightest effort to get along. Suspicion soon turns to comradery, particularly if the characters join in the ongoing sabacc game.

The workers are all part of the same work group and spend most of their time complaining about being reassigned to this station. If the characters listen, they can learn a lot about the station's security procedures. They can even find out enough information to con their way through their first work briefing (which takes place in an hour.) They only need an Easy *con* roll if they listen in. Without listening in, they need a Difficult *con* roll or Moderate *capital ship repair* roll to get through the

briefing without saying something that convinces their supervisor that something is amiss: if they arouse the supervisor's suspicions, he calls for ISB agents to investigate.

The characters learn that work on the *Brazen* is right on schedule, although security is tight. Security is handled by use of passwords. They are assigned every morning: the same password is used for security and computer access, and it allows the Imperial Navy to track which areas a worker enters. One worker jokes about not even looking at his group's password yet — he gestures to his bunk, where the disk is in plain sight.

The characters hear where Imperial fighters are stored: Hangar Bay 3-18A. They also learn that they can get space suits and space cargo skiffs (to carry the bombs) at almost any hangar bay. One worker says he wonders why the Imperials even bother with security at these bays — the only things worth stealing are space suits. He jokes that it's easy to get into one of those bays if you have a decent story, like saying that your space suit is out for repairs and you need a new one.

The workers warn the characters about missing a work shift or a briefing: the Navy troops are so uptight that a search is started if someone comes up missing, even for just a few minutes.

The workers also complain about Captain Dadefra: his daily inspections are starting to grate on everyone's nerves. They describe him as an angry madman who expects the impossible. He's been known to wander the station and randomly pick out workers for berating and humiliating lectures. Fortunately, he spends most of his time up in the officers' lounge.

As the workers head out to dinner, they tell the characters to "get yourselves comfortable and then come on down and meet us for dinner." They point out the unclaimed bunks and storage lockers, and then move towards the turbolifts. One of the workers complains about having only six hours until the next work shift in the heart of the *Brazen's* engines.

Time to Act. The characters are left alone in the barracks room with the datadisk still on the bunk. The characters have a perfect opportunity to download a password onto one of their datapads. This password gives the characters complete access to the *Brazen,* but only if they use it before the work shift heads out. (If the characters do steal the password, they have five hours to build the bombs and move out to the *Brazen's* engines; an alarm is sounded when the legitimate workers try to use their password. A search of the space dock is begun immediately.)

If the characters skip the briefing, a search is begun immediately. If they sit through the briefing (which takes two hours), they learn that they have seven hours until their work shift, but their work orders call for them to work on exterior repairs — they aren't authorized to go anywhere near the *Brazen's* engines.

Using a Computer Terminal

Computer terminals are in every room and can be found in many hallways. Characters can use these terminals to access information about unrestricted areas, such as hallways, mess halls, passenger docking bays and so forth.

The computer system keeps track of all activity based on the passwords entered. If the characters use their own password and begin poking around the computer system, Navy command is alerted to their presence and knows exactly who to look for; if the characters manage to steal someone else's password, they can work in relative anonymity ... for a while.

Restricted areas cannot be accessed without first entering an authorized password. If the characters' use their password, they can get information on their authorized areas: a hangar bay where their space suits and work skiffs are stored, as well as their work schedule for the next week.

If they steal the password from the work group in the barracks, they can find out where the military starships are stored (to find the proton torpedoes and build the bombs).

Moving About The Station

Workers are allowed to proceed unhampered about the unrestricted areas of the station, which includes most hallways, non-military barracks, rec and exercise rooms, medical bays, database/library archives, and mess halls.

Unfortunately, the areas the characters most need to enter — equipment rooms, hangar bays, computer stations, offensive and defensive control sections, weapon bays, cargo storage areas, sensors and communications rooms, and so forth — *are* restricted.

Restricted areas are guarded by a reader mounted on the hall's wall; to enter, characters need to insert an authorized command rank cylinder or identicard. An alarm is sounded if someone inserts an invalid cylinder or card. The locks require a Moderate *security* roll to bypass.

Guards and other more sophisticated defenses are used as needed, particularly at hangar bays storing military vessels or at entrances to the Defense Platform's weapons. (The guards are standard Navy troopers.)

To gain access to these areas, characters must steal authorized command rank cylinders or somehow create a counterfeit clearance and place it in the station's computer system. This requires at least a Difficult *computer programming/repair* roll and three hours of work — a secluded work station is a must for this task.

Remember that tensions remain high and the station responds to breaches in security with overwhelming force.

Imperial Naval Trooper. *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1 running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2.* Move: 10. Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink.

The Escape Ship

Docking Bay 3-20A. The characters have already spotted a hangar bay holding their vessel and other ships: the bay is numbered 3-20A. It's currently used as an impound hangar for ships confiscated by Imperial Customs.

This is a restricted bay, requiring a properly authorized rank command cylinder or identicard. (The cards issued to the characters aren't authorized for this bay.)

The docking bay is staffed by two guards, eight technicians and six R2 units. Workers caught aboard or tampering with an impounded ship must have a valid work order or they're held for interrogation by ISB agents.

Currently, the docking bay holds the characters' ship

Captain Dadefra

In this adventure, Captain Alistar Dadefra plays a role not unlike that of Grand Moff Tarkin in *Star Wars: A New Hope.* While he never engages the characters in combat, he is manipulating events behind the scenes and plaguing the characters at every turn. While ISB Agent Cayble is a visible opponent, Captain Dadefra is always in the background, and normally a couple of steps ahead of the characters.

