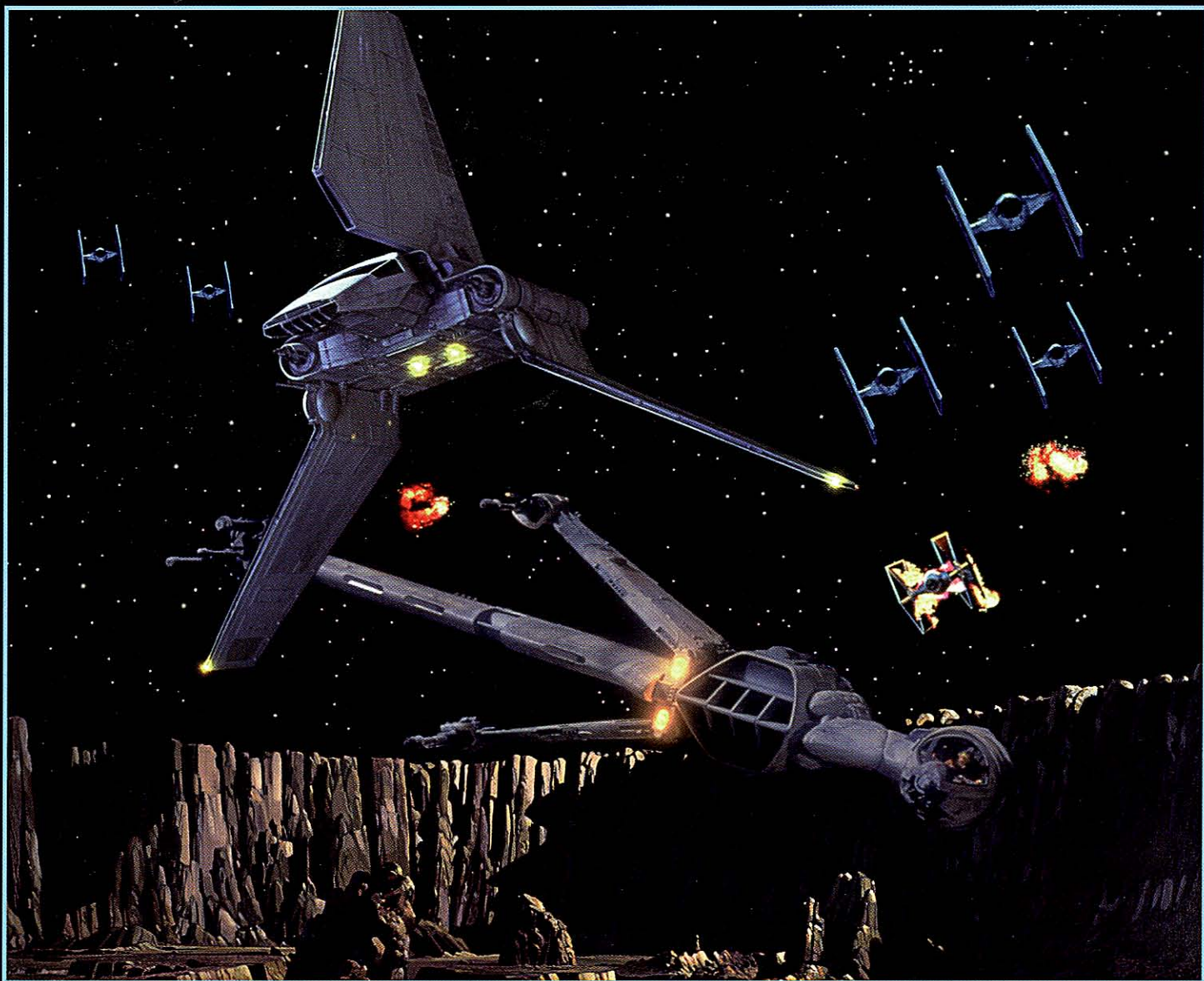


STAR WARS®

CLASSIC ADVENTURES A VOLUME FIVE



STAR WARS® CLASSIC ADVENTURES VOLUME FIVE

Design

**Rob Jenkins and Michael Stern (*Starfall*), Ken Rolston
and Steve Gilbert (*Strike Force: Shantipole*),
Robert Kern (*The Game Chambers of Questal*)**

First Edition Development and Editing

Bill Slavicsek, Steve Gilbert, Paul Murphy

Additional Material, Second Edition Development and Editing

Jen Seiden, Paul Sudlow

Proofreading

Lee Garvin

Graphics

**Rosaria J. Baldari, Jaqueline Evans, Anne Fink,
Rich Hawran, Susan Kramer**

Interior Art

Andrew Bates, Ramón Pérez

Publisher: Daniel Scott Palter
Associate Publisher/Treasurer: Denise Palter
Associate Publisher: Richard Hawran
Senior Editorial and Creative Director: Peter Schweighofer
Creative Directors: Lee Garvin, Fred Jandt, Jen Seiden,
George Strayton, Eric S. Trautmann
Designer: Paul Sudlow
Art Directors: Tim Bobko, Tom O'Neill, Brian Schomburg
Graphic Artist: Joe Bavitz
Director of Sales and Marketing: Jeff Kent
Assistant Sales Director: Tim O'Brien
Director of Licensing: Ron Seiden
Warehouse Manager: Ed Hill
Assistant Treasurer: Karen Bayly
Accounting: Mary Galant, Wendy Lord
Billing: Sue Hartung

E-Mail • Editorial: WEGEdir@aol.com • Art: WestEndArt@aol.com
Sales: WEGSales@aol.com • Licensing and Administration: rjsweg@mail.prdprolog.net

Published by West End Games • RR 3 Box 2345 • Honesdale, PA 18431

TM or ® & © 1998 Lucasfilm Ltd. Title and character and place names protected by all applicable trademark laws.
All Rights Reserved. Used Under Authorization.

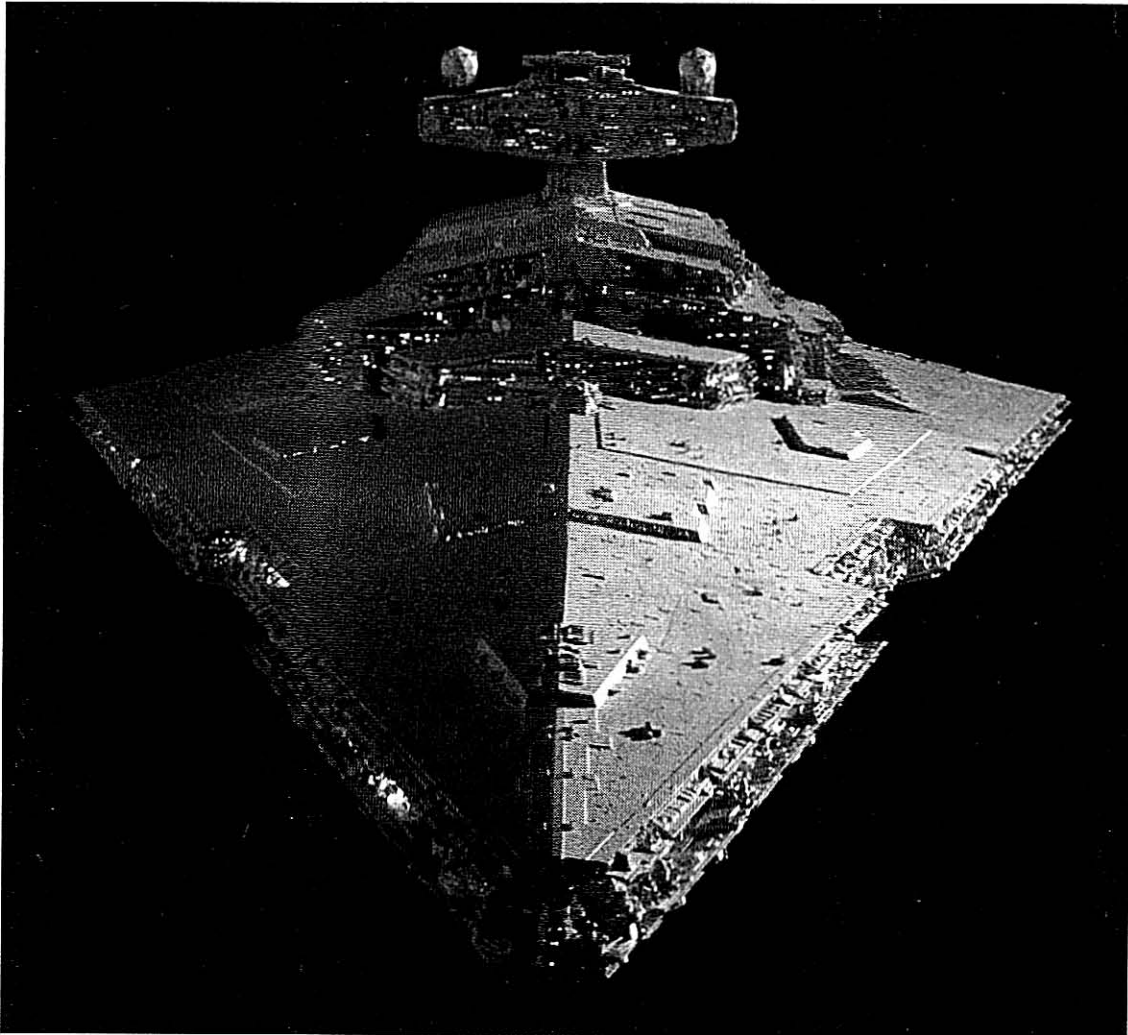


• CONTENTS •

Introduction	4
Starfall	6
Strike Force: Shantipole	46
The Game Chambers of Questal.....	84



Introduction



Triumph and tragedy, heroes and villains, courage in the face of overwhelming odds; you will find all of this in each of the following three adventures compiled together for your benefit. These adventures are designed for four to six players and a gamemaster. If you want to be a player, stop reading this book now. The information herein is for the gamemaster only. The gamemaster should become familiar with an entire adventure before beginning play of that adventure; this ensures seamless play without undramatic pauses.

Running a *Star Wars* Adventure

Alien beings wander to and fro, TIE fighters scream overhead, blaster bolts whiz by—this is *Star Wars*, a universe full of action and excitement. To capture this feeling while roleplaying, the gamemaster must be familiar with the adventure material. No one has any fun when undramatic pauses invade a crucial scene.

“Two TIE fighters come screaming in on your port side,” explains the gamemaster dramatically. “Ummm,



just let me read a couple of minutes to see what they do next....”

So much for maintaining the tension of the moment. Being unprepared spoils the fun and ruins the excitement of playing in the *Star Wars* universe.

If you've only run a few *Star Wars* adventures, here are some hints on how to handle these adventures. First, read completely through the adventure you want to use to familiarize yourself with the characters and the storyline. Next, before you begin play, go over the first two episodes carefully. In a typical evening of *The Star Wars Roleplaying Game*, it'll take your players a full session (two to three hours) to go through two episodes. Once your players finish these episodes, stop play (you can, of course, stop whenever you feel they've done enough for one evening, whether you stop earlier or later than suggested).

Some good advice: stop during some bit of action. This creates a “cliff-hanger” ending that will leave your players eagerly awaiting the next session. Before re-summing play, read through the next two episodes. And so on. Being prepared assures you and your players will get the most out of every session of play.

Preparing to Play

If this is going to be your first *Star Wars* adventure with the players, spend a few minutes helping your players select and customize their character templates. Having read through an adventure, you have a

good idea of what skills the characters are going to need to survive. If your players already have characters, feel free to let the players use them. For this volume of adventures, the group is better off with focus on *Perception*, *Knowledge* and *Technical* attributes, as well as the more common combat and piloting skills. For *Strike Force: Shantipole*, the group must have a skilled pilot and gunner among them.

Difficulty Numbers and Game Balance

No two gaming groups are alike. As the gamemaster, you must modify each adventure to fit your particular group of players. For example, if the text says that the characters need to make *Easy Dexterity* roll to accomplish a given task, assign a number between 6 and 10, depending on the level of skill of your characters. Attributes are capitalized and italicized, skills are only italicized.

Difficulty	Difficulty Number
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	31+



In addition, the number and template types of the characters in your group affects the outcome of each encounter. These adventures are written describing situations for six beginning player characters. If you have fewer players, you need to arrange the encounters accordingly.

The Adventures

There are three adventures in this book, complete with their own maps, scripts and charts.

Starfall

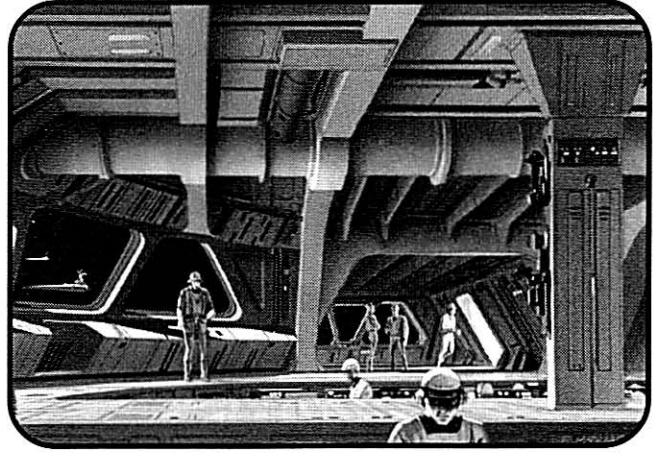
Captured by Imperials, a small group of Rebel heroes find themselves trapped within the detention block of a *Victory*-class Star Destroyer. Suddenly, explosions rock the giant battleship as the Imperial vessel is attacked by an Alliance fleet. When the smoke clears, the Rebel objective is obvious—escape by any means possible!

But the attack has left the Star Destroyer a battered wreck, its crew scattered and its power fading. What dangers await the Rebels deep within the smoldering ruins of the once-mighty vessel? What Imperial devices remain to prevent their exit? Only those with courage and conviction will attempt to find out. Only those with courage and luck can hope to survive.

Strikeforce: Shantipole

In Roche Asteroid Field, a secret Rebel project nears completion. Headed by Commander Ackbar and staffed by insectoid aliens, this project—code-named Shantipole—will provide a powerful new starfighter for the Alliance arsenal.

But first, Shantipole must be safely escorted back to Alliance High Command. That's where the characters' team comes in. With a borrowed freighter, sealed holo-



disk orders and a good blaster at their side, the ship emerges from hyperspace—right into the middle of a TIE fighter patrol!

And they were told this would be a routine mission....

The Game Chambers of Questal

Rebel Agent Tiree is missing. He never made it to the rendezvous point. Alliance Command cannot spare the men to launch a full-scale search; Tiree is on his own. But one group of heroes owes Tiree more than they can ever repay—and they vow to find him.

Retracing Tiree's trail, the Rebels go to the planet Questal. Tiree was on an unsanctioned mission there, hot on the trail of a rumored weapon of fearsome proportions. Then he disappeared.

Now something is hunting the Rebels.

Can they avoid Tiree's fate, rescue their friend—and save the Rebel Alliance?



Starfall

Introduction

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. The characters 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 hang 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 containing 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*.

Adventure Background

The Old Republic was the republic of legend. Under its stability a galaxy flourished. It was a time of great accomplishment. One of the 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 to be forced to create instruments of destruction. When 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. This is his daughter, and he could never forgive himself should the message be sincere.

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 sees her father one last time in order to make amends for the long years apart. If accepted, a ship would be waiting at Kwenn Space Station to transport Blissex to Relgim for the sad reunion.

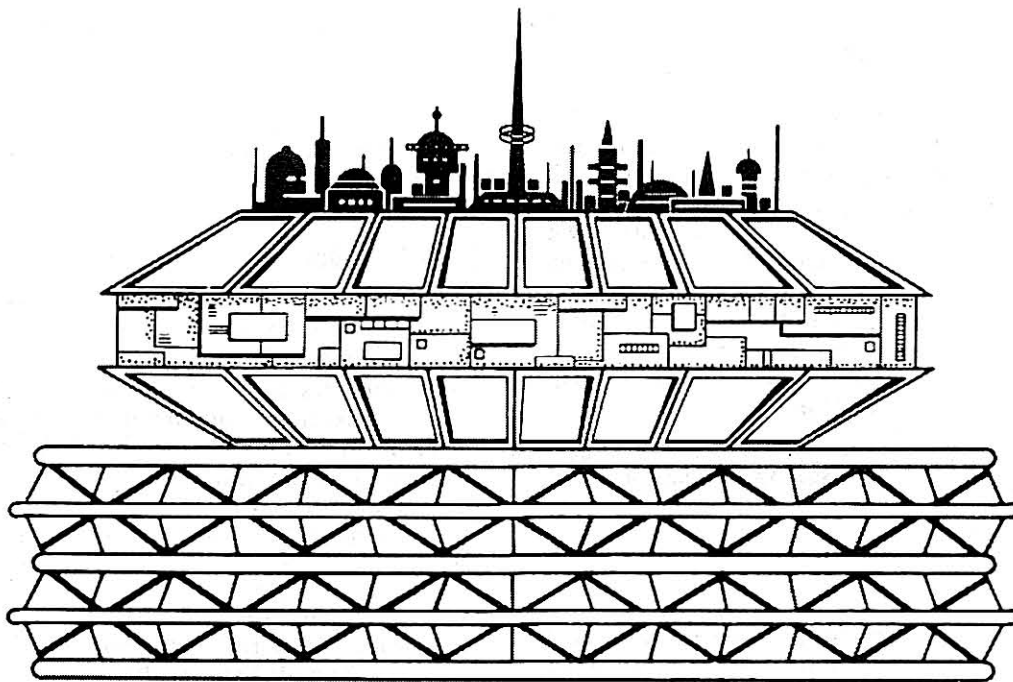
Alliance High Command was naturally skeptical. This smelled like an obvious trap. But Walex Blissex refused to be swayed. He needed to see his daughter and make things right before it was too late. If he refused to take this chance and she did die, he doubted he could live with himself. With great reservation,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

Kwenn Space Station



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 Rebels 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 the attackers are an Alliance fleet, the situation becomes even more desperate.

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

The Major Non-Player Characters

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.

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 with 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 as



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 purpose—to achieve a promotion out of the Core Worlds and onto an Imperial Star Destroyer, or even a Super Star Destroyer. From such a post, Kolaff knows he can truly distinguish himself in the battle against the Rebel Alliance.

Gamemaster's Guide to VSD *Subjugator*

Summary

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

The storyline follows the most logical route for the characters 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. One of the drawbacks of providing players with such an open area is that they can just as soon wander off, which can slow an adventure's plot to a dead crawl. If the characters decide to deviate, let them. They can still have the encounters and events occur as presented in the adventure...just have them occur wherever the characters wander.

To prevent excessive wandering, there are built-in "plot devices," the most major being the pressing time constraint. Not only is the Star Destroyer falling down around them, but the Rebels quickly discover the ship has been set to self-destruct, destroying the characters and the Alliance fleet. These time constraints are

constantly brought to mind by other beings in the story and "cutaways" throughout the adventure.

If characters are still wandering too much in your mind, it is fairly easy to move them on the track you want. Troop concentration, heavy damage or simple inaccessibility should keep them away from places you don't want to go. If a particularly gung-ho group decides it wants to take over the Star Destroyer's bridge, for example, it will definitely meet with more resistance than it can handle. But keep in mind that, as heroes, the characters should always be left with a chance to succeed, no matter what.

The Guide

The following guide serves as a basic overview of *Subjugator's* inner workings and overall status in its damaged state. The descriptions here are general and you should try to 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 below are marked on the map on pages 22-23.

■ *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]

Personnel

Aside from the various technicians, mechanics and systems operators occupying the Star Destroyer, *Subjugator* also has combat personnel with whom the Rebels should interact with the most. Anyone else can be assumed to have 2D in all attributes and 4D or more in skills involving their expertise (unless otherwise noted in the text). The combat personnel have the following statistics.

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

Star Destroyer Troopers. *Dexterity 3D+2, blaster 4D+2, dodge 4D+1, Knowledge 2D+1, Mechanical 2D+2, Perception 3D, Strength 3D+2, brawling 4D+2, Technical 2D+2*. Move 10. Blast helmet (+1D to physical, +1 energy), blaster pistol (4D), comlink.

MSE-6 Utility Droids: Because of the lack of manpower, Captain Kolaff has converted most of the "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 one of these menial droids run into the Rebels, they 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 Utility Droid

Model: Rebaxan Colmuni MSE-6
DEXTERITY 2D
KNOWLEDGE 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D
Equipped with:
 • Electro-photoreceptor
 • Auditory sensor
 • Holocam
 • Treads

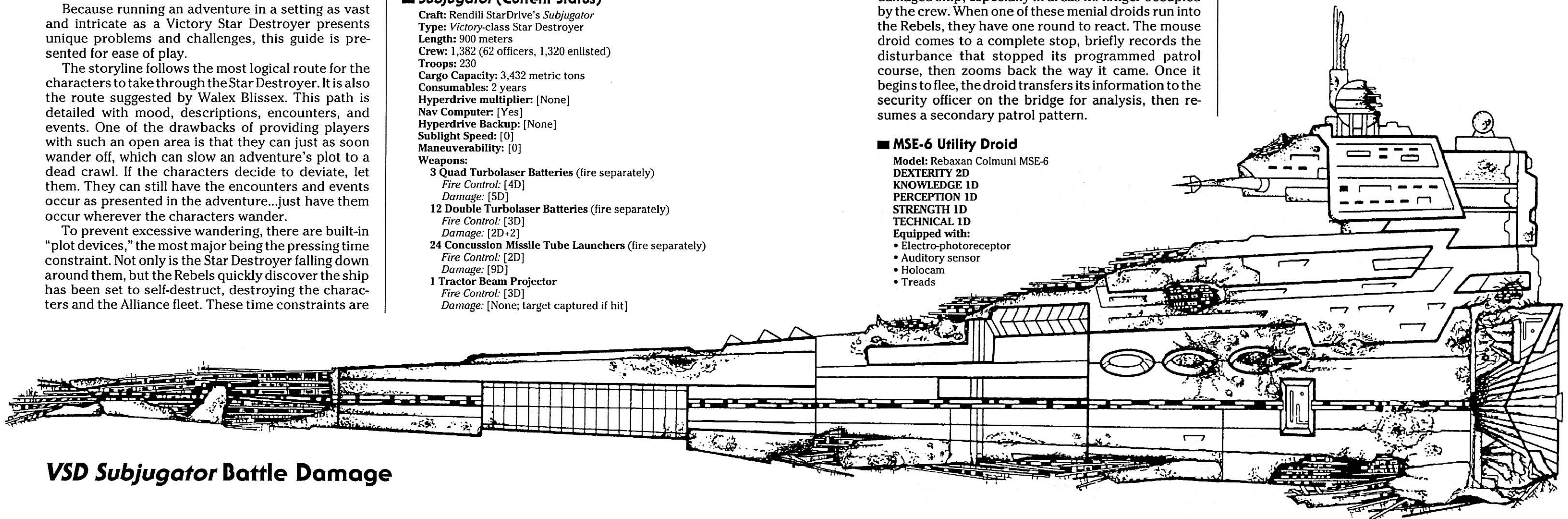
- Retractable heavy manipulator (+2D to *lifting*)
 - Retractable fine manipulator (+1D to *lifting*)
 - One skill matrix programmed with *search of 4D*
- Move: 5
 Size: 0.3 meters

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.



VSD *Subjugator* Battle Damage



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 characters should be functional.

While these areas have functioning work stations, they can serve as traps for the characters. 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 Rebels 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 Rebels 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 structural collapses or radiation leaks may occur without warning. For as long as the characters 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 structure collapse, 12 is a radiation leak. Have the characters make moderate *Dexterity* rolls to avoid being affected. An equipment collapse causes 4D of crushing damage; a radiation leak causes 3D of burns.

Built around the Star Destroyer's giant engines and power cells, this area is irregularly designed and has many dark corners, passageways, crawl spaces, and compartments in which to hide. Walex Blissex can help the Rebels 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 hangar bays that vary in size, 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 small squads (1D+3 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, pulverized AT-ATs and ruined TIE fighters. Little in this area is of use to the characters. 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 the 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 characters if they enter this level. 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 officers row, and the combat-personnel quarters. Damage to 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 there may be any number of soldiers or crew members roaming around.

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 characters explore the officers' quarters, they will find quite a wealth of personal treasure including exotic equipment, credit vouchers, weapons, and black-market items.

Damaged Areas

Gaping battle scars tear across almost the entire surface of the crippled *Subjugator*, sometimes ripping gashes four or five decks deep. These areas are extremely hazardous to traverse, but may be the only way for 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 that they are completely inaccessible. Some areas may have gaping holes ripped

through them, exposing the vacuum of space. Others have caved-in floors or ceilings.

Traveling through damaged areas is painstakingly slow as obstacles must constantly be circumvented. The characters 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 Rebels notice the air becoming thinner. Fortunately, there are masks hanging on the walls in all of *Subjugator's* outer decks for just such an emergency.

In many spots, the partially collapsed superstructure may be unstable. Both ceiling cave-ins and collapsing floors 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 the gamemaster, 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 collapses suddenly, and he

must then choose between jumping a 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 of the sounds the Rebels make.

Strangely, most of the Star Destroyer's droid population, with the exception of a few mouse droids, seems to be missing. Conversations pertaining to this can be heard once in a while 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.

It can happen

Sometimes, things happen that are completely unexpected. During one run of this adventure, a group of Rebels got a hold of spacesuits from some crew members, left through one of the gaping holes to come around the outside of the ship, blew up the hangar bay doors from the outside, killed everyone inside, got into the Imperial shuttle, and left. The game maybe lasted 20 minutes, and they never found out about the self-destruct mechanism or the returning Rebel fleet. Things like this happen. If the players try to leave the ship, have two or three TIE fighters patrolling the Star Destroyer. They see the Rebels on the outside and decide to do a strafing run. Or, while still on the inside, make it so only the most important crew members have spacesuits, and they are all on the bridge, leaving only breath masks available where the characters are.



Episode One: Blind Man's Bluff

Summary

The adventure begins with the Rebels 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 the cover of darkness, the characters 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 away...

A group of Rebel agents is 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, Lira, 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 work, is truly dying or not seems inconsequential. Upon reaching Kwenn, Walex and his Rebel escorts are captured and placed in the custody of Captain Kolaff, commander of the *Victory* Star Destroyer *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...

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 map in this episode represents one 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 only carries Walex Blissex and the Rebels 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 characters in "A Shot in the Dark." The other two stay at their post in the control room until the characters reach them. While the Rebels were jammed into one cell, Blissex has been placed by himself in a cell on Row Two. When the characters reach him, he's being administered to by an interrogator droid.

Start the Adventure

Hand out copies of the adventure script 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.



Starfall

Adventure Script

Use the following script to start your adventure. Your gamemaster will tell you the part(s) to read. When your turn comes, read your lines, speaking in the manner 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 weapons or equipment. How could it possibly be worse?

3rd Rebel: We could be dead.

Gamemaster (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 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: Hey, the man insisted on going to see his daughter, who happens to be an Imperial Governor's wife. It was her last wish to see her father before she took the final jump. How else was the husband supposed to reach a member of the Alliance?

6th Rebel: Yes, but when the father is Walex Blissex, designer of the *Victory* Star Destroyer and a very important member of the Alliance, you know it's a trap.

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 now.

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

5th Rebel: That's right. Those Imperials just warned us they are 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 us, outgun us and that Captain Kolaff character sounds like a real rancor.

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

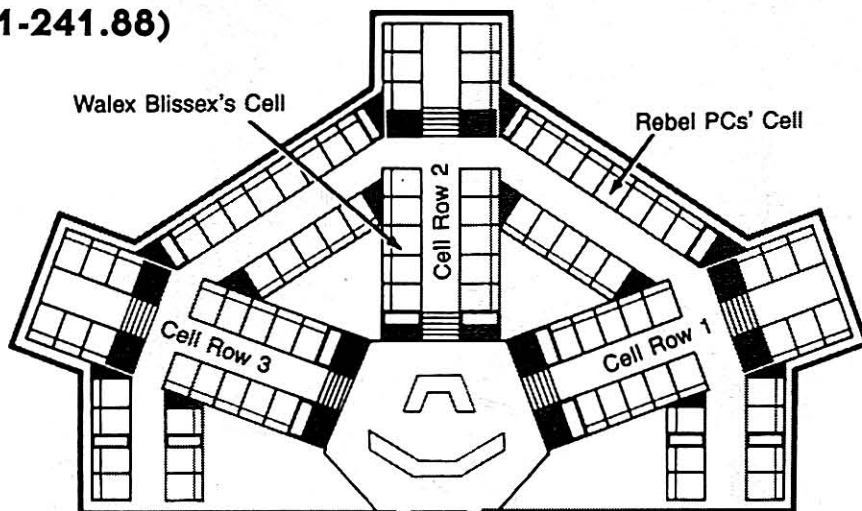
6th Rebel: Listen, we've still got Dr. Blissex on our side, if we can find him.

5th Rebel: Right. We swore to protect him, and if we do break out, he might know a way to get out of this monstrosity.

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

2nd Rebel: I like the odds....

**Detention block 241
(Cells 241.1-241.88)**



Blackout!

As soon as the characters finish reading 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 characters must make difficulty rolls to get around in the dark. Easy *Perception* rolls or Very Easy *sense* rolls allow them 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 characters may combine actions at one time. See pages 82-83 of *The Star Wars Roleplaying Game, Revised and Expanded* for instructions on how to combine actions.

As an added incentive in case the Rebels decide to sit around in the dark, explain how the air seems to be getting 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 characters find themselves in the dark central corridor of the detention block. They have no weapons and no source of light. See the detention block map that shows where the

Rebels are and which cell holds Walex Blissex. Give the Rebels a moment to get their bearings, then ask for a Moderate *Perception* roll. 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 characters 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 characters cannot dodge the initial volley, but can dodge any subsequent shots. If they did make the *Perception* roll and are hiding, the shot is simply being used as a flare to light the area beyond the range of the glowrod, as the guards are not yet aware that the Rebels 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 characters have not been spotted. If they are seen or otherwise make 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.

Detention Block Guards (4). All stats are 2D except: *brawling parry* 2D+1, *melee parry*, 2D+1, *melee* 2D+2, *brawling* 3D+2. Move 10. Blaster pistol (4D), uniform, a glow rod (1 among them), medpac (1 among them). Cannot use combined actions.

If the Rebels run in the opposite direction from the approaching guards, they can make Moderate *hide* or *sneak* rolls to get out of sight in a doorway or around a corner. From these hiding places, they can grapple with any passing guards. Characters 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.

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+2 damage.

After the battle, the characters have either dispatched the guards and acquired their equipment, or have been defeated and returned to their cell. Since 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 Rebels win, they recover four blaster pistols (each with 4-24 shots left in their energy cells; roll 4D secretly to determine how much ammo, and keep track of when it runs out), four uniforms (no armor), a glow rod, and a medpac.

Demons in the Dark

With the four guards defeated, the characters must find Walex Blissex. Give the Rebels an opportunity to put on the uniforms if they want before giving them a clue to Walex Blissex's whereabouts.

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 characters 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 characters 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. This droid model is feared for its ability to get information out of unwilling prisoners; microsurgical instruments and chemical injectors assure that the victim will gladly answer any and all questions. It followed its orders to interrogate Blissex, even though the recent battle prevented the guards from being present. It decided to duck out of sight when it detected people heading back 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 little cell. Behind you, a small, spherical droid rises from a dark corner. Black, shiny and globed-shaped, the droid possesses multiple appendages, each tipped with a delicate instrument. 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 actually detention guards, provided that at least one character is wearing a guard uniform and she makes a Moderate *con* roll. Otherwise, the characters must fight the droid, which has a definite advantage in the dark, confined space.

IT-O Interrogation Droid. *Dexterity 1D, dodge 3D, melee combat 3D, melee parry 3D, interrogation devices 4D+1, Knowledge 3D, intimidation: interrogation 7D+2, Mechanical 2D, Perception 4D, search 5D, Strength 3D, Technical 2D, first aid 4D, security 4D.* Move 3. Laser scalpel (3D), hypodermic injectors (4D stun damage), power shears (5D damage), grasping claw (+1 to *lifting*).

Walex and the Last Guards

Walex Blissex suffers from stun damage inflicted by the interrogation droid. He slowly returns to good health, but not until the specified moment in Episode Two. Until then, he needs help getting around and will be able to provide little information. He does say the following before the Rebels have to move on.

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

As the characters 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 to give themselves some cover (1/2 cover, +2D to the difficulty to hit, see pages 93-94 of *The Star Wars Roleplaying Game, Revised and Expanded*, for more information). They fight to the death. These guards each have a blaster pistol, with 3D worth of shots left. The room itself is filled with thick billowing smoke that issues out of a crack in the floor.

If the characters 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.

Detention Block Guards (2). All stats are 2D except: *brawling parry 2D+1, melee parry, 2D+1, melee 2D+2, brawling 3D+2.* Move 10. Blaster pistol (4D), uniform. Cannot use combined actions.

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. Opening the doors could be the least of their troubles, however. Read:

With great effort you slide the doors to the turbolift open. But your glow rod's beams do not fall upon a lift car. Instead it reveals the gaping emptiness of a giant turboshaft. The darkness seems to stretch infinitely up and down, and you feel as though you are standing at the threshold of an unending pit. Looking carefully, you can see there are ladders on each side of the shaft that go both up and down. Without a lift car, the only way out is to climb...or fall!

The Rebels must decide which way they want to go at this point. They can climb through the shaft using the ladders, or they can use the rope if they found it in the control room. Climbing up leads them closer to the command section of the ship, down leads 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. If they do decide to go up, refer to the explosion below.

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. The character helping Blissex increases his or her difficulty by one level. (so the Easy roll becomes a Moderate roll, for example). During the climb up or down, a particularly jarring explosion rocks 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 must make a moderate *Strength* roll to retain their grip. Anyone who fails the rolls begins to fall down the shaft. Falling characters 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.

If the characters chose to climb up, wait a while, and then read aloud:

You are already tired from the climb when suddenly, above you, the shaft gets very bright and a thunderous crash rocks the ladder you are on. You hold on for dear life as you feel something fall past you. Believing it is one of your cohorts, you turn and



see a long metal object falling and banging into the sides of the turboshaft. Looking up, you see that about 10 meters above you the ladder...ends. A turbolift opening appears to have sustained major damage from an explosion somewhere near the command center. The ladders and the shaft are in terrible condition and some of the metal is red-hot and smoking. It looks impossible to traverse.

If they continue to want to go up, Blissex has a moment of clarity where he looks up and says, "No, no, down is safer, not so damaged." If they are really insistent, that is fine, but be fair when it comes to the risks they are taking. If it looks near-impossible, it probably is.

When 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 a changing situation. Lights further along dimly illuminate the shaft. Wind and a distinct wooshing sound can be heard further on. The most telling differ-

ence occurs when the characters 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 landspeeder floats on a cushion of repulsor energy. But being in a working shaft means they must watch out for lift cars. If the Rebels climbed up first and the explosion occurs, there are no lift cars, as the Imperials use another shaft not so damaged. If they traveled downwards immediately, lift cars are still probable. Evading the approaching car requires *Moderate Dexterity* or *dodge* rolls, or *Easy swimming* rolls for those who want 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 rings out, but that is all behind you as you let the doors slide shut.

Episode Two, Journey to the Core

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, his gaze 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. Oblivious to the comforts of his men, the officer stands firm before the viewport, as though the ship was holding perfectly still.*

"It doesn't look very promising, does it, Captain Kolaff?" A woman steps up to stand beside the captain. 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, and her face shows her disdain. "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 more expensive than they can afford."

The official's eyes widen in surprise, then narrow evilly. "With my help, of course, Captain."

A small smile plays on the captain's lips. "Of course, my lady."

Fade to...

INTERIOR: SUBJUGATOR CORRIDOR AND A SMALL GROUP OF REBELS.

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. On the way, they must circumvent collapsing engines and other hazards, while trying to ascertain exactly what is going on outside the 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 Star Destroyer so well, his plan is the best. At least until they reach a computer and gather more data.

If the characters 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 too severe, we should be able to find a computer work station that we can borrow. But first we have to get this blast door open, and I'm not very good when it comes to Imperial security programs."

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

■ Walex Blissex

Type: Rebel Engineer

DEXTERITY 2D+1

KNOWLEDGE 4D

Starship design 10D, technology 7D

MECHANICAL 2D+2

Starship shields 3D

PERCEPTION 2D+1

STRENGTH 2D+2

TECHNICAL 4D

Demolition 5D+2, repulsorlift repair 6D,

Starship repair 8D

Character Points: 7

Move: 10

Capsule: Blissex's bald head and thick white beard create an impressive visage, offset by the modest Alliance jumpsuit he wears. A brilliant engineer and the Old Republic's foremost starship designer, the life and destiny of Dr. 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.

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 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.

The Burning Engine

When the characters 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. However, it appears that the staircase can be used to climb down to 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 before each roll, building the suspense as the chamber shakes and small explosions play across the burning engine column. Once three characters 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. Two successful *Easy*

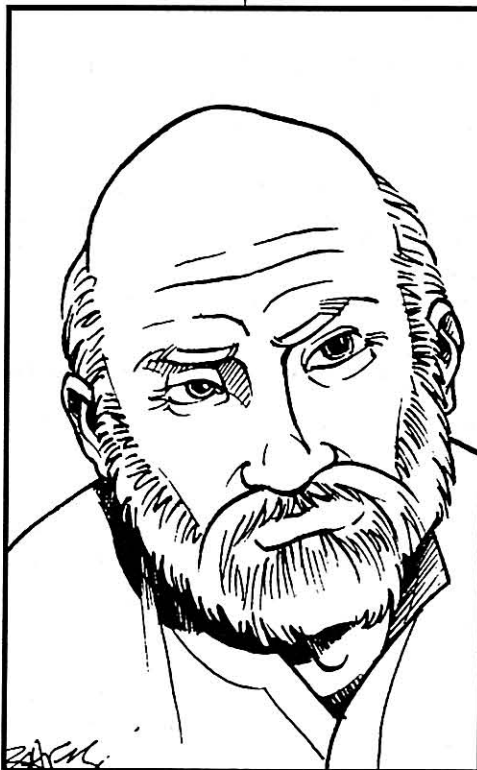
Dexterity rolls allow each remaining character to reach the work station. Those who fail slip off and have one last chance to catch themselves before falling to their deaths. They must make a *Difficult Dexterity* roll.

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 pull-out when the text says to. If the characters 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*



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 reflector screen generators destroyed. Power available to remaining weapons systems nominal. Starfighter complement 97 percent depleted. Crew casualties 54 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 command 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.

roll. If she succeeds, display the "Star Destroyer Technical Readout" to the players. If she wishes to continue, have her make an *Easy computer programming* roll. Success means they receive "Computer Monitor #1." 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 have 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 he can turn the self-destruct program against the Imperials 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 self-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 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 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.

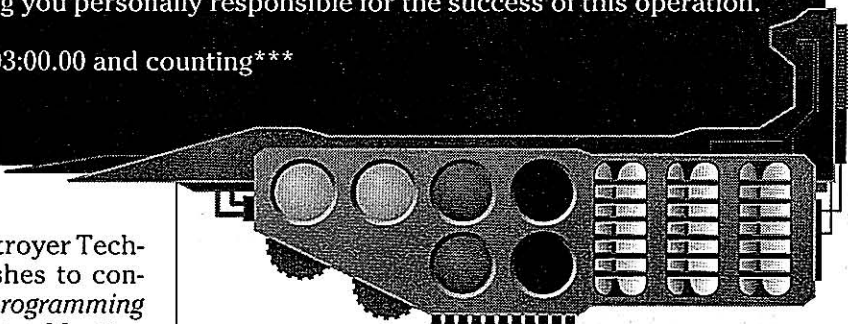
Now Blissex takes them through corridors and shafts that have suffered some damage, but not to the extent of some places they have seen. They proceed down levels toward the core with little trouble. They do, however, run into an MSE-6 droid (see the gamemaster guide for suggestions on how to run that encounter). Feel free to add any other encounters pertaining to the wrecked ship if 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.

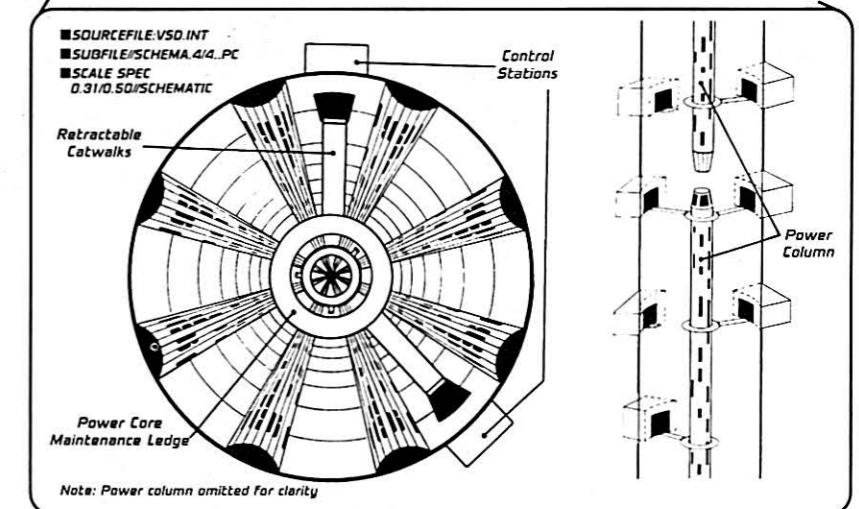
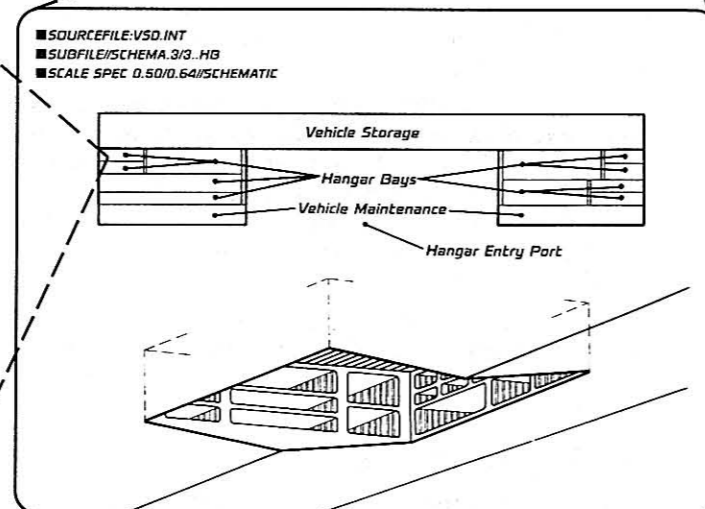
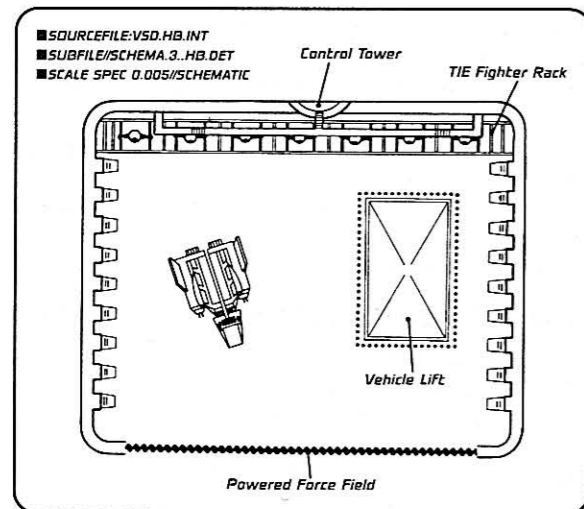
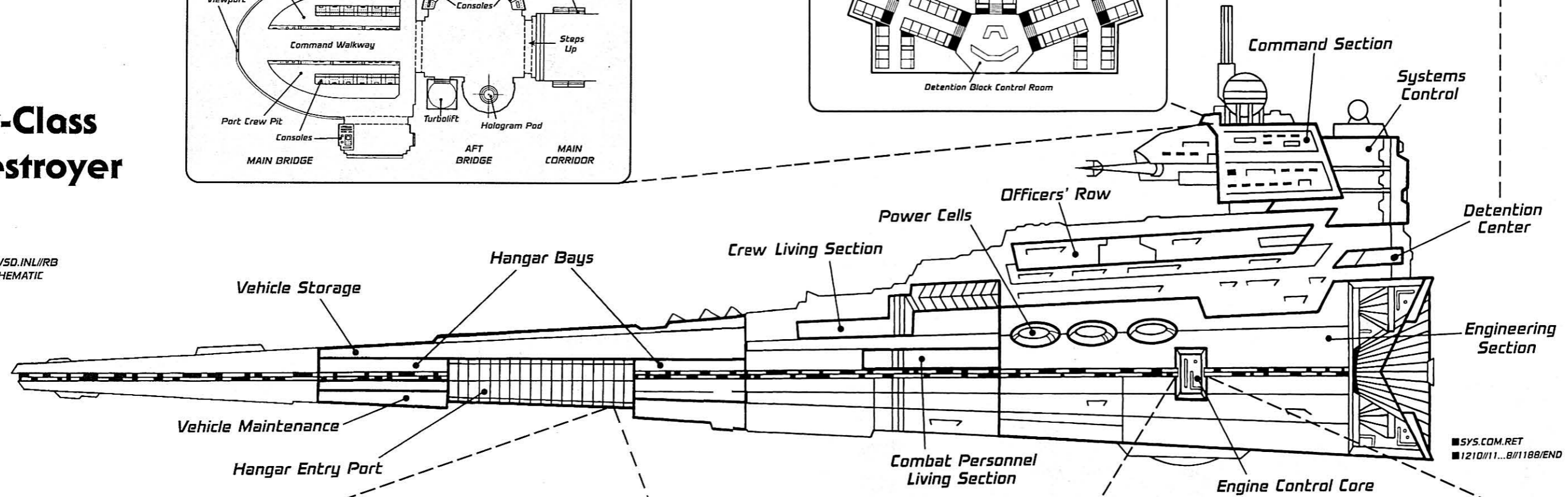
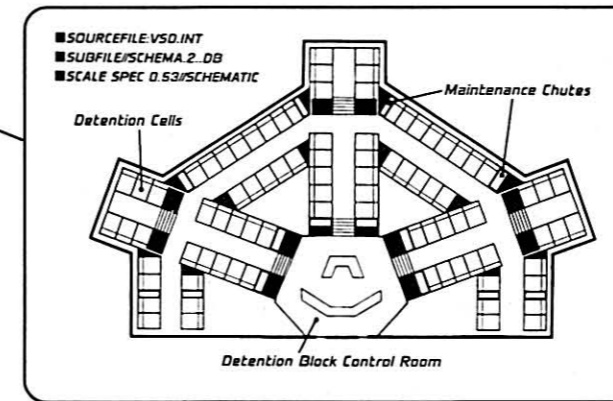
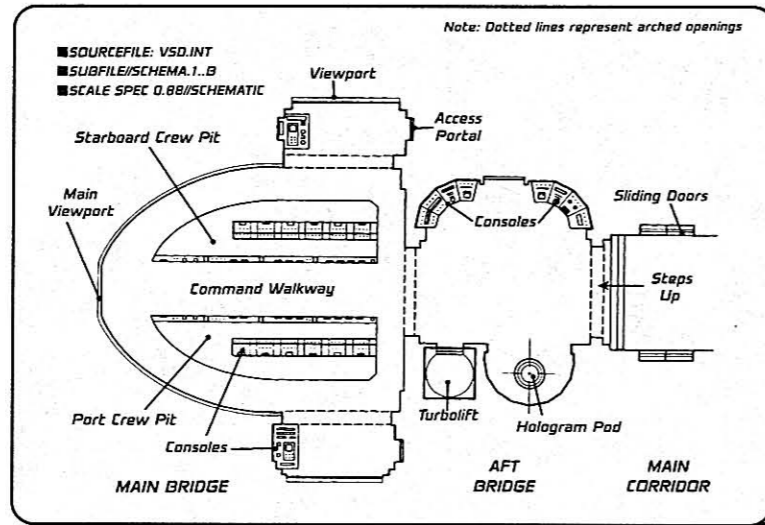
The first Rebel to reach the next intersection finds

Permission is hereby granted to photocopy this page for personal use.



