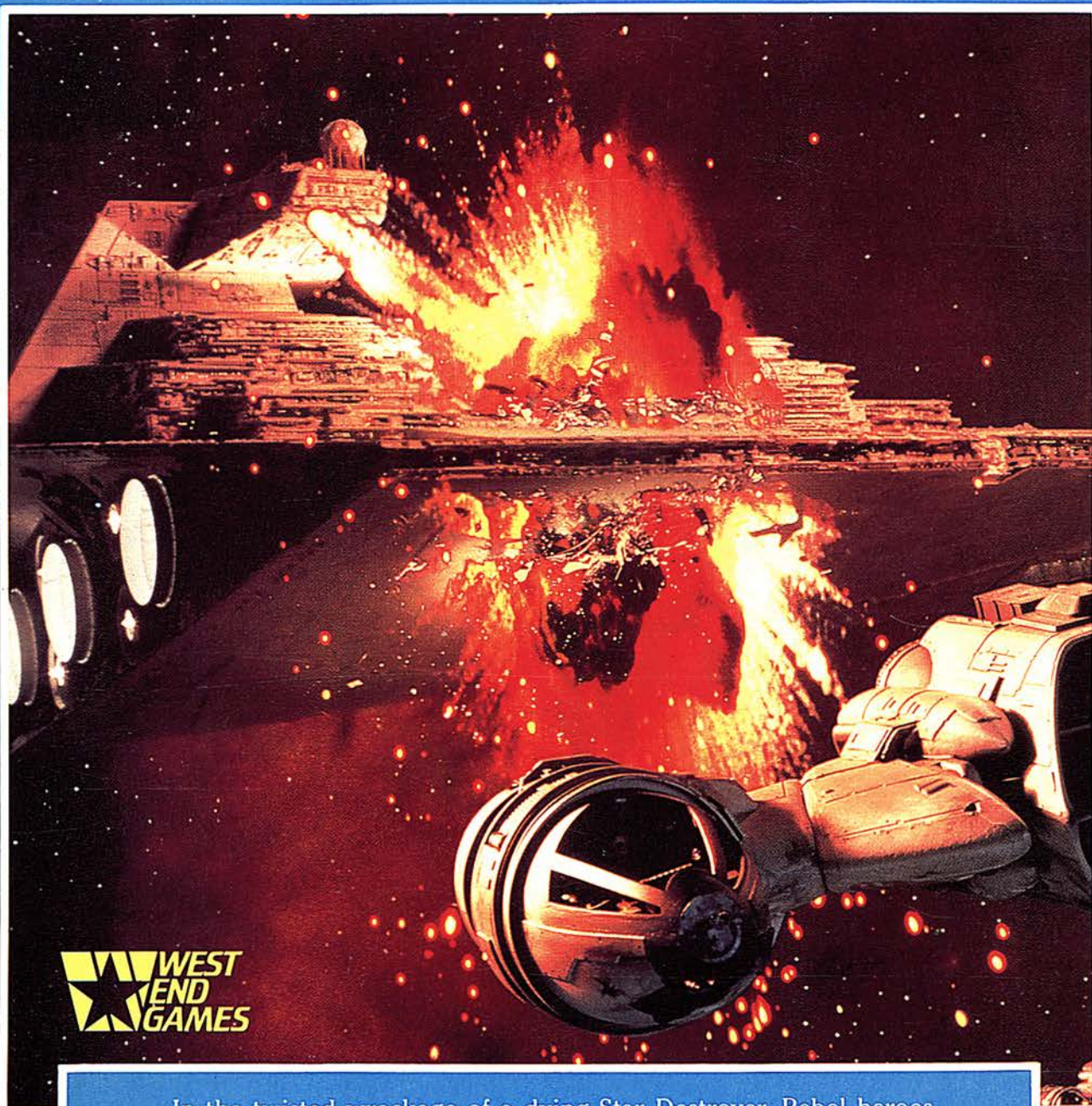


STAR WARS®

Starfall

An Adventure for use with *STAR WARS: The Roleplaying Game*

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BEST Combat
SCENARIO



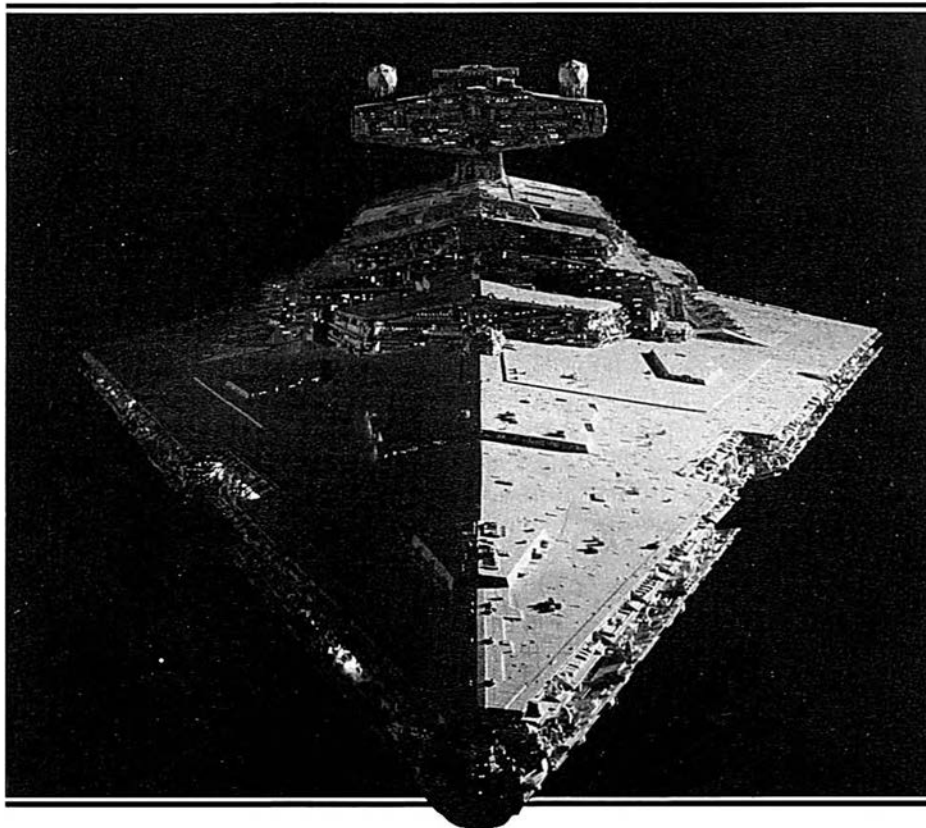
**WEST
END
GAMES**

In the twisted wreckage of a dying Star Destroyer, Rebel heroes battle through detention cells, stormtroopers and zero gravity to save an Alliance fleet.

STAR WARS®

Starfall

by Rob Jenkins and Michael Stern



Development & Editing: **Bill Slavicsek** • AT-ST Combat Scenario: **Greg Gorden** • Art Direction: **Stephen Crane**
Map Art & Graphics: **Rosaria J. Baldari** • Typesetting: **Peter Corless** • Cover and Interior Art: **Lucasfilm, Ltd.**
Production: **Steve Porpora** • Rules Upgrade: **Bill Slavicsek** and **Greg Gorden**
Playtesting: **Scot Rogers** and the **Cincinnati Group**, **Theo Stern** and the **War Puppies**



RD 3 Box 2345
Honesdale, PA 18431

40016

I ntroduction

This is a story of triumph and tragedy, of heroes and villains, of courage in the face of overwhelming odds. This is another adventure in the galaxy of *Star Wars: The Roleplaying Game*. If you want to be a player in *Starfall*, read no further. The information in this book is for the gamemaster (GM) only. Players who read on will ruin the adventure for everyone involved.

In this Adventure . . .

. . . a group of Rebel agents find themselves imprisoned aboard a battle-torn Star Destroyer. With them is one of the Alliance's top engineers, Walex Blissex, designer of the *Victory*-class Star Destroyer. They must make their way through the ruined ship to the hangar bay, in hopes of finding an escape craft. The only obstacles between them and freedom are legions of Imperial troops, 900 meters of twisted wreckage, and a ruthless Imperial captain bent on their destruction.

But the Rebels soon discover that their lives and the life of their charge are not all that hangs in the balance. The Star Destroyer, recently pounded by a Rebel strike fleet, is not as wounded as it appears. It has one last weapon to use against the returning Alliance ships. It has itself.

Set to self-destruct, the ravaged engines still contain enough power to obliterate the shattered Star Destroyer and its fast-approaching enemies. Can a handful of Rebels save the unsuspecting fleet before time runs out? This is the challenge that must be faced in *Starfall*.

Preparing to Play

Any players who don't have player characters (PCs) must spend a couple of minutes selecting and customizing character templates from the rulebook. Otherwise, use characters from your campaign. However, as the adventure begins with the PCs as prisoners aboard a *Victory*-class Star Destroyer, they start without any equipment. The script sets this up and PCs should retain only equipment that can be well-hidden or appears totally innocent.

Starfall combines situations that require a mix of skills to survive. The group needs PCs with

Perception, *Knowledge*, and *Technical* skills, as well as the more common combat and piloting skills.

As gamemaster, you should read and become familiar with *Starfall* before attempting to run it. Players may choose to stray from pre-arranged plotlines, and the only way to respond to such circumstances is to know the adventure thoroughly.

Adventure Materials

Before starting, check to make sure you have everything you'll need to run *Starfall*. Between the front and back covers you should find:

- *Star Wars Rules Upgrade*. This four-page folder outlines important rules changes and clarifications for *Star Wars: The Roleplaying Game* and must be incorporated into the game system.
- *The Pullout Section*. This eight-page section includes the adventure script, maps of the damaged VSD *Subjugator* exclusively for gamemaster use, "computer data" handouts to be given to the players when the text indicates it, non-player character (NPC) templates, and a map for the AT-ST combat scenario.
- *Victory-Class Star Destroyer Technical Readout*. This full-color, poster-sized display shows the layout and specifications of a *Victory*-class Star Destroyer.
- *Additional Materials*. To play *Starfall* you'll need the following items not included with this adventure: a copy of *Star Wars: The Roleplaying Game*, paper, pencils, and as many six-sided dice as you can find. *The Star Wars Sourcebook*, *The Star Wars Campaign Pack* (which includes a gamemaster screen), and *Star Wars Miniatures Sets* are all recommended but not necessary to play this adventure.

Difficulty Numbers and Improvisation

As GM, you should adjust this adventure to match the level of your particular group of players using the *Difficulty Number Scale* found in the rules upgrade. For example, if the text tells you to have the PCs make a moderate *Strength* roll, turn to the "Difficulty Number Scale" in the rules

upgrade and assign a number between 11 and 15, depending on the level of skill of the PCs. The "Difficulty Number Scale" can also be found on the gamemaster screen provided with *The Star Wars Campaign Pack*.

Note, in all adventures, attributes are capitalized and italicized, skills are only italicized.

Also keep in mind that the number of PCs and what template types they are using affects the outcome of each encounter. This adventure is designed for six beginning player characters with a good mix of skills. If you have fewer PCs, you may need to scale down the encounters accordingly. If your players have particularly powerful PCs, you may need to scale up the encounters to offer sufficient challenges.

Adventure Background

The Old Republic was the republic of legend. Under its stability a galaxy flourished. It was a time of great accomplishment. Of those people that contributed to the prosperity was the brilliant engineer, Walex Blissex, designer of the *Victory*-class Star Destroyer. During the years following the Clone Wars, this mighty vessel was the pride of the Republic Navy and the chief proponent of peace.

With the coming of the Empire, vessels of peace were quickly replaced by weapons of war. As the last remnants of the Old Republic collapsed, Walex Blissex disappeared. He decided it was better to go into hiding than be forced to create instruments of destruction. As the fledgling Rebel Alliance came into being, Blissex found a cause worth joining.

But the Empire quickly found someone to replace the engineer. His daughter Lira, a brilliant engineer in her own right, married a regional governor named Denn Wessex and quickly became a rising star in the military machine. Using her father's work as a basis, Lira Wessex designed the *Imperial*-class Star Destroyer.

Now, after years without any contact, Walex has received a message from his daughter. She claims to be sick and near death. The message screams "trap" with every word, but Blissex will not be deterred. If it isn't a trap, he could not live with himself if he refused this last chance to see his daughter before she died.

Recent Events

Imperial Governor Denn Wessex sent holotapes throughout the galaxy, hoping that at least one would reach a member of the Rebel Alliance. The tape contained a message from the governor, beseeching Walex Blissex to take this offer of free passage and return to Relgim sector. His daughter,

Lira Wessex, was dying, and her only request was that she get to see her father one last time in order to make amends for their long years apart. If accepted, a ship would be waiting at Kwenn Space Station to transport Blissex to Relgim for the sad reunion.

Alliance High Command was naturally skeptical. This smelled like an obvious trap. But Walex Blissex refused to be swayed. He needed to see his daughter and make things right before it was too late. If he refused to take this chance and she did die, he doubted he could live with himself. So, with due reservation, Alliance High Command agreed to let him go.

There was no reason not to take a few precautions, however. After all, Blissex was valuable to the Alliance and a good friend to everyone who knew him. It was for this reason that a small Rebel team was sent with Blissex to Kwenn Space Station, assigned to safeguard the engineer against any obvious dangers.

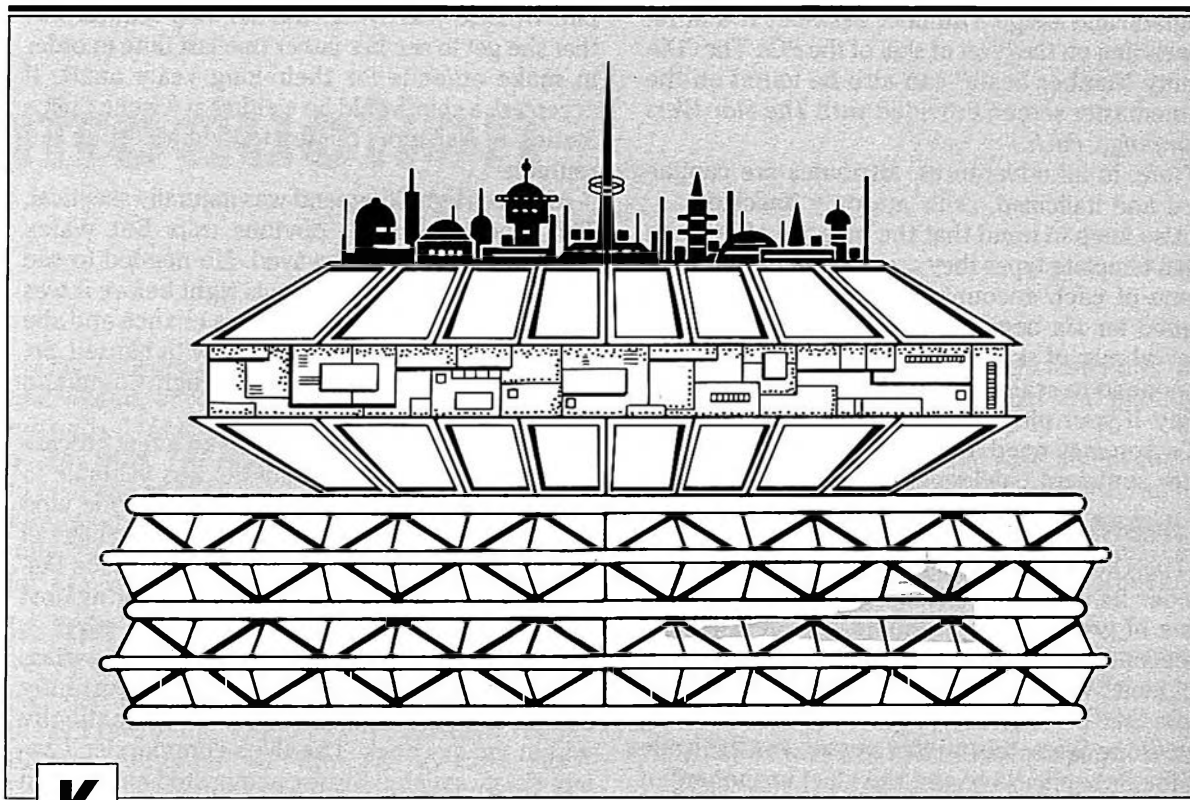
At Kwenn, things got worse. The *Victory*-class Star Destroyer *Subjugator*, a vessel currently assigned to the Relgim sector, waited patiently within the dry dock. The ship's commander, Captain Kolaff, greeted Blissex and invited him aboard the massive vessel. Naturally, the Rebel team would not let the engineer go alone. Once aboard the Star Destroyer, the Rebels and the old engineer were taken prisoner by stormtroopers and escorted to the ship's detention block.

Now, without weapons or equipment, the Rebel heroes feel the mighty vibrations that signal the Star Destroyer's departure. Trapped, without any hope of escape, they can only contemplate their fate as the powerful vessel roars away from the space station and into deep space.

Adventure Synopsis

The adventure opens with the Rebel PCs trapped within a Star Destroyer detention cell. All looks lost when suddenly the sounds of battle rock the Imperial ship. Unknown agents attack *Subjugator*, damaging the vessel and providing the means for the Rebels to free themselves from the detention block.

They must then make their way through the heavily-damaged ship in order to reach the hangar bay and perhaps find a shuttle or other craft to escape. But along the way they discover that the damaged Star Destroyer has been set to self-destruct. Unfortunately, the attacking fleet doesn't realize the danger as they return for another pass. When the Rebels discover that the attackers are an Alliance fleet, the situation becomes even more desperate.



K

wenn Space Station where *VSD Subjugator* awaits the arrival of Dr. Walex Blissex.

The Rebels must save themselves, the Alliance fleet and Walex Blissex, while combating everything that Captain Kolaff throws at them. And in the background, orchestrating the entire series of events, is the dangerous Lira Wessex.

The Main NPCs

Here are brief explanations of the major non-player characters and what their plans and motivations in this adventure are. More information is available in the various episodes, and in the pullout section.

Walex Blissex: Blissex, an important figure from the Old Republic, is best remembered as the father of the *Victory*-class Star Destroyer. Now a respected member of the Alliance, Blissex retains a measure of authority and an aura of aged wisdom. In this adventure, he is most concerned over his daughter's condition. Heedless of the danger, Blissex wants nothing more than to reconcile with Lira Wessex before it is too late.