Captain Alistar Dadefra is a driven man. The highlight of his distinguished career occurred years earlier when, as captain of the *Victory*-class Star Destroyer *Bombard,* he engaged the notorious Eyttyrmin Batiiv pirates in the Khuiumin system. The *Bombard* and the accompanying Star Destroyer *Crusader* decimated the pirate fleet: less than 275 pirates and only a handful of their ships survived the Empire's attack.

Now 53 years old, Alistar Dadefra commands the Imperial Star Destroyer *Brazen.* In the 12 years he has held command positions, he has proven a daring and competent tactician. His star shines brightly with Imperial Navy Command, but he has no dreams of commanding an elite Super Star Destroyer. He insists that they are too big to see any real action and instead serve as little more than "parade ships" filled with over-ambitious political advisors and high-ranking know-it-alls.

He was recently assigned to the Elrood sector to eliminate the increasing number of pirate bands wreaking havoc on Imperial shipping. He has also been encouraged to quietly stifle the growing rivalry between the sector's two resident Star Destroyer captains, Captain Akal Zed of the *Stalker* and Captain Tanda Pryl of the *Thunderflare.* As senior captain, Alistar Dadefra has wasted no time in his attempts to discipline these two junior captains, often sending them on long patrols and training exercises as punishment.

Since his arrival, pirate attacks have steadily decreased and Dadefra has received full support from Elrood Moff Villis Andal, leaving his fellow captains little recourse but to obey his orders.

Things were proceeding according to plan for Captain Dadefra until just recently. The remaining pirates from that famed assault, the "Khuiumin Survivors," never forgot who was responsible for their destruction. They long ago vowed revenge and after years of rebuilding they fulfilled that vow, nearly destroying the *Brazen* in a brutal ambush.

Although the *Brazen* was crippled in the vicious assault, it managed to escape and limp back to the Derilyn Space Defense Platform, where it is now undergoing extensive repairs. As occurred years ago, the pirates were almost wiped out, but Captain Dadefra has learned from the mistakes of the past. With the aid of ISB agent Tolamyn Cayble, Alistar Dadefra is determined to find the pirates and destroy them forever.

Captain Alistar Dadefra

Type: Star Destroyer Captain
DEXTERITY 2D+2
Blaster 4D+2, dodge 4D, melee combat 3D+2, melee parry 3D+2
KNOWLEDGE 3D
Alien species 5D, bureaucracy 6D, cultures 4D+2, intimidation 7D, languages 4D+1, law enforcement 8D, planetary systems 5D, tactics: capitol ships 9D, willpower 6D
MECHANICAL 3D+2
Astrogation 5D, capitol ship gunnery 4D+2, capital ship piloting 6D, capital ship shields 4D, communications 4D+1, sensors 5D
PERCEPTION 3D+1
Bargain 4D+1, command 8D, investigation 3D+2, persuasion 6D, search 4D+2
STRENGTH 2D+1
Brawling 4D, stamina 5D, swimming 3D+2
TECHNICAL 3D
Computer programming/repair 5D, first-aid 4D, security 4D+2
Force Point: 1
Dark Side Point: 4
Character Points: 11
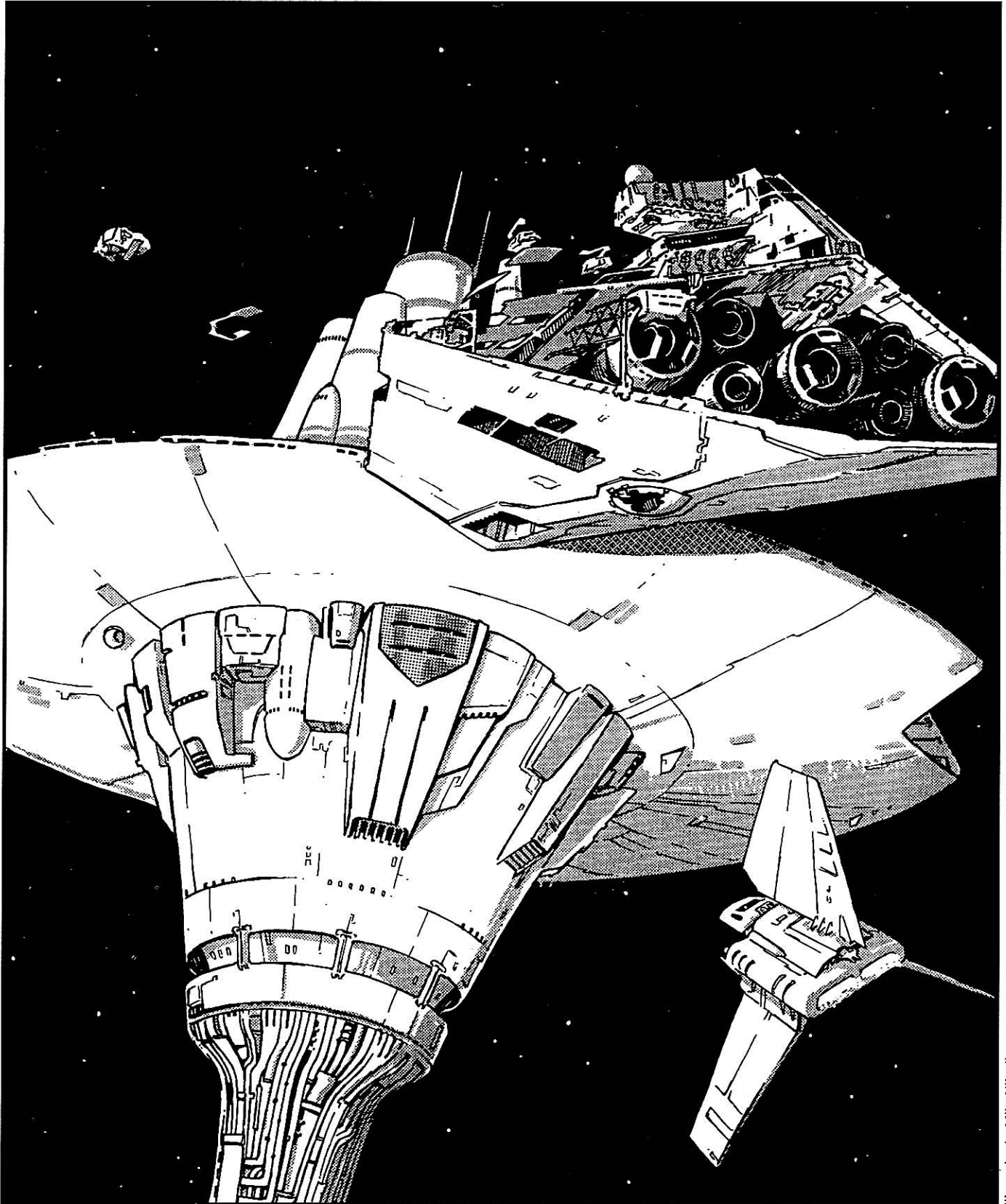**Move:** 10
Equipment: Command rank cylinder, datapad, comlink, blaster pistol (4D)