Victory-Class Star Destroyer

■ DATA SEARCH
 ■ PROG40016
 ■ SOURCEFILE: VSD
 ■ FILEPATH 8811/08P/IVSD.INL/RB
 ■ SCALE SPEC 0.95/SCHEMATIC





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 character 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 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 characters 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 salesmen 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 is merely toying with them. Actually, both the forces at his command and his methods of surveillance have been greatly depleted.

He only became aware that the Rebels escaped when they accessed the computer (or ran into the mouse droid).

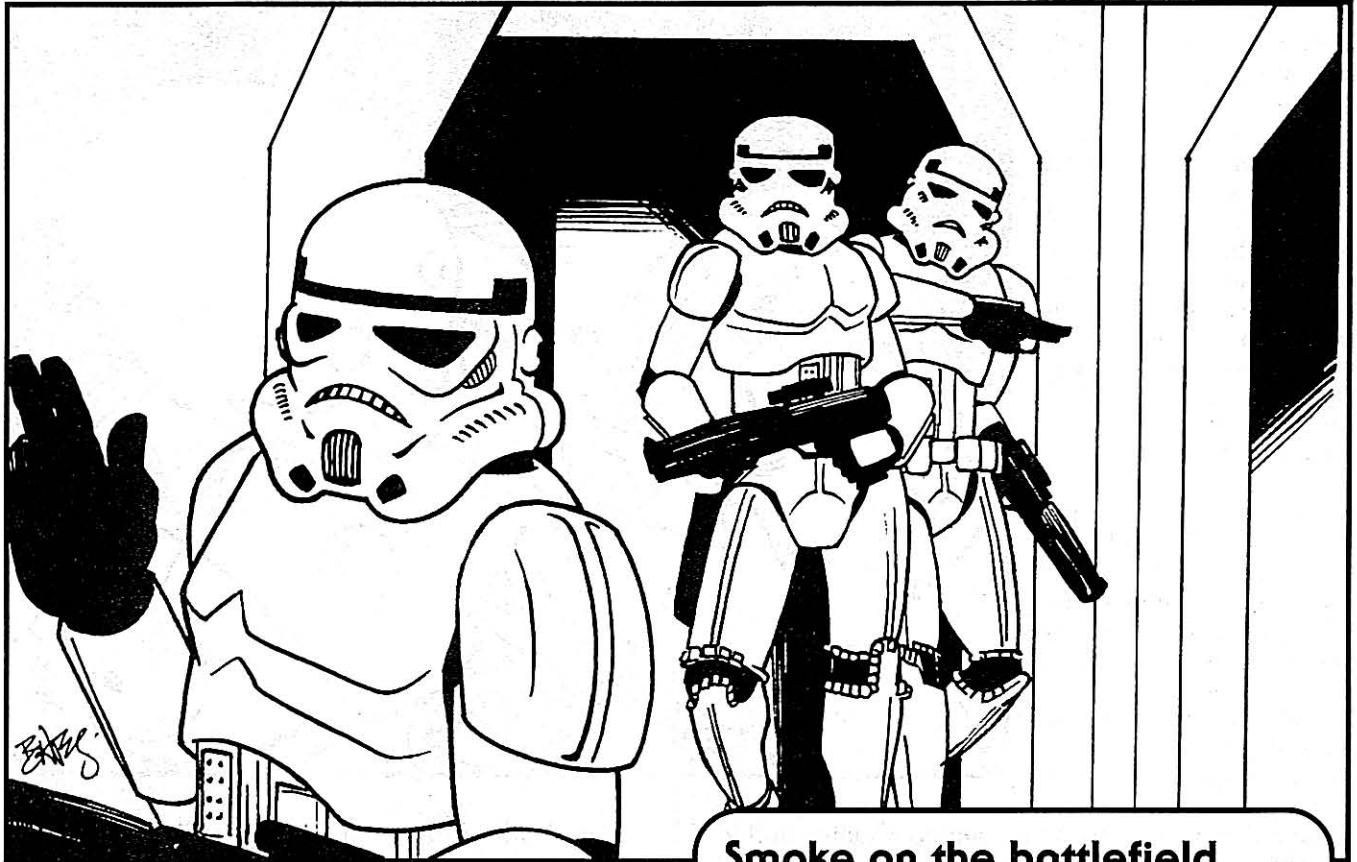
The stormtroopers behind the Rebels move in and combine fire at the fugitives. The blaster cannon is operated by two stormtroopers, one firing and one feeding energy clips. The third stands guard beside them. Because the intersection is particularly wide, the cannon can fire at a target moving across. 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.

When the blast door access panel is reached, an *Easy Technical* roll allows a character 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 to one side leads into what appears 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 to go unless the Rebels want to retrace their path and risk running back into the stormtroopers. A second door on the far wall is closed. Blissex says 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 join 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 filters in their helmets, they suffer no ill effects from the riot-control smoke. Rebels not wearing breath masks must make an Easy *stamina* roll every combat round that

Stun Damage

Weapons set for stun roll damage normally, but treat any result more serious than "stunned" as "unconscious for 2D minutes." (Unless specifically stated otherwise, all character-scale blasters can be set for stun damage.)

Smoke on the battlefield

Smoke and other battlefield environments such as darkness and rain obscure targets, rendering a character virtually invisible in some conditions.

Cover	Modifier
Light smoke	+1D
Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D

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 allows 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.



they remain in the room. If a character fails the roll, he 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 characters can see (see sidebar), but begins to dissipate in six combat rounds, with visibility returning to normal on the seventh combat 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 Blissex wanted to take remains clear.

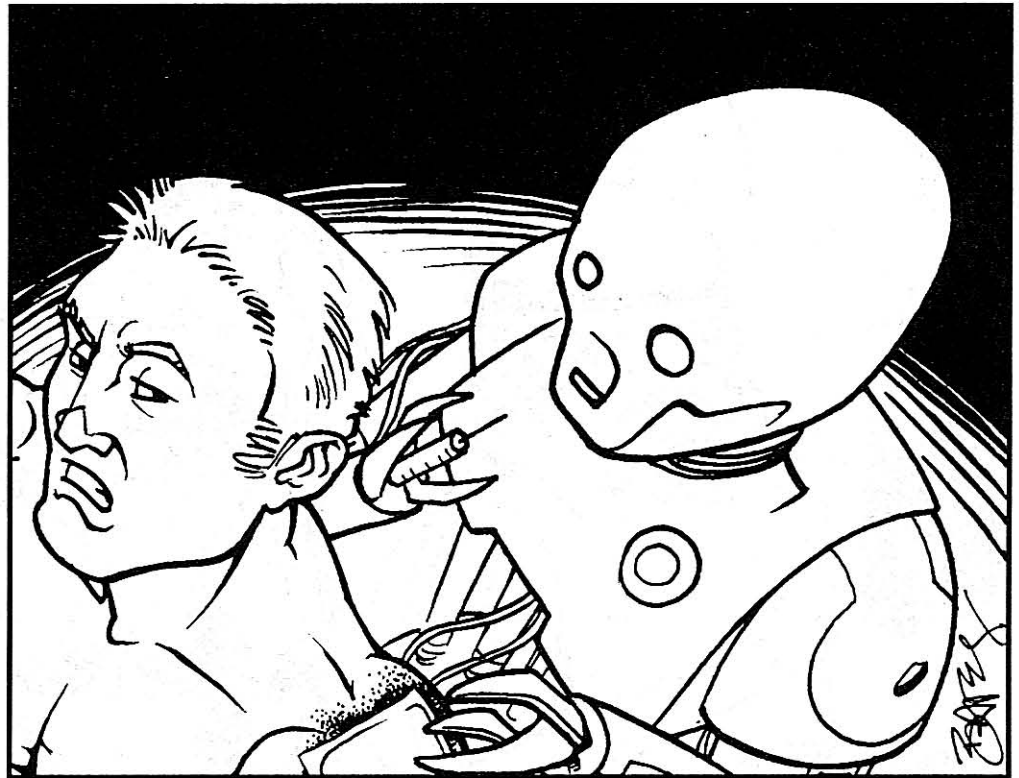
Rebels can retrieve blasters from any stormtroopers who fall during the fight, but you must check to see how much ammo remains in the energy cells (roll 3D to determine the number of shots left in each blaster recovered here).

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. 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. "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 characters should be safe here. While none of the bacta tanks are available, the medical droid will use his built-in supplies to heal any Rebel who needs it (provided they are cooperative and don't blurt out that they are the enemy). The droid stimulates the effects of medpacs with its diagnostics and treatment appendages.

If the characters attempt to destroy any of the equipment, 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 any condition to fight. If the characters make Moderate *search* rolls, they find two medpacs and four blaster energy cells that they can take. Roll 4D to determine how many shots each cell contains.

After the Rebels are satisfied 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.

Episode Three: Engine Core Attack

Cut-Away

Read Aloud:

INTERIOR: ATTACKING FLAGSHIP, BRIDGE.
The camera slowly pans across a battered Mon Calamari Cruiser, zooming in to look at the bridge. Sparks fly from a freshly welded control panel as crew members bustle in and out of 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 50 percent in the remaining ships, we have basic sublight drive capability, and all but one ship have minimal shields."

"And Subjugator?"

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

A 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.**



Summary

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

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. The chamber is vacant and all the equipment here has been destroyed. Another door 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 down 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 Rebels 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 tells them he must get to the control console if he is going to be able to alter the self-destruct order. To get there, the characters will have to repair the control panel that extends the connecting bridge while Blissex gathers tools from the damaged control station.

The Bridge

A successful Moderate *computer repair* roll allows a character to repair the controls, and an Easy *Technical* roll allows her to operate the controls that extend the bridge.

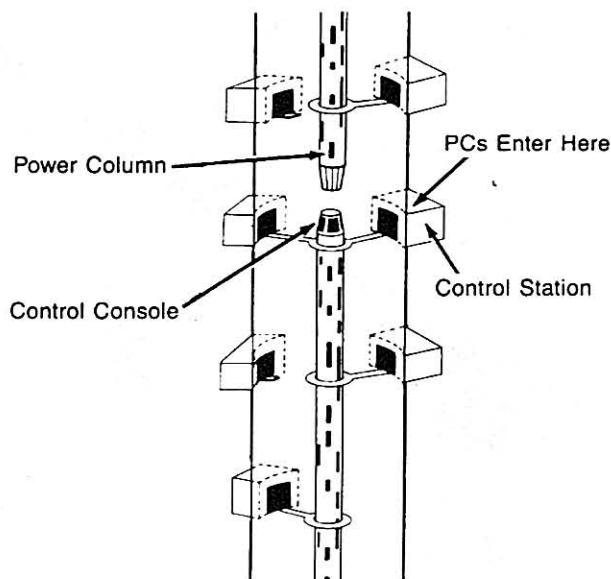
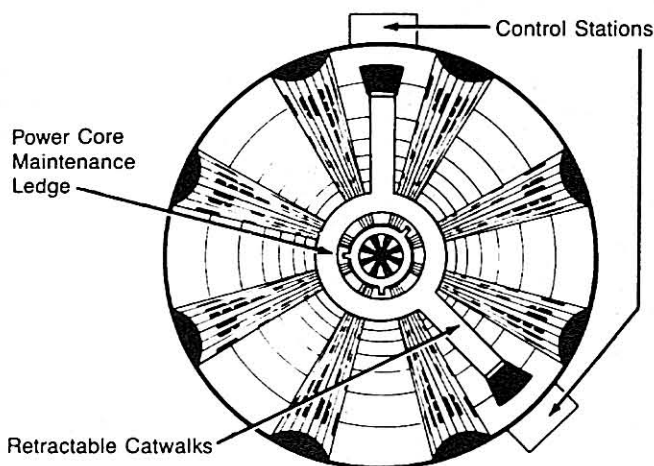
Regardless of whether or not the Rebels are clad in Imperial uniforms, they are allowed to approach the platform without being questioned. This is simply because the personnel currently on the platform are too thoroughly engrossed in their work to pay the Rebels much heed.

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 tumble, but rather a close call, with bits of loose equipment falling from the clumsy character and plunging into the surging energy below.

As the characters 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 characters have one chance to stop it before it disappears through the door. Even if they do successfully 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 (3). All stats are 2D except *capital ship engineering: Victory Star Destroyer 7D, Capital ship repair 5D.* Move 10. *Hydrospanners (3D), welding lasers (3D+1).*

Engine Control Core



Another Computer Clue

Sometime during the episode, while the Rebels are working on the computer console, they may decide to get an update on the condition of the Star Destroyer. A character must make a Moderate computer programming roll to get into the information network this time. If the Rebel succeeds, give them "Monitor #2." 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 characters examine the information closely, that the Alliance fleet will be in attack range again—the exact moment the *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 characters. Taking a deep breath, the engineer 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. You see, for years, my daughter and my assistants have done all my computer work for me. Covering for a stubborn old fool who's simply been too proud to admit his ignorance. I'm 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 is a total of six steps required to alter the self-destruct sequence. For each step, the character 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 increasingly difficult with each new step, until finally reaching Very Difficult on the fifth step. The character can combine actions with Blissex to achieve these rolls, just keep in mind that it is the character who must perform the action. After the fifth step has been achieved, Blissex jumps back from the screen in disbelief:

"What?! 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 have possibly set it? Other than myself, the only other being in the galaxy possessing the knowledge and the ability to perform such a feat is...my daughter...."

Walex Blissex's voice fades out in shock, but 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 onto this level of the control core slide wide simultaneously. A wall of stormtroopers stand in each doorway, effec-





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 (Nebulon 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 affecting repairs. Probable attack range in 02:03.45. Preparing effective response while playing dead-in-space (see Priority Command D-113). Report logged and ready for probe launch as we remain under communications blackout.

tively 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 last, lesson. I call it ‘dying.’”**

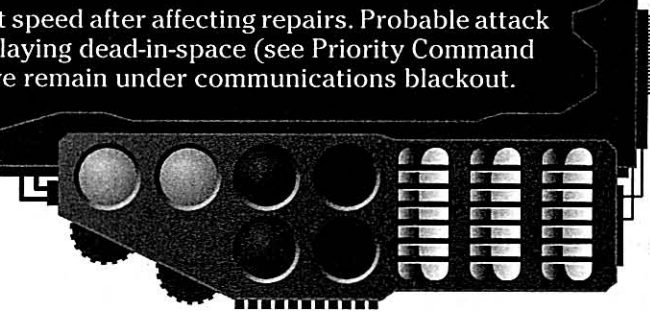
Stormtrooper Tactics

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 Rebels used 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 prevent the Rebels from escaping. These troopers must make the same *Dexterity* roll that the Rebels made earlier to keep from stumbling on the bridges. They battle to the death.

Creative escapes

Moments like these tend to bring out the best in players, and no doubt heroism and drama will abound. As gamemaster, 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, and so on.

The characters can work the bridge controls from the console, but they must make Moderate *computer programming* rolls to stop the extension process. They can only attempt to stop two bridges in a round, and it takes three rounds for the bridge to fully extend. On the fourth round, the stormtroopers will begin to



cross except for the one group that started across the characters’ bridge at the beginning of the scene.

Certain unorthodox methods of escape should become obvious to the Rebels right away, such as using rope to swing to a lower doorway. If a character attempts this, a Moderate *climbing* roll is necessary for success. If the character 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 a wall, loses his grip and plummets into the energy field to his doom.

If the characters are in real 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 technologically oriented members of the group and exclaims:

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

While he is explaining this to the character, the other Rebels must continue to hold off the stormtroopers. Using a combined action with Blissex, the character at the console 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 other characters must make Easy *swimming* rolls to maneu-

Permission is hereby granted to photocopy this page for personal use.



ver through the now-safe field and reach a door a few levels below.

The stormtroopers do not immediately realize what is happening. They assume the Rebels are committing

suicide rather than risk capture. The Rebel group gets away again.

Regardless of how the characters escape this ambush, move on to Episode Four.



Episode 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 the 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 make their way through a droid access tunnel, crawl through the twisted underside of the damaged vessel, and survive a zero-gravity fight with yet more stormtroopers.

The Power Cell Storm

The characters 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. 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 characters discover this path, they can dive into the chute much the same way that Luke Skywalker and his group used the garbage chute in *Star Wars: A New Hope*. The chute leads to the supply room in "A Moment's Rest" below, dumping the Rebels through a ceiling grate onto the floor.

They could also decide to go back out into the engine control core. However, 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 characters, 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. Blissex suggests they open the blast door and see if there's a chance. Once the door is pried open (Moderate *Strength* roll, with no more than two characters combining actions), read:

The blast doors reluctantly slide apart, releasing a wave of hot air into the work station. Once you recover, you see that a raging energy storm that fills the power cell casing in front of 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 the tube is safe enough, but the storm can provide some hazards. As the characters make their way around the tube, a cloud of energy bursts from the power cell and rolls towards them. As it smashes into them, the cloud explodes with intense heat (6D damage within two-meter radius). 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



Computer Monitor #3

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

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

: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.
:Kolaff out.

Permission is hereby granted to photocopy this page for personal use.

cross toward the end. 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."

A Moment's Rest

Whether the characters 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 (you no longer 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 characters can access for an information update on the condition of the Star Destroyer. A Moderate computer programming roll yields "Computer Monitor #3." 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 the Cut-Away out loud.

Droid Access Corridor

Blissex leads the characters to a cramped corridor that serves as a passage way for the maintenance and other common labor droids that work on a Star Destroyer. The Rebels travel for a good distance before meeting up with anything. Read:

Cut-Away

Read Aloud:

INTERIOR: SUBJUGATOR BRIDGE. *Framed against a sea of stars, Kolaff peers anxiously out of 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 plotting 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 did 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.



You hear a noise from far ahead of you that begins to pick up volume as you go. Further down, you see various droids milling and wandering through the crowded passage.

The droids aren't really dangerous, although it becomes difficult stepping over and around nervous droids. Then, as they are in the thick of the crowd, an explosion sounds behind them. A portion of the droid access tunnel collapses as something from above crashes down on it. Startled droids make a run for the other end of the corridor, causing the footing to become unsteady. As the droids move along, it requires two *Dexterity* rolls to not trip or bump into a moving droid and fall over. The droids calm down and choose to move down a small side passage. Not all of the droids are gone, however.

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 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 confused droids. If the characters 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 when 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 Blissex 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 sound 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," announces T-3PO.

The automatic defense laser fires three bolts into the corridor every round. It randomly picks three 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 damaged result by two, and a destroyed unit knocks it out of commission. The characters 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 have seen that the automatic laser has been activated and assume it is the Rebels.

If the Rebels 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.

■ Tee-Threepio (T-3PO)

Type: Imperial Protocol Droid
DEXTERITY 2D

Dodge 3D+2

KNOWLEDGE 2D

Alien species 3D, Bureaucracy 4D, languages 8D*

MECHANICAL 2D

PERCEPTION 2D

Bargain 4D

STRENGTH 2D

TECHNICAL 2D

Droid programming 3D, security 4D

*The droid's vocabulator speech/sound system makes the droid capable of reproducing virtually any sound it hears or is pro-

grammed to reproduce.

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors—human range
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang III Communications module

Move: 8

Size: 1.7 meters tall

Capsule: 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.

T-3PO has served aboard the *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 has been wandering among the droid access corridor, hoping to find a way off the dying Star Destroyer. It hooks up with the Rebels in an attempt to save its metallic skin.

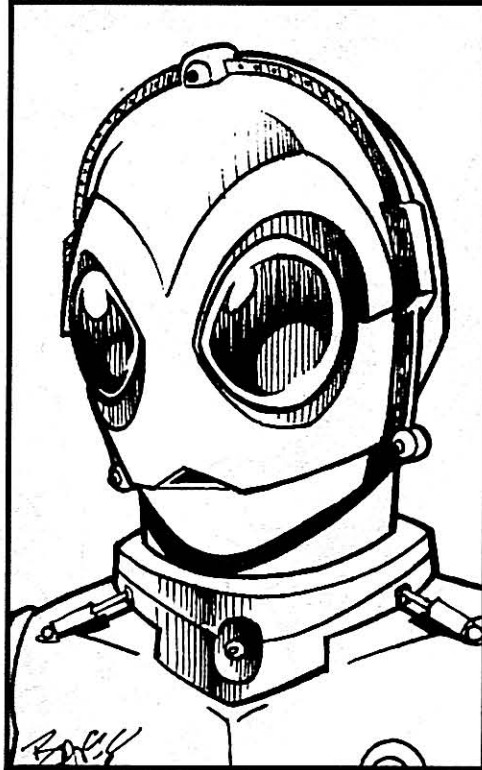
T-3PO is the opposite of the Rebel protocol droid, C-3PO in many ways. It is nasty, belligerent, condescending, and speaks in a rasping female accent. It also believes itself superior to all other droids and hence feels it must survive.

The Dangerous Trek

The door opens onto the shattered underside of the Star Destroyer. The characters 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 characters can discern with an *Easy Technical* roll. 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 portion 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 and jutting metal. As the Rebels move further, they are suddenly lifted off their feet. Obviously this 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 they must take. Floating

through the air, the characters have little control of direction and travel five meters per round. Only by pushing off something does a character gain any kind of momentum or direction of flight. This increases a character's speed to 10 meters per round.

Characters making *Moderate swimming* rolls can propel themselves from wherever they are in the general direction if the opening. Of course, by traveling only five meters every round, the trip takes 12 rounds to complete. Additionally, if a character fails the roll, an obstacle flies into her path, causing 3D stun damage.

Characters pushing off of something need only make an *Easy jumping* roll, and then they gain the speed of 10 meters per round. This type of trip lasts only six rounds. If the character fails, he slams into a wall or other obstacle taking 4D stun damage.

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

A long gash in the floor ahead of you 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 Rebels are increased by two. In addition, no combined actions are possible and any character 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 combats, 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 characters 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 it has been kidnapped by the Rebel womprats. It also points out hiding characters and warns unaware stormtroopers of impending danger.

Characters can return to the Y-wing if they want to increase their firepower. The laser cannon has a fire control of 2D and does 10D damage to man-sized targets. Characters 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 an 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 character that was “kicked off” tumbles wildly for one round and cannot take any actions.

The Escape

Whether the Rebels defeat the stormtroopers or just make their way through the opening, they find themselves back in relatively intact, gravity-filled cor-



ridors. 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 characters don’t buy it, T-3PO bows his head 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 characters should realize that since they are this close, flight would be the 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 characters 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 door. As the characters approach it, go on to Episode Five.

Episode 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 it's the wrong one! To get one level down to the bay they want, the Rebels must get past one of the most deadly challenges 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 *Technical* roll allows the characters to lock the door. Use the map of the hangar bay and the counter strip provided for the adventure. The map is also designed to be used with the *Star Wars Miniature Battles* sets. As the characters 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 "Reb1" through "Reb6" represent the characters. They should have with them the counter marked "Walex" as well.

The Rebels 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 characters that they are a level above the shuttle hangar bay, but this bay should have a cargo lift in it—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 characters notice the lift platform is on a lower level. Display the hangar bay map 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 the 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 characters may react to the stormtroopers' actions. If no one makes the roll, the stormtroopers open fire, getting in one free round of actions before the Rebels can react. Place the six stormtrooper counters (labeled "ST1" through to "ST6") on the map, setting them on the far side of the vehicle lift.

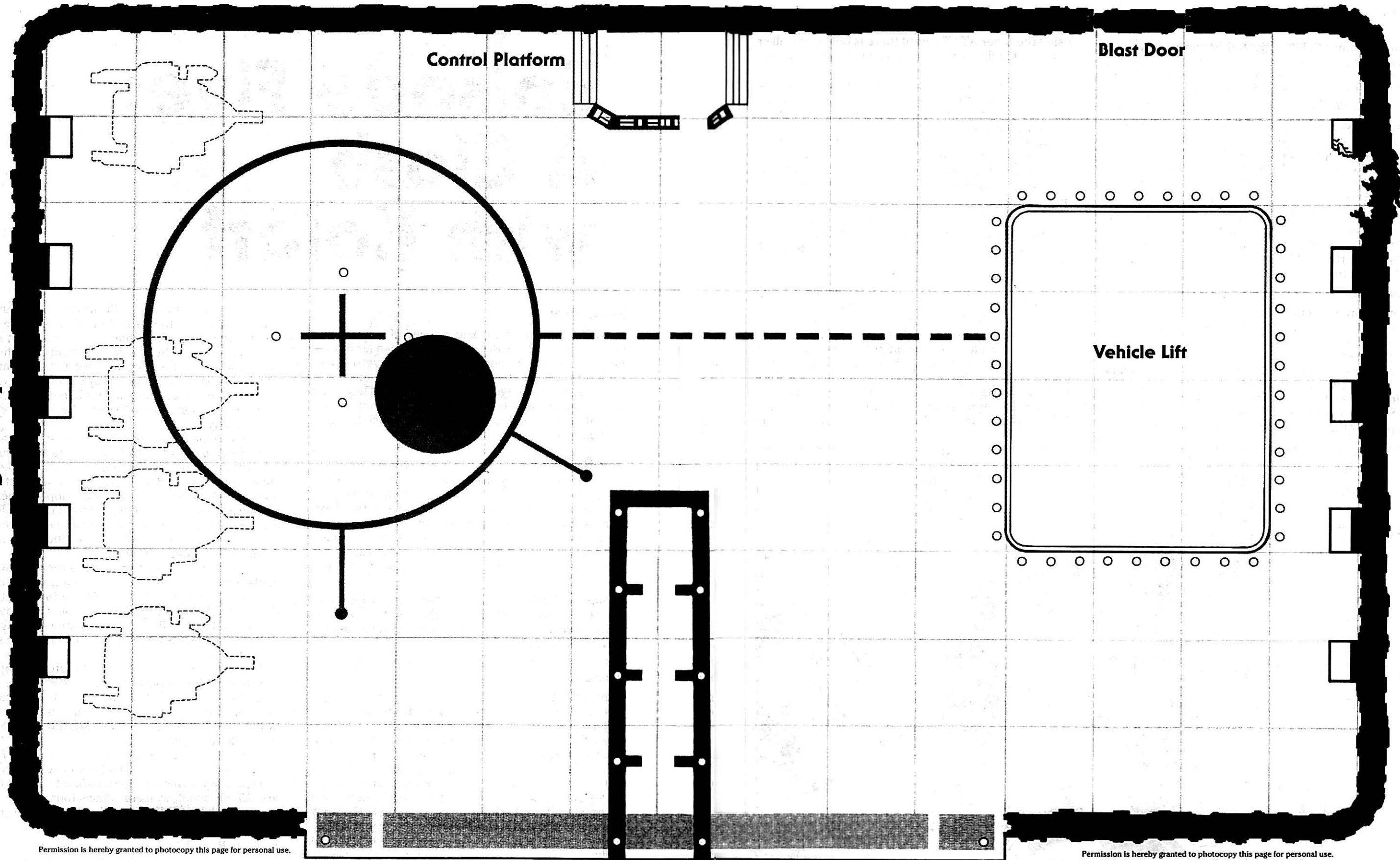
It takes one round for a character to reach the control station. The stormtroopers will not fire on this character this round. An Easy *Technical* roll activates the lift platform. An Easy *Perception* roll allows the character to also find the environmental controls. With this panel, the Rebel can start venting 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 character 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" through "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

Hangar Bay H-12



Permission is hereby granted to photocopy this page for personal use.

Permission is hereby granted to photocopy this page for personal use.



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 (page 25). If the Rebels activate the environment controls, the smoke begins to clear next round.

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

Combat Round 4: Lift arrives. Internal lights of the walker glow to life, walker turns towards characters. 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 with 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.

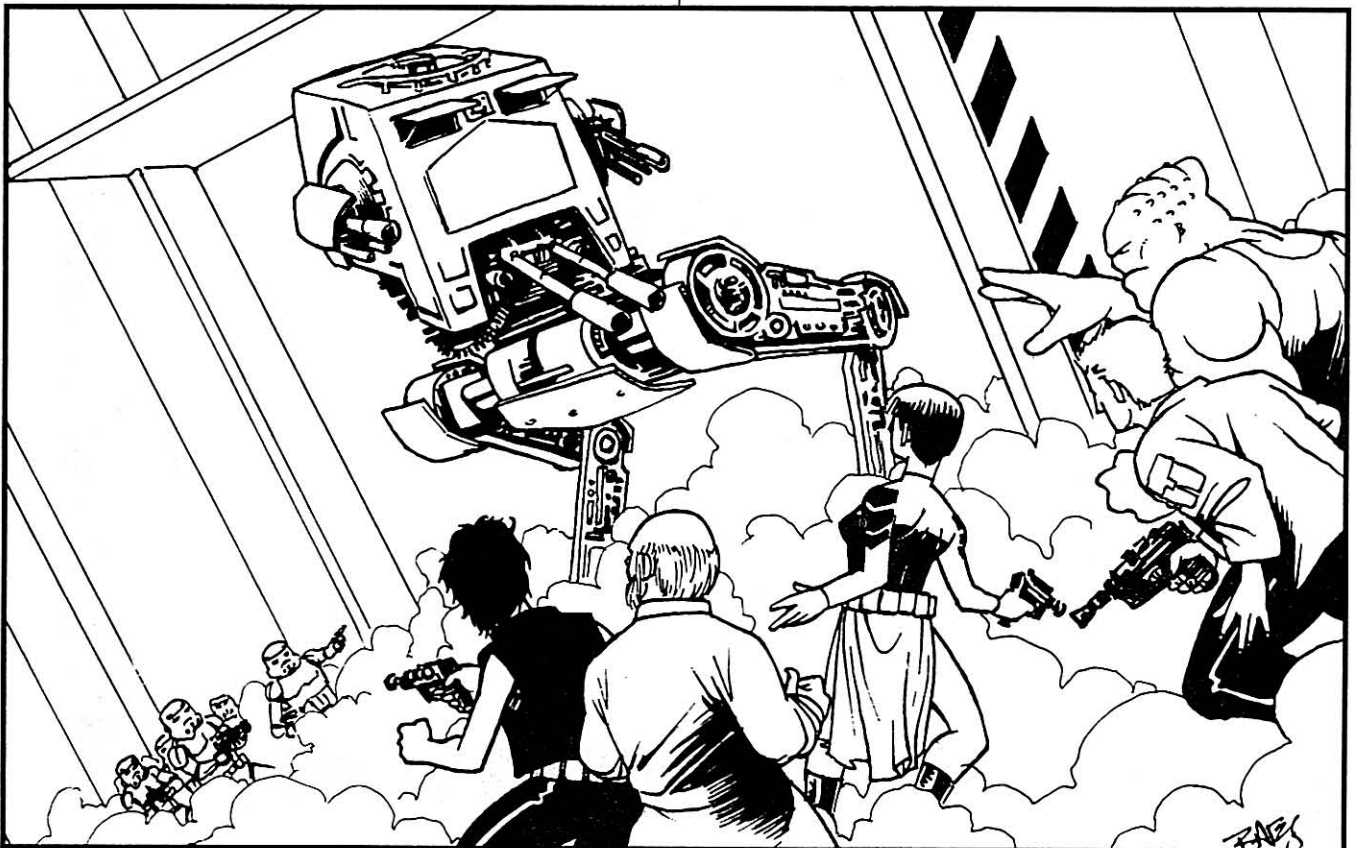
Kolaff is now in his environment, on the battlefield fighting against worthy opponents. He forgets all else, including that he promised to capture Walex Blissex alive, as he concentrates on the battle at hand.

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 the walker is an action. A character getting into the 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 fallen walker cannot right itself once tipped. It can still fire its weapons, provided a target walks in front of it. Characters can combine actions to operate the AT-STs. Kolaff's walker never loses its 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.

You have to apply the difference between the two scales to find the results, as on page 95 of *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded*. When a "lower" scale character is shooting at the "higher" scale scout walker, the character gets to add the modifier (4D) to the attack roll. If the walker makes a dodge, it just rolls its maneuverability (and *dodge* skill). The walker adds the modifier (4D) to the roll to resist damage; the lower scale weapon rolls damage normally.

When the "higher" scale walker is shooting at the lower scale character, the walker rolls its normal attack roll; the character adds the modifier to his *dodge* roll. The walker adds the modifier to its damage roll if it hits.

AT-ST. Walker-scale, maneuverability 1D, move 30; 90 kmh, body strength 3D. Weapons: One twin blaster cannon (fire control 1D, damage 4D), One twin light blaster cannon (fire control 1D, damage 2D), one concussion grenade launcher (fire control 1D, damage 3D).

Final Exam

Kolaff has left this "gift" for the brave Rebels. He has provided them with an AT-ST so that they might 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 characters enter the cockpit of one of the AT-STs, read the following out loud:

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 stu-

dents, 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?" The holoprojector flickers and goes out, but not before you see Kolaff's face as he laughs at his own joke. The AT-ST that arrived on the vehicle lift tips its cockpit toward you in a 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 characters defeat Kolaff or when Kolaff defeats them.

■ Captain Kolaff

Type: Imperial Captain

DEXTERITY 3D+1

Blaster 5D+2, dodge 3D+2

KNOWLEDGE 3D+2

Bureaucracy 4D, tactics 7D

MECHANICAL 3D+1

AT-ST operation, starship piloting 6D+2

PERCEPTION 2D+1

Command 7D+1

STRENGTH 3D

Brawling 4D+1

TECHNICAL 2D+1

Security 4D

Character Points: 5

Move: 10

Equipment: Blaster (4D), comlink.

Capsule: 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 striking steel-grey eyes.

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 threat as quickly and easily as possible. This practice eventually became his undoing, as Kolaff was transferred to Relgim to command a fleet of Victory Star Destroyers.

Kolaff is an intelligent, though obsessed, leader who has only one true

love in life—the love of battle. He holds no true hatred for the Rebellion, and rather admires their courage. He is smug, confident, sarcastic, and believes himself invincible.

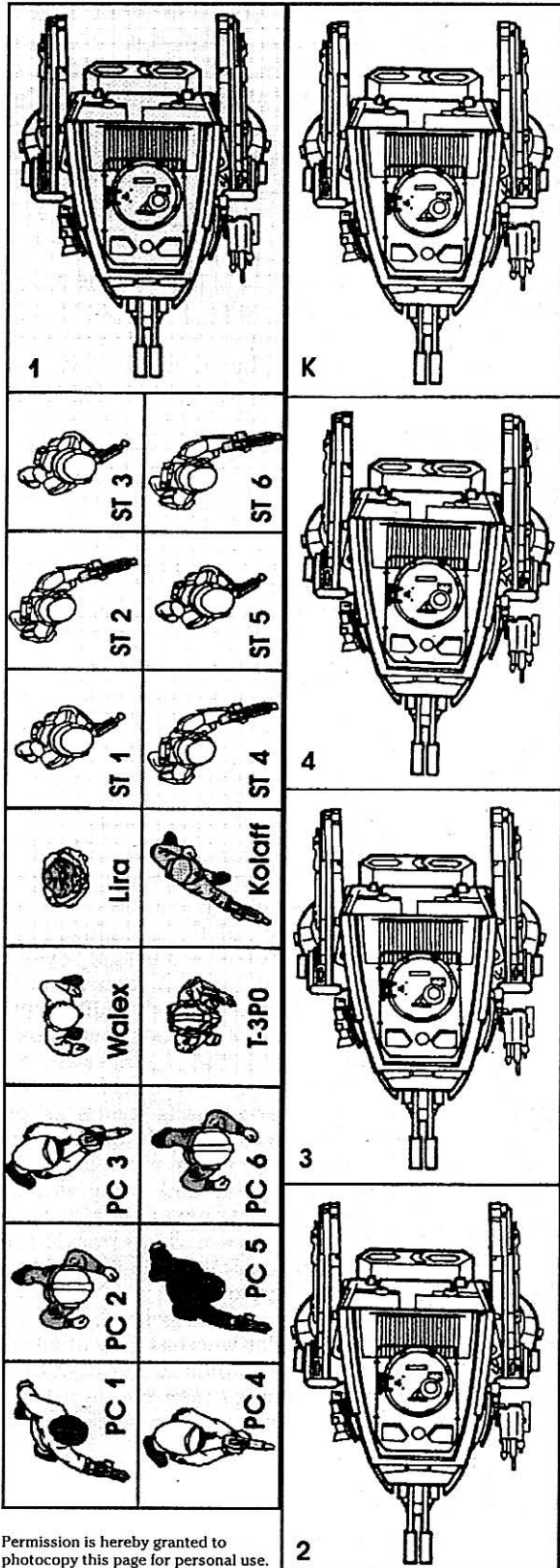
Ending the Episode

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





Counters for Hangar Bay H-12



Permission is hereby granted to photocopy this page for personal use.

AT-ST Damage Table

AT-ST walkers take damage the same way starfighters do. Use the "Vehicle Damage Chart" on page 111 of *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded*, to determine 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 five.

Walker destroyed: Destruction is fiery and explosive. Characters must make *Dexterity* 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 Incapacitated, and failing to make an Easy roll 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 in this scenario.

Episode 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 characters 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 characters do anything to suggest they are not Kolaff, she orders the troopers to attack. The battle should be quick, with the mechanical voice counting in the background. Blissex points out the control tower should be operational and with it they can warn the Alliance fleet.

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

■ Lira Wessex

Type: Imperial Engineer

DEXTERITY 2D+1

Blaster 3D+1

KNOWLEDGE 4D

Bureaucracy 6D, starship design 8D, technology 6D

MECHANICAL 2D+2

Starship piloting 3D+2

PERCEPTION 2D+1

Command 4D+1

STRENGTH 2D+2

TECHNICAL 4D

Computer programming/repair 7D, repulsorlift repair 5D, starship repair 8D

Dark Side Points: 1

Character Points: 5

Move: 10

Equipment: Datapad, hold-out blaster (3D+1).

Capsule: Lira Wessex's striking red hair and piercing green eyes leave a lasting impression. She wears regal robes signifying her position as the 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.

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

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.

The Control Tower

As the characters 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 Rebel can operate





anyone chases her, they catch up to 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 by 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 me as easily as that incompetent Kolaff?" She prepares to toss the grenade when Walex Blissex appears beside you. He whispers, "Lira." 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 group you met before, smash into Lira. She goes down, but you notice the grenade bouncing towards you. As you turn to run, you catch a glimpse of a silvery protocol droid waving in your direction.

The character must make a Moderate *dodge* to grab Blissex 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 comlink transmitter and warn the fleet. This requires a successful *command* or *persuasion* roll of Easy difficulty or better to convince the fleet that this isn't some sort of 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

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

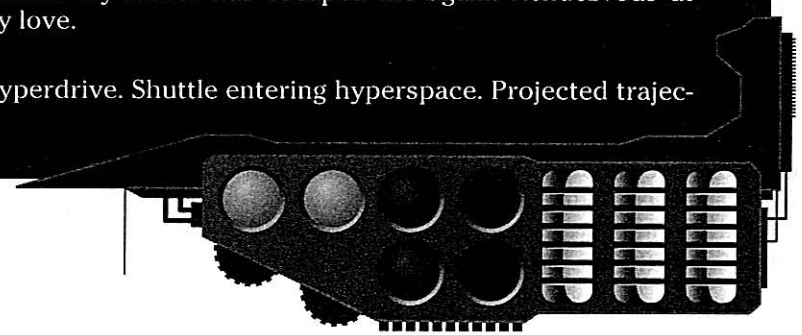
:From: Lira Wessex, shuttle *Tatium*

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.

Permission is hereby granted to photocopy this page for personal use.



The Shuttle

The shuttle crew, consisting of two pilots, tries to hold off the characters.

Shuttle Crew (2). All stats are 2D except: *blaster* 4D, *starship piloting* 4D, *brawling* 4D. Move 10. Blaster pistol (4D).

Once the crew is defeated, the Rebels can enter the shuttle. Any character 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 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."

Operation Starfall

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

Your subspace comm 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 characters 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 a rank are bestowed the rank of lieutenant. For saving his "silly old hide," Walex Blissex designs a special "toy" for each of the characters. Finding the best skill of each person, Dr. Blissex develops a device to augment it by 1D. So, for a character who's best skill is *blaster*, it might be a special sight which adds 1D to the character's *blaster* roll. For a character who's best skill is *starship repair*, it could be a special 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 character 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 Force points that were spent by those who used them properly. (See page 84 of *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded* for guidelines on making Force point judgements.)





Introduction

In this Adventure...

...a group of Rebels must rescue a high-ranking Alliance officer and his secret project from an embattled asteroid field. Hidden in the Roche Asteroid Field, home of the aliens called the Verpine, lies a secret Rebel base. Here, Commander Ackbar* oversees the construction of a new starfighter—the B-wing. As the adventure opens, the project is near completion and Alliance Command has sent the Rebel heroes to retrieve Ackbar and the prototype B-wings. The Empire knows of their activity, though, and has plans of its own for this new starfighter.

Can the Rebels rescue Ackbar and his team, the peaceful Verpine, and the prototype starfighters from the attacking Imperial forces, then escort them out of the asteroid field without falling prey to the terrible power of an Imperial fleet? These are the challenges of *Strike Force: Shantipole*.

Preparing to Play

Several space battles occur in this adventure, so having a couple of characters skilled in piloting or gunnery is highly recommended. If the players have their own characters, feel free to use them but make sure that they have at least one skilled pilot and gunner in the group. If not, a player may have to create a character specifically for this adventure.

Next, give each new character 1,000 credits for purchasing new equipment, and give older characters enough credits to restock their supplies. In addition to purchased equipment, the Alliance provides the characters with a modified light freighter called *Out Runner* at the start of the adventure. If the characters have their own ship, let them use it instead.

Adventure Background

The months after the victory at Yavin were a time of great hope for the Rebellion. Following the Death Star's destruction, volunteers and recruits from across

*This adventure portrays Ackbar prior to his promotion to Admiral. For additional information about Admiral Ackbar, see pages 7 and 8 of the *Movie Trilogy Sourcebook, Special Edition*.

the galaxy poured in to swell the Alliance's ranks. Among those recruits were Rebel pilots who found lumbering Imperial convoys easy pickings for their speedy starfighters. It seemed that the dark days of the Empire would soon be over.