Lira Wessex: The daughter of an Old Republic idealist and the wife of an Imperial governor, Lira presents an enigma both to the Rebel heroes and to her father, Walex Blissex. She rejected her father's beliefs and embraced the ideologies of the New Order. Her faith in the Emperor led her to marry into the Imperial hierarchy and use her

skills as an engineer to turn Blissex's ship of peace into the war machine known as the Imperial Star Destroyer. But something in her father's design eluded her, causing problems that could one day doom the Imperial Star Destroyer project. While she can replicate the technology that created the massive ships, she cannot do it as efficiently or inexpensively as Walex did. To rectify the situation, Lira has used her husband's influence to find Walex Blissex. The trap, so carefully orchestrated, will not only bring her father out of hiding, but could provide information about the Rebellion that will enhance her family's position in the Empire.

Captain Kolaff: Assigned to command the Imperial fleet protecting the Relgim sector, Kolaff reluctantly agreed to Governor Wessex's order to accompany his wife to Kwenn. He dislikes the fact that he must participate in a trap, preferring to engage an enemy in honorable combat. But he does like the idea of capturing a Rebel traitor. He will go along with Lira Wessex for as long as it serves his own purposes — to achieve a promotion out of the core systems and onto an Imperial Star Destroyer, or even onto a Super Star Destroyer. From such a post, Kolaff knows he could truly distinguish himself in the battle against the Rebel Alliance.



amemaster's Guide to *VSD Subjugator*

Summary

Because running an adventure in a setting as vast and intricate as a *Victory*-class Star Destroyer presents unique problems and challenges, this guide is presented for ease of play.

The storyline follows the most logical route for the PCs to take through the Star Destroyer. It is also the route suggested by Walex Blissex. This path is detailed with mood, descriptions, encounters and events. If the PCs decide to deviate from this route, let them. But in order to fully describe every corridor and chamber in *Subjugator*, we would need a book many times larger than the one you are now reading. Instead, this gamemaster's guide presents some general descriptions about the Star Destroyer, taking into account its condition at the start of the adventure.

One further note. If your players do deviate from Blissex's route, you will still need to use the encounters and events presented in the adventure, as those advance the story. Just have them occur wherever the PCs wander.

Handling the Curious Player

One of the drawbacks of providing players with such an open area to explore is that they feel obligated to wander every which way. While PCs should be free to roam far afield, excessive wandering can slow an adventure's plot to a dead crawl. That isn't in the spirit of *Star Wars*. In this adventure, we have built in a number of "plot devices" to prevent excessive wandering. One plot device is the pressing time constraints the PCs operate under. Not only is the Star Destroyer falling apart around them, but the Rebels quickly discover that the vessel has been set to self-destruct (which will destroy the PCs and the approaching Alliance fleet). These time constraints are constantly brought to mind by NPCs and "cutaways" throughout the adventure.

Some of the more curious players may still wish to explore a good deal of the giant Star Destroyer, however. In this case, you should let them — to an extent. Troop concentration, heavy damage, or simple inaccessibility should keep the PCs away from places you don't want them to go. For example, if a particularly gung-ho group decides that they want to take over *Subjugator's* bridge, they will almost definitely meet with more resistance than they can handle. But keep in mind that, as heroes, they should always be left with a chance to succeed, no matter what the odds.

The Guide

The following guide serves as a basic overview of *Subjugator's* inner workings and overall status in its damaged state. The descriptions given here are general, and you should add greater detail whenever possible. Try to use your imagination to embellish the descriptions of specific locations. The troop concentrations given should be adjusted according to the party's size and condition.

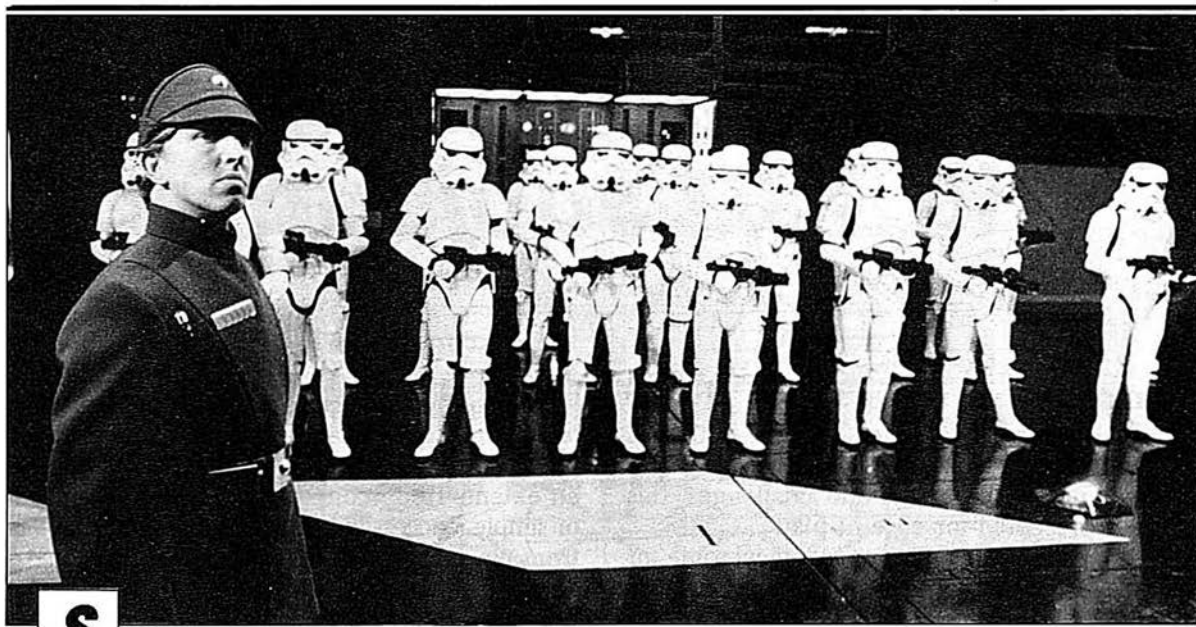
The sections described below are clearly marked on the full-color map.

Personnel

Aside from the various technicians, mechanics and systems operators occupying the Star Destroyer, *Subjugator* also has combat personnel that the PCs interact with the most. Anyone else can be assumed to have an attribute of 4D in his or her area of expertise, and 2D in all other skills and attributes (unless otherwise noted in the text). The combat personnel have the following statistics.

Stormtroopers*: DEX 1D, blaster 3D, brawling parry 3D, dodge 3D; STR 2D (3D for damage rolls), brawling 3D. All other attributes and skills 2D. Blaster damage 4D.

* These codes reflect armor adjustments.



S

ubjugator's forces have been seriously depleted before the start of *Starfall*.

VSD SUBJUGATOR (Current Status)

Craft: Rendili StarDrive's *Subjugator*

Type: Victory-class Star Destroyer

Length: 900 meters

Crew: 1,382 (62 officers, 1,320 enlisted)

Troops: 230

Cargo Capacity: 3,432 metric tons

Consumables: 2 years

Hyperdrive Multiplier: [None]

Nav Computer: [Yes]

Hyperdrive Backup: [None]

Sublight Speed: [0]

Maneuverability: [0]

Weapons:

3 Quad Turbolaser Batteries

(fire separately)

Fire Control: [4D]

Damage: [5D]

12 Double Turbolaser Batteries

(fire separately)

Fire Control: [3D]

Damage: [2D+2]

24 Concussion Missile Tube Launchers

(fire separately)

Fire Control: [2D]

Damage: [9D]

1 Tractor Beam Projector

Fire Control: [3D]

Damage: [None; target captured if hit]

Star Destroyer Troopers: DEX 3D+2, blaster 4D+2, dodge 4D+1; KNO 2D+1; MEC 2D+2; PER 3D; STR 3D+2, brawling 4D+2; TEC 2D+2.

Because of the lack of manpower, Captain Kolaff has converted most of the MSE-6 general purpose Droids (or "mouse Droids") to simple patrol duty. Basically, they have been programmed to record activity throughout the damaged ship, especially in areas no longer occupied by the crew. When these menial Droids run into the PCs, the PCs have one round to react. The mouse Droid comes to a complete stop, briefly records the disturbance that stopped its programmed patrol course, then zooms back the way it came. Once it begins to flee, the Droid transfers its information to the security officer on the bridge for analysis, then resumes a secondary patrol pattern.

MSE-6 General Purpose Droid: DEX 4D, search 4D, security 3D. Equipped with electro-photoreceptor, auditory sensor, holorecorder, retractable heavy manipulator, retractable fine manipulator.

Command Section and Systems Control

Since the attack and subsequent damage sustained by *Subjugator*, most of the ship's personnel have congregated in the command section. Control of most of the ship's systems has been taken over by the undamaged computers in the systems control section, but many of these tasks are being handled by backup machinery that is having trouble rerouting so many systems at once.

Normally, command personnel and staff monitor systems operations all over the ship from these levels. Now they are actually handling tasks that they previously only supervised.

The largest contingent of troops can be found in these connected areas. Patrols of three stormtroopers wander the corridors on regular intervals, while other troops are stationed at important intersections and access ports.

The communications station monitors broadcasts coming from the Alliance fleet, as well as any Rebel intership communications. This station is guarded by 15 stormtroopers and six Star Destroyer troopers.

Twenty stormtroopers guard the access to the bridge. All turbolifts that still operate in the area stop at a transfer station that has been converted to the bridge access guard station. At this transfer area, those people who want to proceed to the bridge must switch to the one lift that leads to the aft bridge section — provided they can get past the stormtroopers.

In addition, wherever possible Captain Kolaff has closed and locked blast doors. These can be opened using control panels positioned next to each door, if a person knows the access codes. Without the codes, it takes 10 rounds to cut through a locked blast door using up a blaster's entire energy cell. Otherwise, a Difficult *security* roll is needed to break the codes.

Physically, this area is almost completely intact. Very little damage can be perceived here. Power is at 70 percent throughout the command and systems control sections, and any equipment accessed by the PCs should be functional.

While these areas have functional work stations, they can serve as traps for the PCs. Whenever a work station or computer terminal is accessed without inputting the proper security code, the security officer on the bridge is alerted. He informs Kolaff and sends the nearest stormtrooper patrol to investigate the situation. Should the PCs check before using the station, a Moderate *computer programming* roll makes them aware that the equipment is being monitored.

Engineering Section

Engineers and technicians constantly bustle about this area in an effort to keep *Subjugator's* power on line. Upon entering the engineering section, the PCs are likely to be perceived as technicians and asked to lend a hand in the repairs. Star Destroyer troopers are posted at critical systems stations only, and the Rebels should be able to

wander this area somewhat freely, provided no one becomes suspicious of them.

The engineering section is a fairly dangerous place, however, as violent equipment collapses or radiation leaks may occur without warning. For as long as the PCs remain in this area, random rolls should be made periodically to determine whether or not they are affected by these occurrences. A roll of 11 on two six-sided dice indicates an equipment collapse, 12 is a radiation leak. Have the PCs make Moderate *Dexterity* rolls to avoid being affected. An equipment collapse causes 4D of crushing damage, a radiation leak 3D of burns.

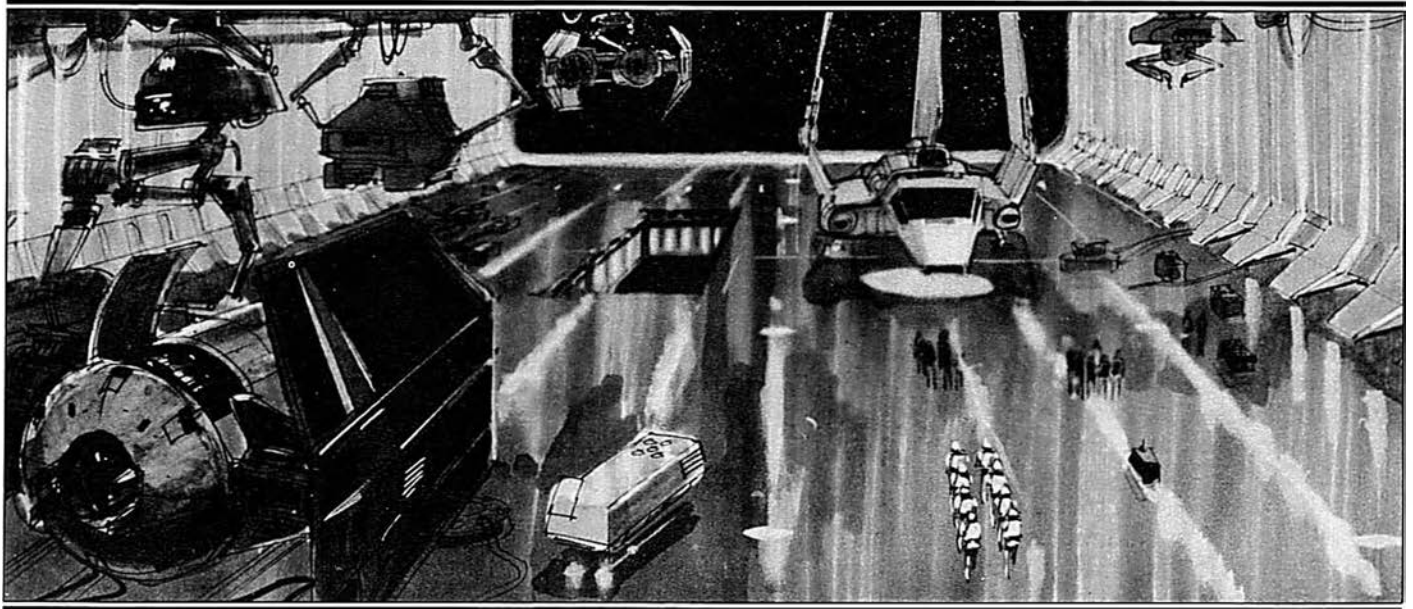
Built around the Star Destroyer's giant engines and power cells, this area is irregularly designed, and has many hidden corners, passageways, crawl spaces and compartments in which to hide. Walex Blissex can help the PCs find these places in moments of crisis. Near the engine control core, many of the numerous catwalks necessary for gaining access to certain sections have collapsed or are hanging on by the merest of threads. Consequently, movement is slow and perilous, and whole sections have been or are in danger of being cut-off entirely.

Hangar Decks

The hangar entry port opens into a large hollowed flight compartment. The walls of the flight compartment are lined with variously-sized hangar bays, ranging from small starfighter bays to large shuttle holds. The bays connect to vehicle maintenance shops that cover the bottom levels of the hangar decks, and to huge vehicle storage facilities that fill the top levels. Levels are connected by giant lift platforms that rise and lower from deck to deck, and by repulsorlift shafts for more direct movement.

This is the second most heavily guarded area of the ship. Imperial troops patrol the hangar decks with relative frequency, moving in groups of four to nine soldiers. Once Kolaff becomes aware that Rebels are loose in his ship, this area goes on total alert. Anyone without proper clearance and the right uniforms will be attacked on sight.

The upper levels of the hangar decks have sustained major damage, resulting in the loss of most of the stored vehicles. Virtually all ships were lost in the space battle or in the resulting damage to *Subjugator*. These storage decks provide a twisted landscape of bent corridors, crushed walls, and shattered equipment. Rising out of the rubble are the shadowy forms of damaged shuttles, pulveriz-



ed AT-ATs, and ruined TIE fighters. Little in this area is of use to the PCs. With some concentrated searching, the Rebels can find four speeder bikes, two light laser cannons, and a cache of three blaster pistols.

The hangar bays themselves, however, are another matter. While many bays have sustained some damage and many of the carried craft were lost in the fighting, some things remain in working order. One bay contains a flight of TIEs (four starfighters), one holds an Imperial shuttle, and yet another contains four AT-ST scout walkers.

Maintenance shops on the lower levels suffered a similar fate as the top levels. Being on the outer edge of the ship, these areas consequently took the brunt of the Rebel fleet's attack. One chamber remains intact in this area. It contains an AT-AT walker, standing and facing the entrance. With the diminished lighting and damaged ship structure, the AT-AT should startle the PCs if they enter this level. But the walker itself is in a state of repair, with many circuits and power modules lying about as its overhaul was interrupted by the battle.

Living Quarters

Subjugator has three main areas for living quarters. The modest crew living section, the spacious officer's row, and the combat personnel quarters. Damage in these areas ranges from light but noticeable to heavy and almost impassable. The crew and combat personnel living areas are made up of large barracks connected by small, twisting corridors. The apartments in officer's row consist of three-person chambers and large single person studios.

Many displaced crew members, cut off from their posts during the battle, have fled to their quarters in the intermittent quiet. There are no troops stationed in any of the living quarters, but any soldiers cut off from their posts may be roaming these corridors.

Power has been reduced in these areas due to greater needs elsewhere in the ship. Some areas are totally without power, creating cold, dark pockets throughout. Members of the crew have very little in terms of personal belongings, but should the PCs explore the officer's quarters, they will find quite a wealth of personal treasure including exotic equipment, credit vouchers, and black market items.

Damaged Areas

Gaping battle scars tear across almost the entire surface of the crippled *Subjugator*, sometimes ripping a gash four or five decks deep. These areas are extremely hazardous to travel, but may be the only way for the fugitive Rebels to elude their pursuers.

Visually, these damaged areas are shocking. The torn and twisted superstructure juts out in all directions, thrusting massive pipes and slabs of hull up through decks from floor to ceiling. Certain sections are so thoroughly destroyed, they are completely inaccessible. Others may have gaping holes ripped through them, exposing the vacuum of space. Still others have caved-in floors or ceilings.

Traveling through damaged areas is painstakingly slow as obstacles must constantly be circumvented. The PCs will find themselves scaling huge chasms ripped through multiple decks,

climbing through partially collapsed corridors on their hands and knees, and even dodging still-falling debris. In addition, breath masks must be used in certain areas. As they move close to a damaged section, the PCs notice the air becoming thinner. Fortunately, masks can be found hanging on the walls in all of *Subjugator's* outer decks for just such an emergency.

There are numerous hazards which make traveling damaged areas ill-advised. In many spots, the partially collapsed superstructure may be unstable. Both ceiling cave-in and floor collapse present a constant threat. Walex Blissex will be a tremendous help, as his engineering skills may be able to detect many unstable spots. The Rebels can detect things as well, making appropriate *Perception* or *Technical* skill rolls of Moderate difficulty or better. Still, the Rebels may not always have a choice, and may often be forced to cross an unstable area.