Illustration by Mike Vilardi

and six light freighters in various states of disrepair. Most of the vessels show signs of damage from turbolaser blasts: it's doubtful that they could made space-worthy again without lengthy repairs.

Aside from the characters' own ship, which is fully operational, the characters notice a modified YT-1300, *The Stone Heart,* which appears to be in good condition. The owner made an illegal weapons upgrade without a permit. The only thing wrong with the ship is that the hyperdrive is currently disabled. The characters can discover all this by *conning* a technician or guard, or by tapping into the hangar bay's computer station. (Easy *computer programming/repair* roll once inside the hangar bay.) The characters need 10 minutes to repair the hyperdrive (Easy *space transports repair* roll).

A ship must be powered up before it can depart. There are several possible methods:

• First, the characters can just activate the main start-up sequence. This ignites the main reactor and begins charging the ships' systems — a very noisy and attention-getting procedure. This takes 15 minutes and does not require any rolls.

• Second, they can attempt a slow charge, very slowly powering up the ship without alerting the guards. This takes an hour. A successful *con* or *persuasion* roll could distract the guards, as would a forged authorization (Moderate *forgery* roll and one hour of time) or a bogus order placed in the hangar bay's computers (Moderate *computer programming/repair* roll and one hour of work).

Docking Bay 3-18A

Docking Bay 3-18A is one of several bays dedicated to starfighters and similar vessels. This docking bay's only entrance is a security station staffed by six Imperial Navy troopers.

Within moments of notification, three *Lambda*-class shuttles and a squadron of 12 TIE interceptors can launch. Two Skipray blastboats and a *Gamma*-class assault shuttle are also here and they can be readied for launch in 10 minutes.

Only authorized personnel are allowed to enter the docking bay. The authorization codes are changed every shift. (Very Difficult *computer programming/repair* roll to access station computers).

Characters may fight their way into the bay, but blast doors (6D body strength) at both ends of the security station are slammed shut at the end of the third round of combat, sealing everyone in until reinforcements arrive. Once past the doors and guards, the dozen flight technicians and maintenance workers offer no resistance.

Making the Bombs

Each bomb requires six proton torpedoes. The other components are a timer and a magnetic field projector,

which the characters should already have with them. (If the characters don't have them, they can find extras in the hangar bay which has space suits and the space skiff.) Building each bomb requires several steps and takes about 10 minutes of work.

Deactivating each proton torpedo's warhead and removing it from its casing requires an Easy *demolitions* roll. Linking the six warheads into the timer requires an Easy *demolitions* roll

A Moderate *repulsorlift repair* or *Technical* roll is need to fine-tune the magnetic field projector to channel the proton blast.

A Moderate *computer programming/repair* roll is needed to override the safety programming from the warheads' guidance computers.

The characters must find a footlocker-sized container for each bomb. A Moderate *lifting* or *Strength* roll is needed to move a finished bomb, but up to four characters can combine to carry the weapon. A standard repulsorlift cart can carry up to two bombs.

Arming the bomb requires an Easy *demolitions* or *Technical* roll. Placing the bomb correctly requires another *demolitions* or *Technical* roll, with the difficulty depending upon the situation. See Episode Four, "In the Heart of the Beast" for specific difficulties.

Bomb. Starfighter-scale, blast radius (in meters): 0-3/6/10/20, 11D/9D/7D/3D damage.

Gathering Equipment

The characters have to infiltrate a construction work crew hangar bay to secure space suits and a skiff to transport the bombs. Characters can locate an empty hangar bay by tapping into any computer terminal (an Easy *computer programming/repair* roll).

These bays are restricted, with two guards on duty. Fortunately, the characters' identicards are authorized for one of these hangar bays, although they need an Easy *con* to explain to the guards why they're showing up for work several hours early. If they have the bombs in tow, a Difficult *con* is needed to convince the guards not to search the crates.