All that changed, however, when the Imperial fleet began to relentlessly hunt for the hidden Rebel bases. To make matters worse, the Empire began to rely on a type of capital ship that the Rebels had already used extensively: the powerful Nebulon-B escort frigate. While originally designed as an anti-starfighter convoy support craft, the Empire did not give this well-designed craft a high priority until after the Battle of Yavin. After the destruction of the Death Star, Imperial tacticians reevaluated the Nebulon-B and deemed that all convoys should be assigned such craft as escorts.

The Nebulon-B costs less than one-twentieth of the price of an Imperial Star Destroyer. With 24 laser batteries, two TIE fighter squadrons and heavy shielding, the Nebulon-B is more than a match for the lightly armed Rebel raiders; the Alliance's best shot at defeating Imperial Nebulon-Bs is to launch all-out assaults with capital ships, a wasteful expenditure that Mon Mothma is not willing to commit to.

Since the Nebulon-B has been reintroduced to convoy duty, damage to Rebel raiding parties has climbed so dramatically that Alliance High Command has discontinued all attacks on Imperial convoys. Supply problems grow critical as the Rebellion is slowly strangled into submission.

The Alliance has one hope to counter the deadly escort frigate. Everything depends on a daring plan proposed by a Mon Calamari named Ackbar. Ackbar learned of the plan to increase the Nebulon-B's presence (and on proposed Imperial convoy tactics) while he was Grand Moff Tarkin's personal servant/slave. From what he saw of the vessel's overall design, Ackbar determined that only an equally powerful capital ship (of which the Alliance has precious few) or specially equipped starfighters could hope to stand against the escort frigate in combat. It was the decision of High Command to develop a new starfighter to handle this problem. And so, before the wreckage of the first failed convoy raid cooled, Ackbar traveled to Roche system to seek the aid

of a renowned race of shipbuilders—the Verpine.

Using Ackbar's vision and their own design skills, the insectoid Verpine began creating a technical work of art—the B-wing starfighter. This heavy starfighter, capable of closing with an Imperial frigate and disabling its TIE bays and hyperdrives, was to be the latest accomplishment of the Slayn and Korpil hives. Soon, without effective escorts, the cargo transports would once again become easy targets.

Under Ackbar and his team of Alliance engineers, the Verpine have completed prototypes of the B-wing starfighter. The B-wing employs a unique pilot compartment which allows the pilot to steer and fire weapons from a stable platform while the ship conducts evasive maneuvers. This results in a fighter with significantly enhanced fire control. In addition, the new B-wing carries more shielding and more firepower than most starfighters currently in service.

Recent Events

The Empire: Unknown to the Alliance, a member of Ackbar's design team is an Imperial spy. Salin Glek, Ackbar's lieutenant, keeps Imperial District Commander Bane Nothos apprised of the B-wing's progress. Nothos could have crushed the Rebel project long ago, but instead elected to wait until the starfighter prototypes were completed before capturing them for the Empire. While somewhat risky, the district commander hopes this plan will lead to a promotion upon its successful completion.

Three days ago, Nothos received the signal from Glek indicating that the time to move was almost upon them. Since then, Nothos has pulled escort craft out of his district's convoys to form a strike fleet. He has also deployed long-range TIE recon fighters to patrol the outer perimeter of the asteroid field. He now waits for Glek's final signal. But, just in case the spy fails, Nothos has ordered the strike fleet to prepare to blockade the entire Roche system. Even now, they are moving into position.

The Alliance: Ackbar and a team of Alliance engineers have been working with the Verpine to upgrade the original B-wing design to fit the Alliance's current needs. Two prototype B-wings have been completed and await shipping to the Rebel fleet. Once there, construction of new B-wings will begin in earnest. Unfortunately, the Verpine's pacifistic nature keeps them from openly joining the Rebellion. As a result, the task of replicating the B-wings will fall on Rebel engineers who, though on hand throughout the process, are hard pressed to match the Verpine's natural talent for ship construction.

Not surprisingly, Ackbar's second assignment is to convince the Verpine to join the Rebellion. The Verpine empathize strongly with the noble Ackbar—a Mon Calamari pacifist-turned-warrior—but remain reluctant to commit to such an aggressive course themselves.

Now, a group of Rebels are on their way to pick up Ackbar, his team and the prototypes. They should arrive just prior to the Imperial strike fleet....



Episode One: Into Roche Asteroid Field

Summary

The adventure opens with the characters approaching the Roche Asteroid Field in the *Out Runner*, a modified light freighter. They have orders to deliver a sealed and coded holodisk to Commander Ackbar, leader of the Alliance asteroid base. As they near the field, three TIE fighters jump them. The Rebels must dispatch the TIEs before continuing on to Ackbar's base. When they arrive, they learn of the new B-wing and meet Ackbar, the Verpine, and the traitorous Salin Glek.

On the holodisk, Mon Mothma, commander of the Alliance, orders the characters to escort Ackbar and the prototype B-wings to a Rebel rendezvous point in the Pothor system.

Start the Adventure

Hand the players a copy of the script 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 than six, assign additional parts as necessary.

Read the "Read Aloud" section first, then let your players begin the script on the next page.

Point to the player assigned to "1st Rebel." He will start reading the script out loud. When the script is finished, pick up the action with "The TIE Patrol" below.

The TIE Patrol

When the players finish the script, read the following out loud:

Three TIE fighters bank right, screaming toward you in tight formation. Your sensors indicate a high concentration of energy at the TIEs' weapon ports just before blaster bolts lance across your ship's bow.

The TIEs, part of Nothos's advance patrol, have

Read aloud

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

These are dark days for the Alliance. Using the new Nebulon-B escort frigate and its mighty armaments, the Empire has virtually ended all raids on cargo convoys. Without the spoils from Imperial convoys, Rebel supplies have become dangerously low. This could spell the end of the Rebellion.

But all is not lost. On a remote base in the Roche Asteroid Field, Commander Ackbar and his team desperately work to complete a new starfighter capable of neutralizing the Nebulon-B.

Even now, a team of brave Rebels approach the asteroid field, under orders to pick up Ackbar, his team and the starfighter prototypes, and return them safely to Alliance High Command. If they fail, the struggle for freedom may indeed be over.

orders to stop all craft traveling to and from Roche. Characters making a Moderate *Knowledge* roll identify these as TIE/rc starfighters. These craft are quick and maneuverable, but lightly armed. TIE/rcs can operate over longer distances than their combat equivalents, making them perfect for reconnaissance missions.

The TIEs fire warning blasts across the freighter's bow, then they broadcast instructions ordering the ship to follow them. The TIEs want the *Out Runner* to accompany them to their command frigate on the outer edge of the system. If the characters submit to these orders, turn to "Captured!" If the characters decide to fight, refer to "Starship Combat." As the battle nears conclusion, turn to "Finishing Off the TIE Patrol."

Strike Force Shantipole Adventure Script

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

Start the Script

1st Rebel: What's that red light mean?

2nd Rebel: It's an Alliance signal receiver. When the light starts blinking, it means we're close to a broadcasting base homing-device.

3rd Rebel: We just follow the signal to its origin. We should be docking in less than an hour.

4th Rebel: Good. The sooner we turn this holodisk over to Commander Ackbar, the better. Playing mail carrier to Outer Rim systems isn't my idea of a glamorous assignment.

5th Rebel: I believe the disk is more important than you realize. Alliance ships are too scarce to be used on frivolous missions.

6th Rebel: And we were specifically ordered to hand-deliver the disk directly to Commander Ackbar.

2nd Rebel: Don't forget, I saw Mon Mothma back at the base—

6th Rebel: —talking to our commander before the briefing. We know. You told us.

2nd Rebel: No, really, I did. Just before they gave us the code word.

1st Rebel: What do we need a code word for, anyway?

3rd Rebel: To identify us when we reach Commander Ackbar's base. You don't want them mistaking us for Imperials, do you?

4th Rebel: Um, what was that code word again?

5th Rebel: I believe the commander pronounced it, "bantha pudu." According to our computer lexicon, the phrase originates with the Hutttese culture and means—

2nd Rebel: Not now! Plotting a course into an asteroid field isn't easy, you know.

1st Rebel: I never heard of an Alliance base located in an asteroid field before.

6th Rebel: If everyone heard about it, it wouldn't be a secret.

3rd Rebel: It also happens to be the home of the engineers working with Ackbar on his secret project.

4th Rebel: Secrets. Everybody's got secrets! Any idea who these engineers are?

5th Rebel: They call themselves the Verpine. I understand the entire race lives within the asteroid field. Roche, I believe the name is.

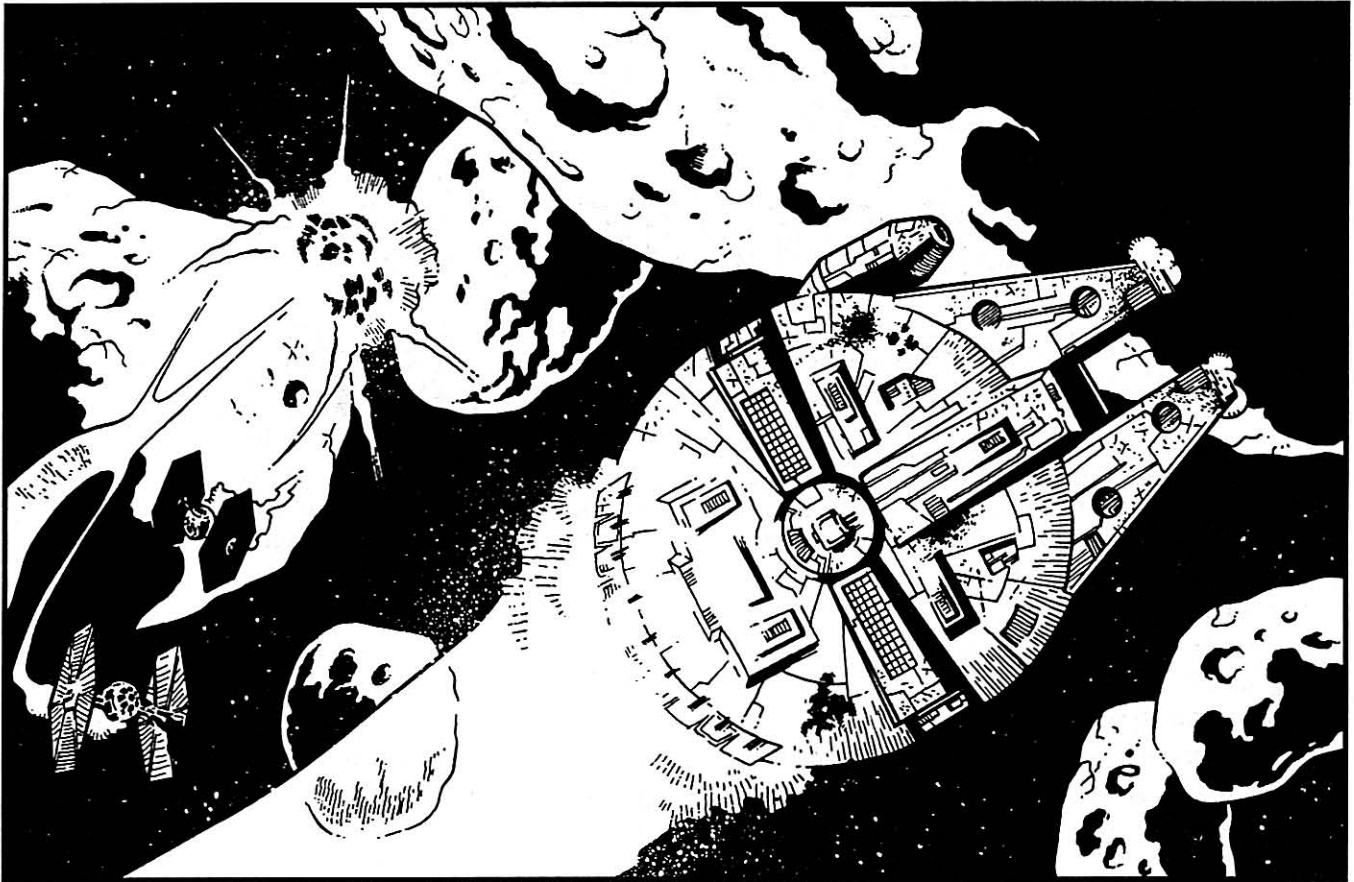
1st Rebel: Hey, what's that light supposed to mean?

2nd Rebel: I told you, that's the signal receiver.

4th Rebel: No, that's the full-spectrum receiver...three TIE fighters are approaching on our port side!

5th Rebel: Good, I was just starting to get bored....

Permission is hereby granted to photocopy this page for personal use.



Starship Combat

The Rebel ship begins the combat at medium range with the TIEs and is at one greater than long range from the asteroid field. The Rebels can attempt to escape into the asteroid field, or close with the TIEs. If they opt to ignore the TIEs, the Imperial ships chase them. It takes four rounds to enter the field: one to close to long range, one to reach medium range, one to reach short range, and one to enter. The TIEs continue their pursuit right into the asteroid field.

Inside the asteroid field, all ship pilots must make a Moderate *starship piloting* roll every round (as one of their actions) to avoid slamming into an asteroid. Any ship that fails hits an asteroid and rolls for damage (asteroids do 3D damage).

When attacking, the TIEs try to get as close as possible. They use all available combat options—speed, gunnery, combined fire, and evasion.

Once two of the three TIEs are destroyed, the remaining TIE attempts to retreat back to its command frigate. Two successful rolls to avoid asteroids, in successive rounds, are required to escape the asteroid field. If the characters follow the TIE, they must make the rolls as well. Once in clear space, the TIE attempts to increase its range to one greater than long range. If it succeeds, it reached the escort frigate. The characters can continue to close, but will see the large vessel in the distance. If they move closer, they are caught in the ship's tractor beams. Go to "Captured!"

Out Runner. Starfighter, maneuverability 0D, space 4, atmosphere 280; 800 kmh, hull 4D, shields 1D. Weapons: two laser cannons (fire control 2D, damage 2D+2).

TIE/rc Recon Starfighter. Starfighter, *starfighter piloting* 4D+1, *starship gunnery* 4D. Maneuverability 2D, space 8, atmosphere 365; 1,050 kmh, hull 1D. Weapons: 1 laser cannon (fire control 2D, damage 4D).

Captured!

If the characters surrender or are disabled by the TIEs, improvise the following scenes.

The TIEs lead the Rebels back to the waiting command frigate on the edge of the system. Once close enough, the frigate engages its tractor beams and reels the characters' freighter in. Inside the docking bay, stormtroopers swarm aboard the freighter in search of contraband. If the characters haven't hidden the holodisk, the stormtroopers find it. If someone did hide it, that person makes an opposed *hide* roll against the stormtrooper's *search* (skill of 2D). If the Rebel rolls higher, the stormtroopers don't find the disk.

As the stormtroopers search the ship, an Imperial officer questions the Rebels. He demands to know their business in this sector. If the characters surrendered without a fight, let any reasonable story they make up satisfy the officer. If they put up a fight, they need to come up with a very good cover story and make a Difficult *con* roll. Once they convince the officer



of their innocence, he gives them a warning and lets them go about their business. Continue with the adventure.

A weak cover story, a failed *con* roll, belligerent characters, or the discovery of the holodisk puts the Rebels in jeopardy. While the Imperials attempt to break the disk's coding or set up for an interrogation, the Rebels are placed in the ship's detention block. You will have to improvise an escape attempt, or simply inform the players that they failed this mission. Let them create new characters and try again.

Finishing Off the TIE Patrol

As the characters prepare to take out the last of the TIEs, read the following passage out loud:

The final TIE darts away from your ship, trying to use its speed to full advantage. Your gunner has it in his sights, but it is quickly moving out of range. The targeting arrows line up, a gentle squeeze of the trigger, and the TIE starfighter disappears in a colorful fireball. Sparkling fragments fly by, fading into the silence of space.

Once the TIEs are defeated, the characters can continue into the asteroid field and on to the Rebel base. Their ship is equipped with a receiver that will lead them to a homing device broadcasting from the base.

Even if the characters were able to stop the TIEs before contact was made with their command ship, it won't be long before the Imperials arrive in full force. Already, Nothos's fleet is moving in and soon the asteroid field will be surrounded.

Ackbar's Command Base

Ackbar's Rebel Command Base is a strange cross between a high-tech community and a cave. Control panels and other machinery, built into stone walls, jut out from the most unexpected places. Corridors and ceilings have no uniform width or height, and subdued track lighting illuminates the entire base complex.

About 50 Verpine and a dozen Rebels live and work on the Command Base, coordinating the activity of the other asteroid colonies involved in the B-wing project. All design and construction takes place on a larger asteroid, Research Station Shantipole, but other asteroids are needed for supplies and communications.

Once the characters have navigated the *Out Runner* through the asteroid belt by making the required number of *starship piloting* rolls, they come upon an hourglass-shaped asteroid. The signal beacon they follow originates here from deep within the Rebel Command Base.

Read out loud:

You have followed the signal beacon to an hourglass-shaped asteroid. Points of light penetrate the asteroid's outer crust, highlighting air vents and repulsor-beam projectors. As your ship circles the spinning chunk of rock, you notice an opening in the

Roche Asteroid Field

The Roche Asteroid Field is a cluster of rocks, varying in size from tiny meteorites to large planetoids, circling a small yellow sun.

This extremely old field, located in the Roche system, appears rather orderly for a whirling storm of space debris. Its asteroids travel almost predictable elliptical paths around the system's star.

Of course, within an asteroid field, "almost predictable" still means trouble for visiting ships. Pilots must constantly be on guard against impacting asteroids that suddenly bounce into the path of their vessel, hull-piercing micrometeorites, and dense areas with no room to maneuver. In an asteroid field, engine failure means certain death.

A patient pilot can pick his way through the Roche field to the Rebel base by making four Easy *starship piloting* rolls. Pilots in a hurry, or those trying to navigate while engaged in combat, must make five Moderate *starship piloting* rolls to reach the base. Asteroids do 3D damage.

Mynocks and space slugs inhabit the Roche field. The field is also home to the Verpine, a race of insectoid bipeds with a natural talent for shipbuilding and other technological pursuits. These aliens—allies of the Rebellion—live within the honeycombed interiors of the larger asteroids.

Two Verpine asteroids have been modified to handle the Rebel project. The Rebel Command Base houses Ackbar and his staff of Alliance engineers. They oversee the project from here. The actual testing and construction actually takes place at Research Station Shantipole, a large asteroid deep in the heart of the field.

asteroid's side. It appears to be a hangar bay, and several figures can be seen moving about within its lighted interior. As you approach, your comm unit crackles to life. "Freighter, identify yourself immediately and state your business."

If the Rebels give the codeword mentioned in the script and then identify themselves honestly, they receive clearance to land. If they don't supply the codeword but identify themselves as Rebels, they receive clearance but are met by an armed party when they land.

Because of the hangar's small size and the rapid rotation of the asteroid, landing is tricky. The pilot must make a Moderate *starship piloting* roll to dock smoothly. If the roll isn't made, explain how the freighter slams into the wall of the hangar on the way in. While only minor damage occurs, such as scraped paint and small dents, this blunder should prove quite embarrassing for the Rebel heroes as the adventure



Verpine

When *Strike Force: Shantipole* first came out, it introduced a new alien species called the Verpine. A brief outline of their culture follows. Have each player make an *alien species* roll to see exactly how much her character knows about the Verpine. A character knows as much information as is available at the level rolled, as well as all the information available at lower levels. For example, a character who gets a 19 knows Difficult information, as well as Moderate and Easy information.

Don't feel obligated to give your players all of the information listed below. Let them find out some things by themselves as they interact with the Verpine.

Easy Information (roll of 6-10): Ver-whats? Can you spell that?

Moderate Information (roll of 11-15): The Verpine are a bizarre race of highly advanced insectoids who live inside asteroids in the Roche system. Obviously, the Verpine didn't evolve on the near-airless asteroids, but their exact origin is unknown. Some believe they came from another galaxy; others that the Verpine world slowly disintegrated around them over the course of thousands of years, leaving only the asteroid field as evidence that a planet once orbited Roche. A third theory is that the Verpine destroyed their own world in a catastrophic civil war and they now live on the remains. It is further speculated that the memory of this war forms the basis for their present-day commitment to pacifism.

Difficult Information (roll of 16-20): Verpine are highly advanced technologically, displaying an almost childlike sense of wonder when dealing with new machinery. Each of their larger asteroids is a self-sufficient colony capable of producing energy, food and atmosphere. Most colony asteroids contain 20 to 100 inhabitants, but rumors persist that colonies near the heart of the field house up to 1,000 individuals. Verpine colonies use focused repulsor beams to avoid collisions with other asteroids. When two asteroids do come into contact, each encounters the other's repulsorfield shell and ricochets harmlessly away.

The Verpine are brilliant ship designers, and while not active participants in the Rebellion, the Verpine openly sympathize with the Alliance's cause and have produced some ships for them.

Very Difficult (roll of 21-30): There are two major forms of Verpine—the hermaphroditic dominant form and the sterile worker clone. The clone form is of no importance, since it is barely sentient and totally subservient to the dominant form. The dominant form is more well known to most galactic beings and is extremely social by nature.

All Verpine belong to one hive and share a form of limited communal consciousness. This allows the Verpine to arrive at basic policy decisions simultaneously. The Verpine have no government, but because of their telepathic natures, any individual can speak for the hive with complete authority.

If the civil war theory is correct, then another hive must have existed at one time and may still exist somewhere. Verpine, while normally happy to discuss any matter, are peculiarly closed-mouth on this subject.

■ Verpine

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 1D+1/4D

STRENGTH 1D+1/3D

TECHNICAL 2D/5D

Special abilities:

Body Armor: The Verpine's chitinous covering acts as an armor providing +1D protection against physical attacks.

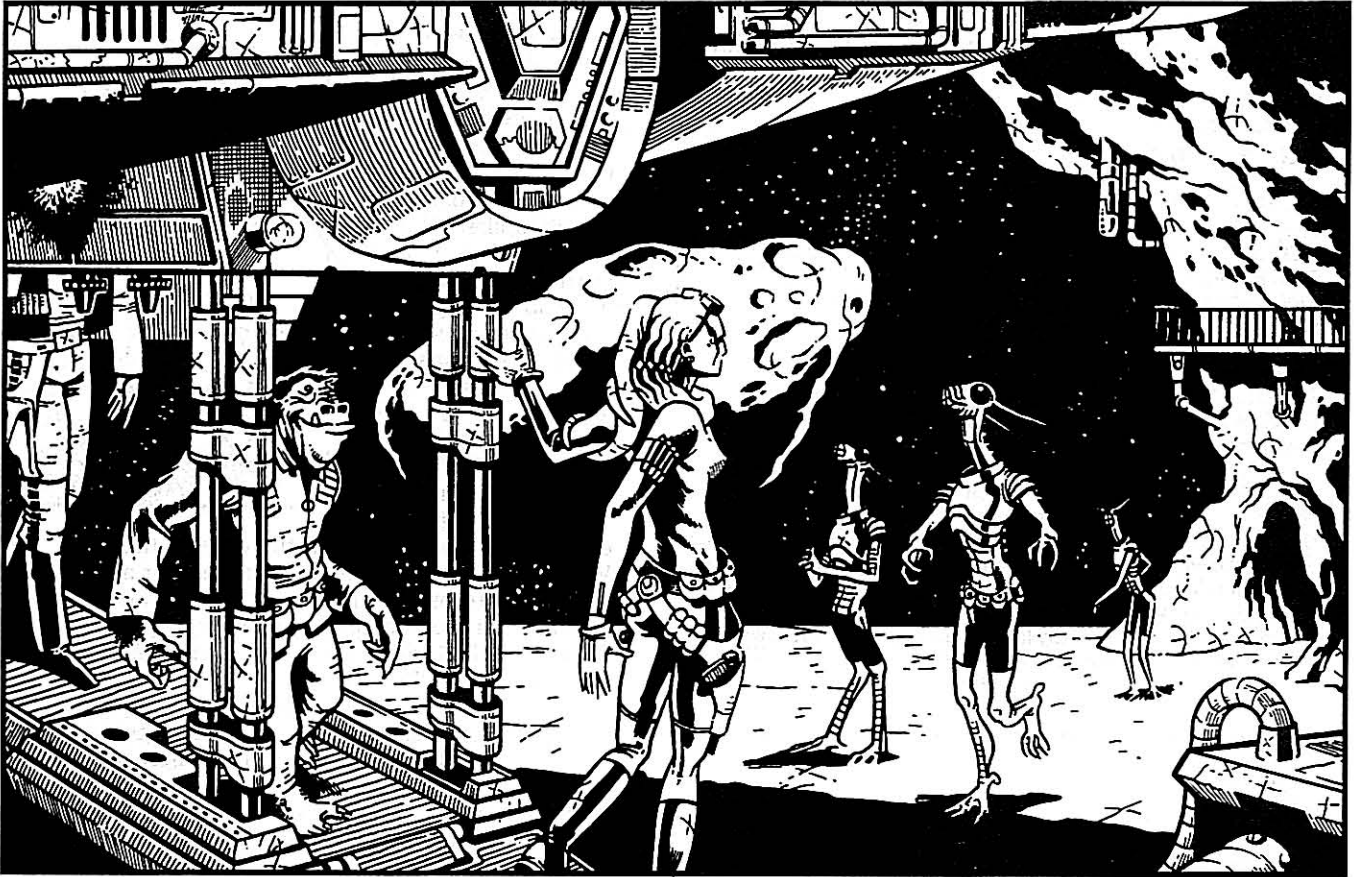
Microscopic Sight: The Verpine receive a +1D bonus to their *search* skill when looking for small objects because of their ability to see microscopic details with their highly evolved eyes.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antennae, they have the ability to communicate with other Verpine and with specially tuned comlinks. The range of this ability is extremely limited for individuals (1 km) but greatly increases when in the hive (which covers the entire Roche Asteroid Field).

Technical Bonus: All Verpine receive a +2D bonus when using their *Technical* skill.

Move: 10/13

Size: 1.9 meters



progresses. Have Ackbar, his engineers and the Verpine comment about the accident throughout the adventure, especially whenever the need arises for piloting skills or humor.

A successful roll means the freighter lands smoothly. A voice over the comm unit announces, "Nice flying, *Out Runner*. Park her anywhere. Feel free to stretch your legs. An escort will arrive momentarily."

Once the Rebels debark, read the following:

The small hangar bay appears functional and efficient. A control tower juts out over the hangar deck. Apparently carved and hollowed out of the natural rock, the bay barely holds your ship. While the ceiling rises high overhead, the walls remain uncomfortably close. A mixture of instrument panels, cooling veins and patches of natural reddish-brown stone cover the bay walls. As you emerge from your craft, you are greeted by an excited squeak. Three tall insectoids which you figure must be Verpine scurry out of the passage toward you.

While light freighters are common in most parts of the galaxy, these Verpine have never seen one. The lead Verpine, Suskafoo, has read extensively concerning alien culture and behavior. However, Ackbar's team was the first non-Verpine life forms he had ever met. His use of Basic is almost unaccented, though in excited states he lapses into the garbled sentence patterns common among Verpine speakers.

The other two Verpine are junior engineers, both assigned to the Shantipole project. All three barrage the characters with questions concerning the design theory behind their ship's engines and configuration.

Use this period to introduce your players to Verpine ways. Essentially, the Verpine are very likable beings who are fascinated by technology. Suskafoo, a student of galactic culture, tries to restrain himself somewhat, but the younger Verpine have no such inclinations and rattle on and on. Characters who let them out of their sight later find the young engineers poised over an open hatch, chattering excitedly as they streamline the *Out Runner's* power system (or the Rebels' own ship) by throwing out all useless wires. If stopped, it will be up to the characters to repair the damage (a Moderate *starship repair* roll). If left to finish what they started, the young Verpine actually improve the ship, increasing its sublight speed by 1D.

Suskafoo freely tells the Rebels about the B-wing project and discusses its problems with them. Verpine, being of one hive and sharing a communal consciousness, cannot even conceive of lying. Suskafoo readily discusses Project Shantipole with members of the "friendly Rebel hive."

Suskafoo also will answer any reasonable questions concerning the lifestyle and culture of the Verpine. He is very interested in the Force and questions Rebels with Force skills at length.

Keep up this interaction for a few minutes until the



characters become familiar with the Verpine, then move on to their meeting with the traitorous Salin Glek.

Suskafoo

DEXTERITY 2D+1

Dodge 3D+1

KNOWLEDGE 3D

Languages 5D+1

MECHANICAL 3D+2

PERCEPTION 2D+2

Hide 3D+1, sneak 3D+1

STRENGTH 2D+1

TECHNICAL 4D

Computer programming/repair 5D, starship repair 6D

Special abilities:

Body Armor: The Verpine's chitinous covering acts as an armor providing +1D protection against physical attacks.

Microscopic Sight: The Verpine receive a +1D bonus to their search skill when looking for small objects because of their ability to see microscopic details with their highly evolved eyes.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antennae, they have the ability to communicate with other Verpine and with specially tuned comlinks. The range of this ability is extremely limited for individuals (1 km) but greatly increases when in the hive (which covers the entire Roche Asteroid Field).

Technical Bonus: All Verpine receive a +2D bonus when using

their *Technical* skill.

Character Points: 3

Move: 10/13

Size: 1.9 meters

Capsule: Suskafoo ("Foo" to his friends) has a tall, thin body which is an even-colored pale green. His joints, like all Verpine, are somewhat awkwardly articulated, causing Foo to appear ungainly in his movements. Suskafoo's most striking aspect is his dark, featureless eyes. When speaking, Suskafoo twitches and chirps excitedly, his antennae moving in time.



Suskafoo lived his early life on an asteroid on the edge of the Field. The Verpine had dealt with galactic traders for many years, but Foo's asteroid was the first contacted by the Alliance. Foo used his programming experience to quickly master Basic. Since then, Foo has worked as a mediator between his hive and the "Rebel Hive."

Foo has grown to see that the Empire and the Alliance as something other than two opposite hives. There is a fundamental difference between them. Foo is only beginning to understand the concepts of good and evil. Suskafoo, like all Verpine, is incredibly curious about technology of any sort. He loves working on theoretical problems, but he doesn't always realize the consequences of some of his suggestions.

Meeting Salin Glek

After a few minutes with Suskafoo and his assistants, the Rebels meet Ackbar's chief aide, the Quarren named Salin Glek. If the characters failed to give the codeword when they were asked to identify themselves on the approach to the base, Glek will have two armed human engineers at his side. Otherwise, he is alone. Read:

Another figure, dressed in a simple brown tunic and matching cape, emerges from the corridor. The figure's head resembles a four-tentacled squid. He focuses his attention on Suskafoo and utters three sharp sounds. Suskafoo chirps an angry reply, waves his antennae at you, and quickly exits the chamber. His two companions mimic the farewell and follow behind him.

The Quarren watches the Verpine disappear down the corridor, then turns to you. "Greetings, I am Lieutenant Salin Glek, aide to Commander Ackbar," he says in halting Basic. "I trust you have a prime reason for jeopardizing the security of this base?"





If the armed engineers are with Glek, they level their blasters at the characters. If not, Glek stares at them accusingly, daring them to respond.

It's not exactly the kind of greeting the Rebels hoped for after jumping halfway across the galaxy, fighting off TIE fighters and flying through an asteroid belt, right? Fine, that's what you want. Not only should this greeting make them nervous, it should also make them dislike Salin Glek.

Glek does his best to get rid of the characters. First, he inquires as to the purpose of their visit. He suggests that they allow him to take any messages they have to Ackbar personally, as the commander is extremely busy at this time. If the Rebels mention the holodisk, Glek's tentacles wiggle excitedly and he demands that they turn it over immediately. He orders them to comply, suggesting they complete their message quickly and be on their way in case their ship was tracked.

■ **Lieutenant Salin Glek**

Type: Quarren Chief Aide

DEXTERITY 2D+2
Blaster 5D, dodge 5D
KNOWLEDGE 3D
MECHANICAL 3D+1
Starship piloting 4D
PERCEPTION 2D+2

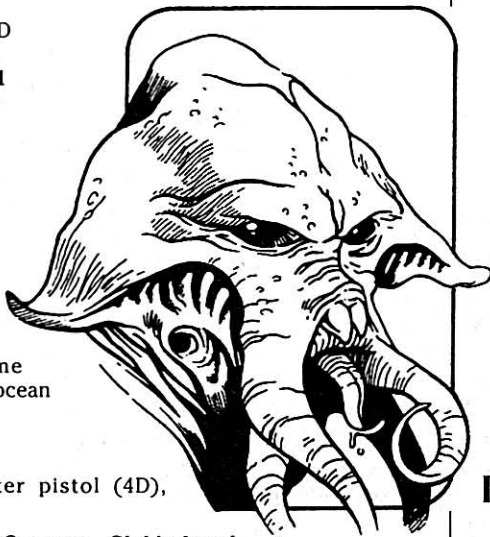
Con 5D+1
STRENGTH 3D
Swimming 5D+1
TECHNICAL 3D+1
Security 3D+2

Special Abilities:
Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

Character Points: 3

Move: 10

Equipment: Blaster pistol (4D), comlink.



Capsule: Like all Quarren, Glek's head resembles a four-tentacled squid. He wears a simple brown tunic and cape.

Glek grew up in the bowels of a Mon Calamarian floating city, learning to despise his Mon Cal neighbors. He never showed any of his discontent, however. Instead, he joined the Alliance and worked up to a position of power. From there, with the help of the Empire, he will make the Mon Cals pay for what he feels are their crimes against his people.

Glek is a bitter, hateful individual, but he hides it well from his peers. He despises Ackbar and his Mon Cal dreams. He betrays the Alliance not for money or power, but for spite.

If the Rebels hand over the disk, see "Giving Glek the Disk."

If the Rebels refuse, Glek becomes angry, hissing and screaming at them in a strange combination of Basic and Quarren. Glek raves at the characters as he tries to intimidate them, but he ceases when a scarred-

face human appears in the corridor opening. The human, named Pollard, looks like a pirate, but he is actually another one of Ackbar's lieutenants. Pollard demands to know what is going on. Once he finds out, he calls Ackbar, notifies him of the character's arrival, and escorts the Rebels to the command center.

■ **Lieutenant Pollard**

Type: Alliance Agent

DEXTERITY 4D
Blaster 5D, dodge 5D
KNOWLEDGE 3D
Streetwise 4D
MECHANICAL 2D+2
Starship gunnery 4D+2,
starship piloting 3D+2
PERCEPTION 2D
Command 3D, hide 3D,
sneak 3D

STRENGTH 3D+1

Brawling 4D+1

TECHNICAL 3D

Starship repair 4D+1

Character Points: 3

Move: 10

Equipment: Heavy blaster pistol (5D), comlink.



Capsule: Dark and

heavily lined, Pollard's face is scarred and ageless. People first meeting him often find him sinister, but his loyalty to good causes soon wins them over.

Pollard speaks little of his past. Instead, he exists in the present—watching the Empire's movements, countering their plans, and keeping Ackbar safe. Pollard was one of the Alliance agents that participated in Ackbar's rescue, and he has worked with the Mon Calamarian ever since. He doesn't like or trust Salin Glek, but he can't put his finger on anything solid enough to go to Ackbar with.

A born leader, Pollard would do well with a command of his own, but he is not an ambitious man. He prefers to fill what he considers "secondary roles." He is tough, wary and dangerous looking.

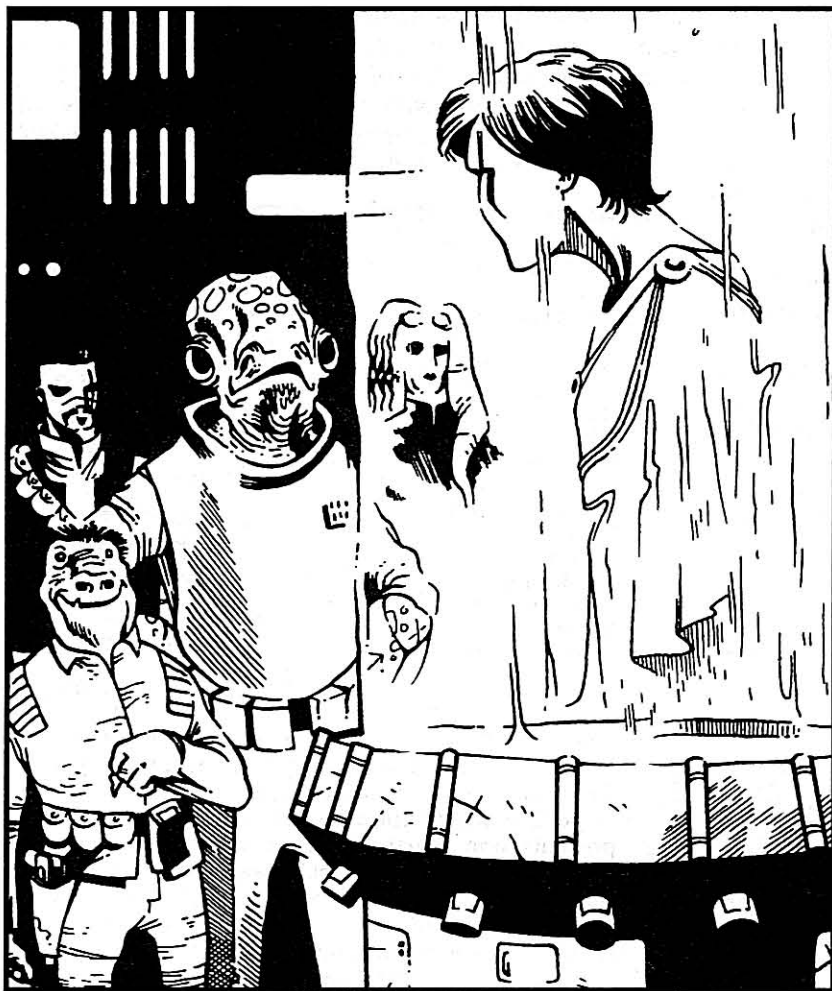
In the Command Center

If the characters agree to accompany Pollard to meet Commander Ackbar, the lieutenant escorts them through winding tunnels without answering any questions. He says that Ackbar will explain everything. When the Rebels reach the command center, read the following:

Pollard leads you into a large circular chamber. Glek follows, quiet and sullen. The walls of the room are covered with monitors and control panels. A holoprojector tank fills the floor space on the far side of the chamber.

Across the room, hunched intently over a display terminal, are Suskafoo, the two young Verpine and a Mon Calamari. Pollard leads you toward them, then stops and announces, "Commander Ackbar. These are the messengers."

The Mon Calamari turns. "Welcome to our base. I understand you've traveled a great distance to see me. I trust your journey was an uneventful one?"



trols on the projector tank and Mon Mothma's holo-image freezes. Pollard and the Verpine take their leave immediately, but Glek waits until prompted by the characters or Ackbar. When everyone has gone, the commander takes the holodisk off "pause" and the message continues. Read:

"The Alliance fleet is assembling in the Pothor system. Proceed there immediately with your design team and your two prototype B-wings. Upon arrival, you will assume the rank of Admiral. Your first duty will be to organize a mass production system for the new B-wings."

Mon Mothma continues, "To the agents who delivered the disk: thank you for your service; the Alliance owes you a great debt. I must now ask you to perform another service for us. You must safeguard Commander Ackbar, escorting him and his project to the rendezvous point; the location codes are imbedded at the end of the holodisk. Do not take this duty lightly—our agents suspect there is an Imperial informer on the commander's staff.

"To Commander Ackbar: allow these agents to bring you, your team and the prototypes to the rendezvous point. Trust them as I do. I apologize for the heavy-handed precautions, but we could not risk interception of this message.

The new starfighter is too crucial to the survival of the Alliance. Proceed to the rendezvous point with all speed, and may the Force be with you."

Hyperspace jump coordinates replace Mon Mothma's image, then the holodisk shuts off.

Let the Rebels question Ackbar about the assignment. The commander answers all queries to the best of his ability. Use this conversation to fill your players in on the basic storyline. Tell them about the problems with the Nebulon-B and the role the new B-wing will play in future raiding parties.

When the characters run out of questions, Ackbar signals for the command center personnel to return. All of them do, except Salin Glek. If the characters inquire about Glek, Pollard says he saw Glek walking toward the hangar bay. A look at the hangar deck monitor shows an empty bay. There's no sign of Glek or the *Out Runner* (or the characters' ship, if they brought their own).

■ **Commander Ackbar**

Type: Mon Calamari Commander

DEXTERITY 3D

Blaster 4D+1, blaster artillery 3D+1, dodge 3D, melee combat 4D

KNOWLEDGE 3D

If the Rebels tell Ackbar about the TIE recon fighters, he expresses considerable concern about an Imperial presence so near the base. Glek adds a biting comment about how the characters' ship was probably tracked here. Pollard remains silent.

Next, it's up to the player characters to give Ackbar the holodisk. When they do, read the following:

Ackbar leads you over to a holoprojector currently displaying the Roche Asteroid Field. "Let's see what you've brought, my friends," says the Mon Calamari. He inserts the disk into the machine. The field disappears, replaced by a woman in a flowing white gown. She is Mon Mothma, the head of the Rebel Alliance. The holo-image speaks.

"Greetings, old friend," says Mon Mothma warmly. "As you predicted, the presence of Nebulon-B escort frigates and their new tactics have put an end to our supply raids. Your report that the Shantipole Project nears completion could not come at a better time.

"The rest of this message is for your eyes only, Commander Ackbar, and for those agents who delivered it to you. Please pause the holodisk until all other personnel have left the area."

Ackbar automatically reaches out to tap some con-



Alien species 5D+1, bureaucracy 6D+1, planetary systems 5D+1, survival 4D, survival: ocean/undersea 6D, tactics: capital ships 5D+2, tactics: fleets 5D, tactics: starfighters 5D+1, willpower 4D+1

MECHANICAL 3D+1

Astrogation 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 5D, space transports 4D+2, starfighter piloting 4D+2

PERCEPTION 2D+1

Bargain 4D, command 6D, command: Mon Calamari crewmen 9D

STRENGTH 3D

Stamina 4D+1

TECHNICAL 3D+1

Computer programming/repair 4D+1, security 4D+2

Special Abilities:

Moist Environment: When in moist environments, Mon Calamari receive a +1 bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Force points: 1

Character Points: 13

Move: 10

Equipment: Comlink, datapad.

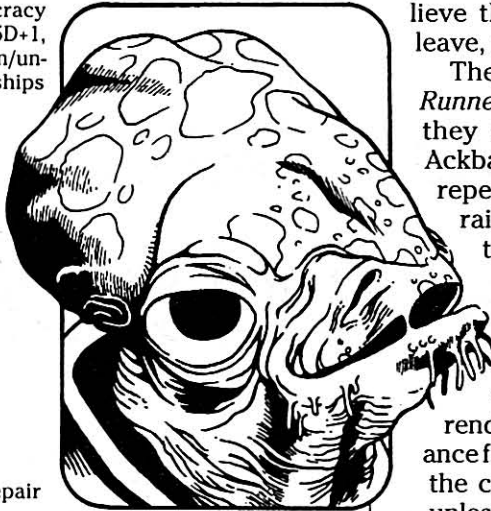
Capsule: Ackbar is a bipedal, salmon-colored amphiboid from Mon Calamari. He wears a white jumpsuit and speaks with a watery gurgle.

Enslaved by the Empire, Ackbar was taken from his world and given to Grand Moff Tarkin as a gift by an ambitious fleet officer. Ackbar served with quiet dignity, all the while learning whatever he could about the Empire. Eventually rescued by a Rebel strike force, Ackbar now serves as a valuable officer in the Alliance. He knows both the powers and the weaknesses of the Empire, and he works to exploit that knowledge to one day restore the Old Republic.

Ackbar is a peaceful being who has been forced to learn of war by the Empire. Still, everything he does is tempered by justice, honor and concern. He will never ask anyone to do something he will not do himself. He is quiet, firm and a true leader. He never stops working for peace, but he understands the necessity of war.

Giving Glek the Disk

If the Rebels give Glek the holodisk, they have made a terrible mistake. First, they have disobeyed their orders to deliver the disk to Ackbar personally. Second, they have handed a top-secret communique to an Imperial spy. If they be-



lieve their mission is accomplished and decide to leave, proceed with the storyline as follows.

The characters head back out into space in the *Out Runner*. Just as they prepare to jump to light speed, they receive an automated distress signal from Ackbar's base. The message, calling for assistance, repeats itself over and over. The characters cannot raise anyone over their comm unit. If they return to the base, they arrive after the Imperials have attacked. Go on to Episode Two.

There will be two unresolved problems for the characters to deal with if the holodisk remains in Glek's possession. Problem number one is that the characters no longer have the rendezvous coordinates for meeting with the Alliance fleet. Problem number two: the Empire *does* have the coordinates and will be waiting for the Rebels unless the characters can somehow warn the Alliance high Command.

If the characters do not return to the base to answer the distress call, the adventure is over. Take the character sheets from your players and tell them to go home.





Episode Two: The Empire Attacks

Summary

When Nothos lost contact with the TIE/rc patrol (from Episode One), his instincts told him the time to strike was now. As usual, Nothos has guessed correctly, arriving just as Glek gives the prearranged attack signal.