Severed power lines, radiation leaks, and the constant explosions that rock the ship from somewhere deep within the engineering section create additional dangers as well.

As GM, use these hazards to enhance the mood and atmosphere of the adventure. For example, a character should not be killed without warning by a sudden floor collapse. Rather, have that character chased by Imperial troops until the floor in front of him suddenly collapses, and he must choose between jumping the perilous pit or facing a deadly shower of blaster fire.

Overall Ship Status

Subjugator is at battle-alert condition. The mighty Star Destroyer, its power vastly depleted,

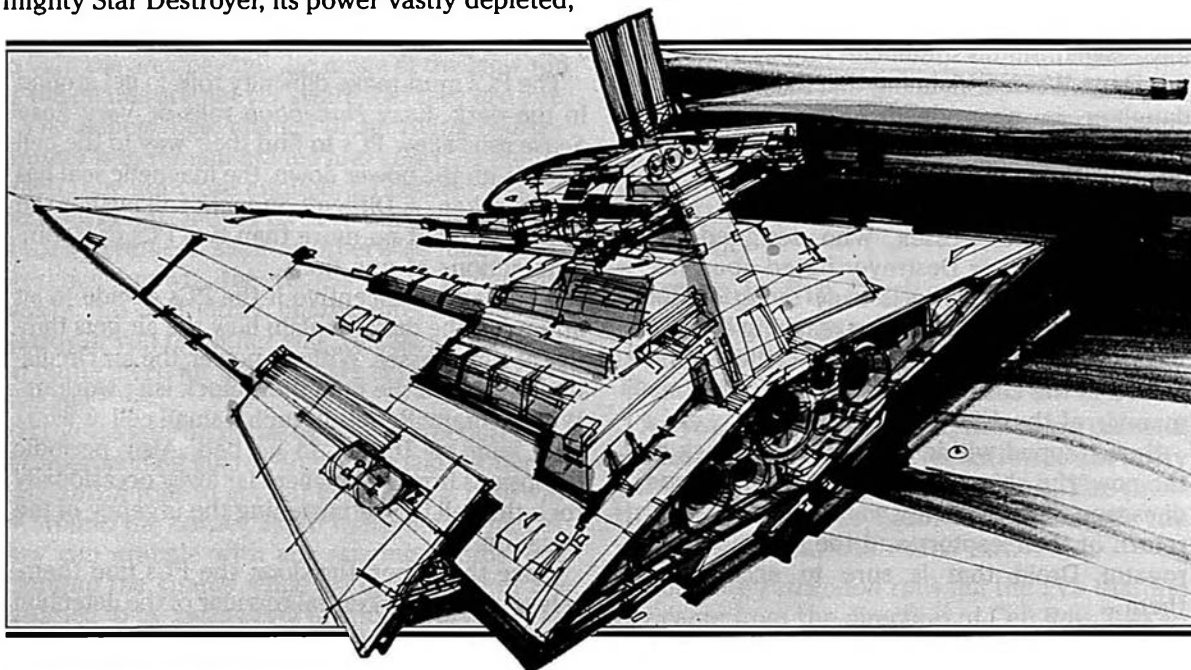
operates on two of its six power cells. All shields have been obliterated, and most weapons systems have been damaged or destroyed. The powerful DeLuxFlux hyperdrive has suffered irreparable damage. Captain Kolaff has diverted most of the remaining energy into the weakened sublight engines, shutting the rest down completely in an effort to make *Subjugator* appear more heavily damaged than it is.

Inside the ship, chaos abounds. Many crew members are trapped or displaced, and Kolaff has paid them absolutely no attention. Blast doors all across the ship have automatically closed, sealing-off many decks completely.

The ship's internal comlink system constantly crackles with orders, some of which may occasionally help the Rebels, such as "rifle squad P-36 to the detention center." Also, the constant blaring of the battle-alert klaxon helps to mask most sounds the Rebels may make.

Strangely, most of the Star Destroyer's Droid population is missing. Conversations pertaining to this rattle among crew members, and an occasional reference to this can be heard over the comlink system.

Despite the devastating damage and loss of life sustained by *Subjugator*, the crew remains remarkably upbeat. They have seen their captain hold his own against the odds, and morale is high. Left with so few troops, Kolaff has decided not to spread his forces too thin. Instead, he concentrates his troops in critical areas, and assigns "search and destroy" teams to dispatch the annoying fugitives, once he becomes aware of their activity.



E

pisode One Blind Man's Bluff

Summary

The adventure begins with the Rebel PCs held prisoner in *Subjugator's* detention center. Explosions echo throughout the Star Destroyer, and then the lights go out. The area is cloaked in total darkness and, using this to their advantage, the Rebels find themselves able to defeat the Imperial detention guards and their interrogator Droid.

Under cover of darkness, the PCs must now find the man they were assigned to protect, Walex Blissex. They must move quickly, as power may be restored at any moment and the threat of discovery seems imminent.

Read Aloud

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

A group of Rebel agents has been assigned to accompany the great engineer Walex Blissex, designer of the *Victory-class* Star Destroyer, to Kwenn space station. Blissex, now a respected member of the Alliance, received a message from his son-in-law, Imperial Governor Denn Wessex, claiming that the engineer's daughter is near death. Even though it appeared to be a trap, Blissex could not pass up this last chance to reconcile with his daughter.

Whether Lira Wessex, who designed the *Imperial-class* Star Destroyer based upon her father's previous work, is truly dying or not seems inconsequential. Upon reaching Kwenn, Walex and his Rebel escorts were captured and placed in the custody of Captain Kolaff, commander of the *VSD Subjugator*.

Now, trapped within the detention block of the powerful ship, the Rebels have little hope of escape. They can only wait for the eventual return of their captors and the terrible interrogator Droid that is sure to accompany them. . .

Start the Adventure

Hand out copies of the adventure script, found in the pullout section, and assign each player a part. The parts are labelled "1st Rebel," "2nd Rebel," and so forth. If you have six players, each player reads one part. If you have fewer players, assign additional parts as necessary. Begin with the "Read Aloud" section, then pick up the action with the adventure script as "1st Rebel" begins to read.

Blackout!

As soon as the players finish the script, read the following passage out loud:

A deafening explosion rocks the giant ship, knocking you and your friends to the cell floor. More explosions follow, violently shaking the ship back and forth. Somewhere close by you hear the terrible sound of metal scraping metal, the tearing of plastisteel walls, and the hissing of escaping atmosphere. The floor of the cell lurches wildly and a battle-alert klaxon rings out. Then the lights cut off and you are plunged into total darkness.

The PCs must make difficulty rolls to get around in the dark. Easy *Perception* rolls or Very Easy *Sense* rolls allow PCs to find their way to the cell door. With the power down, the magnetic seal has been broken. A Difficult *Strength* roll pushes the door open, but no more than two PCs can combine actions at one time.

As an added incentive if the PCs decide to sit around in the dark, explain how the air gets thinner as time passes. Without power, the air circulation system in the detention block isn't working. With so many Rebels in such a small cell, it won't take long for the air to go bad. Also, periodic explosions from somewhere far away occasionally rock the cell block, hastening the urgency of the situation.

Once they open the door, the PCs find themselves in the dark central corridor of the detention block. They have no weapons and no source of

light. See the accompanying map that shows which cell held the Rebels and which cell holds Walex Blissex. The Rebels have a moment to get their bearings, then ask for Moderate *Perception* rolls. If anyone makes it, read the following passage out loud. If no one makes the roll, go on to "A Shot in the Dark" below, wherein the Rebels are caught by surprise by the detention block guards.

There is a change in the darkness. Off to your left you see a glow that steadily gets brighter. You hear the clang of boots echoing upon the metal floor, the whisper of sharp conversation. Someone approaches from a turn in the corridor, their light cutting a path through the thick blackness.

Detention block guards approach from the control room using Cell Row One. Whether the PCs are aware of them or not, proceed to "A Shot in the Dark."

A Shot in the Dark

As the detention block guards turn the corner, read:

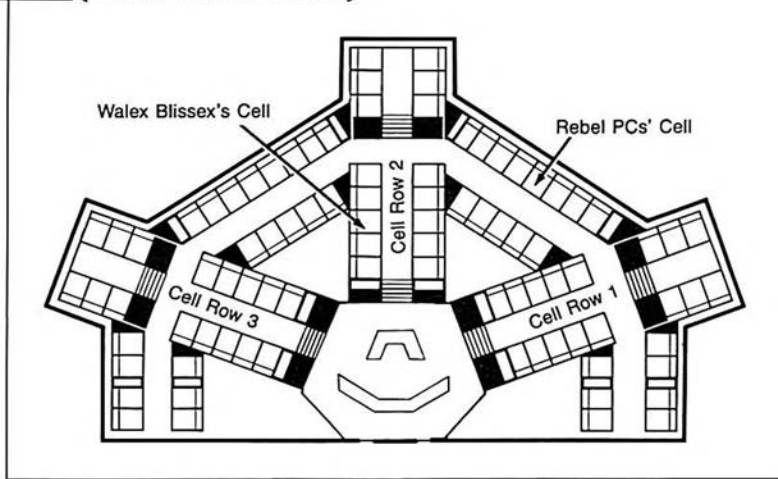
At the far end of the corridor you see four uniformed men outlined in the glare of a glow rod. Thick smoke billows around them, suggesting great damage in the cell block beyond. Without warning, a blaster bolt illuminates the hallway as it zaps past you.

If the Rebels failed to make their *Perception* rolls earlier, the detention block guards spot them first and begin firing immediately. The PCs cannot dodge the initial volley, but can dodge any subsequent shots. If the PCs did make the roll and are hiding, the shot is simply being used as a flare to light the area beyond the range of the glow rod as the guards are not yet aware that they are free.

The Rebels' best chance of surviving this encounter is to remain hidden and jump the guards when they get close enough. Of course, this option works best if the PCs have not been spotted. If they have been seen or otherwise made their presence known, the Rebels must dodge the blaster fire and either charge directly into the guards or run the other way. Because the ship is on battle alert, all weapons are set to do normal damage.

If the Rebels run in the opposite direction from the approaching guards, they can make Moderate *hide/sneak* rolls to get out of sight in a doorway or around the corner. From these hiding places, they can grapple with any passing guards. PCs charging the guards while using full dodges are assumed to be zigzagging in and out of the glow rod's light beam and suffer no additional penalties.

D etention block 241 (Cells 241.1-241.88)



When the Rebels close with the guards, use only hand-to-hand combat skills (melee, melee parry, brawling, brawling parry). The guards can use their blaster pistols as clubs, causing STR+1D damage.

After the battle, the PCs have either dispatched the guards and acquired their equipment or they have been defeated and returned to their cell. As this is the opening scene in the adventure, give your players every opportunity to succeed. But never make them think they have it easy. Wounds, close calls, and desperate battles are the heart of dramatic adventures. If the PCs win out, they recover four blaster pistols (each with 4-24 shots left in their energy cells; roll four six-sided dice secretly to determine how much ammo, and keep track of when it runs out), four uniforms (no armor), a glow rod, and a medpac.

Detention Block Guards: DEX 2D, brawling parry 2D+1, melee parry 2D, melee 2D+1; STR 2D+2, brawling 3D+2. All other attributes and skills 2D. Blaster damage 4D. Cannot use combined actions.

Demon in the Dark

With the four guards defeated, the PCs must now escape the cell block and find Walex Blissex. They get a clue to help their search. Read:

As you gather what equipment you can and discuss plans, your conversation is abruptly cut-off by a heart-rending scream. The pain-filled voice echoes hauntingly through the dark cell block, then dies out.

Moderate *Perception* rolls tell the PCs that the cry came from the direction of Cell Row Two. In fact, it came from Walex Blissex, who is in the

cell marked on the map. Moderate *search* rolls lead the Rebels to the open cell. Unfortunately, Blissex is not alone. When the Rebels approach the cell, read:

The light from the glow rod shows an open cell, its dark interior exposed to the empty hall. Inside, slumped across the bench on the far wall, is Walex Blissex. In the dim illumination he appears unconscious and ragged. Nothing else in the area moves.

Hiding in a dark corner of the cell is an interrogator Droid. Sometimes referred to as a torture or pain Droid by the detention personnel that use them, these Droids are feared for their ability to get information out of unwilling prisoners. It followed its orders to interrogate Blissex, even though the recent battle prevented the interrogation officer from being present. It decided to duck out of sight when it detected people heading this way.

As you enter the cell to examine Blissex, you hear the unmistakable hum of a repulsorlift generator. It sounds extremely loud in the small cell. Behind you, a small spherical

Droid rises from a dark corner. Shining black and globe shaped, the Droid possesses multiple appendages each tipped with delicate instruments. It moves toward you, menacingly extending a needle-tipped arm.

The Droid attempts to do what it does best — interrogate prisoners. However, since the Rebels aren't behaving like normal prisoners, it tries to stun them or otherwise render them "more cooperative." It can be bluffed into believing the Rebels are detention block guards, provided at least one PC is wearing a guard uniform and he or she makes a Moderate *con* roll. Otherwise the PCs must fight the Droid, which has a definite advantage in the dark, confined space.

Interrogator Droid: STR 3D; PER 4D. Skills: dodge 3D, melee 3D, melee parry 4D; interrogation devices and techniques 4D+1. Weapons: laser scalpel (damage 2D), power shears (damage 4D+2), hypodermic injector (stun damage 3D), shock blaster (stun damage 4D). Only one weapon can be used in any combat round.

Walex and the Last Guards

Walex Blissex suffers from stun damage inflicted by the interrogator Droid. He slowly returns to good health, but not until the specified moment in episode two. Till then, he needs help getting around and will be able to provide little information. He does say the following before the Rebels decide to move on.

Blissex groans as you bend to help him up. In a weak voice he mutters, "Asked technical questions... about Star Destroyers... makes no sense... ship must have been attacked... our chance to escape..." The effort obviously weakens the old man, and he lapses into a semi-conscious state.

As the PCs make their way toward the detention block control room, more blaster shots ring out. The remaining two guards have stationed themselves behind the control consoles, using them for *medium cover*. They fight to the death. These guards each have a blaster pistol, with three six-sided dice worth of shots left. The room itself is filled with a thick, billowing smoke that issues out of a crack in the floor.

If the PCs make a Difficult *search* roll in the control room, they find a storage box filled with rations, two medpacs, two comlinks, 50 meters of syntherope, and a glow rod.

The Detention Block

The detention block aboard *Subjugator* and other *Victory*-class Star Destroyers is actually made up of many interconnected cell blocks. The detention block shown on the full-color map and here in the adventure book represents one individual block of 88 cells. This block, in turn, connects to other cells that stretch out along this deck and span a number of decks above and below.

Turbolifts are located throughout, connected to each block by a short hallway. Six blocks attach to each turbolift bank, creating block clusters of 528 cells.

Subjugator carries only Walex Blissex and the Rebel PCs in its detention block. Energy in this area has been lost due to a direct hit on the section power coupler. Six detention block guards remain in the vicinity, four of which meet the PCs in "A Shot in the Dark." The other two stay at their post in the control room until the Rebels reach them. While the PCs were jammed into one cell, Blissex has been placed by himself in a cell on Row Two. When the PCs reach him, he's being administered to by a deadly interrogator Droid.

Out of the Cells and into the Fire

Beyond the control room doors lies a short hallway that leads to a turbolift tube. Since there is no power in this section of the Star Destroyer, the Rebels must open the lift doors manually. This requires a Very Difficult *Strength* roll, but up to three characters can combine actions to pry open the doors. But opening the doors could be the least of their problems. Read:

With great effort you slide the doors to the turbolift open. But your glow rod's beam does not fall upon a lift car. Instead it reveals the gaping emptiness of the giant turbo shaft. The darkness seems to stretch infinitely up and down, and you feel as though you are standing on the threshold of an unending pit. Without a lift car, the only way out is to climb or fly . . . or fall!

The Rebels must decide which way they want to go at this point. They can climb through the shaft using the ladders on each side of the shaft wall, or they can use the rope if they found it in the control room. Climbing up leads to the command section of the ship, down to the engineering section. Blissex, if asked, suggests proceeding down. In his semi-conscious state he tries to explain that down is safer and probably more accessible than the upper tower of the Star Destroyer.

Whichever way they decide to go, build the scene with the appropriate bits presented here. Climbing the shaft ladders is an Easy *climbing* roll, while using the rope is a *Moderate* difficulty number. The PC helping Blissex increases his or her difficulty by one level (so the Easy roll becomes a *Moderate* roll, for example). During the climb, a particularly jarring explosion rucks the shaft. When this happens, everyone on the ladders must make an Easy *Strength* roll to hold on. Those using the rope but not attached to it in some way must make a *Moderate Strength* roll to retain their grip. Anyone who fails the rolls begins to fall down the shaft. Falling PCs can catch a protruding ladder rung by making an Easy *Dexterity* roll followed by a *Moderate Strength* roll. Those that fail this fall to their deaths.