If the characters cannot or do not attempt to find an empty hangar bay, they may simply take one over at gunpoint. The construction workers do nothing as long as the characters appear threatening enough; however, they sound the alarm as soon as the characters leave.

Heavy Radiation Powersuit

Model: Nova-Tech HR211 Powersuit
Type: High radiation space powersuit
Scale: Character
Skill: Powersuit operation
Cost: 3,000 credits
Availability: 2
Game Notes:
Armor: Suit provides +2D physical and energy, -1D to *Dexterity* and related skills. Move: 3 (in gravity).
Booster Jets: Detachable booster jets have fuel for 10 bursts, with a speed of Space 1 and 1D maneuverability.

STAR WARS

OPERATION: ELROOD

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Sensors: The suit is equipped with a sensor pod with a maximum range of 100 meters; add +1D to the operator's *sensors* skill.
Equipment: Helmet-mounted comlink, utility pouches, 50 meter lifeline, shoulder-mounted beam light, fusion cutter (5D), and magnetic traction boots.

Capsule: The HR-211 is a reusable work suit, capable of providing short-term protection (up to one hour) from lethal levels of heat and radiation. The versatile chest-mounted sensor pod features a heads up-display, as well as full audio and video recording capability. The helmet features a multi-band civilian comlink and a retractable blast visor. The suit has a six-hour power supply and 12 hours of oxygen. The suit must be completely decontaminated prior to recharging.

Space Skiff
Craft: Telex-Delcor SS-39 Space Skiff
Type: Space work skiff
Scale: Speeder
Length: 9.6 meters
Skill: Space transports: SS-39
Crew: 1, gunners: 1 (patrol craft variants)
Passengers: 8 (in powersuits)
Cargo: 3 metric tons
Consumables: 30 hours
Cost: 12,500 credits (new); 7,000 credits (used)
Nav Computer: Yes
Availability: 2, R
Maneuverability: 2D
Space: 2
Hull: 1D
Sensors:
    Passive: 1/0D
    Scan: 2/1D
Weapons: (SS-39L variants only)

Light Laser Cannon
    Fire Arc: Turret
    Crew: 1
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 2D
    Space Range: 1-3/6/9
    Damage: 2D

Capsule: Space skiffs are simple space maintenance vehicles, with only a frame, maneuvering thrusters and a power core. An enclosed cockpit provides limited protection and life-support for the pilot. Patrol variants feature a light laser cannon, with the gunner and control system occupying two of the passenger spaces.

Space skiffs are used for a multitude of short-range tasks, such as transporting work crews, hauling small cargoes, and shuttling between vessels. Orbital manufacturing facilities often remove the cockpit and install a droid socket, utilizing low-functioning astromech units as pilots. Asteroid prospectors have been known to attach habitat modules, using the skiffs as mobile base camps as they work their claims. There are several skiff "patrol" variants, which typically add a low-powered laser cannon, ion cannon, or small concussion missile launcher. This facility uses the SS-39L, which has a turret-mounted Kuat Vonak 21-Dx light laser cannon.

Possible Complications
The success of the characters' mission depends upon secrecy: having someone — a technician, a worker droid, a guard or even an undercover ISB agent — walk in on the characters while they are building the bombs

can have disastrous consequences.

The characters must act swiftly to *con* or stun the intruder so that an alarm isn't raised. They must move quickly to complete their mission before their activities are discovered and reported.

You may also stage a scene where the characters have a near-miss with agent Cayble or Captain Dadefra; since either officer will have a full contingent of guards, combat is not an option. Cayble may find the characters vaguely familiar (he saw their faces on D' Ink's surveillance vids) or Captain Dadefra may be "inspecting the workers" and demand an impromptu progress report.

Clearance for the *Brazen*

When ready to leave the docking bay and enter space, the characters must first get clearance from the Defense Platform traffic controllers. The characters need an appropriate clearance code.

If the characters befriended any of the workers in the barracks, they'll have had ample opportunity to get a clearance code. Otherwise, the characters have to bluff their way through security (claiming that their work shift boss called for them early is probably a good story) or insert a phony clearance order into the station computers (Moderate *computer programming/repair* roll).

If the characters receive clearance, they should have few complications while heading towards the *Brazen*. The characters can proceed ahead without clearance, but they are soon challenged by a roving patrol.

Cut to Episode Four, "In the Heart of the Beast."

Episode Four: In the Heart of the Beast

Summary

The characters must bypass patrols and security measures to enter the engine complex of the *Brazen*. There, they must place the three bombs.

Just as it appears that their mission will be completed without incident, they are discovered by Imperial patrols. The characters must frantically race through the Derilyn Space Defense Platform's construction site to reach safety before the *Brazen* explodes.

Closing the Gap

The characters must make their way to the aft section of the *Brazen* without being detected. Read aloud:

As you emerge from the shadow of the Derilyn Space Defense Platform, the damaged *Brazen* looms before you. Floating about the ship are large chunks of armor plating and superstructure. Large yard tugs pull parts into position in a chaotic swirl of moving debris. Work crews crawl all over the exterior of the ship, while roving

patrols on work sleds keep a close eye on every worker.

Dark shadows and drifting debris create pockets of cover for you, allowing you to slip close to the *Brazen's* engines without being discovered.

If the characters have managed to obtain proper clearance, they may proceed directly to the access tunnels leading to the engines.