Nothos launches a two-prong attack. The main assault force targets Research Station Shantipole where the prototypes are kept. The second assault force, made up of 70 stormtroopers in an assault shuttle, attacks Ackbar's Command Base. Amid fires, explosions and deadly stormtroopers, the Rebels must fight a desperate delaying battle to save Ackbar and escape via a life boat.

Base Alert

As the characters and Ackbar attempt to find Glek, an alarm sounds. Read out loud:

Warning sirens scream throughout the asteroid complex. Then a voice booms from the command center comm unit. "Hangar bay to Commander Ackbar! Sir, an unidentified craft is approaching this asteroid. It's closing fast and it doesn't respond to our signals. Wait...it's an Imperial assault shuttle! Repeat, an Imperial—"

Two explosions rock the base, showing dust and small rocks upon you. The screens monitoring the asteroid's interior flash white and flicker off. Ackbar turns to Pollard and says, "there's no way we can hold out against an attack. We just don't have enough soldiers. Give the evacuation signal."

Pollard complies, grabbing his comm unit. "Emergency evacuation! All personnel immediately report to life boat bay. This is no drill!" The base shudders as the assault shuttle contin-

ues its bombardment. With each explosion, the lights flicker ominously.

Ackbar turns to you. "If I don't retrieve the B-wing configuration files from this computer, then everything we've worked for will be lost. I need some time!"



Allow the characters to volunteer to buy time. If they don't, Ackbar orders them to "delay those stormtroopers." Suskafoo and Pollard both volunteer to help them. Pollard explains that he hasn't used a blaster in some time, but he knows all the access codes for the base's blast doors. He calls up a holo-display of the base. Show the players a copy of the map of Ackbar's base. Then read aloud:

Pollard says, "Each blast door is a half-meter thick, constructed of enhanced titanium. It'll take those stormtroopers quite a while to cut through one of them."

Then, as suddenly as it started, the bombardment stops. Ackbar surmises that the base has been invaded and stormtroopers must even now be approaching the command center.

The defense of the base is the character's responsibility. The stormtroopers attack plan is outlined in "The Stormtroopers' Assault" below. Ackbar needs 15 combat rounds to finish retrieving his files. The characters must give him that time, then find a way to get him safely off the asteroid.

Base Room Descriptions

The following is a brief description of Ackbar's Command Base as shown on the map. This is by no means an exhaustive list of every item on the asteroid, but there should be enough for you to get a general idea of the type of equipment that may reasonably be

found.

The base is a converted Verpine colony asteroid. Most of the rooms consist of rock walls and floors, with cables and wires running along their length. Irregularly shaped corridors connect the various rooms together.

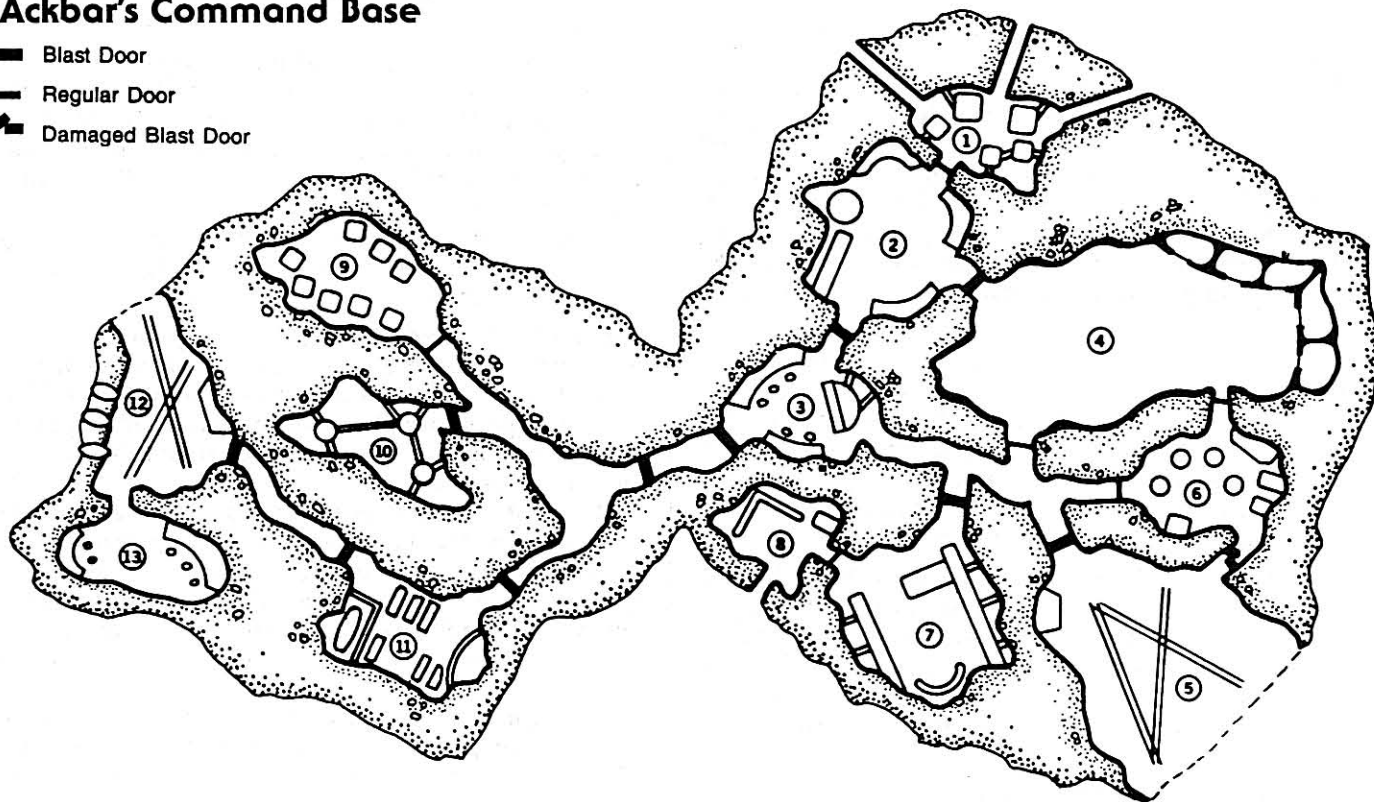
Blast doors are located throughout as indicated on the map. These can be closed or opened via control panels positioned on either side of the doors, provided a person knows the access codes. Without these codes, it takes 10 rounds to cut through a locked blast door, or a Difficult *security* roll to break the codes. Pollard, of course, can open or close blast doors without any trouble, as he knows the codes.

Regular doors can be locked from inside using a simple bolt lock. These doors are Easy to hit and have a strength of 2D. They can be smashed open if the damage roll is twice the strength roll of the door. A normal door's lock mechanism can be bypassed by making an Easy *security* roll.

1. Atmosphere Generators. The atmosphere generators sit in this hollowed-out room, atop meter-thick bases of reinforced permacite. Dozens of pipes lead out of the machines, disappearing into the rocky walls. If the Rebels decide to disrupt the base's air supply, this has, at best, a negative effect on the battle, as the Imperial stormtroopers carry their own artificial environments and few of the base personnel have time to don space suits. Three airlocks lead to the surface of

Ackbar's Command Base

- Blast Door
- Regular Door
- ⚡ Damaged Blast Door



Permission is hereby granted to photocopy this page for personal use.



the asteroid for routine maintenance work, and 10 space suits are stored in a wall locker.

2. Command Center. To one side of this room stands a holo-projector tank. Numerous computer displays line the walls. Screens monitor the Roche Asteroid Field, the asteroids involved in the project, and the surrounding system. From the main console, any character can open and close blast doors throughout the base, provided they know the access codes or can circumvent them by successfully making a *Difficult security* roll.

3. Communications Center. Control consoles with chairs line each of the walls. A large, clear plastic board stands near the center of the room. Numerous lines have been traced across the board showing the trajectory of Roche's larger asteroids.

4. Living Quarters. Most of this area is open barracks, set up for communal living as the Verpine prefer. Several smaller rooms have been set up against the back wall for Ackbar and his team.

5. Hangar Bay. The hangar bay has tall ceilings, but narrow walls. This large, near-empty room has a control tower mounted to one wall, and two smashed asteroid hoppers parked to one side (Glek damaged them as he left). Two exits lead out of the immediate area. The blast doors between the hangar and the rec area were warped by the Imperial's initial bombardment and they cannot be closed.

6. Rec Area. This common room contains tables and chairs, a food dispenser, and a holo-chess game.

7. Main Power Generators. Humming quietly, the main power generators fill this tall, rocky chamber. The five-meter-tall generators have catwalks running around their upper halves. Two ladders lead up to the catwalks. Four-meter-thick pipes lead out of the generators into the stone walls. A control and monitoring panel rests against the far wall. An *Extremely Difficult Technical* roll is required to sabotage these units. If the characters are successful, the generators explode 20 combat rounds later, shattering the asteroid. Anyone still in the base dies.

8. Auxiliary Power. Two large machines, the auxiliary power unit and the auxiliary power coolant system fills this room. A pressure valve leads directly from the coolant system to the outside. Characters making a *Difficult Technical* roll can set the units to explode. The resulting explosion five combat rounds later causes 6D damage to anyone in the room.

9. Storage. A medium-sized room with lots of boxes, this storage room contains both Verpine and Rebel supplies. Just about anything reasonable, except weapons, can be found here, including space suits. This is a good place to hide and the characters stumble across a group of Verpine doing just that when they start searching the area.

10. Repulsor Beam Generators. Three tall, silver cyl-

inders, interconnected by a maze of pencil-thin filaments, fill this chamber. These are the repulsor beam generators, and each produces the energy that shields the asteroid from collisions with other floating rocks. If this device is damaged, asteroids begin smashing into the base at a rate of one every three combat rounds. Fissures appear in the walls and atmosphere can be heard leaking through the cracks. Fifteen combat rounds later, the base is pulverized in a collision with another large asteroid. Anyone still in the base dies.

11. Medical Center. The base's medical center consists of eight beds and one bacta tank. A surgical area is curtained off in one corner.

12. Life Boat Bay. Three medium-sized life boats are recessed into the asteroid's outer wall, ready for immediate escape. Each life boat holds 15 passengers. This bay also handles small craft and most of the asteroid hopper traffic.

13. Auxiliary Command Center. Computer panels and communications equipment fill this area, which is used only in emergencies.

The Stormtroopers' Assault

Below is the timetable and attack plan for the stormtroopers. Refer to it as necessary. The stormtroopers have a very precise schedule and are thoroughly familiar with the layout of the base, courtesy of Salin Glek.

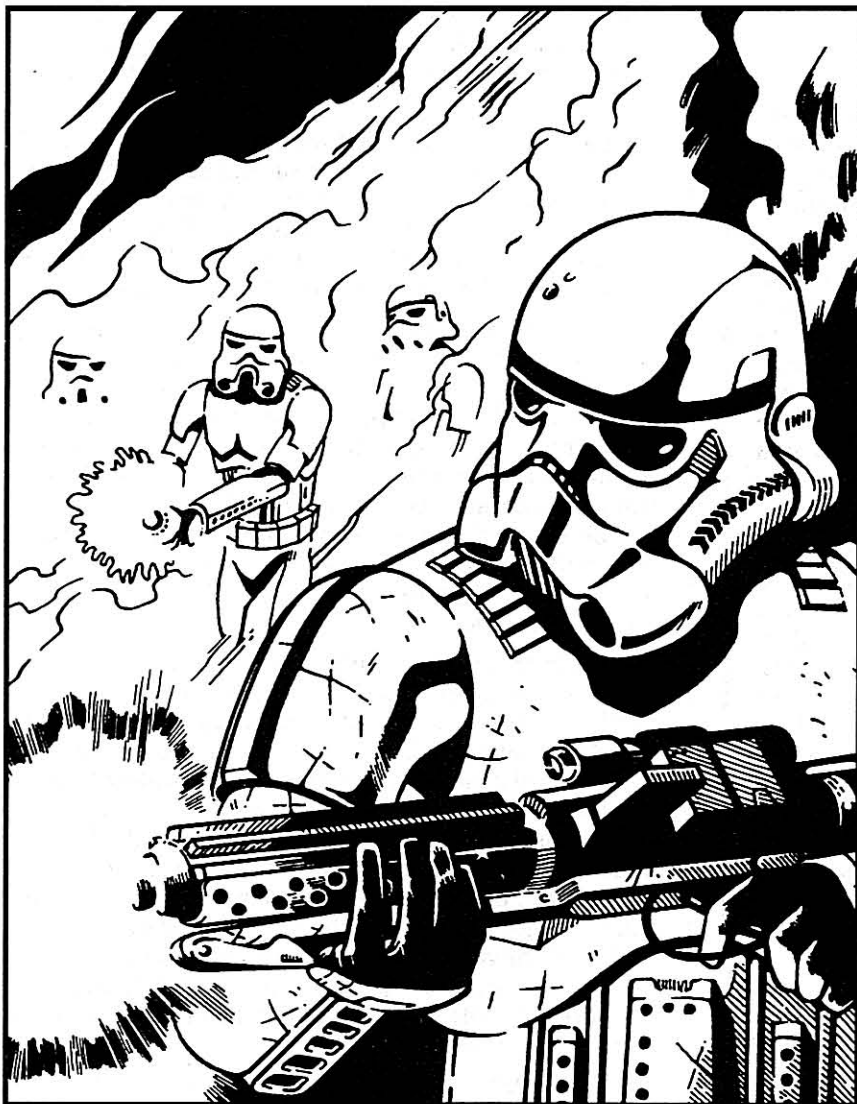
Note: if the characters are returning to the base after giving Glek the disk, they arrive at the beginning of combat round 6.

Combat Rounds 1–5, Docking: During the first five rounds of the battle, the Imperial assault shuttle pulls up along side the hangar bay and lays a boarding tube into the bay. Rebels who begin moving from the command center to the hangar bay when the first explosion sounds reach the bay on round 3. If they wait for Ackbar's instructions and take time to check the command center monitors, they arrive at the hangar no earlier than round 6.

Rounds 6–15, Disembarking: At the beginning of round 6, stormtroopers begin pouring out of the boarding tube at a rate of five per round, up to a total of 50. The stormtroopers spread out and leave the hangar bay as rapidly as possible, trying to overwhelm the opposition by sheer numbers.

The first 20 stormtroopers are assigned to take the command center via the communications center. The next 20 are assigned to capture the living quarters (one squad of 10 goes through the rec room corridor, the other squad goes through the far hangar tunnel). The final 10 stormtroopers remain in the hangar in reserve.

The stormtroopers' orders are to capture as many prisoners as possible. (Nothos wants the Rebel commanders alive for interrogation.) The stormtroopers



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

The Rebels Return

If the Rebels gave the disk to Glek and left, they are only just returning to the Command Base now, during Round 6 of the invasion described above. This makes it very hard for you, the gamemaster, to rearrange the plot. The assault shuttle will shoot at the Rebels as soon as its able, but the *Out Runner* is probably not in its sights. Once the shuttle can disengage from dropping off stormtroopers (round 16) it will turn and shoot at the Rebels' ship as it prepares to go to the life boat bay.

If at any time the characters leave their ship, Salin Glek will steal it as soon as they are out of sight. Once they enter the base, they will meet up with Lieutenant Pollard who will yell at them to save Commander Ackbar and bring him to the life boat bay.

If the players are stubborn about leaving the ship, as soon as they get near an airlock or the life boat bay, they see a struggle between Commander Ackbar and three stormtroopers. The stormtroopers threaten to kill Ackbar if the characters don't land.

After they land, the stormtroopers let Salin Glek leave in the *Out Runner*. Once the *Out Runner* has lifted off, a heroic Lieutenant Pollard will sacrifice himself to give the characters the opportunity to take out the stormtroopers and leave in the life boat.

push forward rapidly, combining their fire (in fire teams of five) on those Rebels who give them the most trouble.

Rounds 16-25: The Imperial shuttle disengages from the hangar and swings around to the life boat bay. Once there (on round 20), it again connects its boarding tube and disgorges 10 more stormtroopers. Four have orders to take the medical center, four to capture auxiliary command, and two to remain in the bay as guards.

Rounds 26+: The shuttle disengages and moves back to the hangar bay. Inside the asteroid, the stormtroopers battle the Rebels and move captured Verpine towards the hangar to load them onto the assault shuttle. Ten stormtroopers remain on board the shuttle in reserve and as guards for any prisoners. If the Rebels try and storm the assault shuttle, it disconnects from the asteroid and hovers out in space.

Running the Battle

Keep track of the number of combat rounds that pass and run the stormtroopers according to the instructions above. Other than that, just move the stormtroopers through the base and watch of what the characters do. Anytime the stormtroopers encounter Rebel resistance, they wade right in. If the characters manage to cut down five or more of them, the stormtroopers dig in, using any available cover or falling prone, then combine fire against one character at a time.



Creating the Mood

When running this battle, keep the action moving. Don't give your players a lot of time to analyze their actions. Show them what's going on by putting their characters in your descriptions.

For example:

Blaster bolts explode near you, showering you with blistering blue sparks. Frightened Verpine scurry by, jostling you and hampering your aim in their hurry to escape. Then, through the smoke, you see the gleaming white armor of Imperial stormtroopers. Without hesitation, the troopers charge your position, and soon you can see nothing by the sparkling haze of blaster fire.

Also, keep up the suspense. Don't tell your players how many stormtroopers have invaded the base. That information is strictly for you. Instead, reveal the numbers to them as they encounter each group or wave of stormtroopers. Let them guess the total number or sweat it out thinking they're facing the entire Imperial fleet! And don't let on that Ackbar needs only 15 combat rounds to extract his computer files. If the characters ask him when he'll be done, Ackbar tells them "just a few seconds more" as another explosion rocks the base. These techniques build suspense, giving the game a movie-like feel and creating the classic *Star Wars* mood.

The obvious course for the Rebels to take is to seal as many blast doors as possible, attempt to contain the stormtroopers until Ackbar finishes his retrieval program, then fight their way to the life boat bay (as Glek has run off with their ship). Of course, players rarely do the obvious, so be ready for anything. Let reasonable actions and heroics succeed, while foolhardy actions fail.

Ending the Episode

This episode ends with the characters and Ackbar escaping the asteroid (most likely in a life boat) or being captured by the Imperials. Escaping to proceed with the adventure is an ideal ending. With so many

stormtroopers, however, there's always a chance your heroes will find themselves trapped somewhere in the base. Here are a few ways to get them out of tight situations.

Escape Through the Airlocks. Three airlocks lead from the atmosphere generator chamber to the surface of the asteroid. If the Rebels don space suits, they can escape through the airlocks and make their way, unobserved, across the asteroid to the life boat bay. Once there, all they have to do is overcome the guards.

Verpines to the Rescue. Verpine colony asteroids consist of dozens of tiny rooms, connected by extremely narrow corridors. This asteroid, in addition to all the large chambers present on the map, contains a number of narrow corridors and sub-passages hidden behind ventilation shafts and service ducts. Rebels trapped in an isolated area (such as the storage room) can be rescued by the two young Verpine techs who were with Suskafoo in the hangar earlier. They emerge from behind a vent or duct and lead the characters to an adjoining room.

Pollard's Dramatic Death. Pollard is a hero in the truest sense of the word. His life has been long and hard, and death holds little mystery to him. If the situation merits, Pollard won't hesitate to give up his own life to distract the stormtroopers and allow Ackbar to escape. Let Pollard charge forward, grenade in one hand, blaster in the other. His action buys the Rebels a few precious combat rounds to make good an escape. If you use this scene, keep in mind that later in the adventure, the characters will discover that Pollard is still alive. Wounded during his heroic action, he was captured and placed in Research Station Shantipole's detention area for safekeeping. See Episode Four for more details.

The Escape

By the time the characters reach the life boat bay, two out of three life boats are gone, taken by escaping personnel and Verpines.

The Verpine life boats have no steering or navigation controls. Instead they rely on pre-programmed computer guidance systems to fly them to a predetermined pick-up point.

As soon as everyone climbs inside a life boat, Ackbar closes the door and presses the "eject" button. A small explosion sounds outside the craft and a jarring leap plunges the ship into space.



Episode Three: The Trip to Shantipole

Summary

A Verpine transport, searching for survivors of the Imperial raid, picks up the Rebels' life boat. Once inside the transport, a Verpine leads the characters to the ship's bridge. The characters learn that both Ackbar's Command Base and Research Station Shantipole have fallen to the Empire. Furthermore, the entire sector is under naval blockade. TIE fighters constantly sweep the asteroid belt in search of Ackbar and his team. It's only a matter of time before the Empire finds them.

Ackbar assesses the situation quickly and formulates a plan. Soon the Rebels find themselves flying to Research Station Shantipole on a desperate mission to recover a combat vessel and destroy the remains of Ackbar's project. During the flight, they must battle probe droids, navigate through asteroid storms, and elude TIE patrols. The episode ends just as the characters see Shantipole in the distance.

Rescued!

Read:

Time passes slowly within the drifting life boat. Without communication equipment, sensors or flight controls, you remain helpless, at the mercy of the boat's automated controls. Occasionally, the life boat makes a leisurely course adjustment. Not enough, you think, to avoid the hundreds of asteroids out there, yet no collisions occur. Only Suskafoo seems unconcerned with the prospect of flying blind through an asteroid belt.

As you contemplate the unpleasant situation, the life boat shudders and becomes caught fast, as though in the jaws of some great power vise. Ominous sounds echo through the craft. Then the sounds stop.

The characters should be ready for anything. They probably think they've been picked up by an Imperial ship. They're wrong, but let them sweat it a bit. Build

Telling Ackbar about the Disk

If the characters gave Salin Glek the disk, they will have the opportunity to talk to Ackbar at this time. While waiting in the life boat, Ackbar begins asking the characters what brought them to the Roche system. He asks questions about their mission and what they were told to do by their commanding officer. Although he does not chastise the characters for not giving him the disk, make every word from his mouth drip with disappointment. He deduces that the disk must have been a message asking him to bring his new starfighters back to the Alliance. He also realizes that the holodisk must have contained clues as to where he was supposed to go with them.

Despite his mild manner, anything that he needs the characters to do from here on out he will command them, not ask them. He will also give precise instructions and seem doubtful if he has to rely on the characters to do anything heroic.

the tension, allowing the players' imaginations to run wild. Open the life boat's hatch slowly, revealing an enormous docking bay. Let them notice the other two life boats sitting upon the open deck. Show them dozens of Verpine skittering about at a hurried pace. Then let them see the distinctive architecture that marks this bay as part of a Verpine ship. The Rebels have been rescued by a Verpine transport, one of many scouring the field for survivors of the Imperial raid.

The Verpine in the bay seem oblivious to the characters. They are worker clones and little more than automatons. They cannot speak and are completely incapable of independent thought. As such, they ig-



nore the characters and go about their duties. Verpine have no trouble telling a worker clone from a dominant form, although other alien species can see no physical difference.

After a few moments, a dominant Verpine approaches. Read:

From across the bay, a Verpine strides over to meet your group. "Please follow me," he says in halting Basic. He leads your group through several crowded corridors to the bridge. The command chair spins around and another, older, Verpine considers you and your companions. Ackbar steps forward and says, "It is good to see you again, Speaker Jurfel." The Verpine nods. "Mine is the pleasure, Commander Ackbar. But danger threatens the hive and we must act quickly."

With the help of speaker Jurfel, a Verpine elder who speaks for the entire hive, the Rebels get brought up to date on the Imperial raid.

A Quick Note on Verpine Ships

As traveling through an asteroid field involves lots of gut-wrenching maneuvers, it's no wonder that one of the Verpine's earliest technological developments was a ship-stabilization system. This system, sort of a gravity gyro, allows the crew and passengers to travel more comfortably by keeping the main compartment stable while the rest of the ship rotates to compensate for any maneuver. The Verpine life boat uses this system, as does the B-wing starfighter and most other Verpine ships.

Unknown to the characters, the "leisurely course adjustments" they experienced while inside the life boat were actually violent maneuvers over, under and around asteroids. If asked, Suskafoo describes the system to the characters.

Ackbar and Jurfel Tell All

The following information can be presented to the players as simply a series of facts, but we suggest revealing it as part of a conversation involving the characters, Suskafoo, Jurfel, and Ackbar. While the characters and Suskafoo are present in order to be brought up to date on the situation, they are encouraged to ask questions and make suggestions. Most of the conversation, however, is dominated by the two leaders. With the help of a holoprojector, here's what Jurfel and Ackbar reveal:

Jurfel Reveals: "One hour ago, the Empire broadcast a sub space message on all frequencies, ordering the Verpine to submit or die. The hive has rejected the Empire's ultimatum and has decided to actively join

the Alliance. The situation is grim, however. Imperial stormtroopers have captured Research Station Shantipole and with it the two prototype B-wings. Our remote sensors reveal that a large number of capital ships have moved into position around our asteroid field. TIE fighters are sweeping the area in regular patterns. We are massing our own fleet in an attempt to gather the hive for escape."

Ackbar Reveals: "Those capital ships have formed a blockade, effectively cutting off our avenue of escape. The TIES are engaged in a systematic search that will not end until they find what they are looking for—namely, the computer files I have stored within this datapad, and the members of the Alliance engineering team.

"The Verpine fleet consists of unarmed ships which stand no chance against the powerful Imperial vessels. But my analysis shows a flaw in the blockade. Here, at this point, is the weak link. A single escort frigate is the only obstacle in sector G147, where the asteroid trajectories form a natural corridor through the field. An armed vessel could provide cover fire and a distraction that would allow us to move the fleet out of the field and into open space before the rest of the blockade could respond.

"With your ship missing, the only combat-ready craft in the immediate vicinity is my transport. Unfortunately, it is docked in Shantipole's hangar bay. A small strike team could sneak into the station, recover the ship, and eliminate any remaining evidence of our secret project"

If the characters don't volunteer for this important yet dangerous assignment, Ackbar orders them to undertake it. After all, they are the only real warriors Ackbar has (except Pollard, if he's still with the group). They are Ackbar's only hope.

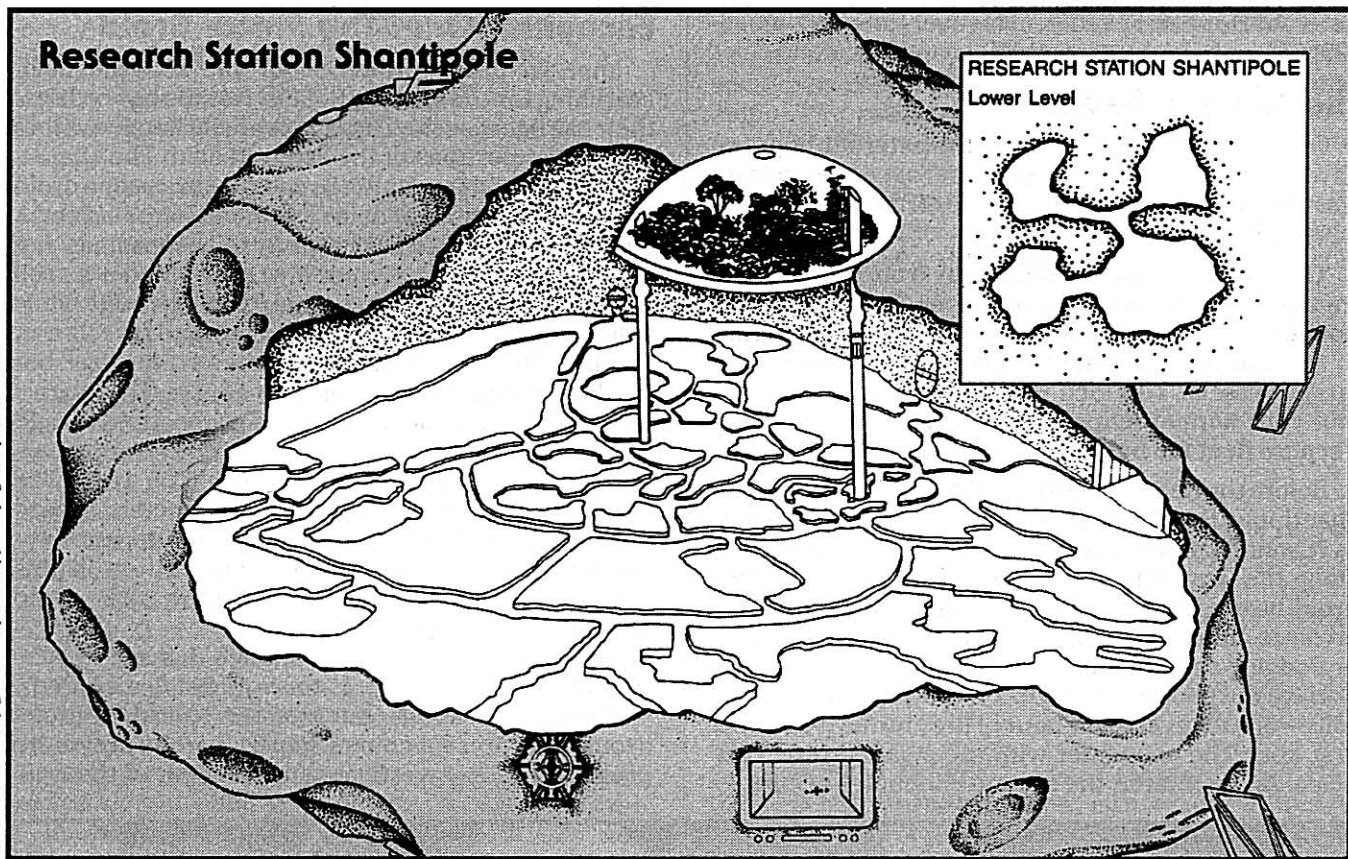
Wounded Rebels

Nobody likes to be left behind, especially during an exciting part of an adventure. Here's how you can keep your party together if some of them were wounded in the stormtrooper assault. Instead of having discovery by the Empire seem imminent, have Ackbar announce: "after analyzing the Imperial search pattern, I calculate that we have less than nine days to make our breakout attempt. After that, we are certain to be discovered by TIE patrols.

Those nine days give the Rebels plenty of time to heal any wounded or incapacitated characters in Verpine rejuvenate tanks. Mortally wounded characters can be saved by the Verpine tanks as per normal rules of *The Star Wars Roleplaying Game*, but not in time to go on the raid.



Permission is hereby granted to photocopy this page for personal use.



Ackbar's Plan

While Ackbar cautions the Rebels to be ready to think for themselves and modify the plan as they proceed, he nevertheless outlines the plan as he sees it. Show your players the map of Research Station Shantipole while Ackbar speaks.

Ackbar calls up a holo-image of the asteroid field. The Verpine transport and the research station are highlighted to show their relative positions. The image changes, zooming in to show the research station. He says, "you must fly through the asteroid field to Research Station Shantipole, get inside undetected, and set the main generator to explode. I'll provide you with the detonite and timers. A 30-minute fuse should give you a reasonable safety margin.

"When the generator explodes, it should destroy the entire station, and the prototype starfighters along with it. That explosion will be our signal to move the fleet into corridor G147. If you have not secured a combat vessel and begun your distraction maneuvers on the frigate, we shall try to escape anyway, but we'll be easy targets for the Imperial ship. Good luck, and may the Force be with you."

Ackbar hasn't been informed that the B-wings are in working order. The engineer that reported to Glek didn't know the Quarren was a traitor, so Glek was the only one who received this news.

Suskafoo volunteers to accompany the Rebels. He can retrieve additional datafiles from the base computer that will save months of work when B-wing construction starts.

Of course, if the characters gave the holodisk to Glek in Episode One, they have another problem to overcome. They must recover the disk and keep it safe. Otherwise, Ackbar will have to guess at the safe jump destination and the much-needed B-wing prototypes will not reach Alliance High Command until new coordinates can be provided.

Asteroid Hoppers

Jurfel leads the strike force to a small docking bay in another part of the transport. Waiting for the characters are six cubes of detonite, three timers, space suits for every member of the party, and four asteroid hoppers. Any additional requests for supplies can be granted, within reason, so long as you remember that the Verpine have no weapons.

The Verpine Speaker explains that each hopper carries up to four people. These short-range repulsorlift craft are ideal for traveling through asteroid fields, but cannot operate in deep space. They have been covered with a sensor-reflective material that should confuse Imperial scanning equipment. The trip to the station lasts about three hours, provided nothing goes wrong.



Asteroid Hopper. Speeder, maneuverability 3D, move 225; 650 kmh, body strength 3D.

The Journey Begins

Once the Rebels are aboard the asteroid hopper, have the pilots make *Easy repulsorlift operation* rolls to start them up and lift them out of the transport's hangar. Read:

The asteroid hoppers glide away from the Verpine transport. Several dozen small- to medium-sized craft float nearby, all of them Verpine. A life boat similar to the one you arrived in is engulfed by one of the larger vessels. You kick in the repulsorlift engines and your hopper leaps away, leaving the gathering Verpine fleet far behind.

Before the Rebels begin the raid at Research Station Shantipole, they have to get there. That's not as easy as it sounds. Below are two encounters which occur along the way. The first involves an Imperial probe droid headed towards the Verpine fleet; the second involves either navigating through an asteroid storm or dodging an Imperial patrol.

Have the pilots make six *Easy repulsorlift operations* rolls—one for every half-hour of the journey. After the first hour, the encounter with the probe droid takes place. An hour later, the second encounter occurs.

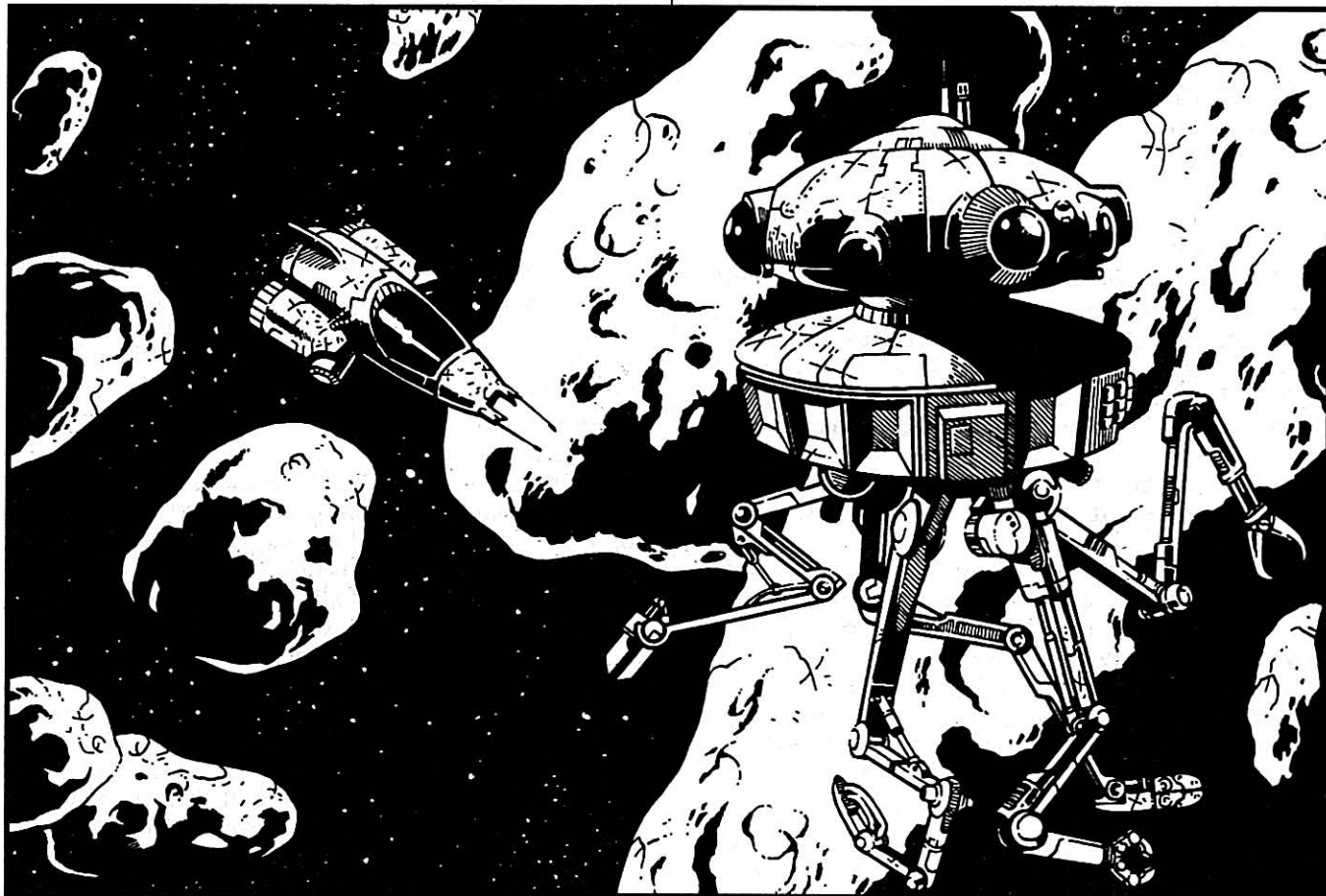
Encounter One: The Probe Droid

Imperial probe droids scour the asteroid field, searching for the missing Rebels. Nothos has ordered their use because the TIE patrols are ineffective within the denser portions of the asteroid field. The characters intercept a transmitted report from a probe droid that is on an intercept course with the Verpine fleet! A character making an *Easy security* roll determines that the transmission is of Imperial origin. A *Moderate* roll pinpoints and identifies the approaching droid, while a *Difficult security* roll breaks the code and reveals that the droid has not yet discovered the Verpine fleet, but it will if it continues on its present course. The characters will probably decide that the probe droid should be destroyed.

Destroying the probe droid won't be easy. The hopper carries no weapons, so the characters have to either ram the droid or open the hatch to use their blasters (their suit's helmets should be on in this case). Ramming does 6D damage to the probe droid and 3D to the hopper.

If the droid ever receives enough damage to incapacitate it, it self-destructs to avoid being captured.

Alternately, the characters can try to lead the probe droid off its present course. Imperial probe droids are programmed to investigate anything out of the ordi-





nary. Allow any reasonable diversion to draw the probe droid away.

Arakyd Viper Probe Droid. All stats 3D except *blaster* 4D, *Knowledge* 2D+2, *planetary systems* 4D, *sensors* 6D, *search* 4D, *search: tracking* 7D+1, *Strength* 4D, *Technical* 2D+2. Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away), movement sensor (+2D to *search* for moving objects up to 100 meters away), blaster cannon (4D+2), self-destruct mechanism. Move: 14.

Encounter Two: The Asteroid Storm

The Rebels are near the end of their journey when they pick up two things on their sensors. An unusually heavy concentration of asteroids has appeared up ahead, and a TIE fighter patrol skims the edge of the field near where the hoppers travel. Suskafoo explains. "Asteroid storms are rather common. We usually just fly around them. However, with those TIE fighters patrolling the edge of the storm, I expect we will be spotted and quickly blown out of space."

The characters have two choices. They can fly through the asteroid storm and risk being smashed to bits, or go around the storm and risk encountering the TIE patrol.

Flying through the storm requires three Difficult *repulsorlift operation* rolls. The players can add the hoppers' maneuverability dice to their skill rolls. Failing a roll means an asteroid has struck the ship, doing 3D of damage to the hull. A hopper that cannot move because of damage continues to be pounded by asteroids until destroyed. Rebels within an unmoving hopper take damage from asteroids along with their craft.

If the characters maneuver around the storm, they must move toward the outer edge of the asteroid field (going further into the field means traveling through even heavier concentrations of asteroid fragments). They immediately spot two TIE fighters. If they stop to

discern their patrol pattern (and make a Moderate *Perception* roll), they realize the TIEs are repeating the same criss-cross flight pattern as they scan for Verpine ships. The characters can fly around the asteroid storm and between the TIEs by making a Moderate *repulsorlift operation* roll. The players can add the hoppers' speed code dice to their skill rolls.

If the characters didn't discern the patrol pattern, they must make a Very Difficult *repulsorlift operation* roll to avoid being detected. Characters who don't make the roll are spotted. The TIEs swoop in, blasters blazing. If the Rebels dive back into the asteroid storm, they can escape the Imperial ships. Of course, they must now deal with crashing asteroids. See the previous paragraph for details.

Next Stop: Shantipole

Once they are past the asteroid storm, the rest of the journey is uneventful. Then Suskafoo suggests a final look at the research station layout. He projects the image onto each hopper's heads-up display. Show the players the map again and read:

The asteroid station appears on your heads-up display, slowly rotating to show you its battered surface. Then the surface cuts away, revealing the interior. "I'm afraid," begins Suskafoo, "that this image is being produced from our computer library tapes. It does not show any damage sustained by the recent attack. We won't be able to determine the extent of damage until we're within visual range."

Shortly thereafter, the hoppers reach Research Station Shantipole. From their angle of approach, the Rebels can see the flames and smoke rising out of what used to be Hangar Two. There is other evidence of a violent attack, but nothing else as prominent as the destroyed hangar bay. The Rebels must decide how they will enter the station before they move closer and alert the patrolling TIE fighters to their presence.



Episode Four: To Retake Shantipole

Summary

After their harrowing journey through the asteroid field, the Rebels arrive at Research Station Shantipole. They must figure out a way to get inside the station undetected, reach the main generator and set their detonite timers, then find the hangar where the combat craft are stored. Shantipole belongs to the Empire now, guarded by a horde of stormtroopers. Any mistake by the characters will alert the stormtroopers and most certainly make their mission even more difficult—perhaps impossible!

Research Station Shantipole

Before the Empire arrived, Research Station Shantipole was the Alliance's largest base in the Roche system. Here, Verpine engineers worked for nearly five months designing and constructing the new B-wing starfighter. Now Shantipole is under Imperial control.

Commander Nothos has ordered his stormtroopers to dismantle the entire operation. The stormtroopers have the same statistics as those in Episode Two. They travel in squads (eight troopers and an officer) or details (three to five troopers). Verpine who didn't escape during the assault are being rounded up for shipment to Imperial detention centers, and the prototype B-wings are being moved to Nothos' flagship. (Note that stormtrooper officers have skills at 1D higher than normal troopers.)

The asteroid, originally a Verpine colony, is considerably larger than the one that housed Ackbar's Command Base.

Before the assault, about 200 Verpine, as well as the rest of Ackbar's engineering staff, lived and worked here. The facility has three levels as depicted on the maps.





Observing the Asteroid

As the Rebels draw near the asteroid, Suskafoo suggests landing on a tiny moonlet that orbits nearby, as that would be a convenient vantage point for observing the station.

Once the Rebels land, read the following:

The research station rotates slowly before you. Several airlocks and repulsor-beam units are visible, haphazardly spaced across the asteroid in typical Verpine fashion. As the asteroid turns, two hangars come into view. The first—obviously a target of the Empire’s attack—is in shambles. Frayed wires and other debris float freely within the confines, drifting lazily into space through the now-dead force field. A blackened ship lies twisted against one wall. Five Imperial techs in full vacuum suits move about the hangar’s semi-darkness, apparently surveying the damage.

The second hangar is well lit and undamaged. Dozens of stormtroopers stand guard while unarmored technicians load boxes on a large Imperial shuttle. A second ship, a Mon Calamari freighter, sits unattended in the corner.

Each character who makes an Easy *Perception* roll notices one of the following:

- Glistening ice-crystal deposits can be seen in spots all over the asteroid. If the same character makes an Easy *survival* roll, she realizes the ice indicates atmospheric discharges such as when an airlock opens. Investigating any of these ice deposits reveals a standard airlock hatch (Areas 2, 10 and 27 on the map) or a small opening that leads into a Verpine tunnel system (Area 1 on the map).
- A large dome rises out of the top of the asteroid. Suskafoo explains that this dome covers the colony agrifactory.
- Four TIE fighters hang suspended from the undamaged hangar’s ceiling on a temporary TIE docking platform, and one mobile laser cannon has been set up near the hangar’s entrance.

Give the players some time to plan their raid on the base. Occasionally, they see an asteroid deflected away by the base repulsor beams, but otherwise, further observation reveals very little. The techs in the damaged hangar work throughout the day.

If the characters decide to wait for an extended period of time, have Suskafoo remind them that the Verpine fleet is in danger of discovery and time is crucial. Rebels who delay for more than 12 hours receive an emergency message from Ackbar stating that the Verpine fleet is under attack. From that moment, the characters have just 30 minutes to recover a battle-ready ship and come to Ackbar’s rescue.

Getting Inside

After spending some time observing Shantipole, the Rebels must begin to make their way to the captured

asteroid. A Moderate *sneak* roll is required for each hopper pilot to reach the asteroid unseen. A failed roll means a stormtrooper or tech sees something suspicious and reports it. Increase the station’s alertness level by one (see “Shantipole Defenses” below).

There are two good routes into the asteroid: through the hidden opening into the Verpine tunnels, or through the damaged hangar. Both routes hold promise for entering the base unobserved, but both also hold danger. In the damaged hangar, the characters must avoid or deal with the five Imperial technicians. The tunnels contain a much more dangerous obstacle. Unknown to the Verpine or the Imperials, a space slug has taken up residence within the hidden passage. The space slug has been preying on the mynocks which infest the icy passage, but it won’t hesitate to supplement its diet with a Rebel or two.