Once the Rebels have climbed for a dramatically appropriate amount of time (complete with various suspenseful bits), they reach a working section of the shaft. The players shouldn't be told this outright. Instead, they should be told descriptive elements that hint at the changing situation. Lights further along dimly illuminate the shaft. Wind and

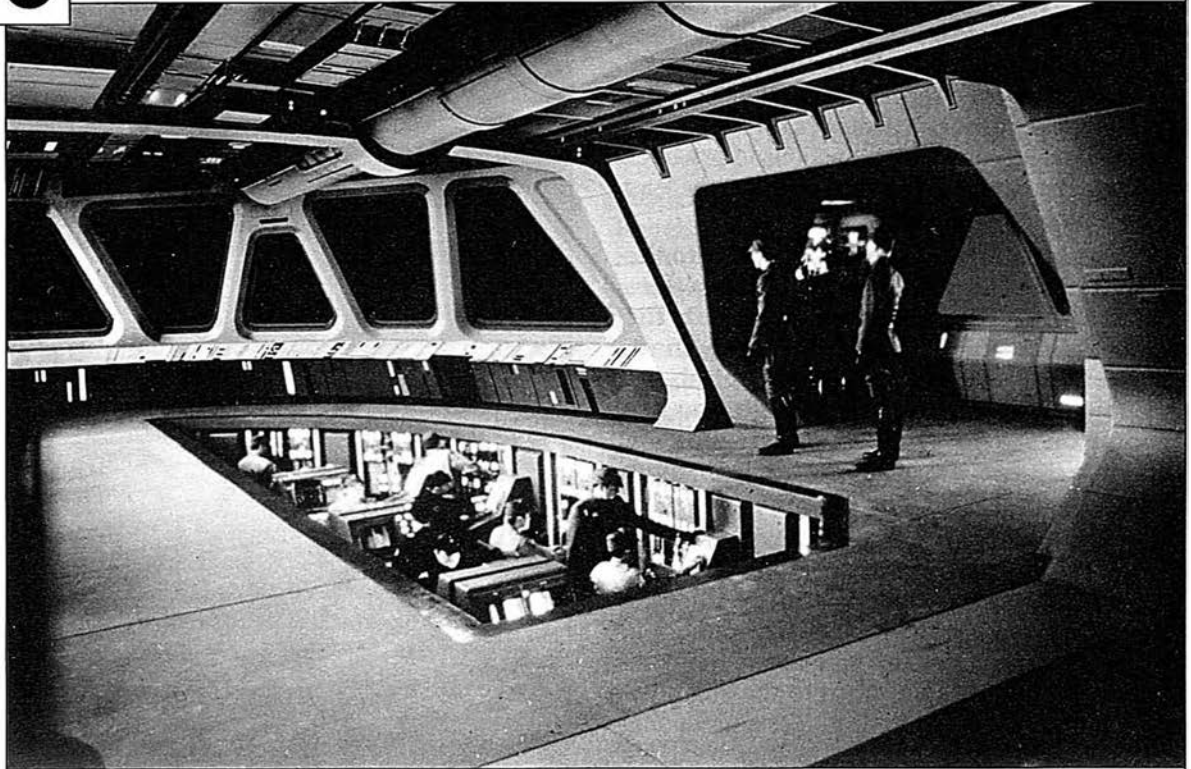


a distinct whooshing sound can be heard up ahead. Probably the most telling difference occurs when the PCs enter the working shaft and experience the floating sensation of emerging into a repulsor field. They can now propel themselves through the shaft much the same way a land-speeder floats on a cushion of repulsor energy. But being in a working shaft means they must watch out for lift cars. Evading the approaching one requires *Moderate Dexterity* or *dodge* rolls, or Easy *swimming* rolls for those who want to attempt to "swim" through the field.

With this final obstacle overcome, they reach a set of doors that can be opened using a convenient control panel. Read:

The door swooshes open, revealing an empty, lighted corridor. It stretches to your right and left, and no dangers seem present. Somewhere in the shaft another explosion sounds, but that is behind you as you let the doors shut.

Cut-Away



Read aloud:

INTERIOR: SUBJUGATOR BRIDGE. Standing before the massive viewports of the command bridge, a high-ranking Imperial officer looks out upon the damage his ship has sustained. His eyes slide slowly across the deep gashes and the twisted superstructure, resting momentarily upon a black scar that slices the forward hull. An explosion rips through the wounded ship from somewhere deep inside, throwing the bridge crew from side to side. But the officer stands firm before the viewport, oblivious to the discomforts of his men.

"It doesn't look very promising, does it Captain Kolaff," asks the woman who now stands beside him. She wears the regal garb of an Imperial official, retaining an air of authority even though the outfit is stained and torn.

"Promising, my lady?" replies Kolaff. "We are about to win a great victory against our enemies."

The official laughs, but there is no humor in her voice. "Victory? Captain, that pirate fleet caught you off guard and devastated your vessel. I do not see running away as a victory."

A dangerous gleam sparkles in Kolaff's piercing eyes. "Not running, my lady, tactically retreating. They have damaged us beyond repair, that is true. But I have a surprise being readied for those pirates. They will find the price of dealing with Subjugator to be more expensive than they can afford."

The official smiles evilly. "With my help, of course, Captain."

"Of course, my lady."

Fade to. . .

INTERIOR: SUBJUGATOR CORRIDOR AND A SMALL GROUP OF REBELS.

E

pisode Two

Journey to the Core

Summary

The Rebels flight from the detention block has led them to the upper levels of the engineering section. With Walex Blissex's help, they begin a journey that will take them to the heart of the Star Destroyer — to the engine control core! But on the way they must circumvent collapsing engines and other hazards, while trying to ascertain exactly what is going on outside the dying ship.

Blissex's Plan

Once the Rebels safely reach the empty corridor outside the turbolift shaft, Blissex comes out of the semi-conscious state induced by the interrogator Droid. He takes a moment to get his bearings and says:

"We are in an access corridor just above the engineering section. I believe that we can find a computer terminal in one of the work stations. It should be a simple matter to get into the computer and determine just what we are up against. What do the rest of you think?"

Blissex eagerly wants to hear what the Rebels have to say about the situation. But he also believes that since he knows the interior design of the *Victory*-class so well, his plan is the best. At least until they reach a computer and gather more data.

If the PCs choose to accept Blissex's plan, he leads them to a blast door. Behind the door is the emergency entry into the engineering section. Blissex explains:

"Behind this blast door we will find a staircase leading down into one of the smaller sublight propulsion units. From there, if the damage isn't severe, we should be able to find a computer work station that we can borrow. But first we must get this blast door open, and I am not very good with security programs."

Blissex will try to open the blast door, but he fails. He isn't proficient at manipulating existing

programs. The PCs must handle these types of chores. To open the blast door, a Rebel must use the access port beside the doorway to get into the lock override program. An *Easy computer programming* roll and a *Moderate security* roll opens the door. Then go to "The Burning Engine."

If the PCs decide to take a different route, use the gamemaster guide to help describe locations. Just make sure to use the events presented in this episode no matter what route they take.

The Burning Engine

When the PCs open the blast door to the engineering section, they are greeted by a terrible sight. Read:

The blast doors slide open and a burst of hot air forces you back. You see a twisted metal staircase that descends into a raging inferno! The large area beyond the blast door is a sublight propulsion unit shaft, and the cylindrical sublight engine itself is burning. But it appears that the staircase can be used to reach a suspended catwalk which opens onto a work station.

The Rebels must climb down the twisted staircase, using two *Easy climb* rolls to reach the catwalk. Pause between each roll, building the suspense as the chamber shakes and small explosions play across the burning engine column. Once three PCs have crossed the catwalk and reached the work station, another explosion rips the catwalk loose from the wall. Anyone on it must make a *Moderate Dexterity* roll to stay atop the swaying walkway. Now, hanging on by the merest of fasteners, the catwalk presents a hazard for those still on it and those yet to cross it. Two successful *Easy Dexterity* rolls allow each remaining PC to reach the work station. Those who fail have one last chance to catch themselves before falling to their deaths. They must make a *Difficult Dexterity* roll.

Once they reach the work station, go on to event one.

Event One: Accessing the Computer

In the work station, the Rebels find a computer access terminal. There are a number of these throughout the Star Destroyer that work, but they only provide the information presented in the pullout when the text says to. If the PCs ask Walex Blissex to access the computer, he tries but without success. He just doesn't have the aptitude in computer programming.

The character elected to access the computer must first make a Very Easy *computer programming* roll. If he or she succeeds, display the full-color *Star Destroyer Technical Readout* to the players. If he wishes to continue, have him make an Easy *computer programming* roll. Success means they receive "Computer Monitor #1" from the pullout section. This provides the Rebels with some information about the state of the Star Destroyer, and also tells them that *Subjugator* has been set to self-destruct in approximately three hours.

If a character fails a roll, he cannot try again. Someone else must attempt another try, at a difficulty one level higher than the difficulty that was failed. If anyone decides to check for security monitoring, they must make a Moderate *computer programming* roll to determine that they are indeed being monitored.

Once they get a chance to examine the data they have received, they should realize that the engine control core is the next place they should proceed to. Blissex says that he can turn the self-destruct program against them if he can reach the main control station in the core.

"No one knows the working of this ship better than I do," explains Blissex. "I can manipulate the destruct mechanism to explode one hour earlier than the Imperials

expect. That should take out the remaining crew and this vessel, while still providing us with enough of a buffer to reach the hangar bays and escape. Follow me."

An Easy *search* roll uncovers enough breath masks for everyone. Breath masks allow the Rebels to survive in near-vacuum, but do not protect them from hard-vacuum.

The Trip to the Core

Blissex leads the Rebels through a door in the work station. Once they reach the corridor beyond, a gigantic explosion in the sublight engine shaft throws them to the floor. If they open the blast door to look back, read:

The far side of the engine column has ruptured, piercing the outer hull from the inside. You see flames and smoke boiling off of the shattered engine and rolling out into the exposed vacuum of space. Already the air thins and freezes, forming another dead chamber in the dying Star Destroyer. Walex warns you to come away and seal the door before more atmosphere is lost.

Now Blissex takes them through corridors and shafts that have suffered some damage, but not to the extent of some places they have seen. They proceed down levels toward the core with little trouble. They do, however, run into an MSE-6 Droid (see the gamemaster guide for suggestions on how to run that encounter). Feel free to add any other encounters pertaining to the wrecked ship you like, such as corridors of near-vacuum or exploding walls that seal the path ahead or behind. When you have had enough fun with these types of encounters, go on to event two.

Event Two: Meeting Captain Kolaff

As they move through the massive vessel, the Rebels enter an area that is strangely quiet. The corridor they are moving through is wide and low, with intersections about 30 meters apart. With shocking suddenness, a squad of six stormtroopers appears in the intersection behind the Rebels and opens fire. There is no cover, but the troopers are at medium range.

The first Rebel to reach the next intersection finds a devastating surprise. The Imperials have positioned one tri-mounted automatic blaster cannon (6D damage) with a crew of three stormtroopers in the left corridor. An Easy *Perception* roll allows the most attentive PC to notice that a blast door control lies just beyond the intersection. If it can be reached, the Rebels can seal the corridor behind them, giving them time to get



S

tarfall Adventure Script

Use the following script to start your adventure. Your gamemaster will tell you what part (or parts) to read. When your turn comes read your lines out loud, speaking the way you think your character would. Be sure to listen to what the other characters say as the script contains important background information to start the adventure.

Start the Script

1st Rebel: Well, all things considered, it could be worse.

2nd Rebel: We're locked in a detention cell in the middle of a *Victory*-class Star Destroyer with no equipment and no weapons. How could it possibly be worse?

3rd Rebel: We could be dead.

GM (as voice over cell comlink): Attention prisoners. Interrogation will begin shortly. We hope that you will be as uncooperative as our last "guests."

4th Rebel: I'm not so sure that would be worse.

5th Rebel: I've got a bad feeling about this. . .

6th Rebel: Maybe if you had this "bad feeling" before convincing us to volunteer for this mission we might not be in this mess.

3rd Rebel: Yeah, when an Imperial Governor sends holotapes all over the galaxy to contact a well-known Rebel, it should set off a few warning lights.

5th Rebel: The Governor sounded sincere to me. Just a guy who's wife was dying, and her last wish was to see her father before she took The Final Jump. What's so unusual about that?

6th Rebel: Her father just happens to be Walex Blissex, designer of the *Victory* Star Destroyer, and now an important member of the Alliance.

2nd Rebel: Speaking of Blissex, where do you think they've taken him?

1st Rebel: I think he's still somewhere in the detention center. I overheard some guards talking about it.

3rd Rebel: Well there's not a whole lot we can do about it just now.

4th Rebel: What do you mean? We've got to escape.

5th Rebel: That's right. Those Imperials just warned us that they're on their way. . .

2nd Rebel: And they'll probably have an interrogator Droid with them!

4th Rebel: But what can we do about it? They outnumber and outgun us, and that Captain Kolaff character sounds like a real Rancor.

1st Rebel: Yeah, the way he calmly "invited" us all aboard his ship back at Kwenn kinda' gave me the creeps.

6th Rebel: Listen, we've still got Dr. Blissex on our side, if we can find him.

5th Rebel: Right. If we do break out, he might know a way to get out of this Imperial monstrosity.

3rd Rebel: Wait a minute! You want us to go up against an entire Star Destroyer?

2nd Rebel: I like the odds. . .

Captain Kolaff

Template Type: Imperial Captain
Ht.: 1.8m **Sex:** Male

DEX 3D+2
Blaster 5D+2
Dodge 3D+2
KNO 2D+1
Bureaucracy 4D
MEC 3D+1
Starship Piloting 6D+2
AT-ST Operation 5D+1

PER 2D+1
Command 7D+1
STR 3D+1
Brawling 4D+1
TEC 3D
Security 4D



Physical Description: Captain Kolaff is an impressive-looking man, tall and square shouldered. His uniform is always kept immaculately clean, to match his neatly cut hair and piercing steel-grey eyes.

Equipment: Blaster (damage 4D), comlink.

Background: A brilliant tactician and intrepid leader, Kolaff had quickly built a reputation as one of the most competent commanders in the Imperial Navy. He had been known, however, to take his time with certain assignments, savoring the challenge of battle for as long as he could, rather than extinguishing a Rebel threat as quickly and easily as possible. This practice eventually became his undoing, as Kolaff was transferred to Relgim to command a fleet of VSDs.

Personality: Kolaff is an extremely intelligent, though obsessed, leader who has only one true love in life, the love of battle. He holds no true hatred of the Rebellion, and rather admires their courage. He is smugly confident, sarcastic and believes himself invincible.

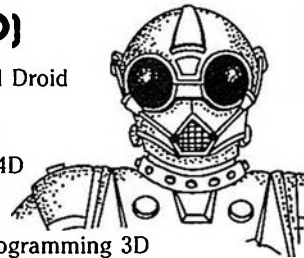
Quote: "You must savor the thrill of battle like a fine wine."

Tee-Threepio (T-3PO)

Template Type: Imperial Protocol Droid
Ht.: 1.7m **Sex:** —

DEX 2D
Dodge 3D+2
KNO 2D
Alien Races 3D
Bureaucracy 4D
Languages 5D
MEC 2D

PER 2D
Bargain 4D
STR 2D
TEC 2D
Droid Programming 3D
Security 4D



Physical Description: This tall silver Droid has a cold, angular face with large, insectoid photoreceptor eyes. It walks stiffly, and carries itself with a dark sense of superiority.

Equipment: None.

Background: T-3PO has served aboard *Subjugator* for many years and is intimately familiar with many of the service levels and Droid access chutes. The Droid has a keen hatred of humans in general due to the treatment it has received while in Imperial service, but its programming remains loyal to the New Order. It joined with the other Droids who deserted their posts to find a way off the dying Star Destroyer, and hooked up with the Rebels in a further attempt to save its metallic skin.

Personality: T-3PO is the opposite of the Rebel protocol Droid C-3PO in many ways. It is nasty, belligerent, condescending, and speaks with a rasping female accent. It also believes itself superior to all other Droids, and hence feels it must survive.

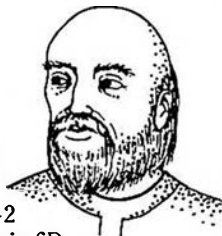
Quote: "I will show you the way out, Rebel scum, provided you take me with you."

Walex Blissex

Template Type: Engineer
Ht.: 1.6m **Sex:** Male

DEX 2D+1
KNO 4D
Technology 7D
Starship Design 10D
MEC 2D+2
Starship Shields 3D

PER 2D+1
STR 2D+2
TEC 4D
Demolition 5D+2
Repulsorlift Repair 6D
Starship Repair 8D



Physical Description: Blissex's bald head and thick white beard create an impressive visage, offset by the modest Alliance jumpsuit he wears.

Equipment: None.

Background: A brilliant engineer and the Old Republic's foremost starship designer, the life and destiny of Dr. Walex Blissex were altered forever with the coming of the Empire. His *Victory*-class Star Destroyer, once the galaxy's peacemaker, had become one of the Empire's most feared weapons. Because of this, Blissex joined the fledgling Alliance, and since that time his work for them has been invaluable.

Personality: Walex Blissex is a deep-feeling man who holds his ideals far above all else. A true pacifist, it has been difficult for Dr. Blissex to devote his life to creating weapons of war, but he has always done so in what he believes to be the interests of galactic peace. Blissex never doubts the rightness of his actions. The personal code he lives by is strictly black and white. There is no grey, except in matters that concern his daughter, Lira.

Quote: "It is a small price to pay for the survival of a galaxy."