If not, they have to evade three patrols (Easy *sensors* roll to detect a patrol, Easy *space transports* roll to maneuver safely away) and one space security probot (Moderate *sensors* roll to detect, Moderate *space transports* roll to evade). Each patrol consists of a pilot and gunner flying an SS-39 patrol skiff.

If the characters fail a roll, they may need to resort to a *con* to get away. If they resort to combat, they must be quick in eliminating their opponents so the patrol cannot comm to alert the space station's commanders.

A long engagement or massive explosion draws the attention of other patrols, who quickly converge on the battle site.

SS-39 Patrol Skiff. Speeder-scale, maneuverability 2D, space 3, hull 1D. Weapons: light laser cannon (fire control 2D, damage 2D).

Imperial Patrol Pilot. All stats are 2D except: *powersuit operation 3D, sensors 3D, space transports 4D*. Move: 10. Blaster pistol (4D), vacuum powersuit (+2D physical, +1D energy), booster jets (Space 1, Maneuver 1D, enough fuel for 10 blasts).

Imperial Patrol Gunner. All stats are 2D except: *powersuit operation 3D, starship gunnery 4D*. Move: 10. Blaster pistol (4D), vacuum powersuit (+2D physical, +1D energy), booster jets (Space 1, Maneuver 1D, enough fuel for 10 blasts).

Space Security Probot. Character-scale, *sensors 5D, space transports 5D, starship gunnery 5D*. Maneuverability 2D, space 6, hull 1D. Weapons: 1 light laser cannon (fire controls 2D, damage 2D).

Security probots follow suspect spacecraft or workers. Standard procedure is to scan the suspicious object (Easy *sensors* roll, unless jammed) for identification, consulting with the Defense Platform traffic controllers for proper clearance. If lacking proper authorization, the probot alerts the controllers and engages the craft or workers in combat.

The Tension Mounts. While the characters are making their way to the *Brazen,* they notice a patrol skiff going from work group to work group. The skiff's pilot appears to be talking with each worker.

If the characters haven't done anything to warrant their discovery, this is a security skiff which is checking to make sure that all the workers belong out here. However, if the characters have left behind any tell-tale evidence on the station — stunned workers, missing a
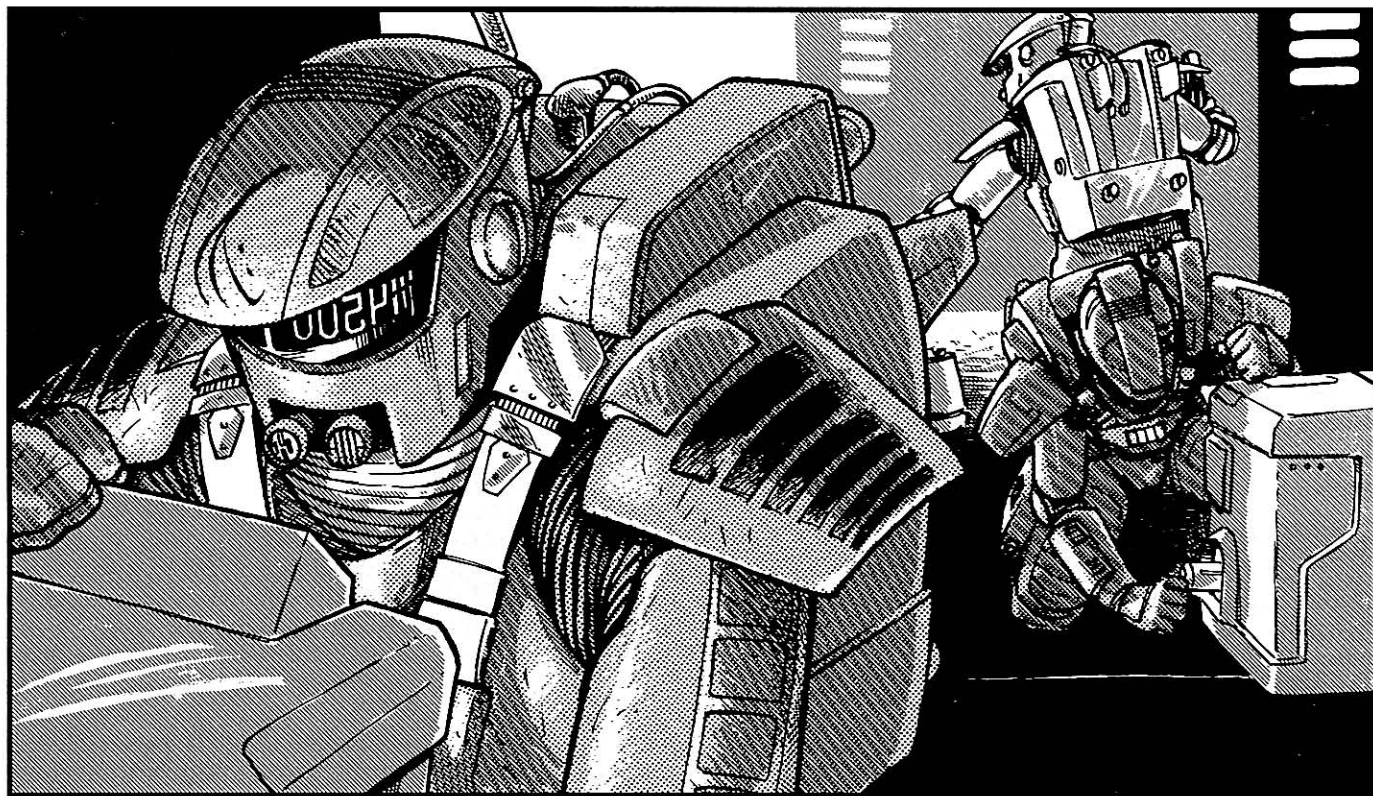
Illustration by Mike Vilardi

briefing or anything else that could lead to their discovery — it's assumed that evidence of their presence has been discovered and the patrol skiff is looking for the characters. They must move to get inside the *Brazen* before they are discovered.