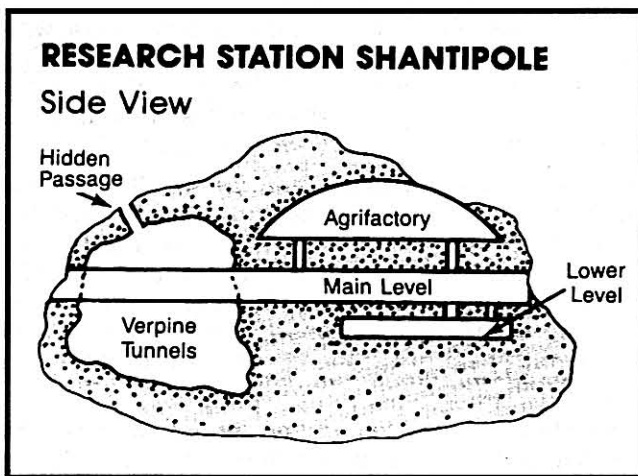
Other, less suitable but still plausible, routes open to the Rebels include one of the three airlocks or through the functioning hangar bay. Both are well lit and guarded, offering little chance for entering unnoticed.

Entry Via the Hidden Passage

By exploring the ice-crystal deposits on the surface of the asteroid, the Rebels discover a hidden passage. Suskafoo explains that the presence of ice indicates an airlock or ventilation system still operating somewhere within the passage. That’s the key to entering the research station from this area.

From the moment the Rebels enter the hidden passage, the ice-crystal formations become considerably larger. As they travel deeper into the asteroid, footing becomes more and more treacherous (-1D to all *Dexterity*-based skills) By following the trail of ice (and making three Easy *search* rolls) the characters eventually come across the still-operational vent. A panel recessed in the stone wall controls magnetic seals that can be activated to provide an atmosphere-safe corridor into the Verpine tunnel system. A Moderate *security* roll is needed to operate these controls.

Passages without ice deposits lead nowhere. The characters can explore one or two if they want, but all





they'll find is a maze of similar corridors. Every time they fail a *search* roll, they find themselves in an ice-free maze.

Following the ice path is the least of the Rebels' problems—a space slug lives in these caverns. Space slugs instinctively attack any moving body they encounter.

As the characters follow the ice trail, create suspense by letting them see something move in the shadows. Next, give them a scare by having them stumble across a nest of mynocks, which quickly scatter and fly away when disturbed. Then let the Rebels make Moderate *Perception* checks. Those who are successful can shout a warning as the space slug attacks. If no one made the roll, the space slug's attack comes as a total surprise, which means the characters can do nothing for the first round of battle.

The Space Slug's Tactics: This rather small space slug (four meters long) attacks the last person in the Rebel party when it first appears. Thereafter, the slug attacks the nearest person each combat round. It continues to attack until wounded. Because of the narrow confines of the tunnel, characters lose a die from all *dodge* rolls against the space slug (this is in addition to the die lost due to icy conditions).

Space Slug. *Dexterity 2D, Perception 1D, Strength 4D.* Special abilities: Can survive in the vacuum of space without assistance; Teeth do STR+1D damage. Move 6.

Entry Via the Damaged Hangar

Hangar Bay #2 was completely destroyed by the Imperial bombardment. An emergency airlock has been rigged to permit travel between the pressurized regions of the research station and the hangar area.

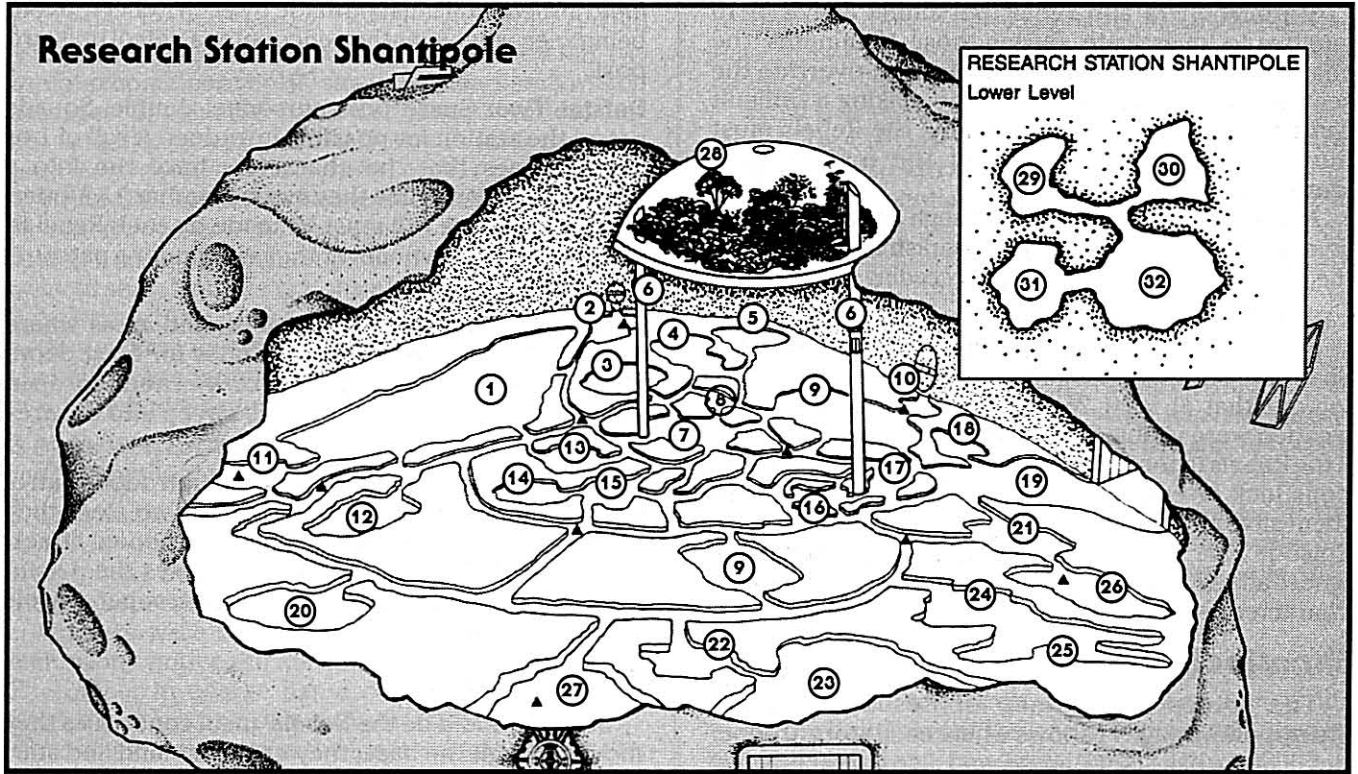
Five-person crews of Imperial technicians work around the clock surveying the damage and studying the mix of Verpine and Alliance equipment. The hangar has no power, so the techs rely upon glow rods to provide light.

The technicians carry low-power blaster pistols, but are not combat troops in any sense. They have comm units built into their space suits and will call for help at the first sign of hostile activity. They run before they fight, and will only fight if given no other alternative. Any military-type characters will recognize the tech's non-combative nature and will know that killing these men is not a heroic act. The characters should instead try to slip past them without resorting to violence.

- Make Difficult *hide* or *sneak* rolls to slip around the techs under the cover of darkness. If the characters stage a diversion, lower the difficulty number appropriately.

- Arrange an "accident" for one of the techs that requires his fellow workers to rush him to the medical center.

Permission is hereby granted to photocopy this page for personal use.



RESEARCH STATION SHANTIPOLE MAP KEY

- | | | |
|-------------------------|-----------------------------|--------------------------|
| 1 VERPINE TUNNELS | 12 MEDICAL CENTER | 23 DAMAGED HANGAR BAY #2 |
| 2 AIRLOCK #1 | 13 REPULSOR BEAM CONTROLS | 24 SHIELD GENERATOR |
| 3 COMMUNICATIONS CENTER | 14 MAIN GENERATOR | 25 POWER CELLS |
| 4 REC AREA | 15 POWER CONVERTERS | 26 STORAGE |
| 5 MESS | 16 LIFE SUPPORT | 27 AIRLOCK #3 |
| 6 ELEVATORS | 17 ATMOSPHERE GENERATOR | 28 AGRIFACTORY |
| 7 COMMAND CENTER | 18 PILOTS' REC ROOM | 29 STORAGE |
| 8 COMPUTER ROOM | 19 HANGAR BAY #1 | 30 RESEARCH LAB |
| 9 LIVING QUARTERS | 20 STORAGE | 31 AUXILIARY POWER |
| 10 AIRLOCK #2 | 21 MAINTENANCE SHOP | 32 HANGAR BAY SUB-LEVEL |
| 11 LIFE BOAT BAY | 22 DAMAGED MAINTENANCE SHOP | ▲ GUARDPOST |

Imperial Technicians (5). All stats are 2D except *engineering* 4D+2. Move 10. Full vacuum space suit with comm unit, blaster pistol (3D+1).

Entry Via Airlock

Each airlock is a two-meter-by-two-meter room with two four-inch-thick durasteel doors. One

door opens directly into space; the other maintains the base's atmospheric integrity. A small viewport located in each door provides a limited line of sight to the other side. Three stormtroopers are stationed inside the base to keep any free Verpine from escaping. Every few minutes, one of the guards peers into the airlock as a standard precaution. Control panels for the airlock are located outside each door and inside the airlock itself. A pressure lock keeps both doors from opening at the same time.

Characters making a Difficult *security* roll can override the pressure lock from the outer control panel. If both doors open at the same time, the stormtroopers must make an Easy *Dexterity* roll to keep from being blown out into space. This sudden loss of pressure also causes a base-wide alert, with the life-support computer automatically sealing the blast door nearest the airlock.

- Bluff their way past the techs. This requires a good story and a Difficult *con* or *command* roll. You may lower the difficulty number depending on the quality of the roleplaying.

- Stunning or rendering the techs unconscious. The characters have two combat rounds to incapacitate all five techs; otherwise somebody sounds the alarm. The base goes up one defstat level and a stormtrooper squad is dispatched to investigate the hangar. The squad arrives in five combat rounds.

If the characters slip past the techs, a Moderate *security* roll is required to figure out the code for the airlock. A failed roll means the airlock opens but the base goes up one defstat level and stormtroopers are sent to investigate. Success means the Rebels have entered the base unnoticed.



Stormtroopers and repair personnel arrive in 10 minutes to investigate. During those 10 minutes, the characters must close the airlock, then override the security lock on the blast door by making a Difficult *computer programming* roll. Finally, the Rebels must find a place to hide to avoid the investigating stormtroopers.

Any other plan to gain entry through an airlock should involve effective disguises, superb marksmanship or use of the Force to have any chance of succeeding.

Entry Via Hangar Bay #1

Suskafoo warns the characters against entering Shantipole through the undamaged hangar bay, pointing out that at least 25 stormtroopers and a heavy weapon were visible during their observation period. If the Rebels ignore Suskafoo, then nothing but tremendous luck or extravagant use of the Force will keep them alive and the base below Defstat Three. (Turn to Episode Five for further details on hangar defenses. Ignore all references to Salin Glek and the B-wings if the characters go there at this time.)

Shantipole Defenses

The gamemaster's map of Research Station Shantipole on page 71 shows where each stormtrooper detail in the base is stationed, and also contains a map key for quick reference. Unlike the characters' map, this map may not be shown to the players.

For the Imperials, guarding Research Station Shantipole is a tactical nightmare. The corridors twist and wind, there are no clear lines of fire, and the Verpine tunnels are three levels deep and contain over 100 small chambers.

At present, dozens of stormtroopers are busy pacifying the base. About 90 of these are searching the tunnel complex for hidden Verpine; the rest are working in the hangar, performing routine patrols or standing guard duty.

When this episode begins, the Imperials have no idea that the Rebels are planning a raid. The capture of the base was bloodless and the Verpine, when cornered, offered no resistance. The ease of the operation has lulled the Imperials into a false sense of security. They are confident that the Rebels who escaped are busy staying hidden. Even so, Nothos expects to capture every straggler on the base within hours.

Shantipole has been set up to operate on a four-level defense status (defstat) system. When the Rebels reach Shantipole, the research station is at its lowest defstat level—Defstat Zero. Whenever the characters do something to make the Imperials suspicious, the defstat level rises by one.

Defstat Zero: No stormtrooper patrols. Normal guard stations.

Defstat One: Normal guard stations. Stormtrooper squads patrol the station for possible intruders. A roll of 1 determines that the characters have run into a patrol. (Roll every time they exit a chamber.) An Easy

hide or *sneak* roll must be made by each Rebel to avoid being seen whenever they encounter a patrol or guard post.

Defstat Two: Guard post personnel double. Squads patrol the station for possible intruders. A roll of 1 or 2 determines that the characters have run into a patrol. (Roll every time they exit a chamber.) A Moderate *hide* or *sneak* roll must be made by each Rebel to avoid being seen whenever they encounter a patrol or guard post.

Defstat Three: Blast doors seal around areas where Rebels were last encountered. Codes for blast doors change, requiring a Difficult *security* check to open them. Two heavily armed squads sweep into the area with orders to capture all intruders.

If the characters encounter a stormtrooper patrol while the station is at Defstat One or Two alert, they will be asked to surrender before the troopers attack. A battle with a patrol instantly increases the defstat level by one. On Defstat Three, Stormtrooper patrols blast everything that moves.

Once Inside...

Stealth should be the Rebels' main concern as they move through the base; they can't just land and start blasting. Death or capture awaits Rebels who try to assault an entire base commandeered by stormtroopers.

If the characters find they must use force, however, a well-coordinated surgical attack offers the best chance for success. Stormtroopers who survive more than two combat rounds report the Rebel intruders. This raises the base one defstat level (unless they are at Defstat Zero; then it raises two levels).

Eliminating guards has its consequences, too. Nothos isn't stupid. He sends a patrol to any post which misses its regular comm check (troopers must report every 15 minutes). If the guards are missing, the patrol instantly raises the base one defstat level.

The more damage the characters cause, the tougher it is going to get. If they make a lot of mistakes early, they will have to contend with a base on full alert. At that point, you'll probably have to give them a little help. For example, a Verpine could sneak them out of a tight spot through a secret tunnel. Alternately, some Rebels might get captured and taken to the storage room that now serves as a detention cell (area 26). If this occurs, it's up to you (and the players!) to devise a breakout scenario.

Shantipole Room Descriptions

The following descriptions detail the rooms on the asteroid as they appear when the Rebels arrive. As with Ackbar's Base, the information provided is not an exhaustive list of everything found in the station. It is, instead, a general description of each room's more prominent features.



1. Verpine Tunnel System. The Verpine tunnel system is a sprawling, multi-level facility. Three levels tall, the complex contains over 100 small chambers and twisted passages. Repulsorlift tubes connect the various levels. A hidden passage leads from the surface of the asteroid to a vent on the top level of the tunnel system.

When the characters first arrive, 90 stormtroopers search for Verpine in the tunnel network. As the station's defstat level goes up, stormtroopers are called away to search other sections of Shantipole. Once the Rebels pass through the vent, roll a die every so often as they explore the winding passages. On a roll of 1, the characters encounter a stormtrooper squad. On a roll of 6, they find a fleeing Verpine.

2. Airlock #1. For a complete description of the airlocks, see "Entry Via the Airlock."

3. Communications Center. Four Imperial technicians work here, busily prepping the Verpine comm stations for removal. Three disconnected computers stand in the center of the room. Wires dangle loosely where the computers were once connected with the wall. The techs don't notice the Rebels unless they take action. The officer in charge has a comlink, but it is lying several feet away on one of the disconnected computers. Suskafoo can access the main computer from this room and retrieve the remaining B-wing data, provided he has six uninterrupted combat rounds to accomplish his work.

4. Rec Area. This recreation chamber contains two tables, six chairs, a food dispenser, and a holo-chess board.

5. Mess. Six long tables, benches and several half-eaten meals are the only things to be found here.

6. Elevators. These old-style lifts connect the main level to the agrifactory, and the life-support center to the auxiliary power chamber on the lower level.

7. Command Center. Assorted techs and officers are seated at computer stations around three of the walls and around a central console island. Data cables run across the floor and dangle from walls. Consoles appear to have been dismantled or moved, and discarded equipment has been dumped in one corner.

The Imperials are busy stripping the memory banks of the station's computers. There are 12 techs here, each oblivious to the world around him. Rebels making an Easy *con* roll can actually walk through the command center unchallenged.

From inside this room, the Rebels can control every blast door on the asteroid. Any attack on the command center instantly raises the base to Defstat Three. Suskafoo can access the main computer from this room and retrieve the remaining B-wing data, provided he has six uninterrupted combat rounds to accomplish his work.

8. Computer Room. A simple one-man computer station is recessed into the back wall. Seated here, a lone

technician works quietly trying to access the B-wing data from the main computer (which is actually located in a sealed chamber on the lower level).

From this terminal, the Rebels can program every system on the base. Any fighting in this room, however, is sure to attract the attention of the 12 technicians in the command center and raise the base to Defstat Three.

Suskafoo can retrieve the remaining B-wing data from this room, provided he has six uninterrupted combat rounds to accomplish his work.

9. Living Quarters. Overturned bunks, clothes hastily tossed aside—it's obvious the research station residents were totally surprised by the Imperial attack. This large, open chamber has beds laid out in rows—barracks style.

10. Airlock #2. For a complete description of the airlocks, see "Entry Via Airlock." (Note, while the Rebels are wandering about the station, Salin Glek docks the stolen *Out Runner* here and proceeds to hangar bay #1.)

11. Life Boat Bay. The life boat bay is empty, except for the stormtrooper guards. Launch ports for six life boats are built into the wall. All six are vacant, used by the base personnel to escape the Imperial assault.

12. Medical Center. Eight overturned beds lie on the floor, their sheets torn and scorched. Two bacta tanks with smashed face plates stand in the room's center. Around them, bacta healing fluid pools on the floor. Rebels who bother to search the room find three medpacs. A computer station sits against one wall, from which Suskafoo can retrieve the remaining B-wing data.

13. Repulsor Beam Control. Two repulsor beam generators sit in the center of the room. Verpine use repulsor beams to protect their asteroid colonies from smashing into other bits of space debris. A four-man computer station, occupied by four Imperial technicians, sits against one wall. The techs are preparing to dismantle the beam computers.

14. Main Generator. This base, like most Verpine colonies, uses a boron power generator. The generator sits unattended in one corner atop a meter-thick slab of permacite, with two duplicate computer stations facing it. A pressure pipe leads directly from the generator, across the ceiling, and to the power converter in the room beyond.

Characters can set four cubes of detonite to destroy the generator. A Moderate *demolitions* roll is needed to set the timer for 30 minutes. If the roll fails, the detonite will explode sooner than the Rebels expect. Lower the set time by one minute for every number less than the difficulty number, to a minimum of 15 minutes. If the roll is missed by more than 15, the detonite explodes as the characters are working on it, causing 8D of damage to everyone in the room. In this case, the generator does not explode because the

detonite wasn't set properly. This will get the attention of nearly every Imperial in the station, and the base is immediately placed at Defstat Three.

15. Power Converter. Excess energy transfers from the main generator into the converter unit for use by secondary systems such as lighting and gravity synthesizers.

16. Life Support. Atmospheric pressure, composition and circulation all originate here, along with water-recycling systems. A large computer sits unattended in the room's center. Shutting down air flow to selected portions of the base requires a Difficult *Technical* roll (but this will not affect stormtroopers since they wear self-contained environment armor). Shutting down the entire system is as simple as one well-placed blaster bolt. In either case, disrupting life support results in an alarm sounding at the command center, raising the defstat level by one.

17. Atmospheric Generator. The atmosphere generator responds directly to commands from the life-support computer and works mainly to produce argon. Argon, only a trace element in most atmospheres, is critical to Verpine health.

Pipes from the generator lead directly into life support. There, the life-support computer distributes the argon throughout the base via a series of ducts and fans.

Destruction of the atmosphere generator will set off an alarm which raises the base defstat by one level. The Verpine won't begin to feel the effects of argon deprivation for several days.

18. Pilots' Rec Room. Six Imperial pilots are resting here. See Episode Five for further details.

19. Hangar Bay #1. This hangar is undamaged. The climax of this adventure occurs here. When the characters come within sight of this hangar, turn to Episode Five and refer to the map there.

20. Storage. Broken boxes and crates lie strewn about this room. All weapons and heavy equipment have been removed, but smaller items still remain. Use your discretion as to what the Rebels can find, gauging your generosity by the success they've had up to this point.

21. Maintenance Shop. A variety of tools, diagnostic computers and vehicle parts can be found here.

22. Damaged Maintenance Shop. Nothing remains in this totally wrecked chamber. A temporary airlock has been established within the passage that leads from the shop to the inner corridor.



23. Hangar Bay #2. The initial bombardment by the assaulting forces all but obliterated this hangar bay and the adjacent shop area. Five Imperial technicians in full vacsuits examine the damage. For more information about this hangar, refer to the "Entry Via the Damaged Hangar."

24. Shield Generator. This unit controls the magnetic fields that maintain the atmospheric integrity between the hangar bays and space. To shut down the shield generator, the Rebels must cut the power lines to all three power cells and then divert or destroy the generator's main power cable. Locating the main power cable requires a Moderate *Technical* roll.

When the magnetic field drops, an alarm sounds throughout the base and blast doors adjacent to the hangar automatically close. Stormtroopers must make an Easy *Dexterity* roll to activate their mag-boots and keep from being blown out into space. The technicians have no such option.

25. Power Cells. In case of an energy failure, these cells can provide up to 72 hours of backup power for the



shield generator. There are three power cell units, each tied to the shield generator by its own network of wires.

26. Detention Area. Before the Imperial attack, this storage room held spare parts for the shop. The Imperials are now using this chamber as a detention area. Two guards stand near the door, armed with blaster rifles (5D).

Seven Verpine sit quietly against the far wall. These Verpine are the configuration team which developed the original design for the B-wing. The Imperials have yet to discover the prisoners' importance. These are also the same Verpine who appear in Episode Five. At the first opportunity, they explain to the Rebels that the B-wings are in working order. If the Rebels rescue the prisoners before going to the hangar, then there will be no Verpine in the bay in Episode Five.

Also, if Pollard "dies heroically" in Episode Two, he will be found here when the Rebels arrive. He is wounded, but he will do all he can to help the characters.

27. Airlock #3. For a complete description of the airlocks, see "Entry Via Airlock."

28. Agrifactory. The agrifactory is topped by a giant dome. Life support maintains a sweltering tropical temperature in the agrifactory.

Rows upon rows of six-foot-tall dividers, called "grow walls", line the room. Each grow wall is covered in *magenge*, a type of fungus. Magenge is light green in color and sweet to the taste. It peels easily from the grow walls and is best if eaten while still moist. The Verpine live exclusively on magenge.

Hiding in the agrifactory isn't difficult. There are hundreds of grow walls, a giant water-distribution complex in one corner, and piles of solar-collector panels to hide behind.

Two elevators lead to the agrifactory. A detail of stormtroopers are stationed here to catch fleeing Verpine.

29. Storage. Broken boxes and crates lie strewn about this room. All weapons and heavy equipment have already been removed, but smaller items still remain. Use your discretion as to what the characters can find, gauging your generosity by the success they have had up to this point.

30. Research Lab. This is where most of the configuration work on the B-wings took place. It was also the first room disassembled by Nothos' agents. Nothing remains here. Every computer station, every storage disk, every chair has been removed and loaded on the Imperial shuttle in Hangar Bay #1.

31. Auxiliary Power. The auxiliary power chamber can be reached by either an elevator or through the lower level maintenance room. Auxiliary power, created by converting excess energy from the agrifactory solar cells, can supply the station with enough power to remain operational for limited periods.

32. Hangar Bay Maintenance Center. A vehicle lift leads to Hangar Bay #1 above. Against one wall is an asteroid hopper flipped over and mounted on two braces. A variety of engine parts lie scattered across the floor about the hopper. Several computer terminals dot the outer edges of the room, and two tables piled with tools and machine parts rest in the corner. If the characters arrive here before reaching Hangar Bay #1, they interrupt Glek and the techs as they load the second B-wing onto the lift. (The first B-wing is already aboard the shuttle.)

Ending the Episode

This episode ends with the characters reaching Hangar Bay #1 and preparing to recover a combat ship. Turn to Episode Five.



Episode Five: Battle in Hangar Bay #1

Summary

The Rebels assault the heavily guarded Hangar Bay #1 to procure a combat vehicle. Visible craft include an oversized Imperial shuttle, four TIE fighters, and a Mon Calamari freighter. Unseen, the two prototype B-wings are stored in the shuttle's hold for transport to an Imperial facility.

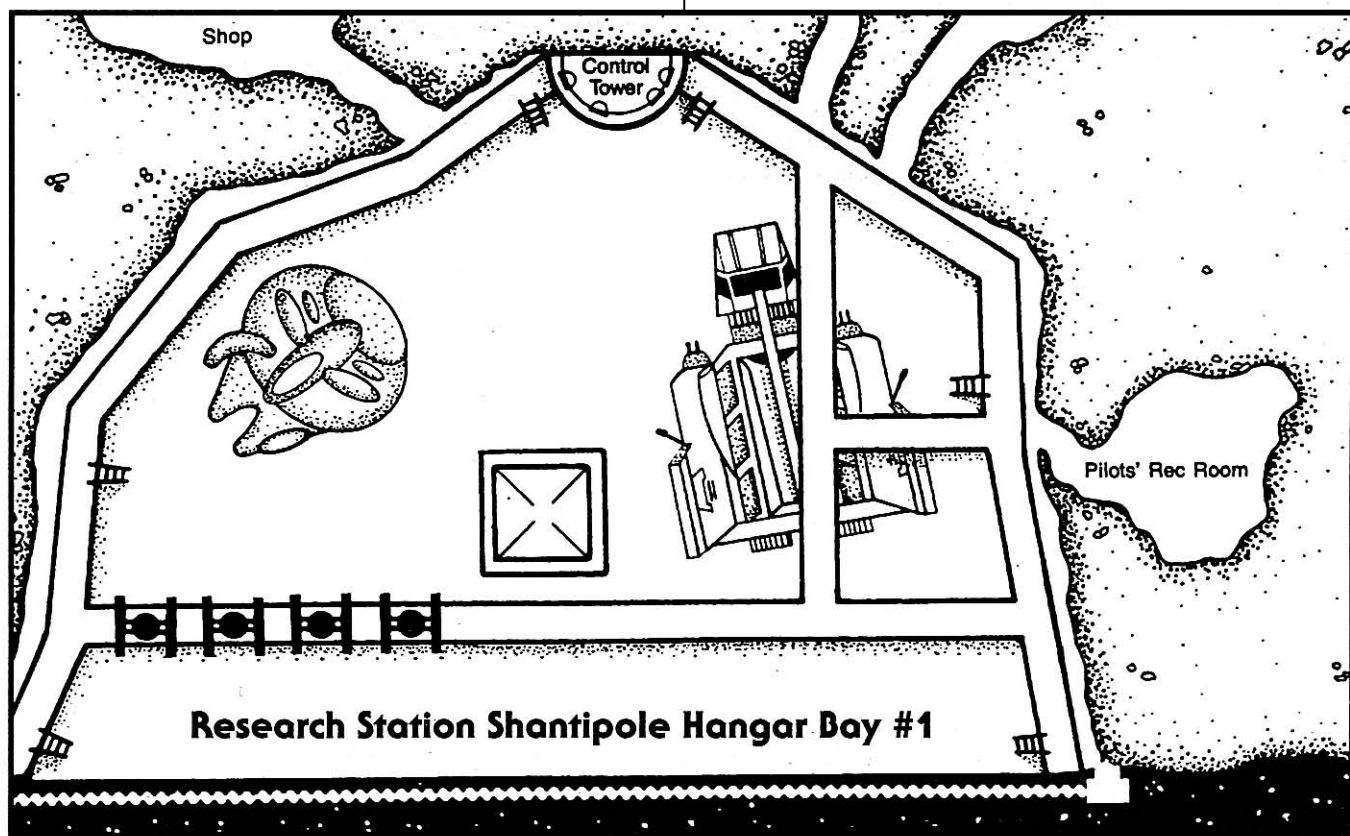
Even though their original mission was to retake Ackbar's freighter, the characters can take any ship they want. Before they reach the ships, though, the

Rebels must defeat the stormtroopers stationed here.

The episode ends with the characters flying out of the hangar in one or more captured vehicles, preferably just seconds before the main generator explodes (if they successfully set the detonite).

Hangar Bay#1

The Rebels reach the hangar through either one of two tunnels, or by taking the vehicle elevator from the lower level.



When they reach the hangar, the Rebels find that the situation has taken a dramatic twist. The traitor Salin Glek directs four technicians loading boxes onto an Imperial shuttle. The boxes all bear markings that identify them as part of the Shantipole project. See the map for an illustration of this chamber.

The following should be read only if the Imperials have not gone to an alert higher than Defstat One. If they are at a higher alert status, or if the Rebels have made it known that they are headed towards the hangar, the stormtroopers prepare a special welcome for them (see "Stormtroopers on Alert").

The hangar bay is immense and bustling with activity. The tunnel you are standing in enters the room from the side. A metal catwalk forms an awning some 10 meters above the floor. Three other tunnels exit from the bay. To your right, the hangar control tower juts out from the stone wall. Two officers stand inside, directing the activity below. Across the bay, on the catwalk, three stormtroopers stand by a tripod-mounted repeating blaster. Near them, four TIE fighters hang suspended from a temporary TIE docking rack. Twenty stormtroopers move about the hangar's floor. Three of these guard a group of Verpine to one side. A familiar squid-faced Quarren directs four technicians as they load boxes onto an oversized Imperial shuttle. A Mon Cal freighter is parked on the far side of the bay.

It's important to realize that this is a two-level hangar. The catwalk, control tower and TIE fighters are all on the upper level. The hangar floor, entry tunnels, Mon Cal freighter, Imperial shuttle, and maintenance lift are all on the ground level. Six ladders, indicated on the map, connect the catwalk with the hangar floor.

Below are brief description of the more important locations in the hangar and the various characters found there.

Mon Cal Freighter. This ship sits unattended, its loading ramp down. The landing gear keeps the ship suspended about one meter from the ground, so characters can crawl underneath if they want. The craft is in working order. The Mon Calamari freighter's stats are below.

Mon Calamari Freighter. Starfighter, maneuverability 1D, space 6, hull 5D, shields 2D. Weapons: two double laser cannons (fire control 3D, damage 4D).

Imperial Shuttle. This oversized shuttle has been modified to serve as a cargo transport. This craft requires both a pilot and co-pilot to operate. The rear hatch is open, and resting in the huge hold are the two prototype B-wings. The Imperial shuttle's stats are below.

Oversized Imperial Shuttle. Starfighter, *space transports* 5D, *starship gunnery* 5D, *starship shields* 4D. Maneuverability 0D, space 5, hull 4D, shields 2D. Weapons: four fire-linked laser cannons (fire control 1D, damage 4D).

Catwalk. This standard metal-grill catwalk has safety rails running along its outer edge. Ladders connecting the catwalk to the hangar floor are spaced at even intervals.

Maintenance Lift. This elevator moves small ships and equipment between the maintenance area and the hangar. It takes three combat rounds to switch levels.

Control Tower. Two doors connect the control tower with the catwalk, one on each side. The tower's window is made of pure transparisteel and is impervious to blaster fire. The doors have a *Strength* of 3D to resist damage. They can be destroyed by an incapacitated damage result or better. Two Imperial naval officers are stationed here. They have the same stats as stormtrooper officers, but without the armor bonuses.

Equipment. Two piles of captured Rebel equipment, not indicated on the map, are in the hangar. The first pile is stacked near the shuttle's rear loading ramp. The second sits behind the maintenance lift. These piles provide medium cover during combat.

B-wing prototypes. When the characters arrive, both prototype ships have already been loaded aboard the shuttle. Both craft are in working order, which should surprise both Suskafoo and the Rebels, and can be launched from the shuttle in space. They figure this out either by examining the craft or by having one of the Verpine prisoners tell them. Note, if the characters visited the maintenance area before coming to the hangar, they interrupted Glek and the technicians as they transported the second B-wing from the lower level to the shuttle. Note also, that if the characters rescued the Verpine in the detention center, the Verpine have already had the opportunity to tell them.

Verpine Prisoners and Stormtrooper Guards. These seven Verpine were captured by the Imperials after the base fell. They are being watched by a stormtrooper detail near the front of the Mon Cal freighter. At the first opportunity, these Verpine tell the Rebels that the B-wings are operational. Note, if the characters met these Verpine in the detention cell, they will not be here at this time.

Two Stormtrooper Squads. Two squads are presently assigned to the hangar. Each squad consists of eight stormtroopers and one officer. Officers are distinguished by a red shoulder guard and have 3D in all attributes and an additional 1D in all skills listed in the stormtrooper stats.

Heavy Weapons Stormtroopers. Three specially trained stormtroopers stand beside a repeating blaster situated atop the catwalk just to the right of the TIE docking rack. The gun starts out pointing toward the hangar opening, but it only takes two combat rounds to turn into the room. The gun fires once per combat round and does 6D damage.

Salin Glek and Four Techs. Glek directs these techs as they load the remaining pieces of Project Shantipole



aboard the shuttle. Unknown to the characters, he has docked their ship, the *Out Runner*, at airlock #2. Note, if Glek was given the holodisk in Episode One, then he has it in his belt pouch at this time.

The Stormtroopers on Alert

If the Imperials are expecting the Rebels, they deploy so they can fire into the tunnel the characters approach from. Where possible, the stormtroopers stand behind partial cover. Glek retreats to the pilots' rec room in this situation.

When the characters enter the room, the stormtroopers open fire in unison. Five stormtroopers use a combined action to fire at the first Rebel entering the hangar. See below for further details on how the Imperials behave.

The Battle

Characters making an Easy *hide* or *sneak* roll can observe the hangar from the tunnel entrance without being seen. Any Rebel entering the hangar must make a Difficult *hide* or *sneak* roll to avoid detection.

If the character is spotted, a stormtrooper points and shouts, "Look, Rebels!" The other stormtroopers are surprised for one round, after which it is open season on the Rebels.

If the Rebels aren't spotted, let them study the situation for as long as they want. However, don't forget any detonite charges they may have set. Your players should realize that by stealing the Imperial shuttle, they can actually save the B-wings—a goal beyond Ackbar's wildest dreams. In fact, the prototypes are combat-ready and can be used to break the Verpine fleet out of the asteroid field. Suskafoo also insists on saving the Verpine prisoners.

To defeat the stormtroopers, the Rebels must hit quickly and hard. A long, drawn-out battle allows reinforcements to arrive. Below is a summary of the tactics used by the Imperials and the Verpine.

The Stormtroopers' Tactics: The biggest obstacle for the Rebels are the two squads of stormtroopers. One round after the shooting starts, both squads open fire. They fall prone and take cover wherever possible.

During the battle, stormtroopers of the same squad use combined fire if their squad leader is alive (and not incapacitated). Without a leader, the stormtroopers simply fire at the nearest Rebel without using combined fire. They fight to the death.

Imperial Officers' Tactics: The round after the shooting starts, the officers lock both control tower doors. Thereafter, they use the hangar bay comm system to direct three stormtroopers in combined fire against one Rebel. They will not help unless things look extremely bad, as defeating these intruders will earn them points with Captain Nothos. If the characters break into the tower, the officers surrender.

Salin Glek and the Techs' Tactics: If Glek survives the first round of combat, he uses a full combat dodge to dive into the shuttle. The techs break for the pilot's rec room. Glek spends the next five combat rounds preparing the shuttle for flight. On the eighth combat round, he starts the repulsorlift engines. On the tenth round, he lifts off.

Heavy Weapons Team's Tactics: If the characters don't knock out the repeating blaster immediately, they're in real trouble. Beginning in round three, the heavy weapons team fires the repeating blaster at the most dangerous-looking Rebel. The entire team must be killed or incapacitated to silence the blaster.





TIE Pilots' Tactics: Six TIE pilots are relaxing in the pilots' rec room when the shooting starts. On round two, all six rush out. Four run towards the catwalk to reach their TIE fighters. Two head towards the shuttle. Two rounds after the pilots reach the TIEs, the starfighters launch. See Salin Glek's tactics for details on launching the Imperial shuttle. Once launched, the shuttle flies straight for Nothos' flagship. TIEs which escape circle the asteroid—Rebels who fly a captured ship are attacked by the TIEs as soon as they leave the hangar.

TIE Pilots. All stats 2D except *starship gunnery* 5D, *starship piloting* 4D. Move 10.

Verpine Tactics: On the first round of combat, the Verpine prisoners scurry and hide. Thereafter, use the Verpine to balance the combat. For example, if the characters start to lose, have the Verpine create diversions, using their own lives if necessary, to give the Rebels a chance.

Ten rounds after the battle opens, reinforcements start arriving. Roll a die at the start of each round to see how many show up.

- 1-2: No reinforcements
- 3-5: Two stormtroopers
- 6: Stormtrooper Squad

The characters can commandeer any ship in the hangar, including TIE fighters. If any TIEs escape during the battle, the Rebels must fight them as they break out into space. Refer to the battle in Episode One for

statistics and special rules for fighting in the asteroid field.

Ideally, the battle ends with the characters fleeing in a stolen ship (or ships) just seconds before their detonite charges explode and Shantipole is consumed in a tremendous fire ball.

Break Out

Once the characters have commandeered a ship and moved it out, they receive a message from Ackbar. If they took the Mon Calamari ship, Ackbar knows its codes and can just speak. If the characters took any other ship, you have to tell the players that Suskafoo, who knows Ackbar's ship codes, connects with the commander and announces that the mission is accomplished and they are on our way. In any event, read the following:

Your ship lurches forward, slipping through the atmosphere shield and out into the asteroid field. Back in the hangar bay, two more squads of stormtroopers pour in through the tunnels. Some fire from extreme range, but their shots bounce off your ship's hull.

The sublight engines kick in and Research Station Shantipole disappears behind you. Then an orange explosion rocks your craft and Shantipole is no more.

Seconds pass. Your radio crackles to life. You recognize Ackbar's voice immediately. "Good work, strike team, proceed with the original plan. May the Force be with you."

Episode Six: To Run the Gauntlet

Summary

The Rebels fly through the G147 corridor to the weakest point in the blockade net. The Verpine fleet has arrived ahead of them and is locked in a one-sided battle with an Imperial Nebulon-B escort frigate. Unless the characters intervene quickly, both Ackbar and the fleet will be lost.

The Situation

As time ticked away and the Imperial patrols closed in, Ackbar decided to move the fleet into the corridor ahead of schedule. Long-range sensors indicated that the frigate guarding the corridor was moving away, probably to fortify the more obvious route leading from Shantipole to the field's edge. When Research Station Shantipole exploded, Ackbar ordered the fleet full speed ahead. He hoped the Rebel strike team had commandeered a combat craft fast enough to catch up with them, because there was no slowing the fleet now.

But Ackbar didn't count on the combat genius of Commander Nothos. Nothos figured out Ackbar's plan, and by ordering the frigate to leave its post, set his trap for the Verpine fleet. Unknown to the Rebels, he slowly moved his own ship to replace the frigate, approaching from the sensor-blinding asteroid storm that frames one edge of the corridor.

Now Nothos's flagship, a combat-ready Nebulon-B, has engaged the Verpine fleet. Confident that the unarmed ships cannot harm him, Nothos leisurely begins to destroy all but the largest command vessels. He has ordered the rest of his blockade to capture the Rebels who destroyed Shantipole, expecting them to break through the field at a spot closer to the now-destroyed research station. That simple flaw in his logic could prove to be Nothos's undoing, provided the Rebels can think of a way to distract his ship while the Verpine jump to lightspeed.

The Verpine Shooting Gallery

As the Rebels near the end of the asteroid corridor, read:

The asteroid field thins as you reach the end of the natural corridor. Moments later, you break clear into

open space and see a chilling sight. The Verpine fleet is already out of the field and engaged in a one-sided battle with an escort frigate! Your comm units pick up a broadcast from the Imperial ship: "Rebel scum! I am Imperial Commander Bane Nothos, and my flagship will take great pleasure destroying your fleet one transport at a time until Ackbar and his project team surrenders. And, in case you think I am bluffing..." A barrage of blaster fire leaps from the frigate to punctuate the Imperial's statement and a fully loaded Verpine transport explodes into flaming shards.

To save the fleet, the characters must distract the Nebulon-B. This means giving it something to shoot other than the defenseless Verpine ships. Suskafoo speculates that "a good clean hit on the main engine should render the frigate's propulsion and maneuvering systems inoperable." Questions about how Suskafoo knows this draw one of his long-winded replies.

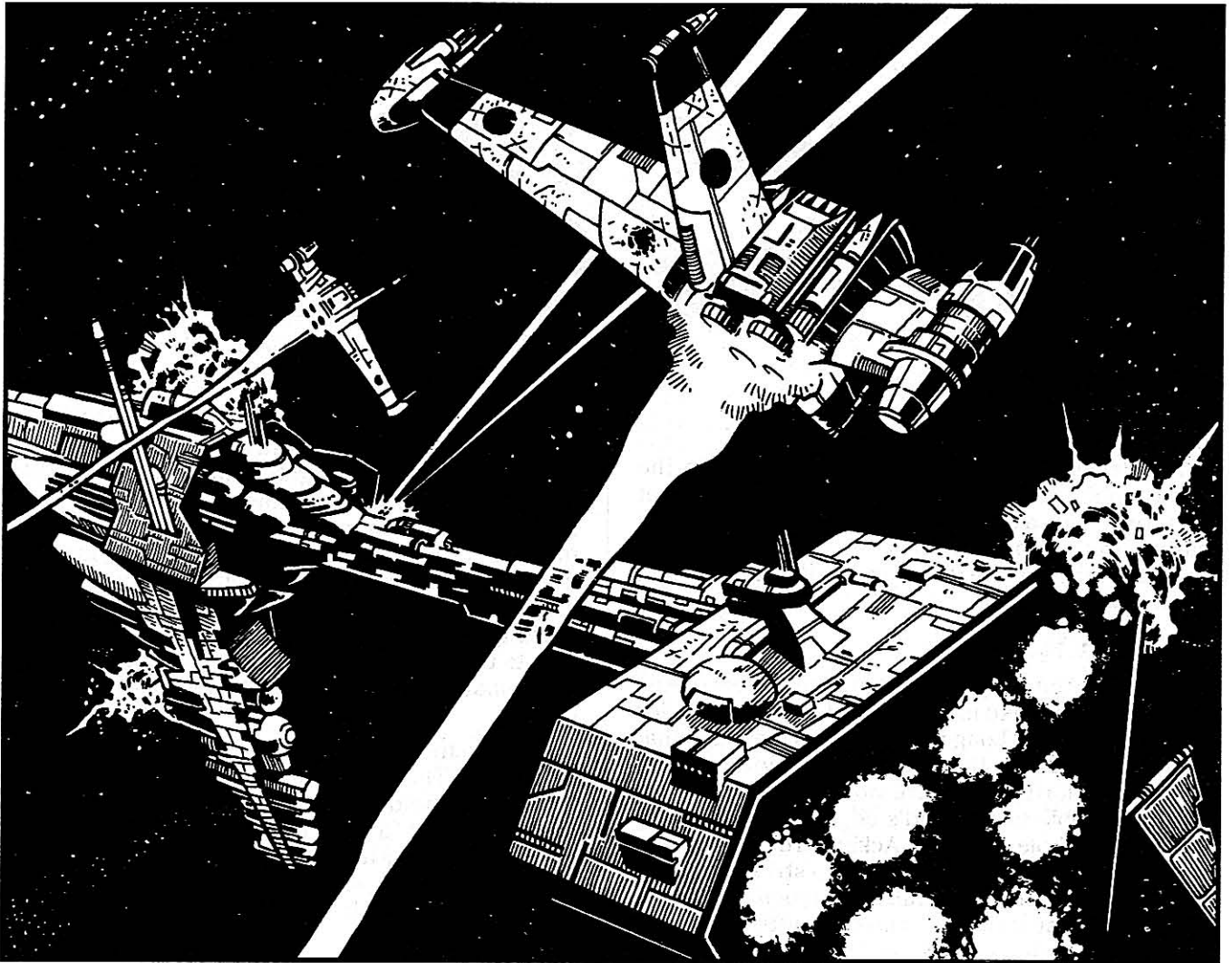
It's likely that the Rebels have the shuttle and the B-wings. If so, Suskafoo or one of the other Verpine they may have rescued points out that the B-wings were specifically designed to disable an Imperial frigate's engines, provided they can get close enough for a point-blank shot. The B-wings can be launched out of the shuttle's rear cargo hatch.

Other ships the characters might be flying include the Mon Cal freighter, the *Out Runner* or TIE/rc fighters.

If the characters have more ships than they can man, let the rescued Verpine prisoners help out. Each Verpine has *starship piloting* skills of 2D+2. They will fly any ships the characters ask them to, but they refuse to fire weapons.