Lira Wessex

Template Type: Engineer
Ht.: 1.5m **Sex:** Female

DEX 2D+1
Blaster 3D+1
KNO 4D
Bureaucracy 6D
Starship Design 8D
Technology 6D
MEC 2D+2
Starship Piloting 3D+2

PER 2D+1
Command 4D+1
STR 2D+2
TEC 4D
Computer Programming 7D
Repulsorlift Repair 5D
Starship Repair 8D



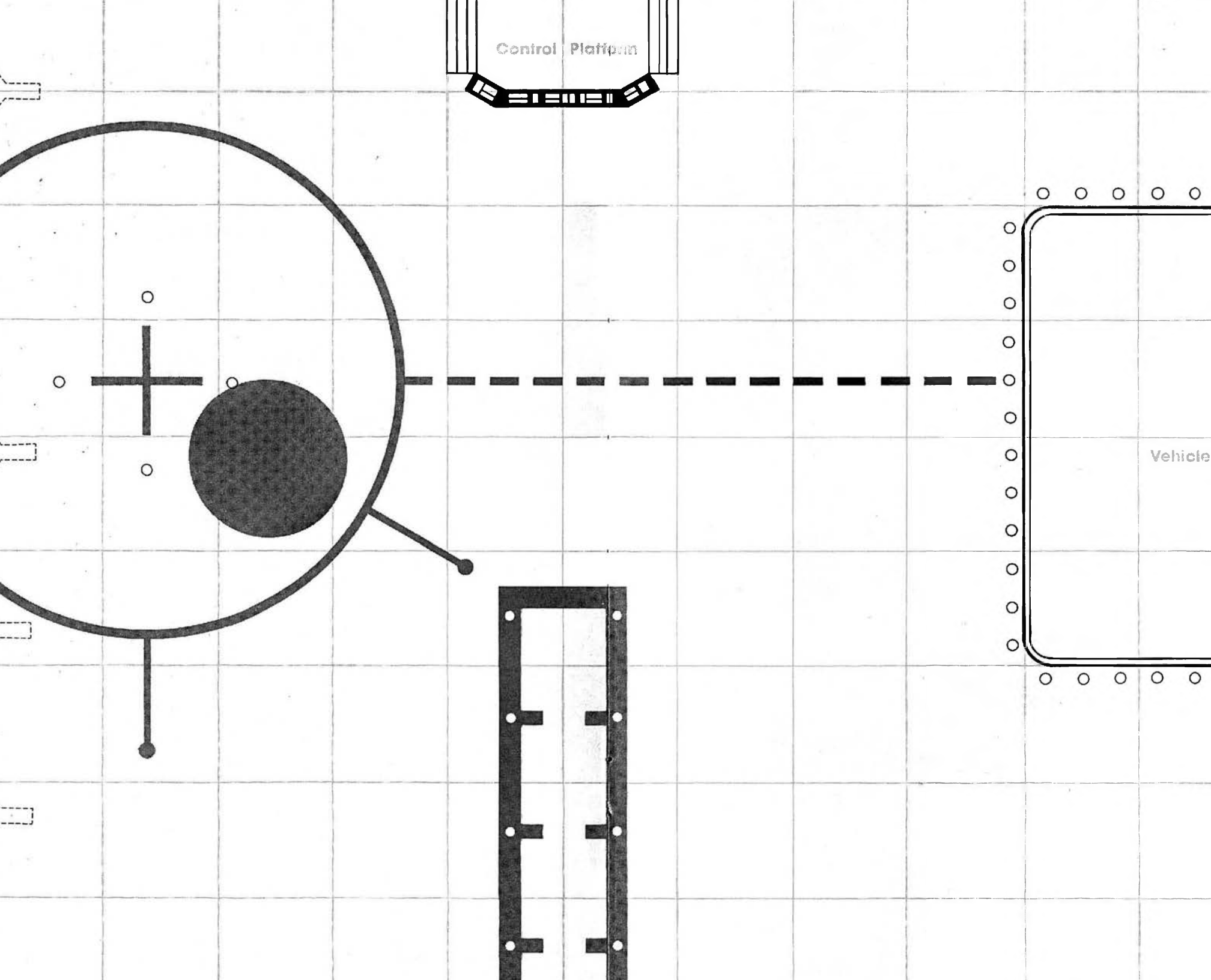
Physical Description: Lira Wessex's striking red hair and piercing green eyes leave a lasting impression. She wears regal robes signifying her position as wife of an Imperial governor. Her beauty and bearing aside, she maintains a very cold, even masculine air about her. Ambition and power motivate her every action.

Equipment: Data storage pad, hold-out blaster (damage 3D+1).

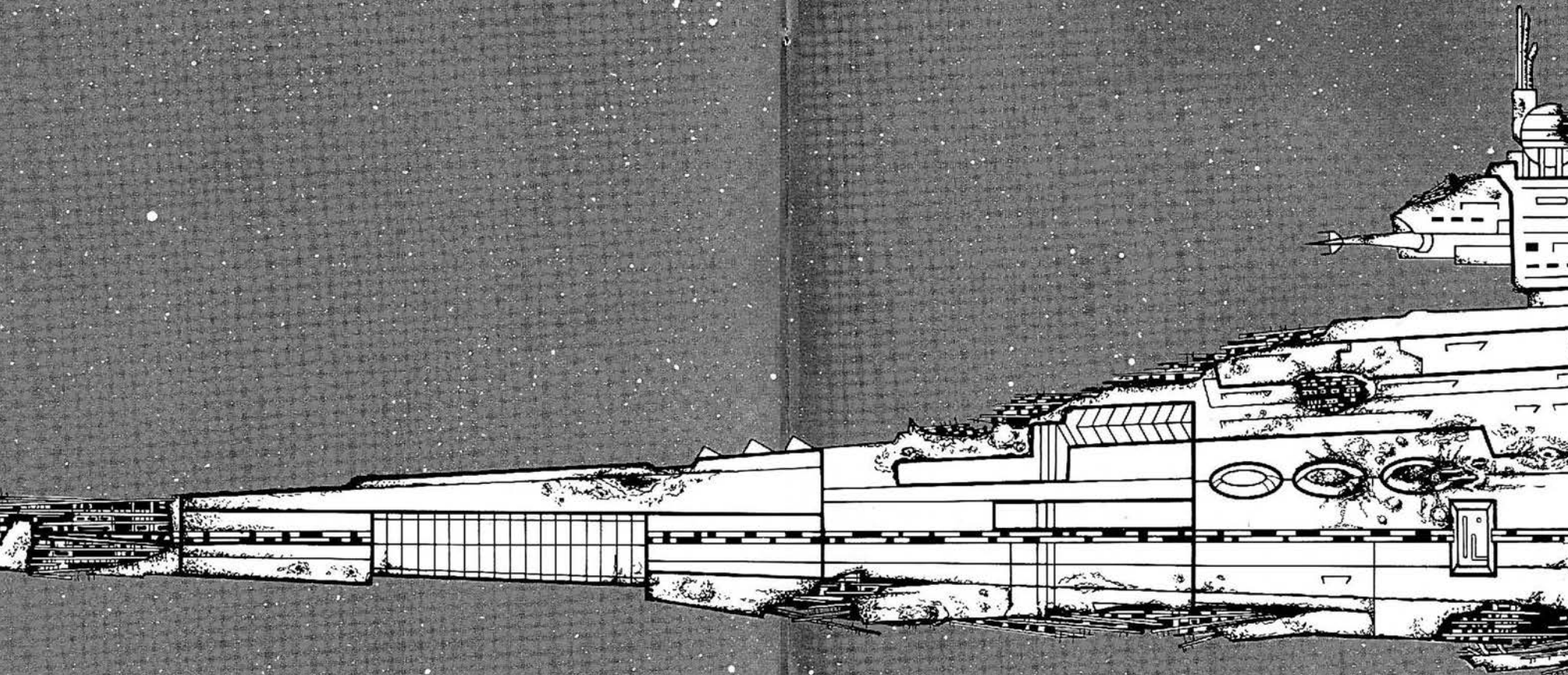
Background: The finest student her father ever trained was his daughter Lira, now a brilliant engineer in her own right. While her father Walex saw the Empire as a curse, Lira saw it as a great opportunity. She married an Imperial governor and designed the war ship that replaced the VSD — the awesome *Imperial*-class Star Destroyer.

Personality: Lira is cold and aloof. She likes power and will do anything to advance her position in the Empire. She is used to having her orders followed, and her voice has become a feared political weapon throughout the galaxy.

Quote: "Perhaps next time I should design a starship that commands itself, Captain."



Little Damage



Computer Monitor #1

*:VSD Subjugator * * Priority Command D-113 * * **
*:Restricted Access * * Security Code D-1228-H*
:Command Clearance Only
:From: Captain Kolaff, Commander, VSD Subjugator
*:To: Chief Engineer Juren * * * Your Eyes Only*
:Effective Immediately

Readings on bridge indicate 67 percent power loss throughout ship. Two of six power cells operational. Main and auxiliary deflector screen generators destroyed. Power available to remaining weapons systems nominal. Starfighter complement 97 percent depleted. Crew casualties 64 percent.

It is therefore my decision to reroute all available power to engine control core. Main and auxiliary hyperdrive and sublight engines to be rigged for self-destruct. Three-hour delay posture. Implosion sequence will be programmed from bridge and transmitted for reception and implementation by you at engine control core. Clear engine control of all personnel not essential to this operation. This is a priority command. I want no leaks. I am holding you personally responsible for the success of this operation.

:Transmit Priority Command D-113
*:Priority Command D-113 * * Time: 03:00:00 and counting * * **
:Kolaff out.



Computer Monitor #2

*:Priority Command D-113 * * Time: 02:03:45 and counting * * **

:VSD Subjugator Battle Report 1283

:Logged by: Captain Kolaff, Commander, VSD Subjugator

Enemy force encountered outside Kwenn system. Originally believed to be pirate raiding group, now confirmed as Rebel task force by intercepted communications.

Makeup of enemy force: 1 Rebel Star Cruiser (Mon Calamari), 1 Rebel Escort Frigate (Nebulan B), 4 Rebel Corvettes (Corellian). First aggression: Rebel. Motive for attack: Unknown. Possible relation to prisoners, but unlikely. Action taken: Standard defensive posture. Enemy response: Heavy bombardment from all ships. Action taken: Return bombardment, concentration on Cruiser. Enemy response: Cruiser retreats. Action taken: Advance on Frigate. Enemy response: Crossfire from Corvettes. Action taken: Controlled ramming of Frigate, tractor beam focus on Corvette #2. Enemy response: attempted retreat. Action taken: Corvette propelled into Cruiser. Enemy response: Combined fire from all ships. Action taken: Standard tactical retreat. Enemy response: Retreat and regroup. Conflict evaluation: Inconclusive.

Current Battle Status: Enemy approaching at sublight speed after effecting repairs. Probable attack range in 02:03:45. Preparing effective response while playing dead-in-space (see Priority Command D-113). Report logged and readied for probe launch as we remain under communications blackout.



Computer Monitor #3

*:Priority Command D-113 * * *Time: 01:07.21 and counting * * **

*:Restricted Access * * *Security Code D-1228-1*

:Command Clearance Only

:From: Captain Kolaff, Commander, VSD Subjugator

*:To: Hangar Deck Officer Lieutenant Klito * * *Your Eyes Only*

:Effective Immediately

Prepare command shuttle for departure, hangar bay G-12. Time of departure, 00.47.00 minutes. Shuttle crew and two squads of troops to be ready and waiting at time of departure. Three units of reserve fuel, three months consumables and two astromech Droids to be loaded aboard as well. Clear hangar bay G-12 of all non-essential personnel. This is a priority command. I want no leaks. Do not fail me.

:Klaff out.

*Computer Monitor #4*

*:Priority Command D-113 * * *Time: 00:00.00 and counting * * **

*:Sensor alert * * *Warning! * * *Volatile energy overload off rear center arc, approximately .35 sublight units distant. Deflector shields automatically engaged. Brace for impact.*

:Shields holding firm. Damage superficial.

*:Sensor Alert * * *Vessel detected off front left arc, approximately .52 sublight units distant. Identification files confirm craft as Lambda-class shuttle bearing Imperial markings. Communication detected. Relaying . . .*

:To: Governor Denn Wessex, Relgim Sector

:From: Lira Wessex, shuttle Tatium

Escaped unharmed, but mission unsuccessful. My Father has escaped me again. Rendezvous at prearranged coordinates in 04.00.00. All my love.

:Lira out.

*:Sensor Alert * * *Shuttle Tatium engaging hyperdrive. Shuttle entering hyperspace. Projected trajectory uncertain.*



away. But reaching the blast door means crossing the intersection, and crossing the intersection means getting past the blaster cannon.

One combat round after the PCs discover the cannon, read the following aloud:

As the deadly blaster fire thickens, the ship-wide comlink crackles to life. A smoothly sarcastic voice adds itself to the din of battle. "Are times so trying in the Rebellion that they have armed moisture farmers and used-Droid salesman against the might of the Empire? Must they leave it to me to train you as soldiers? So be it. Your first lesson is called 'neutralizing a crossfire position.' Do try not to panic."

This is the voice of Captain Kolaff. A Rebel who makes a Moderate *Perception* roll remembers the voice of the Imperial captain who greeted them at Kwenn. Kolaff uses the comlink as a psychological weapon, trying to make the Rebels believe that he is in total control of the situation and merely toying with them. Actually, both the forces at his command and his methods of surveillance have been greatly depleted. He has only become aware that they escaped when they accessed the computer (or when they ran into the mouse Droid).

The stormtroopers behind the Rebels move in and combine fire at the fugitives. The blaster cannon is operated by two stormtroopers, one firing and one feeding energy clips. The third stands guard beside them. Because the intersection is particularly wide, the cannon can fire twice at a target moving across. Try to make it clear to the players that there is absolutely no cover here, and they must act quickly to avoid being cut to pieces.

Once the blast door access panel is reached, an Easy *technology* roll allows a PC to operate it. Once closed, the stormtroopers have to call the bridge to have the door opened again. This gives the Rebels adequate time to escape.

Event Three: Back to School

Before long, the Rebels reach a blocked corridor. But an open blast door leads into what seems to be a repair facility. Racks of engine parts line the far wall, and dismantled sublight modulators lie on a central table. Another door across the shop leads into what seems to be a clear corridor. This is the only way to go unless the PCs want to retrace their path and risk running back into the stormtroopers. A second door on the far

S **Smoke on the Battlefield**

Smoke and other battlefield environments such as darkness and rain obscure targets, rendering a character virtually invisible in some conditions. Firing at a fully obscured target adds +10 to the difficulty number. If the target has been spotted (because the attacker let the target shoot first and then aimed at the blaster flash, for example), the environment acts as medium cover (+2 to the difficulty number).

Spotting a character in such an environment requires a *Perception* check, which counts as an action. If the obscured character is silent and did not move last round the check is Difficult; if the character made noise or moved last round the check is Moderate; and if the character fired a blaster last round the check is Easy.

Stormtrooper helmets are equipped with MFTAS (Multi-Frequency Targeting and Acquisition System) as part of their armor sensor array. MFTAS allow stormtroopers to make a free *Perception* check at 4D when the environment (smoke, darkness, rain) provides cover which obscures their opponents. This check does not count as an action for stormtroopers and does not lower their die codes.

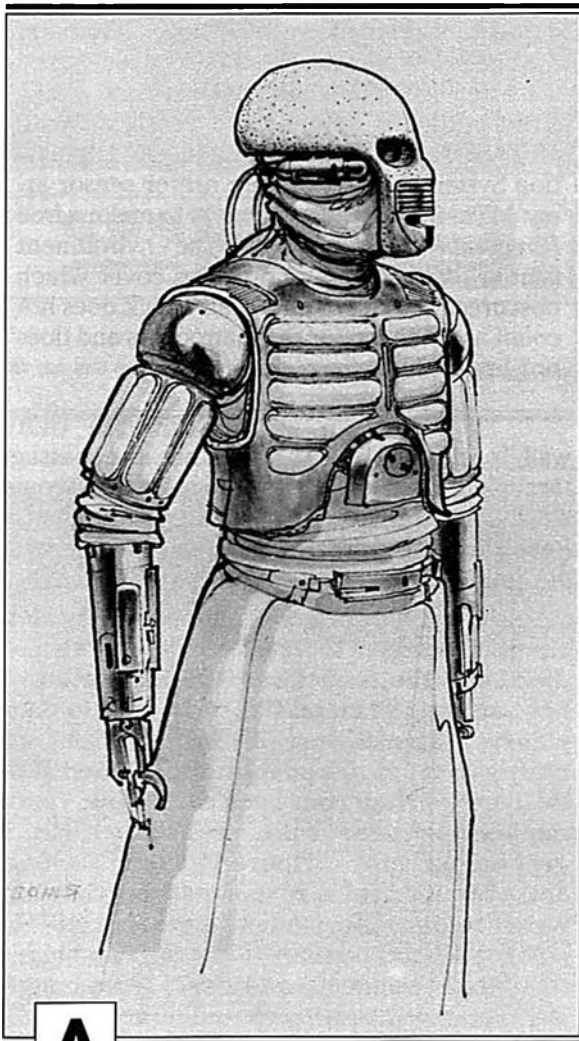
wall is closed. Blissex says that the passage through the repair shop isn't the most direct route, but it will be quicker than back-tracking. As the Rebels enter the repair shop, read the following out loud:

You enter the deserted shop, noting how equipment seems to have been left in the middle of use. You hear the scrape of an armored boot across the metal floor and spin to meet whoever approaches. A flash of light explodes in front of you, blinding you with its brilliance. When your eyes clear, your vision remains obscured as the room fills with thick grey smoke. More armored footsteps sound, and a familiar voice resonates from the ship-wide comlink. "So good of you to find us. Welcome to lesson number two. I call it 'stacking the deck.' I suggest you refrain from coughing, so as not to attract undue attention."

Ten stormtroopers have entered through the once-closed door across the room. Because of the equipment in their helmets, they suffer no ill

effects from the riot-control smoke. Rebels not wearing breath masks must make *Easy stamina* rolls every combat round that they remain in the room. If a PC fails the roll, he or she is stunned for one combat round.

The stormtroopers disperse themselves and fan out into the room, attempting to cover as much space as possible. The smoke limits what the PCs can see (see the sidebar below), but begins to dissipate in six combat rounds, with visibility returning to normal on the seventh round. Once the cloud dissipates the stormtroopers retreat back into the corridor from which they emerged, shutting the blast door behind them. The open passage that Blissex wanted to take remains clear.



A

frantic medical Droid provides the Rebels with a welcome reprieve.

PCs can retrieve blasters from any stormtroopers who fall during the fight, but you must check to see how much ammo remains in the energy cells (roll three six-sided dice to determine the number of shots left in each blaster recovered here).