If the characters have been particularly sloppy, they'll also notice another patrol consisting of someone in a space suit accompanied by two Imperial spacetroopers! In this case, Agent Cayble suspects that the characters are here and he is personally looking for them.

Imperial Spacetrooper. *Dexterity 3D, blaster 4D, brawling parry 5D, dodge 4D, grenade 5D, missile weapons 5D, Knowledge 2D, survival 5D+1, Mechanical 3D, astrogation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery 4D, starship gunnery: proton torpedo launcher 5D+2, Perception 2D+2, search 5D+2, Strength 2D, brawling 3D, stamina 4D, Technical 2D, demolitions 3D+1, security 4D+1, powersuit repair 4D+1.* Move: 11. Spacetrooper armor: +4D physical, +3D energy, -1D *Dexterity*, Space 1, Move 8, grenade launcher (*missile weapons* skill, 5–50/100/200 [in space: 0/1/2]), concussion grenades (ammo: 30, 5D/4D/3D/2D, blast radius 0–2/4/6/10), gas/stun grenades (ammo: 30, 5D/4D/3D/2D [stun], blast radius 0–2/4/6/8), mini-proton torpedo launcher (*starship gunnery* skill, 6D, ammo 6, 25–100/300/700, 1/3/7 [space]), blaster cannon (6D, 10–50/100/150), laser cutters (3D starfighter-scale).

Going Inside

Once past the patrols, the characters must enter the damaged superstructure of the ship, making their way into a large access tunnel. The tunnel starts out some 20 meters in diameter, but becomes narrower with each twist and turn.

The locations for the first two bombs are easily found (Moderate *demolitions* rolls are required for correct placement). The characters must now journey down a very narrow 1.5-meter diameter tunnel to reach the main reactor junction for the remaining bomb.

At the propulsion shaft, the characters encounter a massive radiation blast door (body strength 8D, character-scale), which is locked and obviously monitored with vid cameras. They have three options: destroy the door, try to bypass security, or try to bluff their way through security.

If the characters try to override security (Difficult *security* roll) and fail the required roll, the bridge crew of the *Brazen* takes notice of tripped alarms.

Very shortly, the captain of the watch comms down to inquire about what the characters are doing. The characters can bluff and if they can make a convincing *con,* they may even get the captain of the watch to open the door for them.

If the characters don't have a satisfactory explanation, a security detail of three space-suited troops is dispatched immediately.

Dadefra's Ploy

To add a greater challenge to this adventure, you may decide to have Captain Dadefra find out about the characters' plan in the final episode and try any number of desperate ploys in a last-ditch effort to save his ship.

Perhaps he tries to delay the characters just long enough to allow additional spacetroopers and probe droids to move into position. He may also try to delay the characters long enough to power up the *Brazen's* reactor core and incinerate them.

If the characters destroy the door, the ship's crew is immediately alerted and five troops in space suits are dispatched immediately.

Space-Suited Troopers. All stats are 2D except: *blaster 4D, dodge 3D, powersuit operation 4D.* Move: 10.

Powersuit. Character-scale, maneuverability 1D, space 1, +2D energy, +3D physical. Weapons: blaster cannon (fire control 1D, damage 5D).

Beyond the door, the characters quickly find the location for the final bomb. They need a Moderate *demolitions* roll to properly place the bomb.

The Escape

After setting the last bomb, the characters must make a mad dash for safety. As they exit into clear space, they are challenged by a roving patrol skiff; the pilot demands proper identification and authorization codes. If the characters have been discovered, Agent Cayble and the two spacetroopers quickly rocket over, as well.

Derilyn Space Defense Platform command is aware of the situation and is waiting for a transmission from the patrol. The troopers can not be conned and are prepared for combat; fortunately, no one knows about the bomb unless the characters have left obvious clues or someone else found out about the characters' plan and reported their intentions.

If the characters have already alerted the Empire to their presence inside the *Brazen*, six patrol skiffs arrive instead of the lone skiff. Otherwise, the five additional skiffs can be seen approaching from a distance; they will not arrive for one minute.

The characters are ordered to surrender; if there is any resistance, the Imperials open fire immediately.

The characters may stand and fight or try to capture the skiff for a getaway. They may also use their own work skiffs (used to transport the bombs) for a getaway. If the characters seize the initiative, they may be able to duck into the debris field, using the armor plating, starship parts, and the ship's interior as cover as they try to outmaneuver the Imperials in a desperate race to their escape vehicle.

Terrain difficulties range from Easy to Difficult. As with previous chases, focus on describing an exciting chase over strictly enforcing rules. Possible encounters include roving work crews (who are trying to get out of the way) and probots closing in for the kill.

Just as the characters think they've gotten away from their attackers, they face an even more dangerous foe.

Read aloud:

Suddenly, the flare of sublight engines brightens the darkness of space as a *Gamma*-class assault shuttle races towards you. Hatches pop open as a dozen spacetroopers emerge in full battle armor. Your escape route is blocked!