Starship Combat

The Nebulon-B is a sizable ship, carrying a crew of almost 1,000 members. The characters don't have enough firepower to destroy it, but they can hurt it, as the engines are especially vulnerable to point-blank hits. It takes three direct hits from blaster cannons, or one well-placed proton torpedo or concussion missile to temporarily knock out the frigate's engines. This won't be easy though. Four turbolaser batteries guard the frigate engine housing.



The battle begins with the Nebulon-B between the fleet and the Rebels. Each round the Nebulon-B fires upon the fleet. For purposes of combat, the fleet has no effect on the battle. Instead, use the fleet to motivate your players. For example, if they hesitate to attack Nothos's ship, let it destroy a Verpine freighter.

The Rebels begin at long range to the frigate. Every round they can close, until they reach short range. Their weapons will only affect the frigate at short range, and then only if they aim for the engine housing. To hit the fragile engine housing requires a difficulty roll of 6 or better. Any hit that causes actual damage (heavily damaged or better) counts as a direct hit for purposes of knocking out the engine systems.

Four turbolasers fire upon the Rebel ships as they close. In addition to damaging the vessels, every hit that causes heavy damage or better knocks the craft back one range step, to a maximum of long range.

When the Rebels accomplish their goal, three direct hits from their energy weapons or one direct hit from a missile or torpedo, turn to "The Big Conclusion."

Nebulon-B Escort Frigate. Capital, *astrogation* 3D, capi-

tal ship gunnery 4D+1, *capital ship piloting* 3D+2, *capital ship shields* 3D, *sensors* 3D+1, *starship gunnery* 4D+1. *Maneuverability* 1D, *space* 4, *hull* 3D+2, *shields* 2D. *Weapons:* 12 turbolaser batteries (fire control 3D, damage 4D), 12 laser cannons (fire control 2D, damage 2D), 2 tractor beams (fire control 2D, damage 4D).

B-wing. *Starfighter*, *starfighter piloting* 5D, *starship gunnery* 4D+2, *starship shields* 3D+1. *Maneuverability* 1D+1, *space* 6, *hull* 3D, *shields* 2D. *Weapons:* 1 laser cannon (fire control 1D, damage 5D*), 2 proton torpedo launchers (fire control 3D, damage 7D*), 3 fire-linked medium ion cannons (fire control 4D, combined damage 4D*), 2 auto blasters (fire control 2D, damage 1D*).

* numbers have been modified for attacking the capital-scale Nebulon-B.

The Big Conclusion

After your players have damaged the frigate with the set amount of direct hits, read:

Your last shot explodes along the frigate's engine casing, causing electric-blue sparks to dance over the scarred metal. A rumble tears through the Nebulon-



B, and then the engines go dead.

The hail of fire from the ship's laser batteries tells you that the frigate isn't completely vulnerable, however. You direct the Verpine fleet to prepare to jump to lightspeed. Ackbar's voice comes over your comm unit loud and clear. "Nice shooting, strike team. We owe you our lives. Now let's get out of here. Our sensors indicate the rest of the blockade is on its way."

But before you engage your own hyperdrives, another voice cuts through the cheers. It is a cold, menacing voice. "Savor your victory while you may, Rebels. Remember the name of Commander Bane Nothos, for one day I shall find you and make you pay—dearly—for what you have done."

If Nothos says more, you do not hear it, for you follow the last Verpine transport into hyperspace.

Epilogue

If the Rebels have just retaken the holodisk from Salin Glek, this first hyperspace jump is to a neutral system, where Admiral Ackbar can pick up the disk from the characters to find out where the Alliance fleet is waiting.

If the Rebels could not get the disk, but it was destroyed along with Salin Glek on Shantipole, Ackbar,

will use his contacts to get in touch with the Alliance and eventually they will meet with the fleet. If Salin Glek escaped, then you can keep the players tense as they wait for word of the fleet, then find that one of the Rebel operatives warned the Alliance of a waiting Imperial force, and the rendezvous point was changed. Still, make sure the characters realize that they lost a lot of trust with Alliance Command for their actions, and they will have to do much to redeem themselves.

Once at the Rebel rendezvous point, injured Rebels are treated immediately. Ackbar is promoted to Admiral two days later at a ceremony presided over by Mon Mothma herself. Before the ceremony, Ackbar asks the characters, Suskafoo and Lieutenant Pollard to act as his honor guard. Afterward, Ackbar offers the team commissions as Rebel officers, or promotions if any of the characters are in the military.

Rewards

For rescuing Ackbar, saving the B-wings and disabling the Nebulon-B, give each player 10 skill points. Reduce the number given by two for each part of the mission they failed to accomplish. Feel free to give additional points for exceptional play. At this time, you should also replace any Force points spent during the adventure.



The Game Chambers of Questal

In this Adventure...

...Rebel heroes investigate the disappearance of their comrade, Tiree, on the planet Questal. He went there without orders and without consulting Alliance High Command. Were it anyone else, the disappearance might have been dismissed as a joke or jaunt. Tiree, however, is too good of a soldier for that...or was.

The Alliance has regretfully written him off: there are other, more pressing priorities. Besides, Questal is a planet to be avoided. Rebels there disappear with alarming regularity. Moff Bandor rules with impunity.

Tiree's friends, though, are not so quick to desert him. They believe he is in trouble, so they go to Questal to investigate. Their unauthorized mission requires them to work undercover and without support. The Alliance does not condone their mission and provides no special equipment or contacts.

On Questal, the heroes find themselves with more mysteries than just Tiree's disappearance. They are faced with an Imperial Moff who holds his planet in a thrall of fear rivaling that commanded by Lord Vader.

Will the Rebels find Tiree? And in what condition? What is the terrible secret behind the Moff's power and how will it affect the Alliance?

Adventure Background

Given another million years or so, Questal might have developed its own form of sapient life. Instead, settlers, looking for a planet where they could live in peace, found it and made it their own. They had a quiet existence, cultivating the land and growing crops. Then one day, about three years ago, an agri-droid turned over a large rock imbedded with ardanium.

Refined ardanium actually grows stronger in the presence of radiation, forming a nearly impenetrable container for the fuel needed to power large starships. By lining their fuel cells and engines with only a millimeter-thick coating of ardanium, the Empire was able

to create Super Star Destroyers. With this new supply, the Emperor knew he could double the size of his fleet.

Entrepreneurs and miners by the thousands converged on Questal, all seeking the valuable ore. With them came the greedy and unscrupulous. Intergalactic mobsters established organizations on the planet. Questal became a planet of rivalry and blaster-play.

To restore order, the Emperor assigned Moff Bandor to rule Questal. He arrived with heavily armed Imperial troops which quelled the minor battles with typical Imperial methods...wholesale arrests and quick executions.

Though he put an end to the violence, Bandor's rule was anything but benevolent. Bandor did not exterminate the criminals: he gave them positions of power in the government, letting them rule the very people they had terrorized before he arrived.

Bandor's infamy has spread throughout the Sector. He tamed a wild population with limited troops and instilled fear in the hearts of the most hardened prospectors and toughs. There are many wild legends and rumors about his powers; few could guess the truth behind those stories.

The Hurllothrumbic Generator

Moff Bandor's source of power is the Hurllothrumbic Generator. The generator produces waves stimulating the base of the brain, causing unexplainable, but perceptible fear in the victim. Operating at low power, the generator can cause mild anxiety and sweating. On high, it can send any creature screaming for cover.

Bandor tests the generator periodically in the Game Chambers, a sinister "playground" hidden beneath his palace. There he imprisons his enemies, hunting them down before killing them.

Recent Events

The supply of ardanium on Questal seems to be waning. What new deposits are discovered trigger claim jumps, murder and bloody fights. The popula-



tion is dissatisfied and growing edgy. It is the perfect environment to recruit Rebel spies and fighters to bring down the tyranny of the Empire, starting with Moff Bandor.

Rogan was a farmer, forced onto a small plot of land that barely maintained his wife and child. He set out for Gralleenya, the capital city of Questal, to start a Rebel cell there. Unfortunately, he was captured and brought before Bandor, who threw him into the Game Chambers. After toying with him for a bit and reducing him into a fear-crazed simpleton, Bandor tossed Rogan into the streets as a warning to other would-be Rebels.

After months of searching, Rogan's wife—Tyerle—found him and sent out a distress call to her brother, Tiree. Tiree sped to the planet and, after speaking with Tyerle, concluded that there was something more sinister in the palace than just an odious Moff.

Tiree went in to investigate and he has not been heard from since. Tyerle stays in the city, caring for both her child and Rogan, and waiting for news of her brother. She grows more afraid every day that she will never see him again.

Adventure Synopsis

The Rebels land on the planet of Questal in disguise. Since Moff Bandor's birthday is celebrated with parades, masks and costumes, they will have no difficulty keeping their true identities hidden. (But neither will any Imperial spies or bounty hunters).

Once on the planet, the Rebels must locate Tiree, which they think will be easy. Tiree was wearing a pendant that contained a short-range beeper. Right now though, that pendant is being worn by a member of the Nebula Masters, the Questal chapter of the notorious Dark Star Hellions. He and his cronies found Tiree's hidden X-wing fighter, with Tiree's uniform inside it. They stripped the X-wing of everything of value, including the pendant, and then sold the craft.

Through the local swoop gang member, the Rebels will locate Tiree's droid. In its memory is the reason

why he came here and a clue as to where to find him.

The Rebels will discover some secrets about Tiree's family and past, clues suggesting that the Rebel has gone to the palace of Moff Bandor. Then they will have to get into the palace and rescue their friend from the Game Chambers.

The Main Gamemaster Characters

Rogan: If it weren't for his marriage to Tyerle, Rogan would have joined the Rebellion with his friend, Tiree. Responsibility to his family instead led him to emigrate to the then-peaceful planet of Questal, where he began homesteading.

With the arrival of Moff Bandor, Rogan quietly rallied some of the original settlers into resistance groups. While recruiting new members, Rogan was betrayed and captured. Moff Bandor threw Rogan into the Game Chambers. Rogan could not withstand the assault of the Hurlothrumbic Generator. His mind is all but destroyed.

Tyerle: Tyerle is a strong woman, but her priorities are family oriented rather than toward the Rebellion. After Tiree went off to join the Alliance, she never tried to contact him, fearing she would put him in danger. It would take something very important and frightening to make her call for him...which is precisely what happened.

Moff Bandor: If ambition were height, Bandor would stand higher than the mythical peaks of Archais. While many would be satisfied with ruling a planet and plundering its wealth, Bandor has greater plans: he wants one day to sit in power next to the Emperor.

For years, it bothered him that he could not manipulate the dark side of the Force. It appealed to him to have the power to make people cringe just by thinking about it. It no longer bothers him, now that he has the Hurlothrumbic Generator. In fact, many think he can use the Force, which only adds to his legend and the fear he inspires.



Episode One: Welcome to Questal

Summary

The Rebels arrive on Questal with only one slim lead to follow. Getting through the city, they find out about the Gala being held for Moff Bandor and get some information about the situation on Questal. They also have the unique opportunity to subdue a "tame" trompa.

Starting Out

Keeping in mind that the Alliance is not sanctioning this mission, the Rebels should be limited in what equipment they bring. They are free to take any personal equipment they own, but very little else. The characters have most likely bought passage to Questal. If they have their own ship, they can use it to get to the spaceport, but do not have the clearance to fly into the city. The adventure script will have to be slightly modified depending on what the characters want to use.

Knowing what they do about Tiree, they will have certainly brought along a wrist comlink complete with locator to home in on Tiree's pendant. They may carry personal weapons, but must have an Imperial Sanction Card to take them into the city (available at the spaceport for a nominal fee of 30 credits plus security check, or 100 credits under the table and no security check).

Learning the Local Customs

Please read the adventure script before proceeding. This encounter is to give the players the idea that Questal is a corrupt planet where almost anything or anyone can be bought.

The staring gentleman is a Questal customs inspector. Beyond the customs agent are a few unarmored guards. They are ever watchful and very protective of the customs agents...especially those who share the bribes they take.

The inspector asks the Rebels to hand over their luggage. He sends it through a scanner. If the Rebels have hidden any weapons or equipment in their cases

without taking precautions against scanning, it will be discovered. If the inspector spies anything suspicious, he turns to the Rebel and says in a whisper, "It would be a shame to spoil your visit by getting arrested on your first day here. Can you think of any reason why I shouldn't call the guard?"

The inspector is looking for a bribe. Since the inspector thinks of himself as a planetary official, the characters have to roll a Moderate *persuasion* or *con* to get the inspector to accept anything below 200 credits. The inspector will laugh at any amount below 100 credits. If the Rebels just ask how much, the inspector wants 200 credits.

Gralleenya

Gralleenya's political structure:

Planetary Government: Moff Bandor rules. No one questions his judgement or decisions. But Moff Bandor cannot handle every little problem that comes along; he has made the city's District Commanders the judges, jury and, often, the executioners over each of the five districts of the city.

District Commanders: Each is free to hire as many enforcers and give them whatever power he sees fit. This means that a citizen can get a different punishment for the same infraction depending on the district he is in. In some cases, the laws are not even the same. One district forbids gambling while another encourages it. Overall, though, each District Commander is corruptible.

Turf Bosses: Unofficially, the District Commanders have agreements with various criminal bosses to handle minor problems. For example, in exchange for keeping Rebel activities and insurgency down, the boss can have the gambling concession in the district. The system leaves very little recourse for a citizen who does not have the money or criminal bent to participate in the baksheesh hierarchy.



Game Chambers of Questal Adventure Script

The following script opens the adventure. Your gamemaster will tell you which part (or parts to read).

Gamemaster: Crowds of people mill around the spaceport, but none seem to have pierced your disguises.

1st Rebel: Do you want to tell me again why we're wearing these stupid outfits?

2nd Rebel: Because we have to get into the city undetected.

3rd Rebel: Could we just fly in?

4th Rebel: With what? You heard what the General said when we asked for a shuttle: "Sorry, gentlemen. While we can't stop you from going on this wild mynock chase, we won't help you either. The Alliance can have no part in this." That means, no equipment and no ship.

5th Rebel: He had good reasons. Tiree disappeared a few days ago after flying off on his own "wild mynock chase." No one knows why. He might have been captured by the Empire. High Command can't afford to send a rescue party after every Rebel who takes it in his head to go off on a mission of his own.

6th Rebel: And that is why we're here.

4th Rebel: Right. To rescue a guy who's more trouble than he's worth.

3rd Rebel: That's not fair.

4th Rebel: Oh, no? Have you forgotten our little debacle on Bothawui? We hadn't even joined the Alliance yet and he almost got us killed.

2nd Rebel: It wasn't his fault. The Imperial Security Bureau had his name; he had to go undercover.

1st Rebel: Does he still have that stupid R2 unit with him?

4th Rebel: The last report had Deo with him. And that droid isn't stupid; he had enough sense to lead us to Tiree.

1st Rebel: You obviously have a selective memory about what happened. The droid also got us into a lot of trouble.

4th Rebel: Well, if you want to get technical—

1st Rebel: I do.

5th Rebel: Pipe down, you two. This mission's going to be hard enough without your bickering. We had better hope Tiree is wearing his locator pendant or we'll never find him.

6th Rebel: If he's not, we'll have to try a bar called "Shilley's" A friend in Intelligence told me that's the place to buy info on Questal.

3rd Rebel: Was that the same friend who promised you there would only be light resistance when we raided Pyros? I still have bite marks from that little fiasco....

2nd Rebel: Shhh. We're coming up on Customs. Somebody's staring at us. Try to act like tourists.

3rd Rebel: I left my plaid pressure suit back at Headquarters.



Gralleenya is not a happy place. On top of that, it is framed in by a no-man's land called The Waste. When prospectors came to Questal in search of ardanium, they started at the outermost city limits and scorched and blasted their way outwards, leaving behind useless lands scarred with mined caves and pits. The countryside surrounding Gralleenya can barely support a blade or two of plant life.

Bandor's Birthday

As the Rebels make their way through the city, they are caught up in the Gralleenya Gala. It is Moff Bandor's birthday and he has ordered an entire week of parades, parties and celebration. All citizens are to enjoy themselves...or else.

The streets are filled with masked and costumed citizens. Some wear extravagant, colorful costumes and dance and carouse wildly. Others wear simple masks and slink along the streets. The difference between the two is striking. The obvious merrymakers are all part of the power structure in some way, while those who try to stay anonymous are ordinary citizens.

Read aloud:

Scattered around the city are huge posters featuring the face of Moff Bandor and bearing such slogans as "Long Live Bandor," "The Moff is Tops," "Our Beloved Leader," and the like. As you make your way down the city street, you see a young humanoid defacing one of the signs to read "Die Soon Bandor." The police swoop in quickly and, after a short chase, stun the humanoid with blasters and cart him off while the crowd watches in silence and fear.

Curiosity aroused, the Rebels may ask what was going on. What answers they get (if any) depend on who they ask. Roll a die to see who is available, or just select from the list below.

1-2. Merrymaker. This person is of the opposite sex of whoever is asking, and is fairly attractive. The Rebel may attempt a Moderate *Perception* roll to see if a friendly relationship can be established. If the character can stop the Merrymaker from dancing for a second, the Merrymaker explains: "Certain malcontents are forever trying to besmirch the image of Moff Bandor. They are party-poopers trying to ruin the Gala."

3-4. Civilian. This person tries not to be noticed and is quite afraid when asked questions. It takes a Difficult *Perception* roll to get the following answer: "Moff Bandor has made many people unhappy with his—tactics. Look, I don't want to get involved. Leave me alone!"

5. Pickpocket. Same reactions as a Merrymaker, but, while the Rebels are talking, the pickpocket's accomplice tries to steal one of their items. Use an opposed roll, pitting the thief's *pickpocket* skill against the Rebel's *Perception*.

Pickpocket. All stats are 2D except *dodge* 4D, *pickpocket* 4D. Move 10. Has a couple of credits and baubles.

6. Swooper. This member of the Nebula Masters is surly and rude. If asked any questions, he starts poking the Rebel in the chest and shouts, "Who do you think you are talking to, rancor-face? I'm gonna hit you so hard you're gonna wind up in some space slug's gut!"

If the Rebel gets tough back, the swooper pulls out a vibroblade and starts combat. If the character backs off, the swooper snickers, gets on his swoops and takes off, plowing through the rapidly parting crowd. (See page 93 for a description of a typical swooper.)

Search and Restore

The first thing the Rebels may try is to call up Tiree on their comlink. There will be no answer; Tiree removed his comlink when he adopted a disguise. It is now in the secret compartment of his speeder.

The Rebels must start asking clever questions to get a lead on their friend and learn about the planet. The characters will have to go with the one lead they have: a place called Shilley's. Beyond that, all they can do is hope that their locator will pick up Tiree's homing signal.

The Parade

One of the highlights of the Gala has everyone abuzz. Kersh Lauskner's Traveling Animal and Acrobatic Arcadium will be performing in the courtyard of the Moff's palace over the next few days. One of the clowns from the circus hands out leaflets: "Come one! Come all! The greatest show in three quadrants! Exotic animals! Death-defying stunts! Beautiful females! Kersh Lauskner's Traveling Animal and Acrobatic Arcadium! Bring the family! Entry 1 credit."

Read aloud:

The troupe is serving up a preview with a parade. Your way is blocked as it passes. There are tumblers, jugglers, laser-eaters, clowns, and trained creatures. The colorful speeders and skiffs float by. Music blares from the speakers. It is the first time you have detected real joy since you entered the city.

As the characters watch, a hush falls over the crowd. Approaching is the Amazing Alonzo and his trained trompa. Give the characters a physical description of the trompa. Let a character make a Moderate *Knowledge* roll to identify this creature if he wants. This distant cousin to the arctic wampa of Hoth has adapted to temperate climates. Its mien is fierce and Alonzo carries an electric prod (similar to a gaffi stick, but with an electrical supply to give the jolt), just in case.

■ Trompa

Type: Fierce Predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Teeth: Teeth do STR damage.

Claws: Claws do STR+2 damage.

Move: 12

Size: 2.5-2.9 meters tall

Capsule: Adults stand almost three meters tall. The arms of this biped hang almost to its knees and the six-inch claws are formidable looking indeed. The creature's face is grotesque, with both simian and reptilian features. It has sharp teeth and quick eyes.

In its natural environment, the trompa has no predators. It is sovereign over all it surveys. The trompa can move very quietly and strike with a swiftness that belies its size. Death is usually instantaneous. The trompa is not very fussy about what it kills for food.

Alonzo puts the creature through several routines involving bending metal beams, walking on its front paws and lifting the Amazing Alonzo's pretty assistants into the air.

Have the Rebels make Moderate *Perception* rolls. If successful, they notice that, beneath the smiles, Alonzo looks quite worried and the trompa is balking at commands. The crowd thinks it is part of the act, but perceptive Rebels know better.

Read aloud:

There is a couple across the way. He looks very passive and disinterested; the woman is beautiful with jet-black hair. She delights in the parade and tries to fire some enthusiasm in her partner. Suddenly a

small child pushes past the crowd out into the street, brandishing a laser pinwheel. He rushes forward, all smiles and giggles, waving it at the trompa. A look of absolute panic crosses Alonzo's face.

The trompa attacks the child. It roars as it rears up and pulls back a furry arm to strike. While the Rebels push their way through the crowd, Rogan—the passive man across the street—sees the child in danger and darts forward, pushing the child out of the way. The trompa swats him as if he were a tiny insect. He crashes into a store wall and lays there.

Read aloud:

The screaming begins. Soft at first, but growing as people begin to realize that the trompa's rampage is not part of the act. The circus people scatter, dropping their equipment and scurrying for safety.

The Rebels are the only ones in the crowd brave enough to subdue the trompa. Everyone else panics and starts scurrying around. If the Rebels do not handle the emergency, lots of people and property will be destroyed.

There are several pieces of equipment lying nearby that the characters can use to stop the trompa. By commandeering a skiff or





speeder, they can confuse or ram the trompa, going for a kill or a knockout. By grabbing a fallen lashing line, the Rebels can attempt to bind or trip the trompa.

Or a character can go for Alonzo's electric prod and try to subdue the trompa. This takes a series of opposed rolls between the character's *Dexterity* and the trompa's *Strength* of 5D. The Rebel must achieve two successes to calm the creature back into a docile, trained state. The Rebel could also just use their blasters.

During the battle, Tyler leads Rogan away.

If the characters have managed to stop the trompa's rampage without killing the beast, Alonzo will be grateful and start directing workers bring up the force cage.

If they were forced to kill the creature, Alonzo will not blame the characters.

Either way, he will talk about how the trompa never made any trouble until they reached Questal. "They're very touchy and can almost sense danger coming. He's been very agitated since we landed. I guess he's been picking up on the fear in the people. I've never seen so many people so afraid on one planet."

The trompa has been reacting to random waves from the Hurlotrumbic Generator. While humanoids feel just a little edgy from such low intensities over the distance from the palace, the trompa's highly developed senses were affected badly.



Episode Two: Tiree's Trail

Summary

After the excitement of the trompa's rage, the Rebels will be interested in going somewhere restful for a quiet drink and sophisticated conversation. Unfortunately, they will go to Shilley's. They will meet some informative regulars, find Tiree's locator pendant and discover that a droid in hand can make one bushed.

Shilley's

There must be seamier places in the galaxy than Shilley's, but one doesn't come to mind immediately. In comparison, the Mos Eisley Cantina is a country club. The inside is dark, with a bar lining two walls and

curtained booths lining the rest. Shilley's is a favorite place for the illegal to meet. It is neutral ground and the owner pays a hefty sum to keep it that way.

Behind the bar, Gor'telp—the four-armed, three-eyed Kler'terrian—keeps the drinks flowing while constantly scanning the bar for the slightest sign of trouble. He is a cagey alien with one eye literally in the back of his head. If he thinks a patron is about to start trouble, he signals the bouncer, Snufftalon.

Standing well over two meters in height, the Wookiee earns his keep nightly by intimidating the patrons. When called to break up a fight, he is just as likely to break up the fighters. Though he carries a blaster, he prefers to use his fists and feet to keep order. It gives





the other patrons an entertaining show.

Gor'telp. All stats are 3D except *Knowledge* 2D+1, *Perception* 3D+2, *bargain* 4D+1, *con* 4D+2, *brawling* 3D+2. Move 10. Three blasters (4D) are hidden at intervals along the bar. Blasters are set for stun.

Snufftalon. All stats are 3D except *blaster* 4D+2, *Knowledge* 2D, *Strength* 5D, *brawling* 6D+2, *Technical* 2D. Move 12. Blaster pistol (4D) in holster. Blaster set to kill.

Patrons

Tormax Ardellian: A Corellian sits in the back booth, nursing a drink and trying not to be noticed. He doesn't move his head much, so it will take a Difficult *Perception* roll to notice that he has a nasty fresh wound on the right side of his face which was hastily attended to. He is part of a Corellian pirate-raiding party that was smuggling in some Rebels and equipment to Qestal.

The pirates were found out and the Rebels were put to death in a public execution. His comrades are now all locked up in the palace. He knows nothing about Tiree.

Sleeping Twi'lek: In one corner, a Twi'lek snores softly. He has been there since being left there by a party the night before. He will remain asleep for another three days. Even when he wakes up, he will have nothing important to add.

The Sabacc Game: At a table near the back sit a Gamorrean, an Ithorian, a Quarren, an Ugnaught, and a humanoid, all playing sabacc. Their *gambling* skills are all 2D+2, so no one is really ahead. In fact, the game is an ongoing one...for the last several months.

The participants are always arguing about cheating, but nothing ever comes of it. They can answer most questions about the planet and the Ugnaught knows about the Nebula Masters.

The Swoopers: When the Rebels first arrive, they see four swoopers (male and female) sitting at a table.. They are noisy and annoying, but not violent...yet.

Add any other patrons you see fit.

Meefing Shilley

Though Shilley's is a place where people come for information, strangers are treated with some suspicion. Shortly after they start asking questions, two of the Rebels will feel a heavy weight pressing down on their shoulders. It is the hairy paws of Snufftalon. He gives the best imitation he can of a smile and gestures toward the back of the bar.

If the Rebels are reluctant to go, he grabs a couple in a bear hug and begins to bodily move them, using them as shields against attacks by the rest of the Rebels. He never loses his smile.

When the Rebels are in the back room, a weak-looking door slides open and Snufftalon nods the Rebels through. Once the characters are inside, Snufftalon leaves. Read aloud:

The room is spotless, well-decorated and stylish. The weak-looking door is a facade; this side is very durable metal. There are plants and avian life which roam freely. There is a large desk and office chair. Standing behind the chair is a slender Morganian. Like most of her species, her skin is very fair, almost white. She is quite attractive.

This is Tan Shilley, owner of Shilley's place.

Shilley could be quite useful to the Rebels. If they treat her politely and with respect, she may give the Rebels information and answers they could not get otherwise. If friendly, Shilley explains in detail the mood of the city and planet, confirming the Rebel's observations. She hints at some "power" that Moff Bandor wields. "Some say he was granted strange powers by Lord Vader himself. I have seen strong nasty men taken to the palace and broken. Not a mark was on their bodies. No burn points from a scan grid. No synaptic disruption. Nothing."

If you decide that a mutual sense of trust and interest has been established between Shilley and the characters, she confides there is dissension on the planet, fired by the few Rebel elements that have so far survived Bandor's attentions. There was recent talk of one man, a farmer who came into town to recruit allies to rebel. He disappeared and nothing more has been heard of him.

If the Rebels are not suitably polite and friendly to Shilley, she will tell them nothing without being well paid for the information. Threats are all but useless against her; she's got a lot of muscle in the local underworld. If any character raises his voice at her, Snufftalon comes back and kicks them all out. If the characters damage her or the establishment, they'll wish they hadn't.

■ Tan Shilley

Type: Morganian Bar Owner

DEXTERITY 3D+1

Blaster 3D+2, dodge 4D

KNOWLEDGE 3D+2

Alien species 4D,

bureaucracy 4D+2,

cultures 4D,

languages 4D,

streetwise 4D+2,

survival 4D+1

MECHANICAL 2D

Repulsorlift

operation 3D

PERCEPTION 4D

Gambling 5D,

sneak 4D+2

STRENGTH 2D

Brawling 2D+2,

climbing/jumping 3D

TECHNICAL 3D

First Aid 4D,

security 3D+1

Move: 10

Capsule: Tan Shilley is an attractive



Morganian woman—slim, lithe, with pale skin and bright eyes. She left her home planet to become a traveling entertainer and dancer. She came to Questal to run a cantina during the boom years of the ardanium strike and has been here ever since. Shilley is intelligent, but cagey. She appears to be less smart than she really is, but she never reveals more than she chooses. While she does have Rebel sympathies, she will not risk her neck for anyone.

Swooper Trouble

Toward the end of the conversation, sounds of an argument and struggle can be heard coming from the bar. The monitor screen on the wall will show Snufftalon tussling with five or six swoopers who are making a lot of trouble. The swoopers aren't quite drunk enough to draw their weapons in Shilley's (a foolish thing to do), but they are drunk enough to try and take out a Wookiee in close combat. Someone, apparently the swoop gang's leader, stands near the door, egging his men on.

Bim Maldeen (Swoop Gang Leader). All stats are 3D except *dodge 3D+2*, *melee parry 3D+2*, *melee 4D*, *repulsorlift operation 5D*, *brawling 3D+1*, *repulsorlift repair 4D+2*. Move 10. Vibroblade (3D+2), Tiree's pendant.

Swoop Gang Members (6). All stats are 2D except *dodge 3D*, *melee parry 3D*, *melee 3D*, *repulsorlift operation 4D*, *brawling 3D*, *repulsorlift repair 4D*. Move 10. Vibroblade (3D+2).

When the Wookiee or Rebels seem to be getting the upper hand, the leader makes a rapid exit. At this point, the Rebels notice the locator signal on the Rebels' wrist comlink is beeping. Tiree's pendant is somewhere close, but according to the signal, it is moving away rapidly.

The pendant is around the neck of Bim Maldeen, leader of the Nebula Masters, who—at this moment—is zooming away in his skiff. If they move quickly, the Rebels can zip out the front door, grab the swoops from the beaten gang members and take off after Maldeen.

Mobquet Asteroid-3 Swoop Racers (6). Speeder, maneuverability 3D, Move 210; 600 kmh, body strength 1D.

Obstacles

Bim knows the city well and will zip down the streets at perilously rapid speeds, using all of the available terrain—pedestrians, bridges, open buildings, more pedestrians—to throw off pursuit. It is impossible to track his progress from high in the air; if the Rebels wish to keep up with him, they will have to follow at nap-of-earth.

This is very dangerous.

Use the following obstacles during the chase through Gralleenya.

Holo-Rancor

Read aloud:

They certainly built some of these streets very narrow. Not conducive to an easy chase. All the people and vehicles and the rancor...the rancor? From around a corner of a building comes the huge head, teeth agleam with dripping saliva, its maw right in the path of your oncoming vehicles.

The rancor is a holoprojection for a parade. The operator wears the keyboard control on a strap around his neck. Because of the high speed of this chase, give the Rebels Difficult *Perception* rolls to see if they recognize it as a hologram. If successful, they can go right through the image. If they think it's real, they must make Moderate *repulsorlift operation* rolls to get around it, failure indicating they crash right into the image. Look grim, ask for *Strength* rolls from the unfortunates, then tell them they are unharmed: it is an image. They have, however, lost a lot of time while they faltered; the beeper indicates the pendant is much further away.

Traffic Droid

Read aloud:

Gralleenya uses the latest technical advancements to keep traffic flowing. That round object with the four arms is the latest Traffic Droid model, designed to register vehicular flow and tell it when to move through crowded interstices. Right now, it is telling you to stop.

The problem isn't so much the droid as the traffic moving across the intersection. The Rebels must make Moderate *repulsorlift operation* rolls to skim over the traffic, flying very close to the traffic droid. This upsets the droid's gyros, sending it spinning. The droid's sensors will record the number of swoops going by.

Sail Barge

Read aloud:

During the gala, owners of sail barges are making a fortune carrying small parties around the city. The captain provides food and drink and anything else his passengers require and then cruises over the lower limits of the city so the passengers can enjoy the Gala while remaining safe from the dangers of the street.

Have the Rebels make Difficult *repulsorlift operation* rolls to avoid the barge. If the rolls fails as a Difficult, but would have been successful under a Moderate difficulty, the Rebel missed hitting the hull, but ripped through a sail, carrying a portion of the sail with her around her head.

SqualSpinner

Read aloud:

Remember when you were young and the star carnivals came to town? You'd line up for hours to get tossed into the SqualSpinner. Once in the spinning column of air, you could spin and turn and



tumble to your heart's content. Well, there's one right in your path.

The SqualSpinner sets up a controlled tornado. Patrons are put into it and they have a great time doing gymnastics. It's safe—except when maniacs on swoops fly through it. Then the patrons can be scattered to the winds.

It only takes an Easy *repulsorlift operation* roll to avoid crashing into the column. Note, however, that Bim tore right through the 'Spinner, sending several riders straight up into the air (how many is up to you). Make it clear to the Rebels that if they do not rescue the hapless victims, death will ensue. It takes a Moderate *repulsorlift operation* roll followed by a Moderate *Strength* roll to save each patron.

Police Speeder

Read aloud:

After all you've avoided, it looks like you might be gaining on the swooper. But what is that wailing sound? Uh-oh. A quick look behind you shows a speeder cop on an Aratech 74-Z Military Speeder Bike. And he looks very determined.

The last thing the Rebels want is the police involved. They will now have to lose the police bike before they capture Maldeen. Too easy? Well, the officer can start firing his medium laser cannon.

Aratech 74-Z Military Speeder Bike. speeder, maneuverability 3D+2, move 175; 500 kmh, body strength 2D. Weapons: laser cannon (fire control 2D, damage 3D).

Maldeen Speaks

Assuming the Rebels capture Maldeen, they will want to interrogate him.

Maldeen got Tiree's pendant out of an X-wing his gang found stashed in a burned-out building. "We was takin' blaster practice when a wall collapsed, and there she was under a plasti-shroud. Boy, we thought we had it made. We could have been the top swoop gang in the quadrant!

"We just couldn't get the flaming thing running! Every time we tried to get it started, that droid inhibited the system! And we couldn't take out the droid without blowing the 'wing's compsystems, you know? So we slapped some paint on her and dragged her to Honest Ellam's speeder lot. If anyone can get past the droid, he can."

Maldeen took the pendant because

"It looked nift, you know?" He knows nothing else about Tiree or why he came to Qwestal.

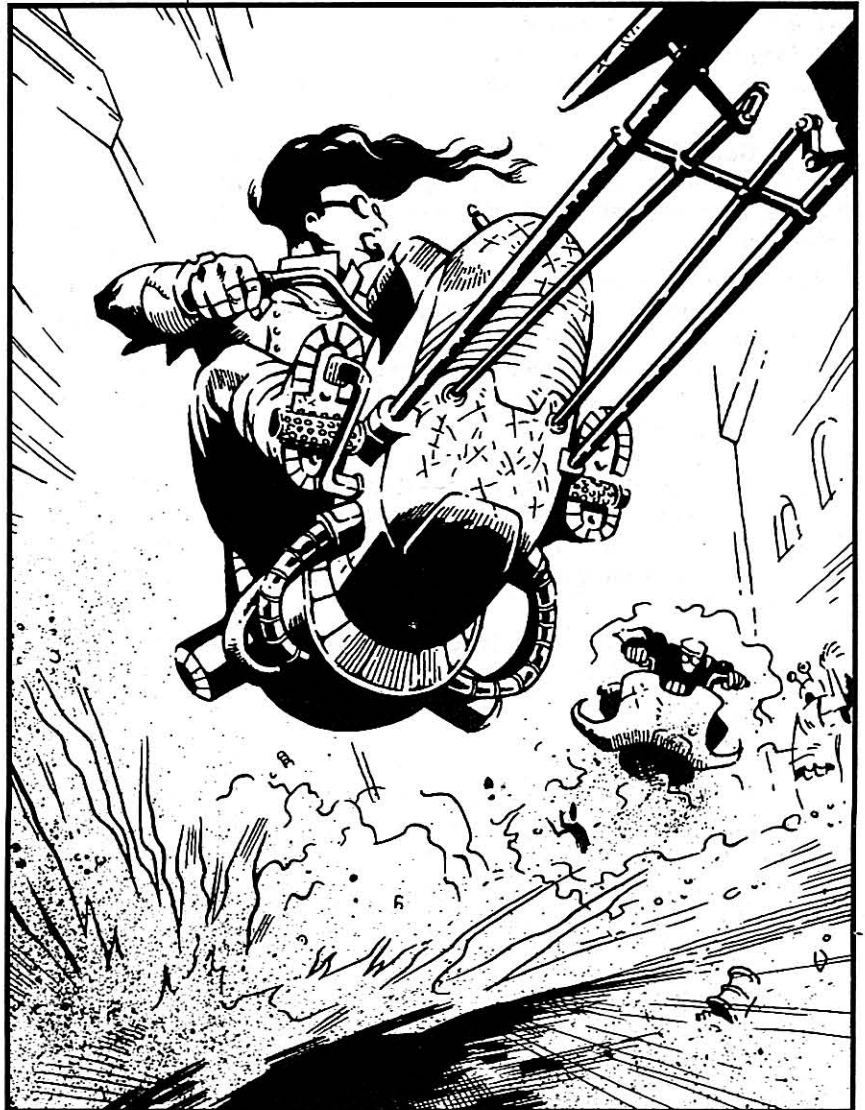
Whether Maldeen informs the authorities about the Rebels is up to you. But keep him in mind. If the adventure looks like it is becoming too easy, you can always send gang members or local hoods after the Rebels or decide that Maldeen tipped off the Moff to their presence.

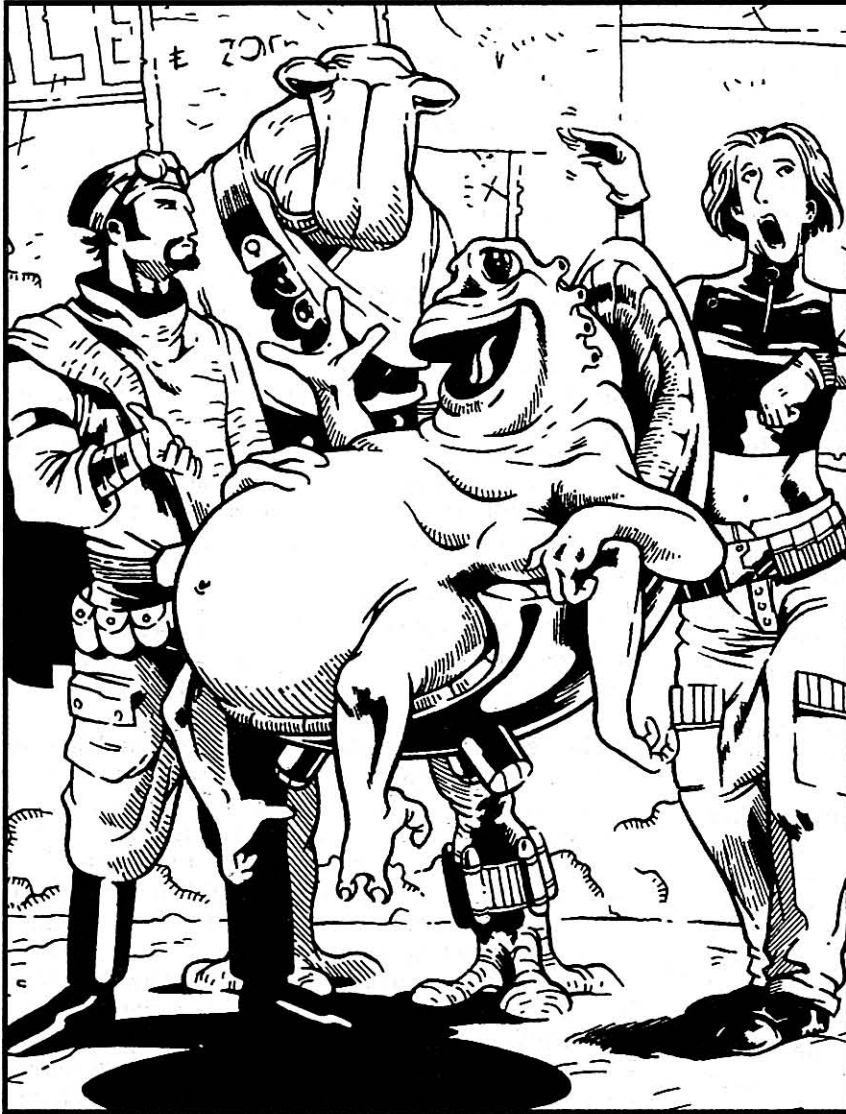
If the Rebels fail to overtake and capture Maldeen during the swoop chase, you will have to improvise their attack on the swooper's headquarters. (The Ugnought back at Shilley's will be able to give them the general location.) There are about 20 of the gang members there and they have about a dozen blaster pistols (4D).

Honest Ellam's

"Turn your speeder into credits!" "Is your cloud car the pits?" "Soaring vehicles, not prices!"

These are just some of the signs placed around





humanoid less than a meter high, with a large head and four arms which appear much too long for his body. His solid-red, large eyes glisten with good humor and the V-shaped mouth is in a perpetual smile.

Ellam. All stats are 2D except *bargain* 5D, *con* 4D. When confronted about the honesty of his establishment, he will cry out in an astonished, hurt voice: "Hey, do I look like a Jawa to you?" Anti-grav chair: Ellam's home planet is much smaller than Questal and he finds the heavier gravity here uncomfortable, hence the chair.

Gamorrean Bodyguards (2). *Dexterity* 3D, *blaster* 3D+2, *Knowledge* 1D, *Mechanical* 1D, *Perception* 1D, *Strength* 4D, *brawling* 4D+2, *Technical* 1D. Move 7. Blaster (3D).

Ellam is all smiles as long as he thinks the Rebels are there to buy a speeder. If they try to strong-arm him, Ellam signals his Gamorrean bodyguards to deal with the Rebels. If he begins to suspect the characters are after more than just a new vehicle, he becomes cagey, though he is always open to an "inducement" to talk.

Once a relationship or trust is established, Ellam shows the Rebels the X-wing. It is in the back of the lot, hidden among some skiffs and cloud cars in disrepair. On the way back to the X-wing, a mouse droid rolls up. The droid's retractable manipulator arm extends a datapad, which Ellam looks over and then punches in a few numbers. As the

black, box-like droid drives off, Ellam grins. "Great little things. Not only are they good for running errands, but they help keep the place safe at night. Them and the caniphants."

He gestures over to a force cage where three creatures can be seen. They are four-legged, with high shoulders and large muzzles. Their noses are like tapered snouts.

The X-wing is partially covered with a plasti-shroud, more to protect it from discovery than the elements. It has been painted a horrendous shade of dark green. When Ellam shows the X-wing, he will start his spiel.

Read aloud:

"You won't find anything like it for sale anywhere else in the system! We've refurbished the entire interior, wiped out the old programming. We'll install whatever nav program you want. All you need is an astromech droid and you're ready to go."

Ellam's expert technicians were able to deactivate the links between Tiree's droid and the X-wing to

Honest Ellam's Used Speeder Lot. Parked throughout the lot are speeders, cloud cars, swoops, skiffs, and other repulsorlift craft in varying conditions and price ranges.

Overall, Honest Ellam lives up to his name when representing the condition of the vehicles he sells. He's not honest about their histories, though; he will cheerfully purchase a stolen speeder and change the numbers and programs to eliminate tracing it to the rightful owner.

Unless running from the law, the Rebels can arrive openly at Ellam's. Shortly after they begin looking at the vehicles, a friendly voice booms out:

"You're just in time, friend. I was going to put that baby on sale: 25 percent off. You can't pass up on a deal like that."

A quick look around reveals nobody in sight. You look puzzled; above you, you hear a chuckle. An anti-grav chair slowly settles to within about a meter from the ground. Sitting on it is a small, blue-skinned



remove the droid. They didn't have the knowledge or expertise to deprogram the droid, so they removed its legs and now keep it in a storage room where it can whistle to its motivator's content without annoying them.

Ellam is asking 150,000 credits for the X-wing, cash only, please. In reality, he's selling it rather cheap, but he doesn't have the contacts to move this kind of specialty item. If the Rebels wish to dicker over the price, he'll go down to 125,000, but that's his final offer. (Of course, we don't actually expect a character to have enough money to buy an X-wing, but clever Rebels may wish to pretend to be interested in buying it to gain Ellam's confidence.)

An added large "inducement" or bit of persuasion will get the Rebels access to the droid; Ellam will throw it free into any deal to purchase the X-wing.

Skulking about Ellam's

If they have not gotten the information they are looking for openly, the Rebels can sneak into the lot after hours. They will have to contend with some dog-like guard creatures and small mouse droids that regularly patrol the perimeter.

The mouse droids are modified MSE-6 general purpose droids, similar to the ones seen on Star Destroyers. They scurry among the vehicles constantly searching for intruders. If they detect anything larger than rat-sized, they signal the caniphants and a beeper on Ellam's wrist comlink. Ellam arrives with his Gamorrean bodyguards to investigate within 10 minutes.