Event Four: A Welcome Reprieve

The corridor beyond the repair shop passes one of the many medical stations scattered throughout the Star Destroyer. Read:

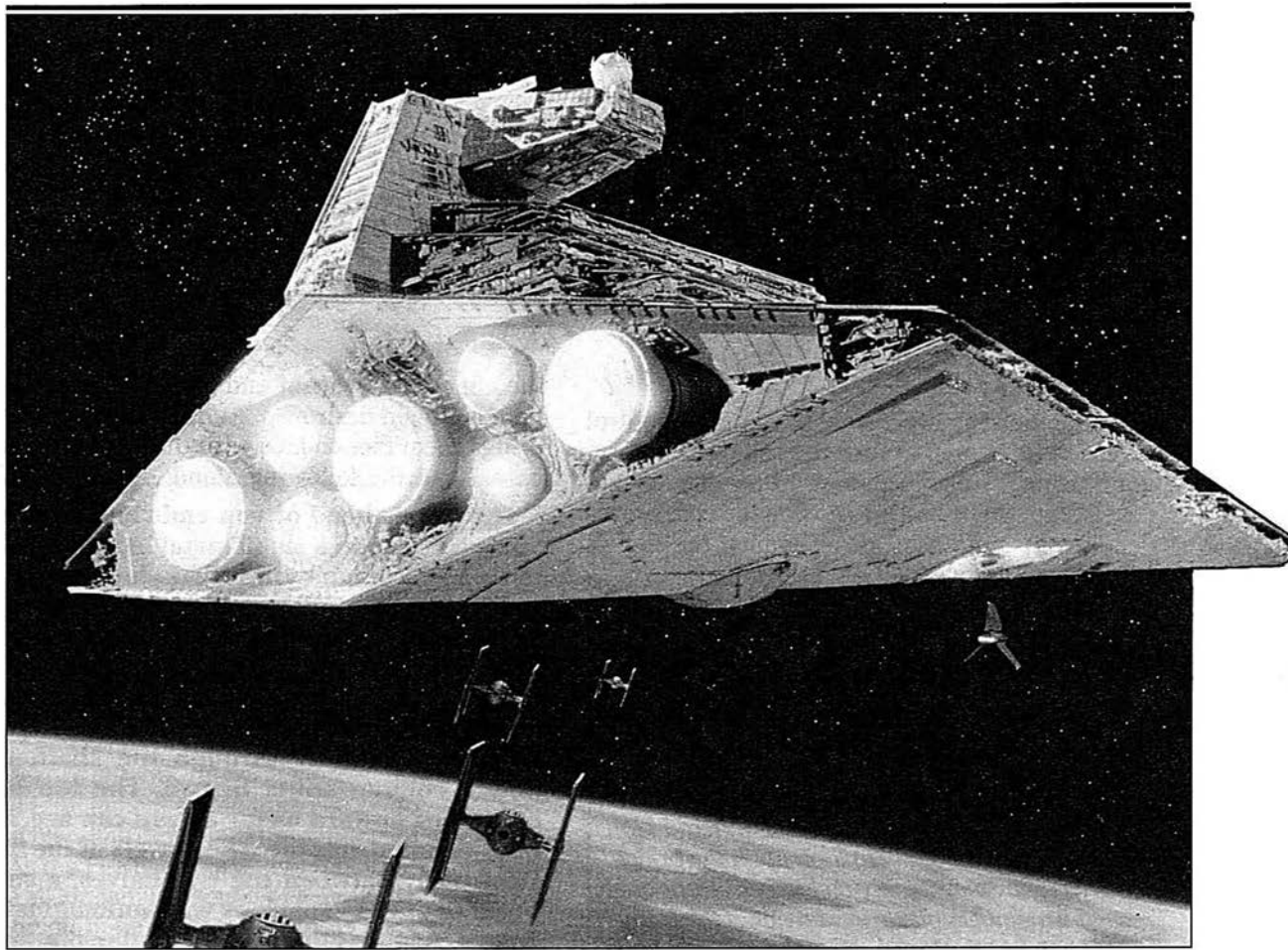
This large chamber is obviously a medical station, and it appears strained under the weight of a ship full of casualties. Twelve bacta tanks fill the center of the chamber. Three of these have been shattered due to the damage *Subjugator* has sustained, their life-giving fluids splashed across the metal floor. But the other tanks are intact, each holding a wounded man. The beds and examination tables are filled as well, and other wounded crew members spill into the crowded corridor.

As you look around, a frantic medical Droid pops out from behind the tanks and says, "None of my assistants answered my duty alert, so you'll just have to wait until I get around to you. So many wounded, so many dead."

The Droid is programmed to tell the sick or wounded from the healthy, not Rebel from Imperial, so the PCs should be safe here. While none of the bacta tanks are available, the medical Droid will use his built-in supplies to heal any Rebels who need it (provided they are cooperative and don't blurt out that they are the enemy). The Droid simulates the effects of medpacs with its diagnostic and treatment appendages.

If the PCs attempt to destroy any of the equipment here, the wounded men will band together and defend the station to the best of their abilities. All have attributes and skills of 2D, but only 15 are in good enough condition to fight. If the PCs make Moderate *search* rolls, they find two medpacs and four blaster energy cells that they can take. Roll four six-sided dice to determine how many shots each cell contains.

After the Rebels are satisfied that they have found everything they are going to, Blissex reminds them of the time and suggests they continue on to the engine core. Go on to episode three.



S tun Damage

When blasters are set on stun, or when characters are attacked by weapons designated as “stun only,” these rules are used. Note that these rules replace “Setting Blasters on Stun” on page 48 of *Star Wars: The Roleplaying Game*. Also note that weapons set on stun retain their normal damage codes, but use the table below for effect.

Stun Damage Summary

DR < SR	No effect
DR ≥ SR	1D Stun
DR ≥ 2xSR	2D Stun
DR ≥ 3xSR	Unconscious

DR = damage roll

SR = target's strength roll

All die codes (except Strength) are reduced by 1D for each stun. Stuns are cumulative within a round. For example, a character hit twice for a “2D stun” result each time would lose 4D for all actions in that round and the next round.

If the number of stuns taken in one round exceeds the character's Dexterity, that character is immobile. Immobile characters are not unconscious, but they can take no DEX skill actions while immobile. If they have dice remaining in any other attributes, however, they can take those types of actions. For example, a 3D stun total received in one round would immobilize a Scout character, but the Scout would still be able to use his Knowledge skills.

If the number of stuns ever exceeds a character's stamina, that character is knocked unconscious.

E

pisode Three Engine Core Attack

Summary

The Rebels finally reach the engine control core. But their plan to turn the self-destruct program against Kolaff fails due to an unexpected development. The battle to escape the core proves deadly, and time itself turns against the Rebels when they discover yet another clue by accessing the Star Destroyer's damaged computer banks.

the chamber is vacant and all of the equipment here has been destroyed. Another door, however, brings them face-to-face with the engine control core. Read the following aloud:

The floor ahead of you ends and you find yourselves upon a small metal ledge, looking out upon a huge cylindrical shaft that surrounds a pulsing power column. Energy streams criss-cross the shaft, crackling between the column and power conductors in the shaft walls. These deadly, dancing beams create a ballet of many-colored light. Across from you, midway through the shaft, the power column splits in two. The top half continues upward as far as you can see, the bottom half drops into the bowels of the Star Destroyer. Between the two halves, a solid beam of energy sparkles with unimaginable colors. At this juncture, a circular platform provides access to a central control console. Three grey-clad technicians busily work the controls, changing the mix of colors in the beam.

Walex Blissex gleefully announces to the PCs that they are looking at the engine control core. All of the energy provided by the ship's power cells and created by the ship's engines passes through the core. From here, it is directed to various power stations throughout the ship for use. Blissex explains that he must get to the control console if he is going to be able to alter the self-destruct order. To get there, the PCs will have to repair the control panel that extends the connecting bridge while Blissex gathers tools from the damaged control station. See "The Bridge" below.

The Bridge

A successful Moderate *Technical* roll allows a Rebel to repair the controls, and an Easy *technology* roll allows him or her to operate the controls that extend the bridge.

Regardless of whether or not the Rebels are clad in Imperial uniforms, they are allowed to approach the platform without being questioned. This is

Cut-Away to Attacking Fleet

Read aloud:

INTERIOR: ATTACKING FLAGSHIP, BRIDGE.
The camera slowly pans across a battered Mon Cal Cruiser, zooming in to look upon the bridge. Sparks fly from a freshly-welded control panel as crew members bustle in and out of the frame. The shot finally comes to rest upon the stoic figure of Captain Torrie, commander of the fleet that attacked Subjugator. A medical Droid bandages a bloody wound on Torrie's right arm.

"Repair status," orders the captain.

"Almost there, sir," an aide responds. "Power is up to 50 percent in the remaining ships, we have basic sublight drive capability, and all but one ship have minimal shields."

"And Subjugator?"

"No discernible improvement," replies the aide, "she seems almost dead in space."

A sturdy smile creeps across the captain's face as he engages the fleet-wide comlink.

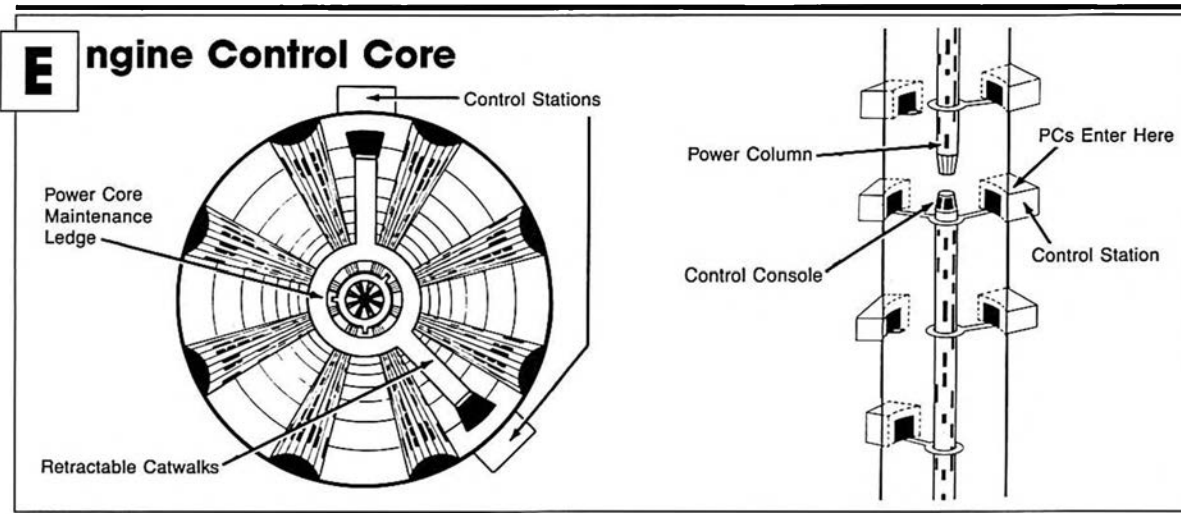
"Task Force Starfall, this is Starfall leader. Prepare to attack. I repeat, prepare to attack."

Wipe to. . .

INTERIOR: SUBJUGATOR ENGINEERING SECTION.

The Engine Control Core

The Rebels reach the end of a corridor, marked by a closed blast door. The door, once opened, empties into a control station of some kind. But



simply because the personnel currently on the platform are too thoroughly engrossed in their work to pay the Rebels much heed.

Crossing the bridge is not as easy as it looks. The bridge is only one meter wide, with no railing. In addition, the pulsating light can have a dizzying effect. Have each Rebel crossing the bridge make an *Easy Dexterity* roll. Failure does not result in a deadly fall, but rather a close call, with bits of loose equipment falling from the clumsy character and plunging down into the surging energy below.

As the PCs near the end of the bridge, they hear the all-too-familiar sound of a mouse Droid merrily beeping behind them. It scoots back the way it came, and the PCs have one chance to stop it before it disappears through the door. Even if they do destroy the Droid, the violent action causes the technicians to take a good look at their visitors and sound the alarm. Either the MSE-6 or the technicians alert Kolaff to the location of his quarry.

Control Room Technicians: All attributes 2D. Special skills: technology 4D, engineering 4D, starship repair 4D. Weapons: hydrosappers (treat as clubs, damage 3D), welding lasers (treat as blasters, damage 3D+1).

Event Five: Another Computer Clue

Sometime during this episode, while the PCs are working the computer console, they may decide to get an update on the condition of the Star Destroyer. A PC must make a *Moderate computer programming* roll to get into the information network this time. If the Rebel succeeds, give them "Computer Monitor #2" from the pullout section. This provides the group with a further update on the time they have left, as well as revealing that the fleet that attacked *Subjugator* is from

the Alliance. It also reveals, if the PCs examine the information closely, that the Alliance fleet will be in attack range again — the exact moment that *Subjugator* has been set to explode! Kolaff's insidious trap should become clearer, and this should provide the Rebels with further motivation to either stop the explosion or somehow warn the fleet before it gets too close.

At the Controls

Once given clear access to the controls, Walex Blissex goes to work. First, he begins to turn various dials, changing the colors in the beam. The energy patterns in the shaft flux and change as the old man works, drowning the room with a new flood of dazzling color. Once finishing this, he slowly turns to the large computer console on the power column. The once-confident Blissex hesitates, looking nervously around at the PCs. Taking a deep breath, the old man meekly addresses them:

"I'm afraid I've been misleading you, my friends. My refusal to operate computers thus far hasn't been entirely by choice. It's just, well . . . I've never learned to use one. There. I've said it. You see, for years my daughter and others have done all of my computer work for me. Covering for a stubborn old fool who's simply been too proud to admit his ignorance. I am truly sorry. However, there is still hope. If I can have the assistance of one of you, I should be able to . . . talk you through the sequencing."

Drying his moistened eyes, the humbled engineer explains that there are a total of six steps required to alter the self-destruct sequence. For each step, the PC chosen to operate the computer under Blissex's direction makes a *computer programming* roll. To add a bit of life, before each

roll have Blissex explain that step and even coach the programmer. For example: "That was brilliant, my boy! Now we've got to polarize the primary intercoolant trans-flux capacitors!"

Starting with a Very Easy roll, the rolls become harder with each new step, increasing in difficulty until finally reaching Very Difficult on the fifth step. The PC can combine actions with Blissex to achieve these rolls, just keep in mind that it is the PC who must perform the action. After the fifth step has been achieved, Blissex jumps back from the screen in disbelief:

"I don't believe it! Surely this is impossible! Someone has set a self-destruct sequence that only I know! I built it into the ship's design as a failsafe option but never revealed it to the builders. It is a self-destruct option that cannot be altered. To tamper with it further would result in the Star Destroyer's immediate destruction! But who could possibly have set it? Why, other than myself, the only being in the galaxy possessing the knowledge and ability to perform such a feat is... my daughter!"

Before the Rebels can contemplate the significance of that revelation, "The Trap" is sprung. Go on to the next section.

The Trap

At this precise moment, eight doors opening on this level of the control core slide wide simultaneously. A wall of stormtroopers stand in each doorway, effectively blocking off all exits from the room. The painfully familiar voice of Captain Kolaff echoes through the huge shaft:

"How very disappointing. Just when I was beginning to think that you might have a micro-bit of soldier in you after all, you play directly into my hands. (Yawn) Bantha herders. . . Very well. Here is your next, and quite probably last, lesson. I call it 'Dying.'"

Stormtrooper Tactics: As Kolaff's bellowing chuckle fades, the stormtroopers open fire. There are six troopers at each entrance, but only two can fire at a time. The rest busy themselves with extending the remaining bridges. Four of the six that arrived at the door the PCs entered by begin to make their way across the already-extended bridge immediately. Once the other bridges are extended, the remaining stormtroopers slowly advance, leaving two in each doorway to guard against escape. These troopers must make the same Easy *Dexterity* roll that the Rebels made earlier to keep from stumbling on the bridges. They battle to the death.

Creative Escapes

Moments like this tend to bring out the best in players, and no doubt heroism and drama will abound. As GM, you should encourage creativity. Try to use everything you are given here to play-up the drama. Wounded stormtroopers plummeting down into the energy field, the mocking voice of Captain Kolaff echoing over the ship-wide comlink, dramatic near misses on the Rebels, etc.

The PCs can work the bridge controls from the console, but they must make Moderate *technology* rolls to stop the extension process. They can only attempt to stop two bridges in a round, and it takes three rounds for the bridges to fully extend. On the fourth round, the stormtroopers will begin to cross, except for the one group that started across the PCs' bridge at the beginning of this scene.

Certain unorthodox methods of escape should become obvious to the PCs right away, such as using rope to swing to a lower doorway. If a character attempts this, a Moderate *climbing/jumping* roll is necessary for success. If the PC fails, have that same character make an easy *Dexterity* roll. Success on this roll means that the Rebel came up short of the mark, but catches the doorway ledge as the rope swings back to the console platform. Failure indicates that the unfortunate Rebel slams into the wall, loses his grip, and plummets into the energy field to his doom.

If the PCs are in trouble and seven combat rounds have passed, use "Walex's Suggestion" below.

Walex's Suggestion

Walex snaps his fingers and shouts, "Of course!" He grabs one of the more technically-oriented Rebels and explains:

"We can change the energy field created by the criss-crossing beams! You must manipulate the computer just so to alter the energy into a repulsorlift field. Then we can leap into the shaft itself, using it as a turbolift."

While he quickly explains the process to the PC, the other Rebels must continue to hold off the stormtroopers. Using a combined action with Blissex, the PC at the computer controls must make a Difficult *computer programming* roll. Then Blissex moves to the edge of the platform and nonchalantly dives off, disappearing into the energy field below. Blissex and the PCs must make Easy *swimming* rolls to maneuver through the now-safe field and reach a door a few levels below.

The stormtroopers don't immediately realize what is happening. They assume that the Rebels are committing suicide instead of risking capture. The Rebel group gets away again.

Regardless of how the Rebels escape this ambush, move on to episode four.

E

pisode Four

A Dangerous Trek

Summary

Their escape from the engine control core leads the Rebels into a new set of hazards and adventures. The first obstacle encountered as they begin their dangerous trek is a deadly power cell storm that engulfs the lower levels of the ship. A brief rest in a supply room uncovers more of Kolaff's plan and gives the Rebels their best hope for escape — the location of a shuttle being prepared for departure! But the location is in a far distant hangar bay and to get there the heroes must get past renegade Droids, make their way through the twisted underside of the damaged vessel, and survive a zero gravity fight with yet more stormtroopers.

The Power Cell Storm

The PCs exit the engine control core into another work station. Read:

This empty engineering work station is dark and quiet. There doesn't seem to be any power running through the computer terminals or other equipment. The far door offers a strange sight, however. The upper part of the blast door glows red hot, and portions of the metal have begun to liquefy and drip.

Beyond the door lies one of the power cell casing tubes. Unfortunately, the power cell it holds is a damaged one. But instead of being dead, this cell explodes with energy, engulfing the tube in an energy storm! The Rebels must proceed through this storm or find another way out of the area.

A Moderate *search* roll uncovers a maintenance chute that drops even deeper into the dying vessel. If the PCs discover this path, they can dive into the chute much the same way that Luke Skywalker and his group used the garbage chute in the original *Star Wars* film. The chute leads to the supply room in "A Moment's Rest" below, dumping the PCs through a ceiling grate and onto the floor.

They could also decide to go back out into the engine control core. But the stormtroopers are 15 minutes behind them, following Kolaff's orders to recover the Rebels' bodies. Returning in this direction requires them to resume their battle with the stormtroopers. In addition, the troopers have adjusted the repulsor field to work in only one direction — down. The PCs, if they use the field again, find that they can only descend deeper into the Star Destroyer, eventually reaching the supply room in "A Moment's Rest" below.