The characters are surrounded and things look very grim. As the spacetroopers move into position, the characters are saved by an unexpected event.

The assault shuttle disappears in a blinding explosion. Several small snub fighters emerge from the fireball, racing in towards the shipyard at full throttle. The fighters are pirate ships bearing the markings of the Khuiumin Survivors. They quickly disappear from view, pursued by a squadron of TIE fighters angling in from above. (Apparently Shondra Del's mission to contact the pirates was a success and she managed to convince them to aid the Alliance!) The pirate forces are obviously outnumbered and the fighters disappear from view as they maneuver into the debris field.

Nine of the spacetroopers are destroyed with the shuttle, leaving the characters' escape route open. However, the characters must act immediately, as the remaining three spacetroopers begin pursuit.

The Clock Is Ticking

The characters must make their way back to their escape vessel as the timers are quickly running out on the bombs.

If the characters set the timers for a long period (more than a few minutes), they see that work crews are making their way inside the *Brazen* — they are undoubtedly trying to get inside to defuse the bombs. The characters must act quickly or else their mission will fail.

As the characters make their escape, the battle between the pirates and the Imperials intensifies. A handful of pirate fighters are in a heated dogfight with pursuing TIE fighters. Stray blaster bolts rain down upon both the Defense Platform and the *Brazen* as the combatants weave and dodge among the work skiffs, pieces of hull plating and other obstacles floating in space. All too often, laser cannon bolts strike home and a brilliant explosion marks the demise of another pirate fighter.

From below the Defense Platform, three pirate corvettes make a frantic dash towards the *Brazen*, braving an intense barrage of fire from the station's dozens of
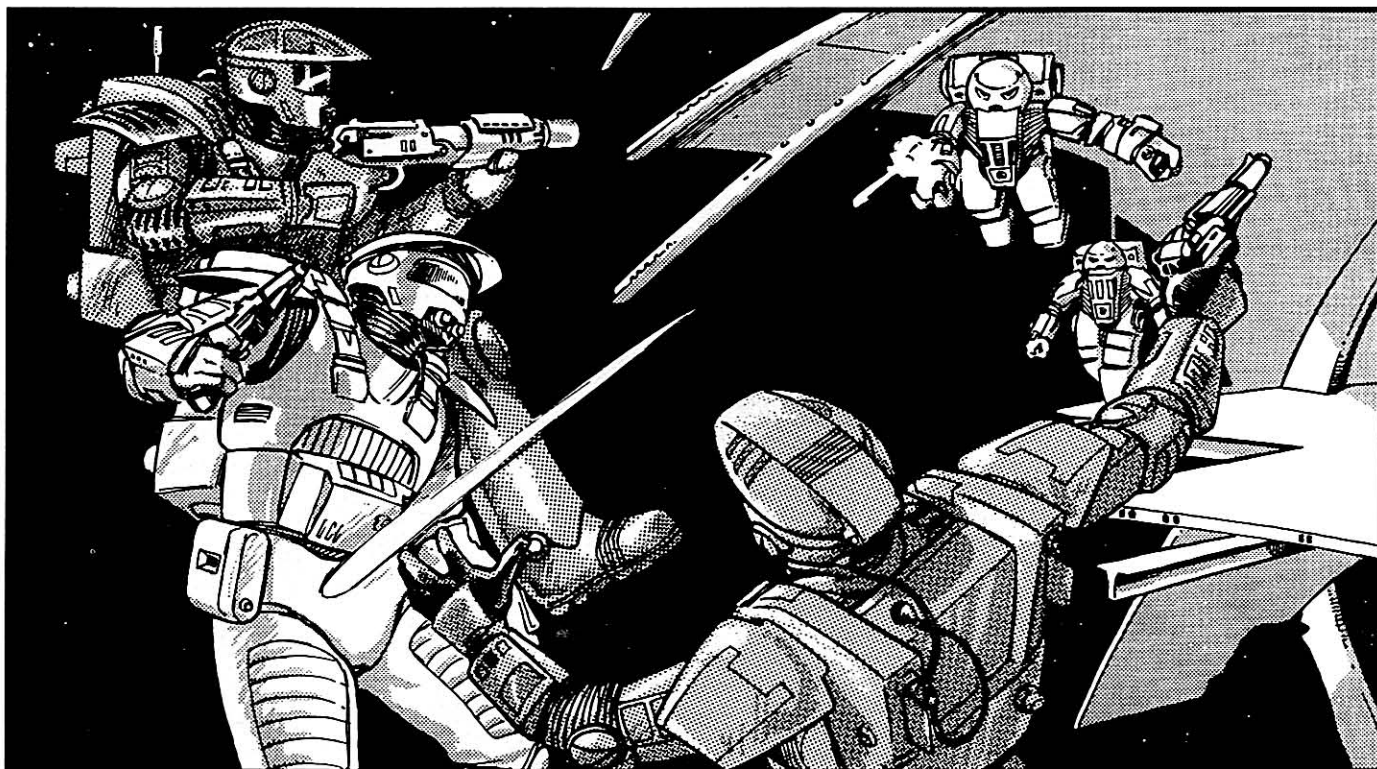
Illustration by Mike Vilardi

turbolaser batteries. As the corvettes approach, the *Brazen* opens fire, penetrating the shields and scoring direct hits upon the outclassed pirate vessels. The lead corvette disintegrates, while extensive fires rage aboard the remaining two pirate ships as they veer off-course, barely retaining control.