The droids can be jammed, but the jamming device takes time and equipment to build. The equipment is available through a patron at Shilley's, or the Rebels can make their own contacts (Moderate *streetwise* roll). Once they have the proper equipment, the builder must pass a Difficult *Technical* roll to build the jammer.

■ Caniphants

Type: Predator
DEXTERITY 3D
PERCEPTION 3D
STRENGTH 3D

Special Abilities:

Smell: Caniphants have an excellent sense of smell, giving them +1D to their *Perception* when they can use their nose.

Bite: Caniphant attack by biting, doing STR+1 damage.

Move: 13

Size: 1.2 meters long, .75 meters high at the shoulder

Capsule: These four-legged creatures have long, tapered snouts with very sensitive noses. They make excellent guard animals, mostly because they are not friendly at all. The only way past them is through combat.

MSE-6 General Purpose Droid. All stats are 1D except *Dexterity 3D, search 4D, security*. Equipped with electrophotoreceptor, auditory sensor, holorecorder, retractable fine manipulator with stun attachment (1D damage, stun only).

R2-D0, I presume

It's not too hard to find the droid; the characters can follow the whistles and chirps easily. The droid was placed in a storage shed near the back of the lot, not too far from the X-wing.

In the storage room, Tiree's astromech droid, R2-D0 (Artoo-Deo) chirps and whistles his protests over being demobilized and his concern over Tiree. He recognizes the Rebels from their previous encounters, and his dour and urgent chirps turn to whistles of delight over being found.

Deo (as the droid is called) lies on his side after an unsuccessful attempt to move using only his retractable tractor leg. His other legs lean up against the wall of the storage room and must be reattached.

The Rebels can put Deo into the X-wing and take off, but it must be done carefully lest they alert the city authorities. If they didn't keep the swoops or obtain a new vehicle, then only one person may pilot the X-wing, while the rest walk. They can fly the X-wing to the burned-out section of the city and hide it in one of the buildings. Then they must extract the information about Tiree from Deo.

At your discretion (and especially if the Rebels have had an easy time of it until now), you can have the Rebels attacked in the lot, or along the way to rendezvous with the X-wing. The offenders can be Nebula Masters wanting their swoops back, police, or Ellam's Gamorrean guards, whichever are more logical.

Episode Three: Tiree's Tale

Summary

With Deo in hand, the Rebels follow a line of clues back through Shilley's, eventually leading to the small Rebel band on Questal, who live in fear of their very lives. There they finally get to meet Tyerle and hear the story of Tiree's arrival and his adventures on Questal.

The Deo Tapes

The Rebels may hope to get a record of Tiree's actions by activating Deo's memory. When requested, Deo chirps excitedly. His lights flash and he spins his top—and then he falls silent.

Ellam's mechanics have jumbled Deo's memory circuits, erasing many of them. If a Rebel makes a *Difficult droid programming* or *droid repair* roll, he diagnoses the problem and retrieves what Deo still remembers. After several minutes' work, the following holo-images appear:

1. An attractive Morganian woman sitting behind a desk looking very businesslike. (Shilley.)
2. An attractive humanoid woman with very dark hair and eyes. She appears very worried and sad, but suddenly looks up and a radiant smile breaks through the near-tears. She starts to rise with arms extended, when the image sputters and fades out. (This is Tyerle and her reaction upon first seeing Tiree. If the players don't recognize her as the woman their characters saw at the parade, give the Rebels a *Moderate Perception* roll to remember.)
3. A rag-tag group of people assembled in a dimly lit area, some faces fading in and out. In the foreground at one point is the image of the back of a man dressed in a Rebel uniform: Tiree; he is having a heated discussion with another man...flicker...fade out.

The Rebels can play these scenes as often as they like, but Deo cannot change, augment or intensify the images because of the damage to his memory. After a few moments of this, Deo will begin beeping impatiently. He is annoyed at his inability to remember; he also wants to go out and find Tiree as quickly as possible.

Deo is obsessed with finding Tiree. The symbiotic relationship between them is strong and Deo does not want to have to break in a new master. But, being a droid, he does not understand subtlety. Left on his own, he would travel from building to building throughout the city, pushing open doors and scanning the premises—completely oblivious of the inhabitants.

■ R2-D0

Type: Astromech droid

DEXTERITY 1D

Electroshock Prod 4D, dodge 3D

KNOWLEDGE 1D

Planetary systems 7D, survival 5D, value: technology 6D

MECHANICAL 2D

Astrogation 8D, starship piloting 5D,

PERCEPTION 1D

Gambling 5D, hide 4D, sneak 4D

STRENGTH 1D

Lifting 4D

TECHNICAL 2D

Computer programming/repair 7D, droid programming 5D, droid repair 5D, repulsorlift repair 4D, security 6D, starship repair 6D

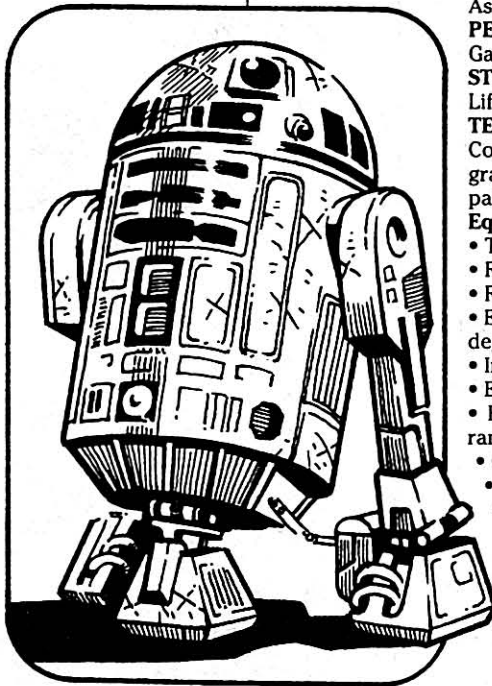
Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1 to *lifting*)
- Retractable fine-work grasper arm
- Extendable 0.3-meter-long video sensor (360-degree rotation)
- Infrared receptor
- Electromagnetic-field sensors
- Holographic projector/recorder (one-meter range)
- Computer link-up jack
- Auditory receivers
- Laser welder (1D+2)
- Electroshock prod (3D, stun damage only).

Move: 7

Size: .96 meters tall

Capsule: Tiree's droid, Artoo-Deo has a very strong personality. He is bright, but stubborn and hard-headed. Al-





though he cannot speak words, he feels a wide range of emotions and expresses them through assorted beeps, whistles, whines, and shrieks.

Deo would never do anything to purposely injure the characters or endanger himself, but he is obsessed with finding his master, Tiree, and nothing can stop him from searching.

First Things First

The Rebels have three choices: they can attempt to find the black-haired woman, find the group Tiree was speaking with or go back to Shilley's. The last is the most likely (or at least the easiest).

Back at the bar, the Rebels can pick up their interrupted conversation with Shilley. If they hadn't established a good relationship with her before, she's willing to give them a second chance if they helped Snufftalon fight the swoopers. The Morganian immediately recognizes Deo; the droid accompanied Tiree when he came to the bar looking for information about the Imperial Palace. Shilley never went to the Imperial Palace; as much as it pains her to lose a commission, she suggested that Tiree try to deal with Turf Boss Mosh Pelkan.

If Shilley and the Rebels are getting along, she tells them about a party Pelkan is giving that night and offers to take them on her invitation. She doesn't want to know what the Rebels are after, but they might like to know that Pelkan's parties attract a wide variety of people...including members of the Imperial Security Bureau. She also suggests that the Rebels do something about their outfits since "it is a costume gala, darlings."

If the Rebels haven't established good relations with Shilley, they had better do so in this conversation. Otherwise, they have to cross her palm with some cold, hard credits before she gives them the information. It takes quite a bit of money (1,000 credits) to get her to bring them in on her invitation, otherwise they have to find their own way in.

Party Time

Mosh Pelkan lives in the large round penthouse of the luxury hotel he operates in his district. Entry is via lifter platform—a small round repulsorlift that moves only vertically. The Gamorrean bodyguards check invitations on the ground and the guests rise to the penthouse.

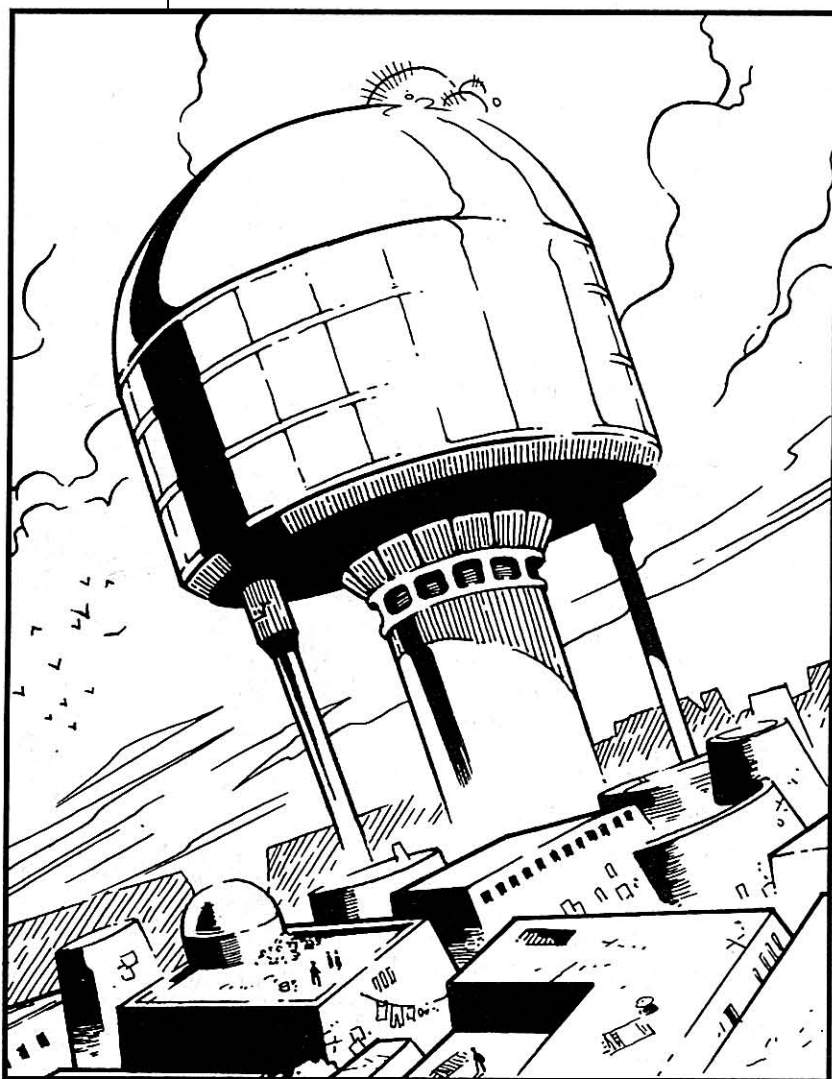
Once in the lobby, more armed Gamorreans scrutinize the guests, subjecting any suspicious-looking ones to a scan for blasters or other weapons. The Rebels must make Easy *con* rolls to avoid

the scan; if anybody fails, the guards scan the entire party. If they find any weapons, the Gamorreans become annoyed; it takes a Moderate *con* to convince them to let the characters in (without weapons, of course).

Gamorrean Guards. *Dexterity 3D, blaster 3D+2, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 4D, brawling 4D+2, Technical 1D. Move 7. Blaster (3D).*

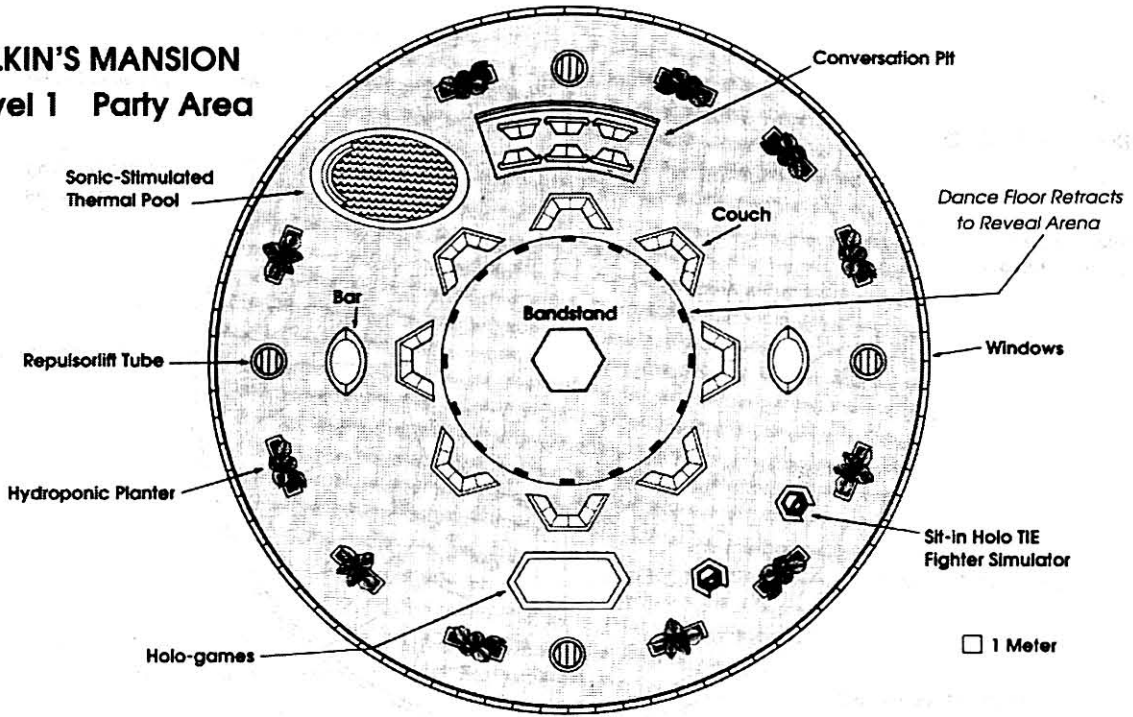
The smooth, 150-meter trip to the penthouse gives the Rebels a chance to admire Pelkan's headquarters. The luxury dwelling is a diamond in a junk heap, and the buildings surrounding it pale in comparison. Shaped like a crystal mushroom, the transparent walls allow for maximum view and maximum protection (they are made of the same material as Star Destroyer viewports).

The mushroom cap of the building is Pelkan's private dwelling, literally a mansion in the sky. Pelkan does for himself very well. The multi-floored dwelling sports the finest artworks from at least 16 sectors, including a rare Bespin gas gem with its constantly shifting interior.



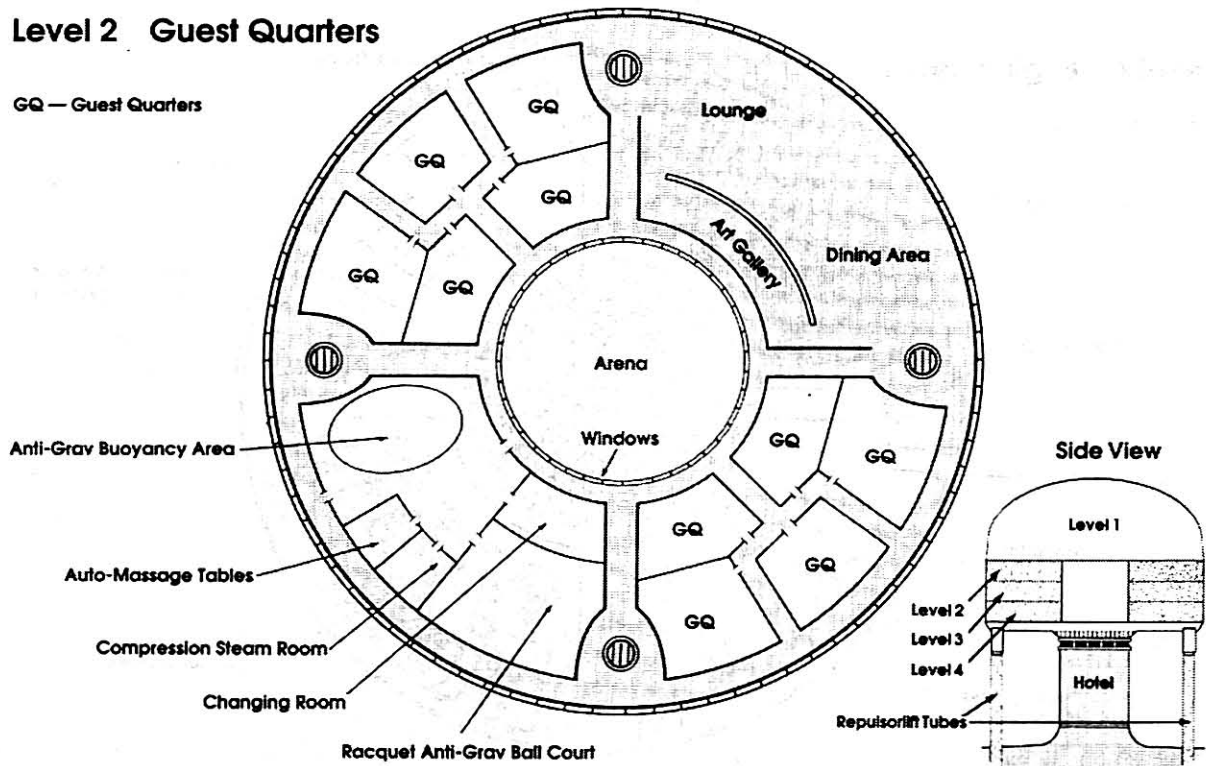


PELKIN'S MANSION
Level 1 Party Area



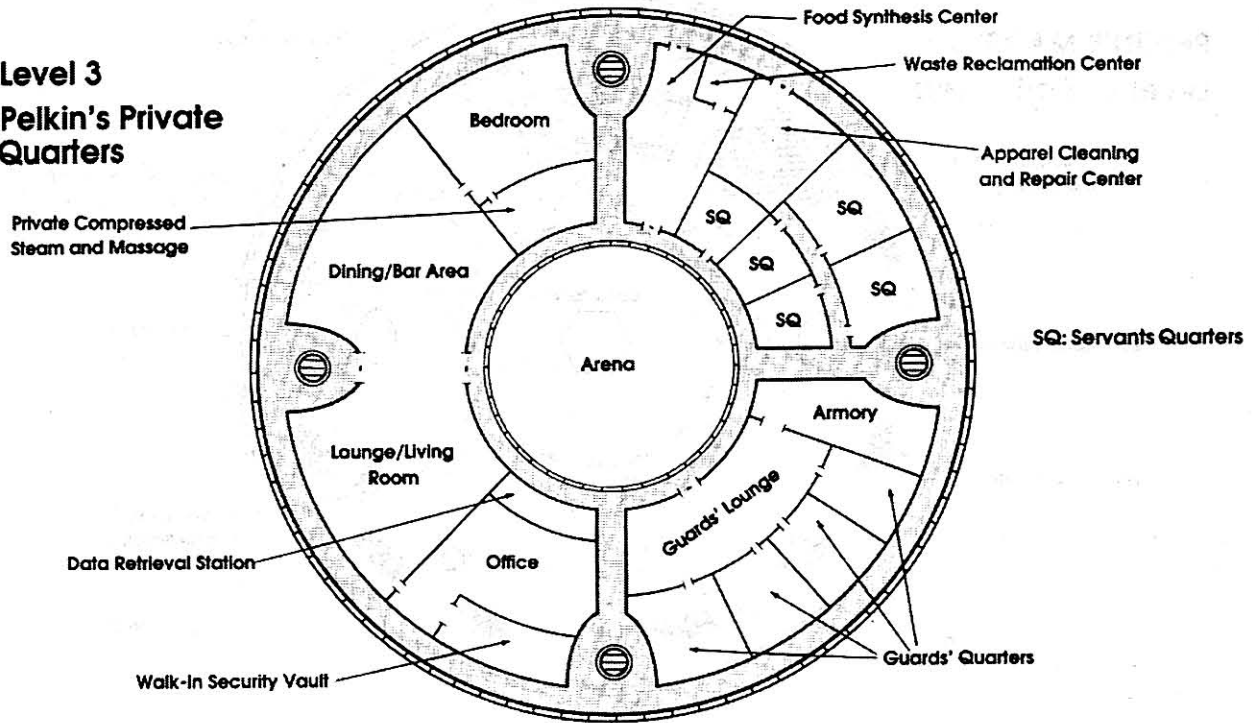
Level 2 Guest Quarters

GQ — Guest Quarters



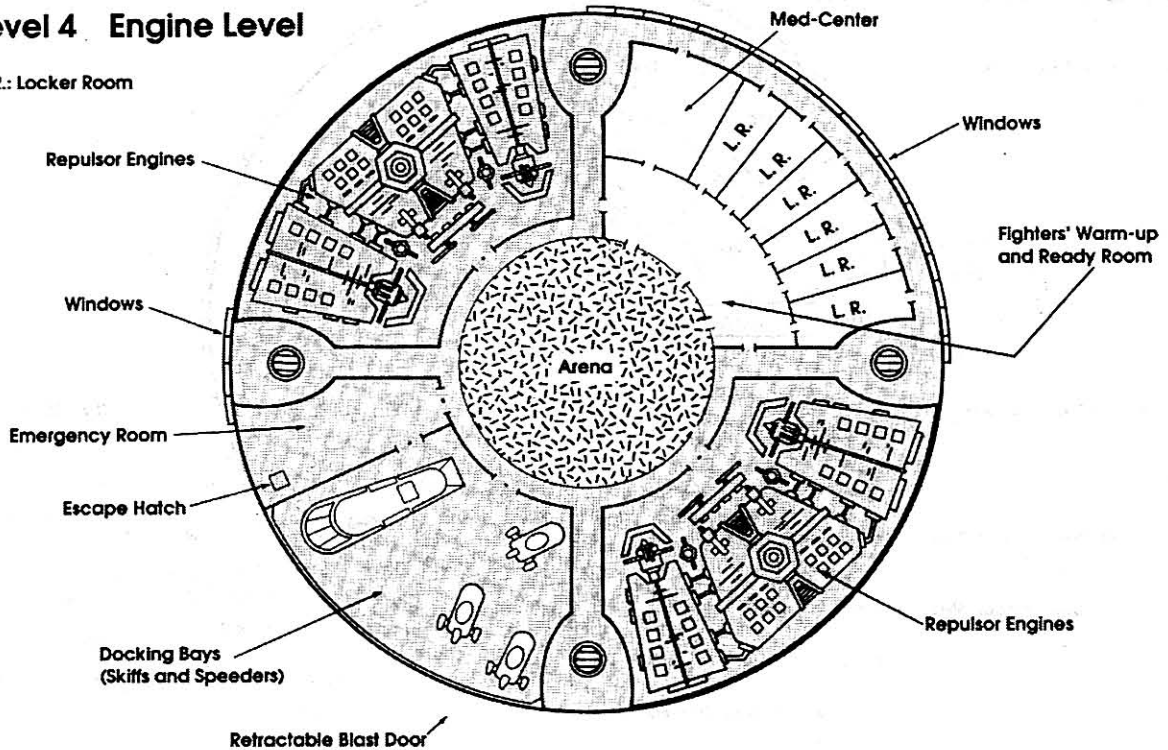


Level 3 Pelkin's Private Quarters



Level 4 Engine Level

L. R.: Locker Room



When the Rebels arrive, the party will be in full swing. There are creatures from at least a hundred planets in all different shapes and sizes. It is hard to tell, as most of the guests are wearing bright-colored clothing and headdresses for the costume gala.

The Guests

The party is filled with some minor players and local toughs and gangsters. You may play them any way you wish. Some include:

Underworld Recruiters. They come in all shapes and sizes. Most of the males are dressed in dark, scary costumes, while the women are dressed more seductively. In some alien species, this does not come off well to humanoids. Some are looking for new blaster talent and will approach any Rebel who handles himself well. Others seek attractive members of any race to entertain clients.

Self-Important Toadies. These are gangster lieutenants and bodyguards who attempt to impress members of the opposite sex with their importance. They too dress dark and seductively, but it seems rather drab when compared to the underworld recruiters. They also try to show how tough they are by trying to intimidate people larger than they.

Gold-diggers and Gigolos: Usually very attractive and charming, but none too bright, these people live by attaching themselves to rich and/or powerful people. They are experts at flattery and con-artistry. They dress in sparse outfits of bright, cheery colors, hoping to appeal with their beauty.

Important Personages

There are three people the Rebels should meet during the party:

Mosh Pelkan

Anyone who visits Pelkan's home planet of Mephitis will understand why the race never developed noses. Mephitis has the major distinction of being the only planet whose ambient atmospheric aroma is offensive to all species save its own. Mephitisians have two horn-like projections coming out of their heads that are sensitive to air movement and vibrations.

These purple-tinged humanoids are very dextrous and can use their four arms simultaneously. Their black eyes are very small and covered with clear lids, and their upper lips flap over to cover their mouths. These modifications are for restricting exposure to Mephitis' obnoxious air.

When he arrived on Questal, Pelkan planned to become a prospector, but soon found he could turn a better profit importing certain contraband items for other prospectors. His well-established powerbase earned him a district of the city when Moff Bandor came to the planet, for while Imperials are well known for their bias against aliens, Moff Bandor recognizes that Pelkan is a popular figure in Questal and not so easily removed. Instead, Bandor intends to wait until

Pelkan makes a wrong move before arresting him "for crimes against the Empire."

Though greedy, Pelkan likes his luxurious life style and will do little to endanger it. He might sell the Rebels information about the Moff, but only if they can convince him that they are not undercover Imperial Security Bureau agents.

Mosh Pelkan. *Dexterity 4D, Knowledge 3D+1, bureaucracy 4D, streetwise 4D, Mechanical 2D, Perception 3D+2, bargain 5D, con 4D+1, Strength 2D, Technical 2D.* Move 10. Concealed hold-out blaster (2D+2).

Ref Mawber

The Imperial Security Bureau is everywhere. Moff Bandor learned from the Emperor's example: spies are essential. Bandor has a network of spies throughout the planet. At this party, it's Ref Mawber.

Mawber uses his facile tongue and good looks to infiltrate and report on the Turf Bosses. When Tiree showed up at Pelkan's looking for information, Mawber recognized him from reports filed by an Imperial agent named Mar Barezz. Mawber informed the Moff's security officers; when Tiree entered the palace, they were there waiting for him.

Since the Rebels are strangers on Questal, Mawber will be interested in them. For this costume party, he chose to dress as a flamboyant pirate, with scarves and a vibrorapier at his side. He introduces himself as a rich merchant's son who hasn't got time for the family business. He happily imparts useless, mildly treasonous-sounding rumors and information to them, hoping to provoke an equally treasonous response. If they bite, he will report details of the conversation to the Moff.

Ref Mawber. All stats are 2D except *blaster 3D+2, bureaucracy 4D, streetwise 3D+2, con 4D, brawling 3D.* Move 10.

Lanni Peggann

Ref Mawber is not the only undercover operative at the party. Lanni Peggann, posing as a servant, noses around for the Alliance.

If the Rebel characters are well known throughout the Rebellion, you can give Peggann a *Perception* roll to see if she recognizes them. Determine the difficulty of the roll by your estimation of the Rebels' fame. Even if she does recognize them, Peggann knows how important and difficult maintaining a cover can be, so she will not blow her cover unless absolutely necessary.

Lanni Peggann. All stats are 2D except *blaster 3D+1, con 3D+2, brawling 3D.* Move 10. Grenade (6D), hold-out blaster (2D+1).

Chit Chat

A steady flow of hors d'oeuvres, drinks and chatter in about 16 different alien tongues provide a strange undercurrent to the music of Mirt Alpitt and the Dust Storms (their name belies the soft instrumentals they feature).

The party is in full swing when the penthouse takes



off. The entire mushroom cap detaches from the tower, and powerful repulsors lift the penthouse into the air, where it begins a stately tour of the city. The mansion will stay aloft until just before dawn, when it will return to dock. This cuts off any easy escape route for the Rebels (though they can't yet see anything to escape from).

In addition to the information gleaned from conversations with Pelkan and Mawber, the Rebels can pick up rumors and information by mingling with other partiers.

1. "Moff Bandor is one of the greatest leaders, life quality on Questal has so improved." (False, except for those who started out rich and played along to stay that way.)
2. "The Moff wields the Force as well as the Emperor." (False, but the person describes how he saw Bandor "melt an assassin." He never saw it and he shouldn't believe articles in the holopads at the market check-out scanners.)
3. "The Rebels have been wiped out on Questal and are surrendering all over the Empire." (False, but the Rebels would be unwise to get involved in a debate about it.)

An Evening's Entertainment

There are a lot of rooms in the floating mansion for the Rebels to investigate. (See the maps on pages 99-100). They will find nothing untoward, just a lot of jewels, credits and art pieces. Nothing about Tiree or where to find him. If they spend too much time snooping about, throw a couple of drunk guests, servants, droids, or security guards at them, requiring *con, hide, sneak*, or other skill rolls to fool someone or avoid trouble.

When they tire of the unsuccessful search, or if they seem content to stay at the party without searching, read:

A few hours into the party, Pelkan takes over the microphone and announces that the evening's entertainment is about to begin. An excited buzz runs through the crowd; Shilley gives a small shudder.

Pelkan continues: "During this time of celebration for our magnificent Moff, the city is alive with entertainment. We are here to drink to his health and wish him well...even if he can't be here to join us. But when he is here, the Moff delights in our little tournaments."

The crowd starts to move to the perimeter of the large dance floor.

"And tonight we have a special match-up, just for you, my special friends!" Cheers ring out, as the furniture in the center of the room rises to the ceiling and the floor irises open.

The main attraction of the evening is a battle to the death between Pelkan's champion, Cromag, and two challengers. The fight takes place in the round arena, with floating metal discs ranging in size from one to

two meters across. At some point during the evening, one of the Rebels will enter the arena to do battle with Cromag. To give them a chance to evaluate their opponent, read to them the following description of the fight, embellishing where necessary.

The lights dim in the rest of the room and come up on the arena. Pelkan speaks. "Right here—tonight—we have a battle royale." The discs on the bottom of the arena begin to float in the air and move slowly around the arena.

Suddenly part of the arena wall moves aside and in walks a humanoid. He is two and a half meters tall and shaped like a "V," with overdeveloped shoulders and arms. He walks with grace to the center of the arena. Though he is dodging the discs, he makes it appear that they are getting out of his way. The audience murmurs "oohs" and "aahs" of appreciation. "My friends," continues Pelkan. "Cromag!"

The giant raises his beefy hands in the air, bringing forth a loud round of applause from the throng.

Two more doors slide open to admit a Gamorrean and a Wookiee. Even the Wookiee is dwarfed by Cromag. All three combatants are dressed in abbreviated costumes and carry no obvious weapons. Wall panels in the arena slide back, revealing a variety of weapons: gaffi sticks, vibroaxes, vibroblades, blaster pistols.

An unseen signal is given and the combatants each hop up onto one of the repulsor discs. No one touches the floor.

The reason becomes apparent when, while hanging off the side of a disc, the Wookiee's foot brushes the floor. He gives a pained scream as a loud "crack" sounds and the whiff of burned fur wafts through the air. The floor is electrified.

The first victim is the Wookiee. Cromag leaps onto a rising disc and then backflips off onto the Wookiee. He pinions the Wookiee's head between his legs and, with a seemingly effortless flex, snaps the Wookiee's furry neck. Shilley makes a small noise beside you, her face even paler than normal.

The Gamorrean grabs a blaster off the wall and fires, but it is empty. He then grabs a gaffi stick and jumps across the discs towards Cromag. Cromag nimbly leaps out of range onto another disc, and then another. With powerful legs, he pushes the first disc into the Gamorrean, who loses his balance and falls off, just managing to catch onto the edge of the disc at the last second. He hangs there grunting loudly while Cromag casually approaches. The crowd cheers him on. With deliberate slowness, Cromag stomps on the Gamorrean's fingers. The creature falls to the floor and with a shriek, crackle and rising smoke, is dead.

The crowd loves it.

Rebel Challenge

There are two action scenes likely to occur at the party: one or more of the Rebels end up in the arena and battle Cromag, and, following that, the Rebels





escape from the mansion.

The question arises: why would the Rebels get into the arena? The short answer is, because you force them in, or con them into wanting to go in. Here are some examples.

1. Pelkan will not give them any information or help unless they can defeat Cromag. This is especially useful if the Rebels can't find a way to convince Pelkan that they aren't undercover Imperial Security Bureau agents.
2. The Rebels are recognized, captured and thrown into the arena for the delight of the party. They can also be thrown in for obnoxious behavior.
3. The Rebels, thinking they are in danger from Pelkan or Mawber, offer a challenge in hopes of getting their hands on a few weapons, or to make a deal.
4. In defending Shilley's honor, the Rebels insult a close friend of Pelkan and are put in the arena.
5. The Rebels want to get into the arena. While the Rebels are watching the fight, give each a Moderate *Perception* roll. Anyone who is successful will notice a blaster with an ornate handle: it is Tiree's.

The Battle in the Arena

Combat starts out as hand-to-hand. Cromag has absolute confidence in his ability to kill anyone with his bare hands, so he does not go for weaponry unless his opponent does so first. Besides, grabbing at weapons is not necessarily a good tactic: not all the weapons are operational.

To make the game "more interesting," Pelkan has arranged that half the blasters have no power packs, half the vibroaxes and vibroblades are inoperable, and half the gaffi sticks cannot be removed from the wall.

The battle involves a lot of jumping, leaping and brawling.

- Jumping from one disc to another takes an Easy *climbing/jumping* roll.
- Getting into position to jump on an occupied disc takes a Moderate *Dexterity* roll.
- Jumping onto an occupied disc takes a Moderate *climbing/jumping* roll. Afterwards, the two combatants make opposed *Dexterity* rolls. The loser must make a Difficult *climbing/jumping* roll to jump onto an empty disc; if he fails, he falls to the floor.
- Grabbing a weapon off the wall takes a Moderate *Dexterity* roll. Which weapon is available at any given moment depends on the roll of the die:

1-2. Gaffi Stick (STR+1D)

3-4. Vibroblade (STR+1D+2)

5. Vibroax (STR+2D)

6. Blaster (4D)

After the first roll, roll again: on a roll of 1-3, the weapon is inoperable. If the Rebel makes a Difficult

Dexterity roll, she has managed to get near the gun suspected to be Tiree's. She may then retrieve it off the wall with an Easy *Dexterity* roll. This weapon is operational.

- Falling. The floor of the arena is electrified (3D+2). Each round a character is in contact with the floor, he takes the damage listed above; in addition, he must pass a Moderate *Perception* roll to avoid being paralyzed by the current. Even if not paralyzed, any actions a character takes while on the floor suffer a -1D penalty due to the shock.
- Getting out. Activating the exit doors from the bottom of the arena takes a Moderate *Mechanical* roll and one interrupted combat round to perform.

Cromag. *Dexterity 4D, melee 4D+2, Knowledge 2D, Mechanical 2D, Perception 3D, Strength 5D, brawling 5D+1, climbing/jumping 5D+1, Technical 2D.* Move 11.

Victory

If the Rebel manages to defeat Cromag, Pelkan flies into a rage and sends for his guards. They are humanoids (Gamorreans can put such a damper on a swanky party) and armed with standard blasters.

Guards (6). All stats are 2D except *blaster 2D+2, brawling 3D+1.* Move 10. Blaster pistols (4D).

Defeat

If the Rebel(s) appears to be losing, the other characters can jump in to try and help him. The result is pretty much the same: Pelkan alerts the guards.

If the Rebels are helpless, they get help from a surprise guest. Peggann has one grenade and a hold-out blaster hidden in her uniform. If she is impressed with the Rebels' performance, she lobbs the grenade at Cromag. Even if she misses, the resulting explosion causes a lot of confusion and panic, giving the Rebels a chance to try to escape. Having blown her cover, she attempts to accompany the Rebels.

The Chase

The guards will chase the Rebel through the mansion until capture is effected or the Rebels get out. There are several ways the Rebels can get off the mansion.

1. Get to the repulsorlift station and perform a Difficult *Mechanical* roll to quickly modify the lift to lower them to the ground.
2. Make it to the emergency station and grab a repulsor vest. The vest will slow down a fall for a safe landing.
3. Jump into thin air. If it looks like the Rebels are about to be captured, you can have another vehicle (like a skiff or sail barge) pull up, the passengers and crew alike curious about the activity on the floating mansion. The Rebels will have to smash or shoot their way through the window and then make a Difficult *jumping* roll to make it from the floating mansion to the other vehicle.

Remember Me?

As Shilley was the one who brought them to the party, she's in a little jeopardy herself. When, after a long, harrowing chase or running gun battle, the Rebels reach their objective—the repulsorlift, the escape station, whatever—Shilley is standing there waiting for them. She asks, "What took you so long?" sarcastically, and then calmly begins shooting at anyone chasing them (she borrowed the gun from a guard who was paying too much attention to her torso to notice her fists).

If Peggann does not accompany the Rebels, you can arrange for her to escape some other way and meet them on the ground.

What a Waste!

Once safely on the ground, have Peggann introduce herself. Either she helped them and left the party with the Rebels, or she slipped off on her own because she feels the characters should meet the local Rebel cell. If the Rebels are suspicious or reluctant to go with her, she reminds them that Pelkan is a special friend of Moff Bandor and that word will be out to pick them up...or have them shot on sight. They need a place to hide.

Shilley insists they go with Peggann. Shilley is more than a little annoyed at the characters; she knows that there is probably a warrant out on her and she is going to have to get off-planet quick. If the characters left Deo at Shilley's, she sends word to a trusted employee to meet them with the droid.

Once out of the city, Peggann leads the characters through the Waste to a cave hidden by some sparse brush. They descend into a cavern where the Rebels have established a sanctuary. The characters recognize the cavern as the



scene from Deo's holo-projection.

The characters also find a woman with lustrous black hair accompanied by a passive-looking man. These are the same people they saw at the parade: Tyler and Rogan.

■ Tyler

Type: Farmer
DEXTERITY 2D
KNOWLEDGE 3D
 Survival 3D+2
MECHANICAL 2D
 Repulsorlift operation 3D
PERCEPTION 2D
 Bargain 2D+2, search 3D
STRENGTH 2D
 Lifting 3D, stamina 3D+1
TECHNICAL 1D
 Medicine 3D, repulsorlift repair 2D+2

Capsule: Tyler is an attractive, healthy woman. The work on the farm has made her once-trim figure more sturdy, but her face is still breathtaking. Sister of Tiree, she married Rogan and came to Questal to homestead. She always felt Tiree should have settled down instead of



going off to join the Rebellion—that priorities should always go to the family first. She and Rogan lost their farm during the Ardanium Rush, then she lost Rogan to the Imperials.

Tyerle's Tale

Once introductions are made, Tyerle will tell her tale. Read aloud:

"We have lived in fear of Moff Bandor for years now. Our land was taken and friends arrested...or they simply disappeared.

"We took to these caves to save ourselves and try to keep the Rebellion alive. Peggann here was the most active of among us. We have often thought about just giving up: we hear every day about how Rebels throughout the galaxy are surrendering to the Empire.

"My husband," her hand strays to the hair of the passive man, "Rogan also tried to keep our spirits up. He felt he needed one major stand to prove that Bandor was not all-powerful. He planned to break in the Imperial palace and destroy the computer records of Rebel activity on Questal and in the rest of the quadrant. With those records destroyed, we could move about freely and help the Alliance.

"When he didn't come back, I panicked and did the only thing I could think of. I called on my brother Tiree. He came, of course. By the time he arrived, Rogan was found wandering the street as you now see him. Tiree felt he had to find out what did this to my husband.

"Please, won't you help find Tiree and whatever did this to Rogan?"

The Rebels don't have much of a choice, do they? They came to find Tiree and the only place to look is in the palace.

Episode Four: Bandor's Palace

Summary

The Rebels get in and explore the Imperial mansion. It is heavily guarded and full of high-tech defenses. The characters discover that Bandor promised a powerful weapon to the Emperor to fight the Alliance; they also learn that to find Tiree, they must face the Game Chambers.

Bandor's Gala

In the center of the city, a giant crown of ebony spikes shoots skyward over the rest of the buildings. Moff Bandor had his palace designed in the style of Imperial City. Thin, sharp spires, almost needle-thin in proportion to their height, may resemble the graceful towers of the Emperor's palace, but they are miniatures in comparison.

The palace is surrounded by a 15-meter high wall. Anyone planning on blasting through this perimeter will find it difficult (Very Difficult *demolitions* test with at least two thermal detonators; note that people will hear the noise and investigate). The wall is not impossible to scale, but it will take a Difficult *climbing* roll if someone attempts it unaided. If the character has special climbing equipment, you can adjust the difficulty downwards.

The palace serves as Bandor's home, as well as the seat of government on Questal. On a normal business day, people are continuously moving in and out. Two officers man the gates, checking all visitors for weapons and verifying their appointments. There are six Imperial stormtroopers armed with heavy blasters in an alcove near the gates, ready to join in against intruders.

A garrison of 100 standard stormtroopers occupy the palace, providing security and an intimidating presence. They patrol the interior of the perimeter wall and man the look-out towers around the clock.

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

The courtyard area is also monitored by heat-sensi-

tive cameras. The cameras are wall-mounted and rotate constantly, scanning the entire courtyard. The Rebels can attempt to slip past the cameras; this requires three Easy *sneak* rolls. In addition to the sensors, any infiltrating Rebel will have to sneak past or neutralize at least three stormtroopers on patrol.

But there is another way in.

The Courtyard Carnival

On the day following Pelkan's party, Kersh Lauskner's Traveling Animal and Acrobatic Arcadium will perform in the courtyard of the palace. The carnival is open to the public; it is one of the few chances the people of Questal have to see up close the palace that their tax credits built.

The Arcadium's performance provides an excellent opportunity for infiltrating the palace. There are a lot of civilians wandering around the courtyard, making the guards' jobs very difficult. In addition, many of the workers from the palace are at the carnival, leaving the building almost deserted. Even Moff Bandor himself attends the carnival all day, with his usual entourage and six stormtrooper guards.

Ingenuous Rebels may strike a deal with Lauskner to pose as performers in the carnival. It would normally take a Very Difficult bargain or con roll to convince Lauskner to let the Rebels join the Arcadium. However, Lauskner is a secret Rebel sympathizer; if the characters admit to being Rebels, the difficulty is only Moderate.

If they convince Lauskner, let the players decide what role their characters take on in the carnival. The following descriptions of a few of the featured performers may help them decide.

Thew Marstan: Every carnival must have a strongman. In the galaxy where creatures with *Strengths* of 5D are not uncommon, Marstan is a hit because of his size. Just under one meter in height, he has a *Strength* rating of 7D. His act consists of bending metal bars in a knot, lifting a platform with members of the audience on it over his head and so forth. No one has an explanation for his strength and he never talks about it.

Madame Suwajda: No one is sure whether this attrac-

tive fortune teller can actually look into minds or is just a good guesser, but her readings of people and their thoughts are very accurate. Actually, she has a remarkably high *Perception* (5D), and she can read people's expressions like a book.

Sheneel: There may be no more graceful creature in the universe than Sheneel. The spotlights on her turquoise, iridescent skin mesmerize an audience while her long silver hair moves in tandem with her body. If persuaded, she can distract guards for the Rebels.

The Flying Delmarijes: This group of lithe humanoids perform acrobatics, leaping from floating disks and swinging from antigrav rods like trapezes. A dextrous Rebel could become part of this act or use it to swing over some guards to the main door of the palace.

Chirloff: As the head clown, Chirloff hires and fires the funnymen of the carnival. While Chirloff is humanoid, the clowns come from all races. They get into make-up and garish costumes and meander around the courtyard, performing juggling, sleight-of-hand and slapstick.