The other option open to them is to forge ahead through the energy storm. Once the door is pried open (a Moderate *Strength* roll, with no more than two PCs combining actions), read:

The blast doors reluctantly slide apart, releasing a wave of hot air into the work station. Once you recover, you see a raging energy storm that fills the power cell casing tube before you. Twice as wide as the control core, this hollow tube encases one of the six giant power cells that provide energy for the Star Destroyer. Unfortunately, this cell is damaged, spewing its power into the tube in clouds of energized particles. A meter-wide ledge runs around the tube wall, disappearing behind the curve of the power cell.

Blissex explains that severe power surges can cause cells to overflow with energy. While rare, such overflows generally spell the death of a cell as all its power boils out. The resulting energy storms can last for years, though, usually requiring jettisoning the cell into deep space.

The pathway around the tube is safe enough, but the storm can provide some hazards. As the PCs make their way around the tube, a cloud of energy bursts from the power cell and rolls toward them. As it smashes into them, the cloud explodes with intense heat (roll against 6D damage for all characters). Those that make Moderate *Knowledge* rolls recognize the danger immediately and can warn the others. If warned, characters can make Easy *Dexterity* rolls to avoid the cloud.

One other danger presents itself inside the tube. A particularly violent portion of the storm explodes along the last 30 meters to the exit. Here, beams of energy fire from the power cell, smashing into that area of the ledge with frightening regularity. Characters must make three Moderate *dodge* rolls as they cross toward the exit. For every roll that is failed, the character gets blasted by an energy bolt that does 4D+2 damage.

When the Rebels reach the door, they can activate the control panel and exit into a safe corridor. Go on to "A Moment's Rest."

Event Six: A Moment's Rest

Whether the Rebels have fallen down the maintenance chute, lowered themselves through the control core, or crossed the storm-filled power cell tube, they finally arrive at a supply room off a quiet and deserted corridor. This room contains plenty of blaster pistol ammo (from this point on you do not have to keep track of ammo expenditures), nine glow rods, three coils of syntherope (15 meters on each coil), two grappling hooks, food and water, and eight medpacs.

There is also a computer terminal which the PCs can access for an information update on the condition of the Star Destroyer. A Moderate *computer programming* roll yields "Computer Monitor #3" from the pullout section. This bit of information shows that time is running out and the Star Destroyer will soon self-destruct. It also reveals that Kolaff is having a shuttle readied in hangar bay G-12. This gives the Rebels a destination and an added sense of urgency.

Blissex quickly outlines a way to the hangar bay. His route calls for the Rebels to travel through the very lowest levels of the Star Destroyer, thus avoiding most of the major guard patrols. "We will use the Droid access corridors along the bottom of the ship," explains Blissex. "At best we shall only meet up with servant and maintenance Droids along that route."

As they prepare to once again embark into *Subjugator's* corridors, read "Cut-Away to Kolaff" out loud.

Renegade Droids

Blissex leads the PCs into a cramped corridor that serves as a passageway for maintenance and other common labor Droids that work on the Star Destroyer. They travel for a good distance before they hear noise coming toward them from a connecting passage. Read:

The silence of your journey through the dark Droid tunnels shatters. The noise of a

Cut-Away to Kolaff

Read Aloud:

INTERIOR: *SUBJUGATOR* BRIDGE. *Framed against a sea of stars, Kolaff peers anxiously out the giant viewport. At his right, the female Imperial official scowls impatiently.*

"They're coming," *the captain says, "I can feel them drawing closer."*

"The Rebel fleet does not concern me," *snaps the official. "Only Walex Blissex interests me."*

"Blissex and his Rebel cohorts are dead. I am sorry for the inconvenience this will cause you, but even now my stormtroopers search the lower levels for their bodies."

The official smiles coldly. "You fool. They are not dead. They simply escaped your foolish trap. You are a pathetic commander who must rely on wild schemes and inane plottings to make up for your lack of military competence."

Without turning to face her, Kolaff calmly replies, "Assuming that you have done what I asked of you and done it correctly, you will soon see what military competence is. As for Blissex and the others, if they have survived I will have them back in custody before time expires."

"I hope so, captain," *her answer drips poisonously from her scarlet lips, "for your sake."*

Cut to. . .

INTERIOR: *SUBJUGATOR* DROID ACCESS CORRIDOR.

mixture of various servomotors assaults your senses as dozens of Droids start pouring into the corridor behind you from a connecting passage. There are all kinds of Droids in the group; medical Droids and laborers, repair Droids and administrative assistants. They walk, waddle, glide and roll into the tunnel, moving as quickly as they can toward you.

These Droids have joined together, abandoning their posts in an effort to escape from the deteriorating ship. They fear discovery by their Imperial masters, and that fear will be reflected when they see the Rebels. Any living beings are instantly recognized as "Imperial masters" by the Droids. Their fear lends speed to their escape and they charge past the PCs in a stampede of metal and plastic. Moderate *command* rolls stop individual Droids. Once stopped, these Droids beg forgiveness and plead not to be melted down or sent to the spice mines.

The greatest danger in this scene remains the crushing number of Droids determined to keep on moving until they find a means of escape. The Rebels must make increasingly more difficult *dodge* rolls to avoid being dragged along with the rush of robots. Each round they must make a roll, beginning with Very Easy, until the number of Droids is so much that only a Very Difficult *dodge* roll allows a PC to keep his footing. Any who fail a roll are carried along with the wave of Droids. Those caught in the wave must make a Moderate *Strength* roll or wind up sustaining 5D damage with each missed roll (make four rolls before the PC is released from the crowd).

The press of Droids gets increasingly greater until you are swept up in the rush. It takes all your strength to remain out of the way of the grinding limbs of these frightened mechanicals. Faster and faster you are carried, crushed between protocol and sanitation Droid, rolling head over heels as the digital voices cry out for help. With your last bit of stamina you pull yourself up, getting your head clear of the metallic bodies. But your strength gives out and you slip, sliding back down into the sea of mechanicals. Somewhere up ahead an explosion sounds, but you barely notice it above the noise of the Droids. But the Droids do notice it. You fall to the cold floor as the wave of robots turns down a side passage, moving away from the source of the last explosion.

Calculate any damage the PCs may have sustained and then describe how the Droids disappear down a side passage. But not all of the Droids are gone. Go on to "Meeting T-3PO."

Meeting T-3PO

The Rebels now encounter T-3PO, an Imperial protocol Droid with a female vocal pattern and an air of superiority. The Droid remains, watching the Rebels while its compatriots continue their trek. It offers its services to the Rebel group, claiming that it can help them. "I can translate over four million forms of communication and retain knowledge concerning this Star Destroyer that you might find useful."

While T-3PO doesn't like life forms, particularly Rebel life forms, it does want to survive. It sees a greater chance of survival at the side of these life forms than it does with the renegade Droids.

If the PCs ignore the Droid, T-3PO comments on their obvious lack of intelligence and begins belittling them. Blissex warns them that time is running out and indicates the doorway they were looking for. Then two things happen. Read:

The door ahead is suddenly blocked when a turbolaser lowers from the ceiling and begins firing at you. "It's an automatic defense of some sort," yells Walex over the din of the blasts. "It was obviously added by the Imperials since it is not part of my original design." Before you can respond, another noise cuts in — the familiar beeping of a mouse Droid! You see it on the floor beneath the laser, its optical sensor fixed upon you. "You have three-point-six seconds to interrupt it before the MSE-6 reports on your position," cuts in T-3PO calmly.

The automatic defense laser fires three bolts into the corridor every round. It randomly picks three separate targets unless a character charges it. In that case, it fires three times directly at the charging figure. The laser has a skill of 5D and does 5D damage. A heavily damaged result against the laser reduces its rate of fire by one, a severely wounded result by two, and a destroyed result knocks it out of commission. The PCs have one round to destroy the MSE-6 Droid before it relays its information to the security officer. But even if they destroy it, Kolaff will be alerted to activity on the lower decks.

If the PCs are having a hard time with the laser, T-3PO can talk to its computer brain and convince it to cease firing. This could be a good way to earn the Rebels' trust, after all.

For more information on T-3PO, see the NPC template in the pullout section.

The Dangerous Trek

The door opens onto the shattered underside of the Star Destroyer. The PCs can actually see the atmosphere boil away through large holes in the torn hull, but enough of the corridor remains for them to travel. As the Rebels proceed through the twisted wreckage have them make difficulty checks to avoid flying debris, to navigate through collapsed passages, and to stay on the right path. None of these mini-encounters should be deadly, but they should add to the suspense and thrill of the adventure. Modify your favorite bits from the

great disaster films, adapting them to the space environment.

When the journey begins to lose impact, read:

You push your way through yet another blocked passage to behold an eerie sight. The 10-meter wide corridor ahead has taken a terrible beating from the outside. Large portions of the floor have been cut open, bending jagged chunks of metal into sharp hills. The ripped hull looks out onto space and while the corridor retains enough of an atmosphere to survive in, it is noticeably colder in this section. Slicing through one wall is a battered Y-wing fighter. Cables spill from the torn nose of the ship, and smoke billows from the shattered cockpit.

The Y-wing pilot and his gunner have not survived the crash, and the ship itself cannot be used. Even the communications equipment has been destroyed, which the PCs can discern with an Easy *technology* roll. But the gun does work, which could prove helpful in the next section.

Zero-G Battle

Making their way past the Y-wing, the Rebels find themselves in a particularly devastated section of the corridor. The Rebels move into an area of exposed superstructure. The floors and ceilings of several decks are blown away here, bending massive chromium girders inward to create a torn landscape of criss-crossed girders and jutting metal. As the Rebels move further, they are quite suddenly lifted off their feet. Easy *Knowledge* rolls let them realize that the area has been deprived of gravity.

Walex Blissex points out an opening at the far end of the corridor, some 60 meters distant, as the direction that the group must take. Floating through the air, characters have little control of direction and travel five meters per round. Only by pushing off of something does a character gain any kind of momentum or direction in flight. This increases a character's speed to 10 meters per round.

Characters making Moderate *jumping* rolls can launch themselves from wherever they are in the general direction of the opening. But by traveling only five meters every round the trip takes 12 rounds to complete. Additionally, if a character fails the roll he slams into a wall or other obstacle, taking 3D stun damage.

Characters pushing off of something need only make an Easy *jumping* roll, and these PCs gain the speed of 10 meters per round. This type of trip lasts only six rounds.

As the Rebels begin to cross the giant chamber, read:

A long gash in the floor ahead opens into space. Your rate of travel should take you well past the danger, but the view is spectacular. Especially the six stars, gleaming white, that seem to move closer and closer. Wait! Those aren't stars, those are stormtroopers! They rise up from the open wound, their blasters ready. They seem to have no trouble navigating in zero gravity.

In zero gravity, all difficulty numbers for the PCs are increased by two. In addition, no combined actions are possible and any PC trying a full dodge smashes into an obstacle for 3D stun damage. Combat dodges are still possible, but each dodge counts as two actions. Stormtroopers receive extensive training in space combat, and therefore suffer no penalties and may operate as usual.

Firing blasters in zero gravity sends the firer off in the opposite direction that the weapon is pointing. The stormtroopers were taught to use this as a means of controlling direction of movement during zero-G combat. The PCs will probably pick up on this quickly, once they see the Imperials doing it, but because they have not been trained in this technique they will have much less precision in their movements (Moderate *Mechanical* rolls to control flight with a blaster).

If T-3PO is traveling with the Rebels, it calls out to the stormtroopers, explaining that it has been captured by these Rebel Womprats. It also points out hiding PCs and warns unaware stormtroopers of impending danger.

PCs can return to the Y-wing if they want to increase their fire power. The laser cannon has a fire control of 2D and does 10D damage to man-sized targets. PCs must use their *starship gunnery* to determine their chances to hit.

Stormtrooper Tactics: Launching themselves directly at the Rebels, the stormtroopers employ a tactic taught to them in zero-G training. They attempt to "kick off" of the enemy once they reach them, using an opponent's body to launch from, while at the same time changing the enemy's direction of flight. For combat purposes, a "kick



off” is considered a *brawling* attack. If successful, the PC that was “kicked off” tumbles wildly for one round and cannot take any actions.

Event Seven: The Great Escape

Whether the Rebels defeat the stormtroopers or just make their way through the opening, they find themselves back in relatively intact and gravity filled corridors once again. After a moment’s rest, Blissex says they are close to the hangar bays. T-3PO apologizes for its actions during the battle, explaining that it was old programming reasserting itself. It won’t happen again. If the PCs don’t buy the story, T-3PO snuffles and disappears down a side passage.

Before the Rebels get very far, the stormtroopers catch up to them (if any survived) and a squad

of 12 Star Destroyer troopers appear. Blissex shouts, “Run!” The PCs should realize that since they are this close, flight is probably a better option. Think of the chase scene in the first *Star Wars* film. This is what you should try to emulate here. Have blaster bolts whiz very close, but don’t inflict more damage to the PCs at this time (unless they decide to hang around and fight, then go for it). These troopers have been sent by Kolaff to herd the Rebels to where he wants them — hangar bay H-12. This bay is one level above the bay holding the shuttle, and Kolaff has prepared it for his final confrontation with the Rebels.

Build the chase as dramatically as possible. At the end of the far corridor is the hangar bay door. As the PCs approach it, go on to episode five.

E

pisode Five

A Clash with Kolaff

Summary

With time running out and a squad of angry troopers behind them, the Rebels reach the hangar bays — but realize they are in the wrong one! To get one level down to the bay they want, the Rebels must face perhaps the most deadly challenge of this adventure. They must face Kolaff who awaits them in an AT-ST scout walker! The fate of the approaching Rebel task-force hangs in the balance.

Hangar Bay H-12

The Rebels finally arrive at the entrance to the hangar bay and close the door behind them. An Easy *technology* roll allows the PCs to lock the door. Use the map of the hangar bay found in the pullout section and the counter strip provided with the adventure. The map is also designed to be used with *Star Wars Miniatures Sets*. As the PCs turn to examine their surroundings, read:

Smoke fills this small bay, obscuring vision in all directions. Some distance to the right, four large objects can be seen through the smoke, but no details can be gleaned.

Use “The Set Up” below to run the battle in the hangar bay.

The Set Up

Cut apart the counters and place them out of sight for the moment. The six counters labeled “PC1”-“PC6” represent the player characters. They start at the door. They should have the counter marked “Walex” with them as well.

The PCs enter the hangar bay. The bay is full of a cloying, choking smoke which issues from a smoldering Dygian coolant pool in a particularly bent portion of the left wall. Walex informs the PCs that they are a level above the shuttle hangar bay, but that this bay should have a cargo lift — if they can find it without falling into it. A Difficult *Perception* roll is needed to find the edge of the cargo lift in the smoke, and the PCs notice that the lift platform is on a lower level. Display the

hangar bay map from the pullout so everyone can see it. Blissex points out the control station against the wall. From there, the Rebels can raise the lift platform, which appears to be the only way out of this bay. (They can hear troopers at the door behind them, trying to get in.) Blissex moves toward the control station immediately.

As someone heads for the control station, ask for more *Perception* rolls. Anyone making a Difficult roll spots the waiting stormtroopers in the smoke. The PCs may react to the stormtroopers’ actions. If no one makes the roll, the stormtroopers open fire, getting one free round of actions before the PCs can react. Place the six stormtrooper counters (labeled “ST1”-“ST6”) on the map, setting them on the far side of the vehicle lift.

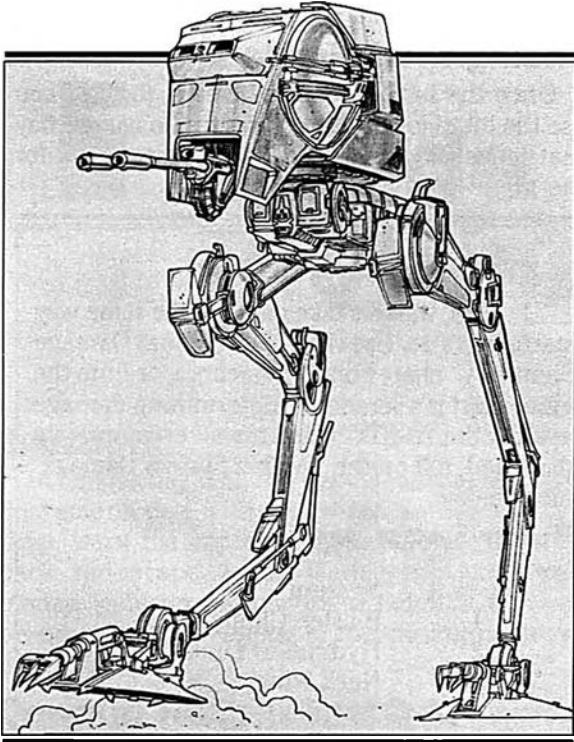
It takes one round for a PC to reach the control station. The stormtroopers will not fire at this PC this round. An Easy *technology* roll activates the lift platform. An Easy *Perception* roll allows the PCs to find the environmental controls. With this panel the PCs can begin to vent the smoke from the bay.

Venting the smoke reveals the stormtroopers if they haven’t been spotted already. The smoke seems to roll and boil off their armor as they take their positions. As soon as the stormtroopers are spotted, Walex hits the activator for the cargo lift if a PC hasn’t done so yet.

As the battle begins, ask for one more set of *Perception* rolls. Anyone making an Easy check notices that the shadowy forms on the right hand side of the bay are AT-ST scout walkers. Place four of the AT-ST counters (labeled “1”-“4”) on the opposite side of the bay from the vehicle lift.

Combat Round 1: Stormtroopers begin their attack, firing at Rebels who have not headed toward the control station. Blissex, and any Rebels with him, reach the control station.

Combat Round 2: Lift activated. Stormtroopers continue to attack, combining fire effectively. Remember to add the smoke combat modifiers



presented in episode two. If the Rebels activate the environment controls, the smoke begins to clear next round.

Combat Round 3: Lift approaches. If a PC examines the lift area, ask for a *Perception* check. An Easy roll reveals something on the darkened lift; a Moderate roll lets the PC know that an AT-ST is on the lift. Stormtroopers continue to attack, firing at any PCs that head toward the parked AT-STs.

Combat Round 4: Lift arrives. Internal lights of walker on lift glow to life, walker turns toward PCs. Unknown to the Rebels, Captain Kolaff is at the controls. Place the AT-ST counter labeled "K" in the vehicle lift on the map.