When the bombs go off, read aloud:

An explosion from the aft end of the *Brazen* rocks the ship and the Defense Platform. A giant fireball emerges from the port side engine and a squadron of TIE fighters is swept away in the blast; the pirate fighters they were pursuing barely escape the same fate. As the fireball dissipates, the *Brazen* begins to shudder violently, as a series of internal explosions rip the ship apart. In one last massive explosion, the forward decks of the *Brazen* break apart and plow deep into the Defense Platform, while the remainder of the ship disintegrates into shrapnel and large chunks of debris. A massive shock wave ripples into the Defense Platform, visibly warping the docking stations. Tug vessels, work sleds and TIE fighters are annihilated as the blast expands, consuming everything in its path.

If the characters are anywhere near the Defense Platform, they must maneuver to avoid incoming debris with a Very Difficult *space transports* roll; the debris causes 9D starfighter-scale damage if it collides with the characters' ship. In desperation, the characters may try to make an emergency jump to hyperspace with a Heroic *astrogation* roll.

Even if the characters' ship suffers damage, the Imperials are in no condition to offer immediate pursuit. The characters have five minutes to make emergency repairs before Imperial patrol ships from further out in the system can converge on their position.

Operation: Elrood A Success

At this point, you may choose to continue the campaign in Elrood sector or have the characters return to their prior base of operations. Adjust this section as needed to fit your campaign.

When the characters prepare to leave Elrood sector, they receive the following transmission. Alternately, if they report in to Gwynn Dispatch, they receive a datadisk with the following message. (See sidebar with Shondra's message.)

Rewards

Give each player between eight and 12 Character Points for successfully completing this adventure. Increase this award based on good roleplaying and intelligent planning for this mission.

Further Adventures

The characters have made many allies and enemies during this adventure. If you wish to develop further scenarios — particularly ones set in Elrood sector —

here are a few notes and suggestions.

In *Star Wars* continuity, Tolamyn Cayble is assumed to have survived, while Dineas D' Ink and Captain Dadefra are presumed killed during this adventure. However, if you want to make further use of these characters, you could decide that Dadefra escaped somehow — perhaps in an evacuation shuttle — and he's set his sights on capturing the people responsible for destroying the *Brazen*.

Cayble or his agents can show up anywhere to cause problems. Aside from direct confrontation, Cayble's ISB operatives may also manipulate others — such as smugglers, bounty hunters, and thugs — into doing their dirty work for them.

If Captain Dadefra survives in your campaign, he may or may not get another Star Destroyer command, but he will certainly have a capital ship of some kind. Any such vessel is probably more than enough to dominate a group of player characters. Dadefra makes vengeance a priority and his skills and years of experience means that he's clever enough to strike at the characters when they're most vulnerable.

Shondra Del is a valuable ally. She must develop the Rebel network in this sector and if the characters stay near Elrood, she will probably ask them to assist her at some point. The work of the Rebels pays off because many of Elrood sector's worlds eventually ally with the New Republic after the Battle of Endor.

The characters are no doubt wanted by Lud Chud and possibly Imperial Mining, Ltd. if IML finds out that they were responsible for the loss of Alluuvia. Both Chud and IML have considerable resources at their disposal.

The characters have probably left Radell Mining on good terms and may be recruited as hired representatives for future adventures. Likewise, Mikos Argdan, Star Wing or Iych-thae may show up at a later date.

The Khuiumin Survivors have accomplished their main objective, although their forces are severely weakened. Jacob Nive survived the battle at the Derilyn Space Defense Platform, but he has a lot of work ahead of him if he wants to rebuild his pirate gang. Nive continues the raids on Imperial shipping — albeit at a reduced frequency — but he soon moves on when the Imperials increase their patrols a few months after the destruction of the *Brazen*.

Fellow agents. Congratulations on the destruction of the B*razen*. The mission was a great blow against the Empire and from what I hear, General Hul and Moff Andal are on the verge of being removed from their offices. One can only hope.

In case you're wondering what everyone else thinks happened, I thought you might find the following NewsNet report interesting.

If you need me, you know where to find me. I'm sure we'll end up working together again …

Shondra

36:4:16/IHV/TS66/DER.5.TEK/MIL

INVESTIGATION ON *BRAZEN* EXPLOSION CONTINUES

DERILYN, DERILYN SYSTEM: While repairs continue on the Derilyn Space Defense Platform, the investigation continues to determine what caused the explosion of the Star Destroyer *Brazen*. Moff Andal's office has refused comment except to say that Imperial inspectors are conducting the "most thorough investigation possible," including examination of all electronic and holographic records of the incident. None of this material has been released to the press, but it will be distributed once the investigation is concluded.

Anonymous sources aboard the Defense Platform indicate that worker error or a power overload near the main reactor may have been the cause of the explosion. Worker reports of a "heated space battle" just before the explosion are being discounted as "hysteria" and "Rebel propaganda."

The corporate conflicts between IML and Radell Mining continue to escalate — by the time the New Republic comes to power, the two companies are in an all-out corporate war.

The destruction of the *Brazen* is another public humiliation for both General Hul and Moff Andal. Their positions are quite precarious at the end of this adventure — in your campaign, the characters may be able to take actions that lead to them being removed from power. Unfortunately, Derilyn remains an Imperial stronghold well after the death of Emperor Palpatine at Endor.

For more suggestions on using Elrood sector as a campaign setting, see pages 92–120 of *The Star Wars Planets Collection*.

STAR WARS®

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by John Beyer, Chris Doyle and Anthony Russo

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