Combat Round 5: Kolaff attacks.

Stormtrooper Tactics: The stormtroopers want to keep the Rebels occupied until Kolaff arrives. They set up a position at medium range (at least 10 meters away) if there is no smoke, falling prone within short range if there is smoke to cover them. They combine fire effectively, most particularly on Rebels who are trying to make it to a parked scout walker. Once Kolaff's AT-ST rises out of the smoke-filled lift, they work as support for the superior fire power of the walker.

Kolaff's Tactics: Captain Kolaff wants two things — a fight and a win. Kolaff tries to keep the Rebels from using the other AT-STs, until there is only one walker left. He then duels the remaining walker one on one.

Kolaff fires three shots per round to disable the walker to which the Rebels are closest. If the Rebels break for two or more of the AT-STs he fires four shots, two shots each at two walkers.

Kolaff is now in his environment, on the battlefield fighting against worthy opponents. He forgets all else, including that he promised to capture Walex alive, as he concentrates on the battle at hand.

The AT-STs

The AT-STs parked against the far wall can be reached in two rounds. It takes an additional round to climb into the walker and power it up. Each AT-ST holds a crew of two.

Either the *walker operation* skill or the *Mechanical* attribute is used to operate an AT-ST, including firing its weapons. Getting into a walker is an action. A character getting into a walker lowers the die code of any other actions taken that round by 1D.

AT-STs are easily fast enough to travel anywhere within the hangar in a single round. However, the quarters are cramped for these war machines. A Moderate *walker operation* or *Mechanical* check is needed to successfully move an AT-ST within the hangar. A failed roll means the walker loses its balance and falls over; a walker cannot right itself once tipped. It can still fire its weapons, provided a target walks in front of it. PCs can combine actions to operate the AT-STs. Kolaff's walker never loses balance.

Walker weaponry has point blank range on any target in the hangar.

Scale Rules for Walkers and Characters

AT-ATs and AT-STs are so much larger than a single character that they are on a different scale, the walker scale. An AT-ST's body strength of 3D is far greater than a character's Strength of 3D. The same is true for blasting and dodging — a walker has a harder time hitting man-sized targets than walker-sized targets.

The difference in scale is reflected by a "die cap." A die cap is a maximum number on the roll of a single die which will add into the total of the dice roll. If the number on the roll of a single die

Die Cap Chart

Die Caps for . . .	To Hit	Damage	Maneuver
Characters	6	2	6
Walkers	4	6	5

is greater than the cap, the die is not counted when adding up the total.

Example: A Rebel fires a blaster pistol at an AT-ST, hitting the walker. The die cap for damage is a 2. He rolls four dice for damage, rolling 3, 5, 3, and 3. All of the rolls exceed the cap of 2, so the damage roll totals 0.

There are three kinds of die caps. "To hit" die caps effect the skill rolls to hit an opponent, the "damage" cap affects damage rolls (and Strength rolls when defending), and "maneuver" effects attempts to maneuver or dodge your opponent.

Die caps only affect rolls which match two different scales. Walkers battling walkers have no die caps.

AT-STs: Crew 2, speed code 3D, body strength 3D. Weapons: one twin blaster cannon, fire control 1D, damage 4D; one twin light blaster cannon, fire control 1D, damage 2D; concussion grenade launcher, fire control 1D, damage 3D.

Final Exam

Kolaff has left this "gift" for the brave Rebels. He has provided them with AT-STs in order to meet him on the field of battle, assuming they are good enough to get past the last squad of stormtroopers. The obsessed captain has ordered that the Rebels be allowed to board one of the walkers, so that he may administer to them his final lesson. As the PCs enter the cockpit of one of the AT-STs, read the following aloud:

The AT-ST's holoprojector hums to life. The image of a man's face appears before you. He is wearing a sleek black command helmet, which seems to complement the stinging grin cracked across his face. A painfully familiar voice speaks. "Welcome, my students, to your final exam." The confident Kolaff slides a pair of dark goggles over his eyes. "This is a fight between soldiers. Soldiers in the skins of titans. Or should I say farmers in the skins of soldiers in the skins of titans, hmmm?" With that, the AT-ST that arrived on the vehicle lift tips its cockpit toward you in salute. Then it opens fire.

Run the battle in the hangar using all the rules presented here. Let Kolaff's voice break over the comlinks every so often to complement a good move or to chastise a bad one. The battle ends when the PCs defeat Kolaff and the stormtroopers, or when Kolaff defeats them.

Ending the Episode

Once the haze of combat clears, the PCs can use the lift to lower themselves to the hangar bay that holds the shuttle. Go on to episode six for the grand conclusion.

A T-ST Damage Table

AT-ST walkers take damage the same way starfighters do. Use the "Ship Combat Damage Summary" chart from the rulebook or from the gamemaster's screen for determining damage against the AT-STs. When a walker is severely damaged, roll on the "Walker System Damage" table below.

Walker System Damage

Die-roll	System
1	Blaster Gimbals
2	Hydraulics Leak
3	Neck Ring
4	Weapon System
5	Control Cables
6	Walker Destroyed

Blaster Gimbals: The weapon stabilizers are damaged, increasing the difficulty of all shots by +3.

Hydraulics Leak: Walker is slowed considerably. Free haste (no die code penalty) is given to all opponents of the walker.

Neck Ring: Walker head no longer pivots. Must take a movement action when firing in order to target opponents.

Weapon System: One weapon system (of gamemaster's choice) is no longer working and cannot be fired.

Control Cables: Movement difficulty is increased by +5.

Walker Destroyed: Destruction is fiery and explosive. Characters must make *survival* rolls to escape a destroyed walker, the level of success of the roll determining the damage to the character. If the check succeeds as Very Difficult; the character takes no damage; Difficult yields a stun; Moderate a wound; Easy an incapacitate; and failing to make an Easy *survival* check results in a mortal wound.

When the Damage Roll is less than Half the Strength Roll: The target is unaffected by an attack when the damage roll is less than half of its *Strength* roll. There is no stun damage against a walker.

E pisode Six The Final Escape

Summary

In hangar bay G-12 the Rebels must defeat the final guards, deal with the mysterious Imperial official, warn the approaching Rebel fleet to turn back, and escape the Star Destroyer before it explodes. Hold on to your flight helmets as time becomes the true enemy in the closing minutes of *Starfall*.

Down to Hangar Bay G-12

The vehicle lift easily lowers the PCs to the proper hangar bay. If they go down in an AT-ST, they stand a better chance of success. Waiting for them are six Star Destroyer troopers. Also in the hangar is a fully-stocked and ready-to-fly shuttle. As the lift descends, read:

You descend into hangar bay G-12, noticing the six troopers and the shuttle waiting to depart. In the control tower, a single figure watches your descent. It appears to be a person in Imperial robes, perhaps an official or dignitary of some sort. A hood is drawn over the figure's head, hiding any recognizable details. Then, over the ship-wide comlink, you hear, "Priority Command D-113. Time: five minutes and counting. . ."

Lira Wessex watches from the control tower. The moment the PCs do anything to suggest that they are not Kolaff, she orders the troopers to attack. The battle should be quick, with the mechanical voice counting down in the background. Blissex points out that the communications equipment in the control tower should be operational and with it they can warn the Alliance fleet.

While the others battle the troopers, a PC or two should charge the tower.

The Control Tower

As the PCs run toward the control tower, Lira pulls a blaster pistol and starts firing. She retreats when things look rough, climbing out onto the catwalk toward a far door.

With an *Easy Mechanical* roll, a PC can operate the comlink transmitter and warn the fleet. This requires a successful *bargain* roll of Easy difficulty or better to convince the fleet that this isn't an Imperial trick.

If someone chases after Lira, go to "Lira's Escape."

Lira's Escape

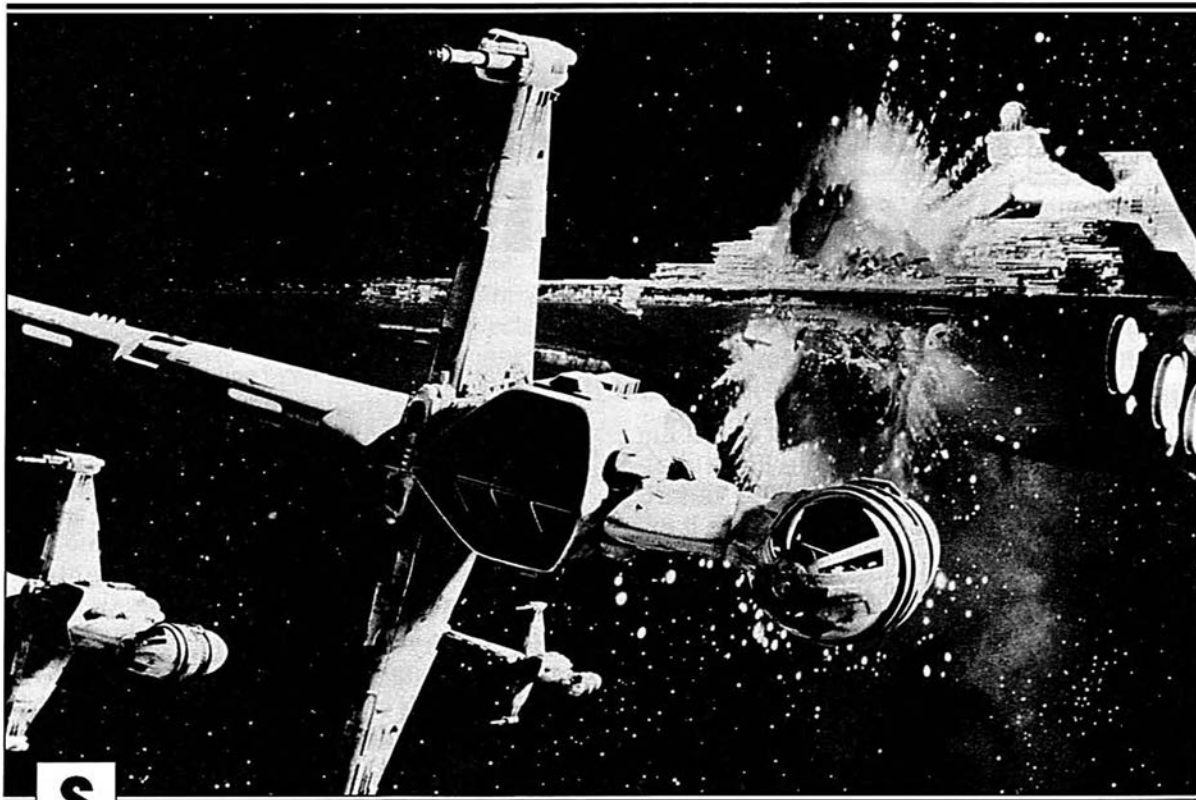
Her identity still hidden beneath her Imperial robes, Lira dodges through the door into the corridor. If any PCs chase her, they catch up with her in the hall. Read:

Standing about 10 meters from you in the center of a corridor intersection is the Imperial official. The official throws back her hood to reveal a beautiful yet dangerous-looking woman. Your caution increases as she pulls a thermal detonator from the sleeves of her robe. She smiles, "Rebel fool. Did you think to defeat Lira Wessex as easily as you did that incompetent named Kolaff?" She prepares to toss the grenade when Walex Blissex appears beside you. She hesitates, then smiles and winds up to throw. You both hear the sound of repulsors and servomotors from the connecting passage. A wave of Droids, apparently the same frightened renegades you met earlier, smash into Lira. She quickly disappears beneath the metallic crush, but you notice the grenade come bounding toward you. You catch a glimpse of a silvery protocol Droid just before the explosion seals the corridor with tons of debris.

The PC must make a *Moderate dodge* roll to grab Walex and leap from the corridor before the grenade explodes. The corridor is sealed by the explosion, and the only thing to do now is get into the shuttle and take off.

The Shuttle

The shuttle crew, consisting of two pilots, tries to hold off the PCs. Once the crew is defeated,



S

ensor Alert! VSD *Subjugator* self-destruct sequence terminates. Brace for impact.

the PCs can enter the shuttle. Any PC with piloting skills can operate the shuttle. It is completely fueled and supplied, as per Kolaff's orders. Still, a Moderate *starship piloting* roll is needed to pull out of the bay. Then an Easy roll is needed to accelerate away from the impending explosion.

The shuttle's comlink continues to receive the countdown, and as it reaches zero the computer provides one last bit of information. Hand the players "Computer Monitor #4" from the pullout section.

Shuttle Crew: All attributes 2D. Special skills: blaster 4D, starship piloting 4D, brawling 4D. Weapons: blaster pistol (damage 4D).

Operation Starfall

As the explosion rocks the shuttle carrying the PCs, one last communication crackles over their subspace comlink. Read:

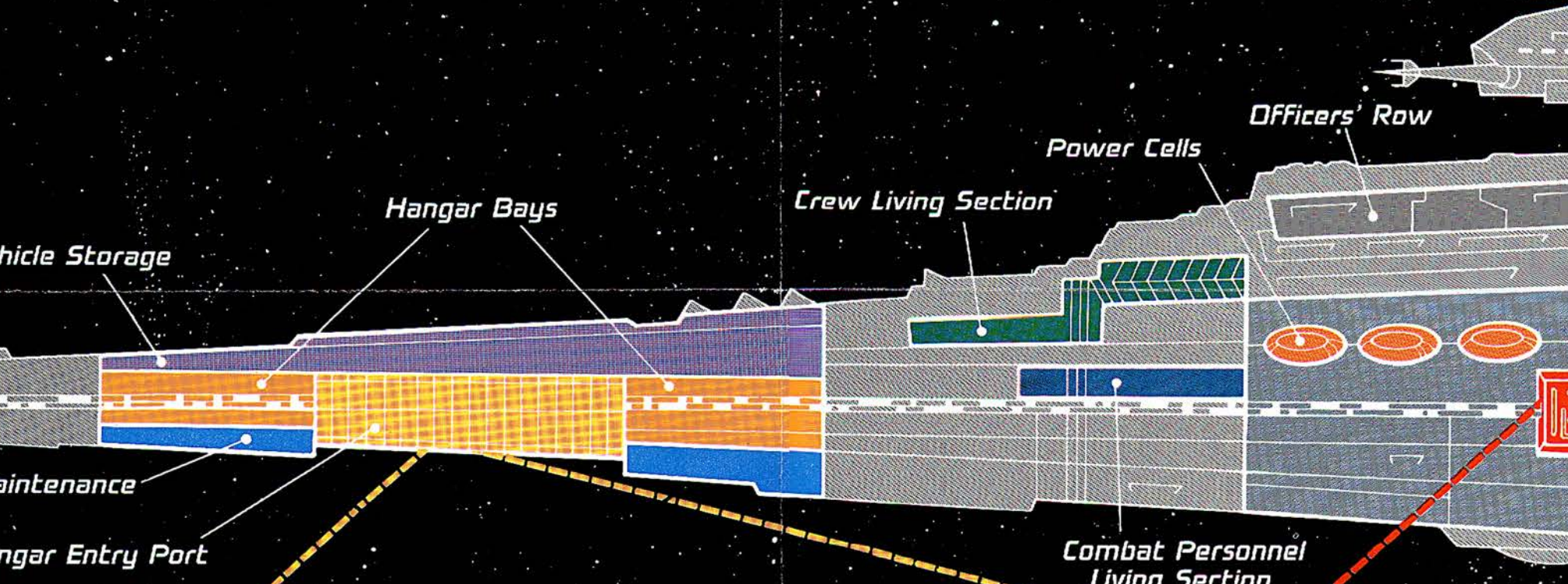
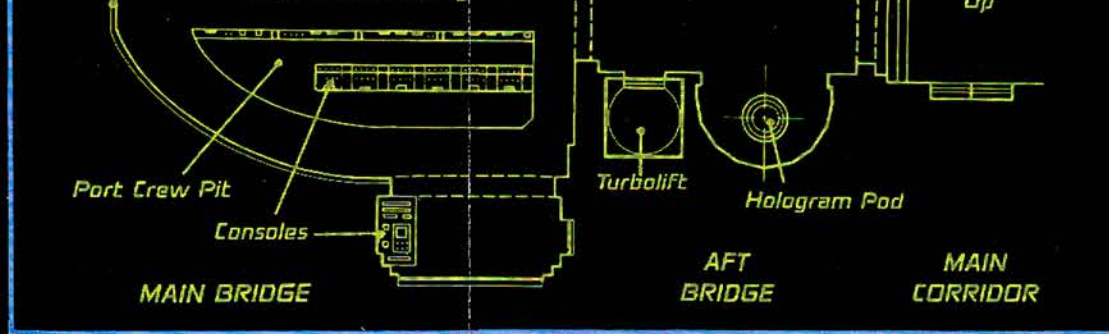
Your subspace com-units crackle to life, and a strong, calm voice addresses you. "This is Starfall leader calling Imperial shuttle. As everything you told us seems to be correct, including the recent destruction of *Subjugator*, please feel free to come aboard our flagship as personal guests of the Alliance.

May the Force be with you. Captain Torrie out."

Rewards

Upon returning to base, the PCs are met by General Dodonna, who ceremoniously promotes each of them. Those who already hold a rank are promoted to the next step up, while those without are bestowed the rank of lieutenant. For saving his "silly old hide," Walex Blissex designs a special "toy" for each of the PCs. Finding the best skill of each PC, Dr. Blissex develops a device to augment it by 1D. So, for a PC who's best skill is *blaster*, it might be a special sight which adds 1D to the character's *blaster* roll. For a PC with a high *starship repair* it might be a nifty new tool of some sort. Be creative with the device, but remember, it should increase the chosen skill by 1D only.

Grant each player between 7 and 12 skill points for the successful completion of the adventure. Reward extra Force Points to those who showed extreme courage and ingenuity throughout the adventure as well as replacing the Force Points spent by those who used them properly. (See page 94 of *Star Wars: The Roleplaying Game* for guidelines on making Force point judgments.)



HANGAR BAYS

- SOURCEFILE:VSD.INT
- SUBFILE//SCHEMA.3/3..HB
- SCALE SPEC 0.50/0.64//SCHEMATIC



ENGINE ROOM

- SOURCEFILE:VSD.INT
- SUBFILE//SCHEMA.4/4..PC
- SCALE SPEC 0.31/0.50//SCHEMATIC



STAR WARS[®]

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by Rob Jenkins and Michael Stern

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