This Must Be the Palace

The front door to the palace is recessed and guarded. Someone will have to divert the two stormtroopers to

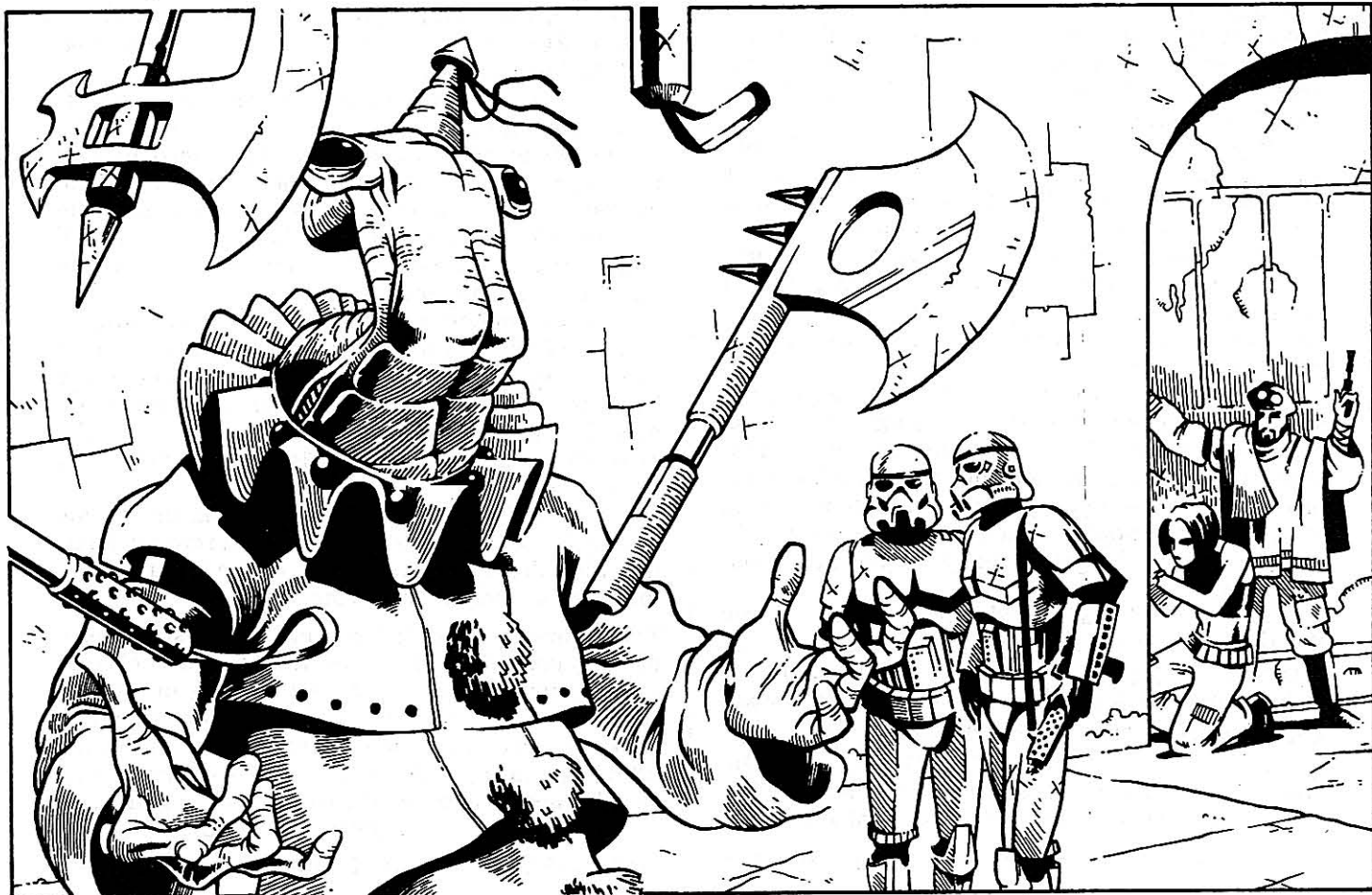
give the Rebels a chance to get near the door and try to activate the controls. If one of the Rebels provides the diversion, he must make an appropriate *Difficult* roll for it to work. For example: a Rebel could attempt to juggle four vibroaxes to keep the guards interested. That Rebel would have to make a *Difficult Dexterity* roll.

It takes a *Moderate security* roll to override the electronic lock and get the door open. The Rebels can make the attempt several times, but the diversion described above must be kept up or the guards get *Easy Perception* rolls to notice the lockpickers.

Once inside the palace, the Rebels may roam around and investigate to their hearts' content. Sensor alarms are noted on the floor plans. They can be passed with *Moderate sneak* rolls, or each deactivated with *Moderate security* rolls. If the Rebels deactivate six or more sensors, the guards in the security room raise the alarm and stormtroopers begin searching the palace.

During the Rebels' tour, you should roll every 10 minutes of game time to see if they have an encounter. If you roll a 6, there is an encounter. Reroll the die to determine what kind. You can either roleplay out the encounter or just have the Rebels make the roll indicated.

1. Stormtrooper (Difficult con roll). The stormtrooper is on routine patrol.



2. Messenger/File Droid (no roll). From around the corner comes a protocol droid modified to carry memory discs in a tray attached to its waist. The droid greets the Rebels with a nod. It will answer questions if the Rebels can produce identidiscs. If they can't, the droid announces that they are unescorted in a restricted area—it will have to report them. With another polite nod, it moves on. When it becomes convenient, the droid will report the Rebels' presence, unless, of course, they deactivate it (*Moderate droid repair roll* or more violent means).

3. Bureaucrat (Moderate *con* roll). This fussy human pours over a data storage pad while traipsing from office to office. If they fail their *con* roll, the bureaucrat demands to see the Rebels' identidiscs. If the Rebels cannot produce them, he rushes to the nearest emergency station (located at most corridor intersections) to raise the alarms. If they dispatch the bureaucrat, the Rebels can take his identidisc, allowing access to the Executive and Office levels.

4. Worker (Easy *con* roll). This maintenance worker is hunting down a defective droid. If the Rebels' *con* roll works, the worker buys their story, whatever it is. If not, he tries to get away and raise the alarm. This worker's identidisc allows them access to the Executive, Office and Security levels of the palace.

5. Secretary (Very Easy *con* roll). The secretary is trying to finish some filing and get down to the carnival. The secretary is very friendly (almost flirtatious) and assumes the Rebels belong in the palace. She has only the most superficial information about the palace; her identidisc allows her access to only the Office level of the palace.

6. Minister (Very Difficult *con* roll). This pompous man immediately demands to see the Rebels' identidiscs. He is not friendly. The Minister carries a wrist comlink with an emergency alarm button on it. (*Difficult Perception roll* to notice). If the Minister presses the button, alarms sound immediately and six stormtroopers arrive in about four to eight rounds.

Office Level

The area description below describes the activity for a normal business day at the palace. On the day of the carnival, however, the interior is almost deserted, save for the occasional guard or dedicated bureaucrat.

Reception Area. Visitors check in at the main desk in this large open area. Their appointment is verified and a page is called over to escort them to the appropriate office. In a locked desk (*Easy security roll* to unlock) are a supply of visitor identidiscs, allowing access to the Office level only.

Clerks' Offices. These are the cubicles where the minor officials sit at their compu-desks, inputting the steady stream of useless numbers and facts that keep every bureaucracy spinning in circles.

Under-Ministers' Offices. The first line of red tape on Questal are the under-ministers, who spend most of their time listening to complaints and nodding sympathetically, while checking the computer tapes for rules they can use to pass the decisions on to someone else. The under-ministers are responsible for Geological Claims, Transportation, Planetary Relations, etc. If the Rebels wish to make an appointment with one of the under-ministers on some pretext or other, the difficulty of the *con* roll is normally *Moderate*, *Difficult* on *Carnival Day*.

Executive Level

This floor contains the offices of the Ministers, the men and women directly answerable to Bandor for the running of the planet.

Ministers' Offices. Nothing here of specific interest to the Rebels—just the usual files about quotas, junkets and so forth.

Roll a die for each Ministers' office as they enter. On a 1-3, no one is in the office. On a 4, a secretary is in there; on a 5, a bureaucrat; on a 6, a protocol droid. Use the guidelines above to handle these encounters.

It takes a series of three successful *Difficult con* rolls to arrange appointments with the Ministers; they are not working at all on *Carnival Day*.

Bandor's Outer Office. Of course, the largest, most elegant office belongs to Bandor. The Moff's name is boldly embossed on a plaque next to the sliding doors.

The outer office has a protocol desk-droid always in service (since it is built permanently into a desk). The droid's six arms are always busy operating control panels, inputting data, storing memory discs, and answering incoming signals and calls.

Unless they have somehow managed to gain an appointment (three *Difficult con* rolls followed by two *Very Difficult con* rolls, or a number of very expensive bribes), the Rebels arrive here uninvited and unescorted. They have to work very quickly to keep the droid from raising the alarm.

It is *Very Difficult* to *con* the droid into letting the Rebels in Bandor's office—he's not in and they do not resemble the maintenance droid in the slightest. It is somewhat easier to blast the droid into slag. The droid's metal body gives it a *Strength* of 3D; however, if the Rebels fail to destroy the droid in the first round, it automatically sounds the alarm in the second, and six stormtroopers will arrive in four rounds.

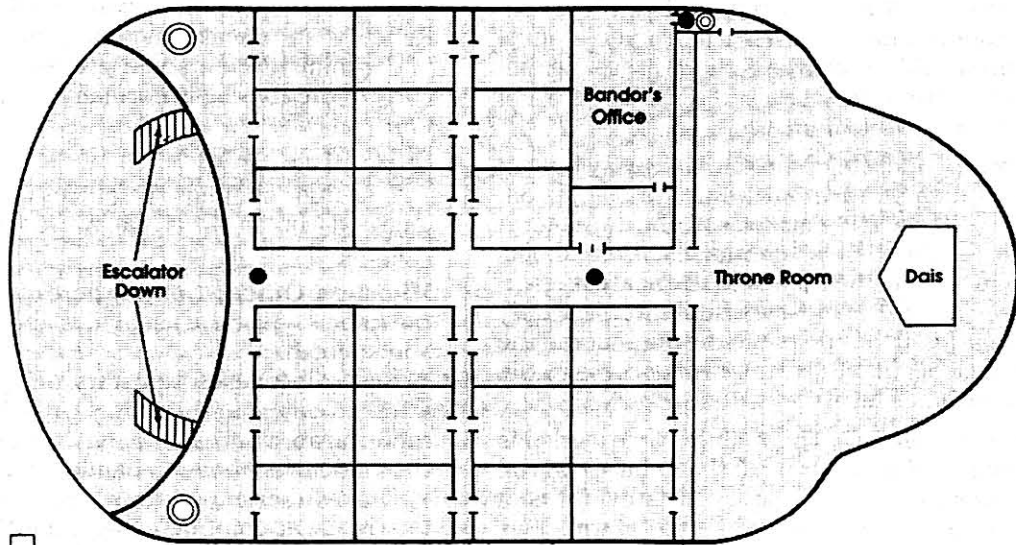
Bandor's Private Office. Bandor's desk is completely barren with a mirror-like shine. The chair behind the desk is plush and comfortable; the chairs facing the desk are not.

Allow anyone investigating the desk a *Moderate Perception roll*. Success reveals a hidden control panel. The panel's buttons activate the usual office equipment—comlink, hidden bar, a datapad that pops out of a compartment on top of the desk, and so forth.

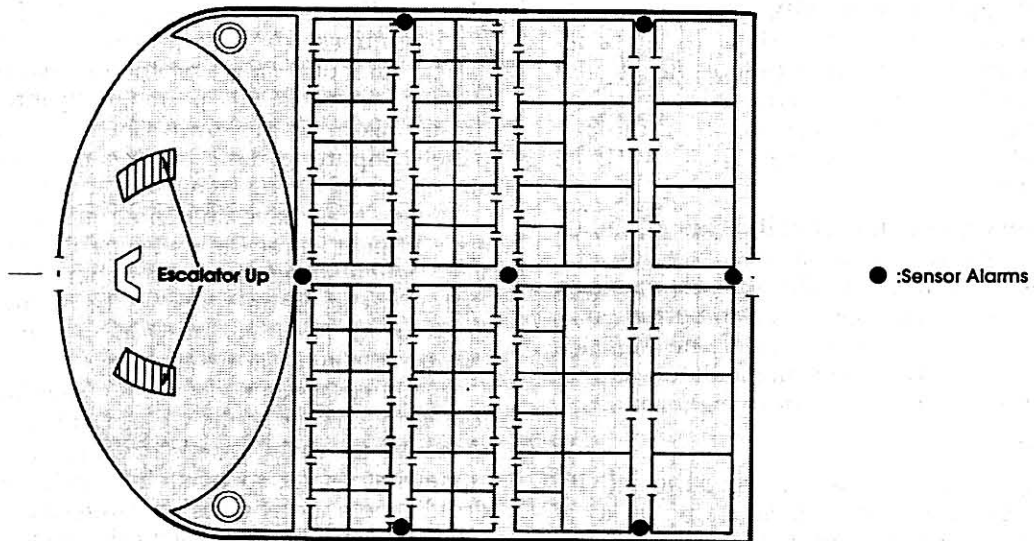
There are three other buttons on the panel that will interest the Rebels more. One swings open a panel in



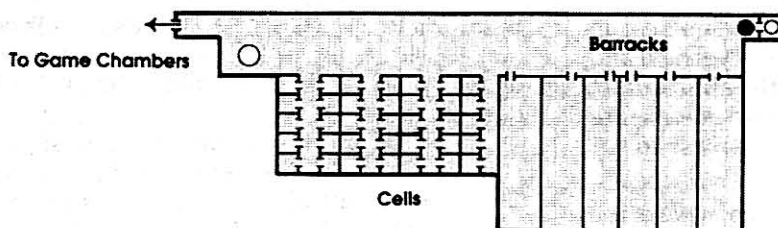
Level 2 Executive Level

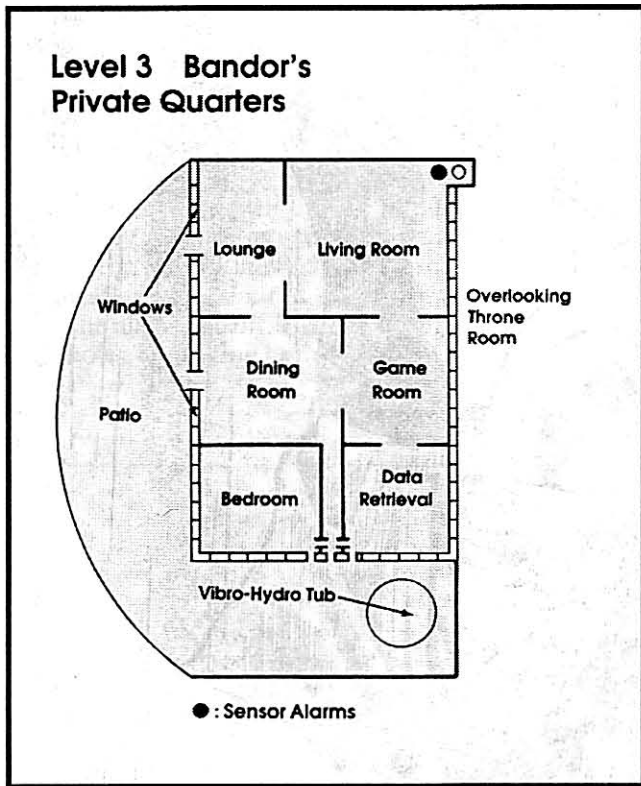


Level 1 Office Level



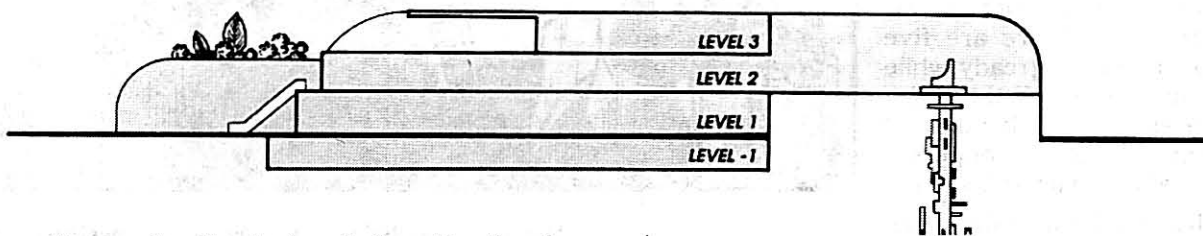
Level -1 Security Center





BANDOR'S PALACE

Side View



the wall, revealing Bandor's safe. Locating the alarms to the safe requires a Moderate *Perception* roll. Deactivating the alarm takes a Moderate *security* roll. Cracking the safe itself takes a Difficult *security* roll; if the characters don't mind the noise and have access to explosives, it takes a Moderate *demolitions* roll, but six stormtroopers automatically arrive four rounds later.

Inside the safe are Bandor's personal memory discs. Most are filled with the Moff's ordinary day-to-day business, but one disc is labeled "Most Secret" and is security-locked, requiring a Moderate *computer programming and repair* roll to access. The disc contains records of the Moff's communications with a Dr. Lorenz Hurlothrumb about a "wave machine." Apparently, Dr. Hurlothrumb was working at the Imperial Medicenter, Encephalo-Research Division; the Moff was negotiating with Hurlothrumb to come work for him. When the Moff promised to allow the Doctor to work with sentient beings in his experiments, Hurlothrumb accepted. No further information is available.

The second interesting button activates a communication center hidden in the desk. There is no roll needed to operate the center. The latest memory disc can be activated with a Very Easy *Technical* roll. The disc contains messages from Imperial Center. The first holo-image to appear is a middle-level bureaucrat, judging from his dress. His message deals with getting a message from Bandor through to the Emperor himself. The next message will be of more interest.

Read aloud:

The image of the bureaucrat flickers and dies. A new flicker appears and grows into a large, pale, drawn face. The evil of the Emperor infects everyone around him, and Imperial Advisors soon take on the appearance of cadavers. The slash of the mouth breaks into a hideous grin. "I have looked over the reports you have sent. They are impressive. The Hurlothrumbic Generator could indeed be a powerful weapon. I will bring this to the attention of the Emperor."

In the next message, the Advisor looks almost pleased. "Greetings, Moff Bandor"—his smile is even more hideous than his grin—"the Emperor is most interested in your machine. I will be in your quadrant soon. Please have all information and the prototype ready to transfer to my Star Destroyer. If it is all you claim, the Rebellion will be crushed even sooner than anticipated."

A third button opens the sliding doors to the repulsorlift that travels to his private chambers and down to the security area.

Throne Room. The room is huge to accommodate the large crowds when Bandor holds court. The ceiling is three stories high, but the dark decor makes it look like the walls go up forever. On the far side from the main doors is an elevated dais, rising up over three meters, upon which stands a single chair. The dais and chair appear to have been carved out of a single piece of black stone. Anybody investigating the chair should try a Difficult *Perception* roll. If successful, she notices some hairline cracks forming a rectangle at the back of the dais. Further searching and a Moderate *Technical* roll will find the catch to the concealed door. The door leads to an auxiliary transmitter of the Hurlothrumbic Generator.

Read aloud:



The dais is hollow, filled by some kind of exotic machine. Light tubes and what appear to be transmitting dishes point out in all directions, except straight up. The top of the dais is heavily shielded, though the walls are not.

The machine itself is covered with connections, blinking lights and digital gauges, but no apparent controls.

A *Moderate Technical* or *Mechanical* roll will reveal that this is some kind of transmitter. Apparently, this machine gets some kind of signal from another machine through cables and light tubes; it sends out the signals through the transmitting dishes. Nothing more is discernable without hours of study.

Bandor's Chambers

Bandor's chambers are designed for ultimate relaxation. There is nothing special about the chambers—no secret safes or hidden memory discs—just a decor that speaks about a man who indulges in his own comforts.

Security Level

With most of the guard on duty in the courtyard, only a skeleton crew is on duty here. There are five stormtroopers standing ready, while three technicians watch the monitors. Once summoned, it takes 10 rounds or more for stormtroopers in the courtyards to reach this area.

Communications Room. All communications to the palace come through here and are scrambled except for the one marked "private" for Bandor. (If the Rebels did not discover the communique from the Imperial Advisor in Bandor's private office, then have copies here for them to discover.

Barracks. The stormtroopers and security personnel live here (Bandor wants to have armed guards nearby at all times). There is nothing special here, other than a few extra stormtrooper outfits and a few heavy blasters.

Cells. Arrested traitors, suspected Rebels and criminals against the Empire are imprisoned here. At the moment, the only beings incarcerated are some Corellian pirates, compatriots of the pirate back in Shilley's place. These pirates were already imprisoned when Tiree was brought in. If asked and given a promise of freedom, they will tell their story to the Rebels. The pirates' leader, complete with eye-patch, is one Rake Corsail. He tells the tale. Read aloud:



"We was just bringing in some necessities, you know? We wasn't expecting no trouble; we had made this run a couple dozen times and we had a sweet deal with the docking supervisor at port—in fact, his men would help us unload!

"What we didn't know was they got a new docking supervisor. See, the last guy had offered us a deal—said he needed the money fast—if we paid him in advance, he'd cut 25 percent off the cost of doing business in Questal. Last trip, I forked over enough creds to take us into the next four cycles.

"Stupid of me, wasn't it? What he did was shake down a lot of smugglers for advance payment and then took off for parts unknown.

"Anyway, we got caught. I explained our arrangement to the new guy, but he's one of them straight-shooting dweebs, and he decided to make an example of us. So, here we are.

"We had been in stir for a couple of days when your friend was dragged in. There was a lot of talk

about how he tried to break into the palace. Then they took him through that door. I've seen a couple of people taken in there. None of them ever came back.

"Including your friend. Sorry. I guess he's probably dead."

Once freed, the pirates want to leave immediately. How easily the pirates escape depends on the Rebels. If, after the pirates leave, the characters are reluctant to investigate the door at the end of the cells, you can have the alarms go off. This leaves the characters with the choice of fighting their way out or trying the door.

Chases

It is quite likely that, at some point in the palace, the Rebels will become involved in a chase, possibly after tripping an alarm or not silencing someone fast enough. The front doors automatically lock and stormtroopers, in groups of five, comb the palace.

The stormtroopers are out to capture the Rebels, not kill them. They give fair warning to surrender before they open fire, and their heavy blasters are set for stun. (Bandor's orders: he likes his prisoners alive and kicking.) If a chase ensues, the stormtroopers try and herd the Rebels into the Game Chambers.



Episode Five: The Game Chambers

Summary

In the Game Chambers, the Rebels become the prey in Moff Bandor's latest hunt. The episode is filled with action, suspense and danger as the Rebels try to stay alive and foil the Moff's game. If the Rebels are successful, they find Tiree, left to die in some dark corner of the Chambers.

Getting There is Half the Fun

This is the climax of the adventure—to test the Rebels' mettle in the Game Chambers. There are a number of ways to get the Rebels into the Chambers:

1. The Rebels are captured: Moff Bandor, always on the look out for new prey, has them thrown into the Game Chambers.
2. The Rebels are chased into the chambers by stormtroopers.
3. The Rebels walk in on their own, to search for Tiree.

Of course, no one can predict what resourceful players will do. It is possible that they will do something completely off the wall—refuse point-blank to enter the palace, or possibly raise a revolt and lead the planet's populace against the Moff (it's happened). In a case like that, you may have to change the entry point of the Chambers, or move the Chambers to an entirely new location (perhaps to the Waste), and come up with a way to lure the Rebels in.

Commencement Address

If the Rebels are herded into the Chambers by stormtroopers, they may well be expecting the traditional "Big Speech from the Villain," telling them his evil plans and chortling evilly over their impending doom. Villains do this sort of thing all the time—heroes expect it. However, if the Rebels sneak into the Chambers on their own, they will probably be very surprised to be immediately captured and subjected

to the Big Speech despite their prowess—but we couldn't let them get away with just walking in.

When the last Rebel passes through the door, it slams shut. Then a blast door descends from the ceiling, blocking the way back to the Security Level. Another one descends ahead of them, blocking off the corridor to the Chambers. There are no controls for these blast doors, and the entire room is magnetically sealed—any blaster shot will bounce around alarmingly, just like in the compactor scene from *Star Wars: A New Hope*. If someone decides to use explosives, have him make a Very Easy *Perception* roll to realize this would be bad. The heroes are trapped here.

After a suitable interval, the Rebels hear the Moff's oily voice coming to them through speakers in the ceiling. Read aloud:

"Greetings, welcome guests. You have been some trouble since your arrival on my planet, but I'm pleased you are here, nonetheless. I appreciate courage and resourcefulness in an opponent. It's hard to meet such fine specimens.

"I'm a hard-working official and I need relaxation. Hunting is my passion, but there's precious little game here, especially since the prospectors began turning the planet into slag. So I built myself a private reserve, where I can hunt the most exciting game of all—sentient beings, such as yourself.

But, I'm afraid to say, even this sport grows tiresome after a while: there is hardly anyone around who can offer me a challenge at all! So I had to make the Chambers more of a challenge.

"You see, the Game Chambers themselves will try to kill you as I hunt you down. I have placed creatures, assistants, droids, and...well...special friends in the Chambers. All of them will do their best to kill you before I do. If they succeed, they get their freedom. If they fail, well, let's just say that they are punished.

"As for you...if you reach the end of the Chambers



before I catch up with you, you will win. Perhaps there is a way back into the palace from here. Perhaps you can escape. Perhaps not. I make no promises.

"However, I can assure you, if I catch you in the Chambers, you will die.

"You may start now."

The far blast door opens. The room you are in begins to fill with a noxious gas, driving you into the Game Chambers.

The Hurlothrumbic Generator

On the Map of the Chambers, you will see the location of the Hurlothrumbic Generator. At the start of the chase, Bandor will have turned it on. The closer the Rebels move towards the Generator, the more they will feel terror. It will increasingly disrupt their ability to think and act; they will be all but paralyzed by the time they reach the Generator Room.

If you examine the map, you will see concentric circles radiating out from the Generator. Each circle has a number assigned to it. Add this number to the difficulty number of any Rebel's action in that area. For example, a Rebel lines up a short-range blaster shot in the area marked "+2." The normal difficulty for the shot would be a 10, but because of the effects of the generator, the difficulty is increased by +2 to 12.

Note that Bandor can increase or decrease the power of the Generator at will; you can alter the difficulty modifier shown if you feel that Bandor would find the Rebels a greater or lesser challenge.

The Helmets

There is protection against the generator. The hunters Bandor placed in the Chambers wear close-fitting silver helmets. The helmets block the waves of fear completely. If a Rebel puts on a helmet, he will not be affected either.

The Force and the Generator

After a few moments' exposure to the Generator, any Rebel sympathetic to the Force can attempt a *Sense* roll; if successful at a Moderate level of difficulty, he realizes the feeling of uneasiness is not coming from within the Rebel, but that some external power is projecting it.

A Rebel can also try to block off the effects of the generator using the *Force of Will* (see page 45 of the *Tales of the Jedi Companion*). The power is initiated by passing an Easy *Control* roll, modified by the generator's difficulty modifier. The Rebel must make a new attempt each time he moves into a circle of greater effect. If the Rebel ever fails a *Force of Will* attempt, all subsequent attempts incur an additional penalty of +5, due to a "battering of the will."

Rebel Equipment

What kind of equipment the Rebels have with them in the Chambers depends on how they got there. If they were captured and thrown into the Chambers, they will be supplied with a gaffi stick (STR+1D) each

and a single blaster pistol (3D, 10 shots remaining) between them. Rebels who sneak into the Chambers, or are chased there, have whatever equipment they were carrying when they entered. If the Rebels are heavily armed, you may wish to increase the firepower or number of hunters.

Hunters in the Chambers

Bandor has arranged for some of the most fierce, bloodthirsty killers in the quadrant to inhabit the Chambers. Roll a die every time the Rebels enter a tunnel or corridor with a star on it. If the result is 1-3, no encounter occurs; on a 4-6, pick a hunter from the stat boxes on these pages.

■ Tympanic

Type: Mercenary

DEXTERITY 3D+2

Blaster 4D, dodge 4D+1, melee 4D, brawling 4D

KNOWLEDGE 3D

MECHANICAL 2D+2

PERCEPTION 3D

Con 3D+2, hide 3D+1, search 4D, sneak 3D+1

STRENGTH 2D+2

Climbing/jumping 3D+2

TECHNICAL 3D

Move: 10

Equipment: Blaster carbine (3D+1), silver helmet.

Capsule: Tympanic is a humanoid female, attractive, with short-cropped red hair. She moves like a dancer. Tympanic tries to convince the Rebels that she is also a prisoner of Bandor forced into the chambers. (This may be difficult to pull if the Rebels have discovered the reasons behind the silver helmet she wears, but she will try anyway.) She asks to accompany the Rebels, offering to lead them to safety in return for their protection. If they agree, she will lead them into traps, hoping to attack them when they are helpless. If the Rebels know or guess she's a fake and confront her, she will attack.

■ NIL-8 Assassin Droid

Type: NIL-8 Assassin Droid

DEXTERITY 1D

Blaster 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 4D+1, search 3D+2, sneak 4D+1

STRENGTH 5D

TECHNICAL 1D

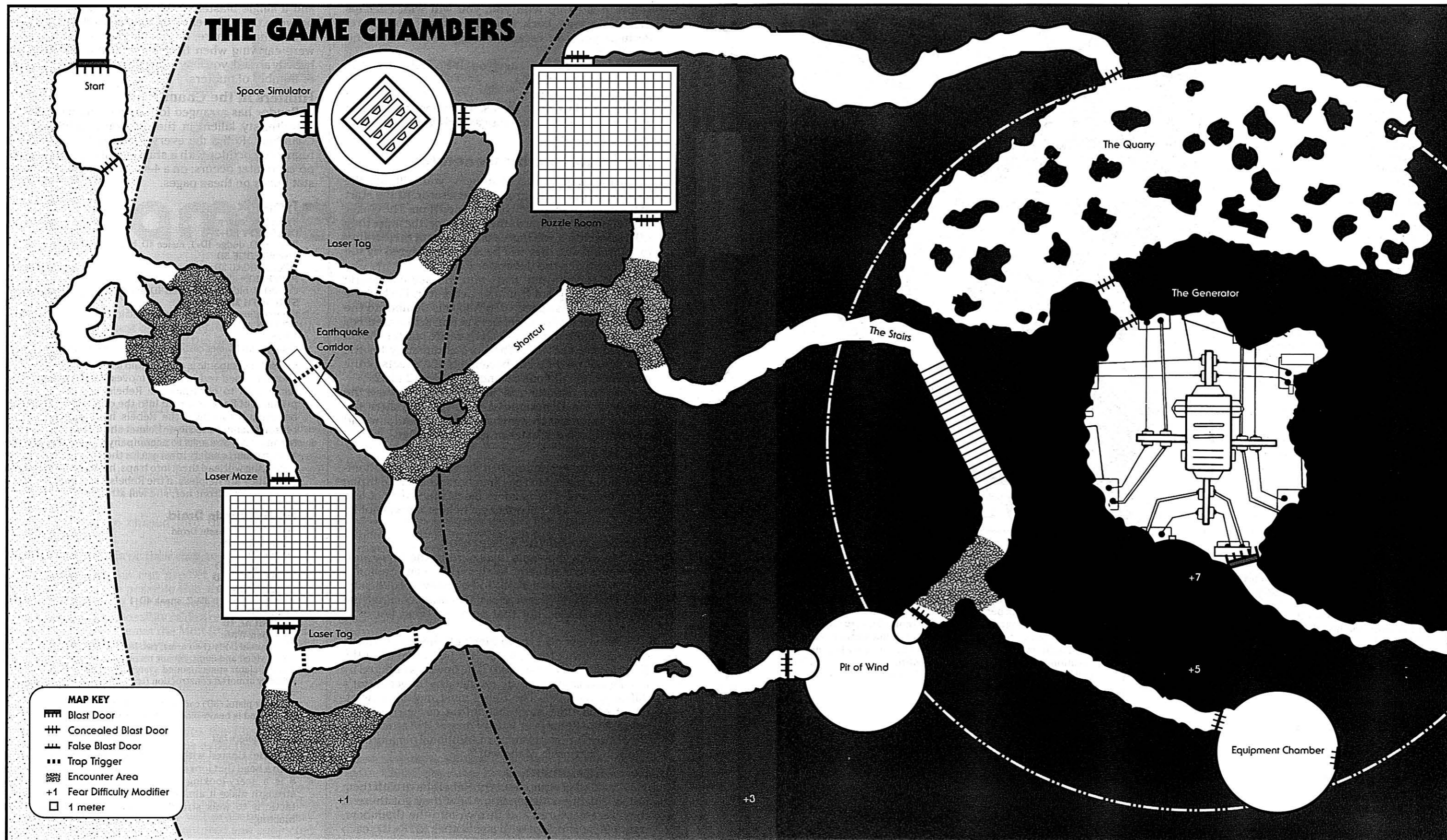
Equipped With:

- Humanoid body (two arms, two legs, torso)
- Two video and audio sensor recorders—human range
- Vocabulator speech/sound system (in chest)
- Sturdy armored construction (Ignore Stun results against the droid)
- Blaster pistol (3D) carried in right hand
- Left hand is heavy blaster pistol (4D)

Move: 7

Size: 2 meters tall

Capsule: Coated with a non-reflective black metal, and with a head that looks like a pair of macrobinoculars, NIL-8 is a scary-looking droid. Its construction and high strength make it almost impossible to stop. Its favorite tactic is to walk straight out into the open and start blasting.



Permission is hereby granted to photocopy this page for personal use.

Permission is hereby granted to photocopy this page for personal use.



HASH-19

Type: HASH-19 Assassin Droid

DEXTERITY 3D

Melee 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+2, search 3D+1, sneak 3D+2

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Repulsor unit with four-meter flight ceiling
- Visual Sensor
- Movement sensor (+1D to search for moving objects)
- Six retractable arms, each capped with four vibroblades (5D when droid is spinning, STR+1 if droid is not).

Move: 10

Size: 75 centimeters in diameter

Capsule: HASH-19 looks like a featureless gold-chrome metal ball. This ball is about 75 centimeters in diameter and floats in the air on a repulsorlift. HASH-19 is similar to many commercially available surveillance devices (known as “spy-eyes”). Once it has spotted its prey, HASH-19 sprouts six arms, each arm capped by four vibroblades. HASH-19 advances upon its victim, spinning rapidly, ready to turn any organic being into slag. Use its melee skill for its attack.

Yulcris

Type: Mercenary

DEXTERITY 3D+2

Blaster 4D+1, dodge 4D, melee 4D

KNOWLEDGE 3D

MECHANICAL 2D

PERCEPTION 3D+1

Hide 4D, search 4D, sneak 4D

STRENGTH 4D

Climbing/jumping 4D+2

TECHNICAL 2D

Move: 10

Equipment: Blaster pistol (3D), silver helmet, vibroax (4D).

Capsule: A muscular humanoid, Yulcris is ape-like, with a lot of hair and long arms. His eyes are set low in his head, and his nose is almost completely flat.

Yulcris will shadow the Rebels, letting the Chambers do his work for him. When there are only one or two healthy Rebels left, he issues a challenge, offering to fight a single Rebel in close combat, using only his hands or vibroax. If the Rebel wins, they live, if he loses, they die.

Cralliard the Hunter

Type: Bounty Hunter

DEXTERITY 4D

Blaster 4D+2, melee parry 4D+1

KNOWLEDGE 2D+2

MECHANICAL 3D+1

PERCEPTION 3D

Hide 4D, search 4D+1, sneak 4D

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D

Move: 10

Equipment: Hunting blaster 3D+1, silver helmet.



Capsule: Cralliard the Hunter is a well-built humanoid with a bald head and deep-set, dark eyes. He usually dresses in furs and skins.

He attempts to pick off the Rebels one by one. He tracks them from behind and then fires from cover, just as they are entering a chamber or trap corridor. If the Rebels turn and give chase, he retreats and comes up on them from a different direction. When Cralliard is getting into position, make opposed rolls—*sneak* or *hide* versus *search* rolls. Subtract 1D from the Rebels' *search* skill if they are not actively looking for him.

Lonchant the Protrean

Type: Protrean

DEXTERITY 3D

Brawling parry 3D+2, melee parry 3D+1, melee 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Hide 6D, sneak 5D

STRENGTH 4D

Brawling 5D, climbing/jumping 4D+2, shape-shifting 6D

TECHNICAL 1D



Special Skills:

Strength skills:

Shape-shifting. Time to use: varies, depending on shape; generally 1-10 minutes. Consider this skill advanced for advancement purposes. This skill allows the Protrean to assume complex shapes. Simple geometric shapes, like cubes or spheres, are Very Easy or Easy to replicate. A basic humanoid form is Difficult to replicate, additional details add more modifiers to the difficulty. Protreans roll this skill when assuming the new form. They don't have to roll to maintain the new form or to resume their normal state.

Special Abilities:

Shape-shifting: A Protrean can alter its shape. It cannot alter its mass. It can reform its shape to fit into a space as small as 30 centimeters wide. It can mimic most rocky materials. A shape-shifter that performs an *Easy shape-shifting* can produce a weapon from its form, with added spikes, which increases brawling damage by 2D. When concealing themselves as a rock-like form, characters roll their *Perception* or *search* against the Protrean's *shape-shifting* to detect. The Protrean receives bonus modifiers if the searching characters are unfamiliar with the nature of the Protrean or the native rocks.

Chemical and Tactile Communication: Although they can vocalize, Protreans communicate through touch and chemical exchange. They cannot communicate to non-Protreans.

Move: 9

Capsule: The most common sight of this shape-shifting Protrean is of a crude clay statue of a humanoid. Almost as wide as it is tall (nearly 2.1 meters), Lonchant has no fingers and no visible features on his gray, sagging head. Its body seems to flow and change constantly.

Protreans can alter the color and texture of their skin to resemble whatever surface they are next to. A Protrean standing against a rock wall can assume the features of that wall, appearing, under cursory examination, to be a

lumpy outcropping.

Lonchant will flatten itself against a wall and wait for the group to pass. If there are any stragglers, Lonchant will strike, enveloping the victim in its skin and preventing the victim from crying out (Lonchant's *melee* skill against the character's skill if the Rebel is surprised by the attack).

After striking, it turns back to the wall and resumes its disguise, smothering the victim. The victim can attempt Difficult *Strength* tolls to break free; if the victim fails the roll three times, he is smothered and later eaten.

Miscellaneous Traps

Scattered throughout the Chambers are a few simple traps. They are meant more to frighten the Rebels than do them any real injury.

Lasertag: A Difficult *Perception* roll detects the trap's pressure plate and allows the Rebels to avoid it. Otherwise, the Rebels walk into a barrage of low-level automated laser (blaster damage 2D+1). There are two blasters targeted on each Rebel as long as they are in the trap area.

Groundquake Corridor: A Difficult *Perception* roll avoids the pressure plate that activates this trap. If the lead Rebel's roll fails, he trips the trap. The floor and walls start to rumble and move—rocks and boulders fall from the ceiling and bounce around alarmingly. The Rebels must make Moderate *dodge* rolls every two meters to stay on their feet and avoid the rocks. If a Rebel fails the roll by 3 or less, he is hit by a rock—if he



fails by 4-6, he is hit by two rocks and if he fails by 7 or more, the Rebel falls and is hit by 1D worth of rock. The rocks do 1D+2 damage, combine the damage if the Rebel was hit by multiple rocks.

Trap Rooms

Aside from the minor traps and the hunters, to reach the center of the Chambers, the Rebels will have to deal with one or more of the Trap Rooms. These are special rooms that test the Rebels' skills and resourcefulness. Each Trap is unique; each provides a different kind of challenge. When the Rebels enter a Trap Room, a blast door slams shut behind them, shutting off their retreat. The Rebels have to pass through or solve the Trap to escape. The computers controlling the Trap Rooms are programmed not to activate when everyone in the room is wearing silver helmets.

Props

One of the rooms, the Lasermaze, requires some props:

Lasermaze

This room requires the use of the props: a chessboard or checkerboard and 16 pieces divided into two groups of eight each (black and white pawns or checkers are perfect).

You will also need something to represent the Rebel heroes: *Star Wars* miniatures are recommended, but you can also use scraps of paper.

When the Rebels are ready to enter, set up the board. Place a black and white piece in each of the squares shown in Diagram One. The Rebels enter at the two squares marked on the diagram; the exit from the room leads from the two squares opposite. Read aloud:

This room is square. The floor appears to be covered with some kind of grid; there are twelve columns running from floor to ceiling placed at random intervals around the room. Parts of the wall



are blackened, as if by laser-fire. As you enter the blast door slams shut behind you and a pleasant voice, probably computer-generated, greets you.

"Welcome to the Lasermaze. Each of the columns contains lasers: four sets of four to be precise. Each set of four points in a different direction, running parallel to the lines on the floor. Observe, please."

A column to your left makes a noise and as you watch, four holes appear on each side of the square column and all of them fire simultaneously. You note that the row of four holes has been spaced evenly so there is no way to duck under or jump over the band. The voice continues.

"Your job is to reach the other side of this room alive. The lasers fire in a pattern, two at a time. Watch carefully, now."

Suddenly, a transparent shield rises up directly in front of you and the columns begin to shoot lasers, two at a time.

The pattern of the laser fire is shown on Diagram 1. Point at the two chess pieces or checkers which represent "1" on the chessboard and say, "these fire." Then point at the number 2 columns and say, "then these fire." When you reach the "3s," you may want to mention how the laser blasts splash harmlessly

Diagram 1:

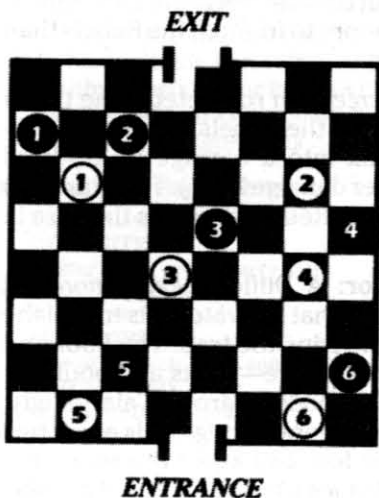
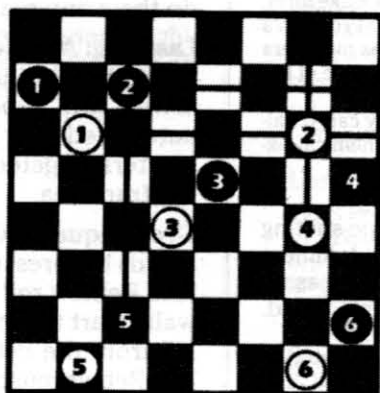


Diagram 2:





against the shield that protects them. You may also want to mention that the laser-fire does not pass through other columns. Go through the columns in sequence, pausing about five seconds between each set to give the players a chance to memorize the sequence. Do not repeat the sequence once you are through: the players only have one shot at this.

Continue reading:

Once the sequence is complete, the shield slips back into the floor and the voice resumes. "I should warn you, there is a tanglefoot field in here. It's only on low intensity, but I suggest that you move somewhat cautiously—we wouldn't want anyone to fall down in front of one of those laser barrages, now would we?"

"In exactly one minute and 30 seconds, all of the lasers will flare on simultaneously. You will want to be out of the room by then.

"Good luck. You may begin now."

The Rebels move through the grid, attempting to reach the other side without being skewered. Because of the tanglefoot field (a police device—a low-intensity force field designed to slow the movement of rioters), the Rebels must make Very Easy *Dexterity* rolls to move one square; Moderate *Dexterity* rolls to move two squares, and Difficult *Dexterity* rolls to move three squares. Failure indicates that the Rebel moves one square in his intended direction and then falls down in the new square. If takes an Easy *Dexterity* roll to get up; a Moderate roll to get up and move one square, and a Difficult roll to get up and move two squares. Failure indicates the character does not get up that round.

Two or more Rebels cannot occupy the same square; the Rebels cannot enter the squares with the columns in them. The Rebels can move diagonally or straight, or in a combination of both during the same move. The laser-fire does not pass through other columns; anyone with a column between the firing laser and herself is safe.

After all the Rebels have moved, one pair of columns fire. The lasers do 4D damage to anyone caught in their line of fire. As stated above, the columns shoot out lasers in all four directions, running parallel to the floor. For example, when the second columns in the sequence fire, the lasers shoot through the squares as shown in Diagram Two.

A Rebel caught in a lasered square may attempt to dodge the shots; he must make a Moderate *dodge* roll, minus 1D to his *dodge* skill because of the tanglefoot field. If successful, he ends up face down in any empty adjacent square of his choice. He can get up with a Very Easy *Dexterity* roll.

In one minute and 30 seconds, or 18 rounds later, all of the lasers in the room fire continuously for 10 seconds. Anyone caught in this fire will most certainly perish.

Space Simulator

Read aloud:

The walls of this hemispherical room are perfectly smooth and slightly reflective. The room is empty except for what appears to be a stripped-down speeder in its center.

There are three banks of seats in the speeder, each capable of holding three people. The three front seats are equipped with what appear to be standard ship controls: a pilot's, gunner's and shield operator's station.

A pleasant voice, probably computer-generated, greets you. "Welcome to the playroom. Today, we are going to test your ability to operate a starship. Would your best pilot, gunner and shield operator please take their seats at the appropriate controls, and the rest of you sit in any of the seats behind them. Thank you."

Let the Rebels decide who will take the controls. If they refuse to play, or take too long, a nasty, yellow gas begins seeping into the room. In the first round, the gas acts as a *Strength* 1D poison. It increases every round up to *Strength* 5D until the Rebels get into the craft or everyone is wounded, at which point it quickly disperses. Once the Rebels get into the craft, read:

"That's good. Passengers, please watch your arms." Metal bands shoot out from the armrests, pinning the passengers to their seats. The three seats up front with the controls do not lock their occupants. The voice continues.

"Struggling is futile, I assure you. If you actually manage to break one of the bands, a shaped charge in the seat back will blow your spine to bits. Just relax and enjoy the ride."

The room grows dark and becomes filled with stars. It is a hologram of space; ahead of you are four TIE Interceptors, preparing to attack.

The room is a three-dimensional video game, but with a special penalty. Whenever a hit is scored against the Rebels' craft, an electric shock doing 2D+2 damage courses through the passengers, but not the three Rebels at the controls. Before combat begins, one of the TIEs fires and hits, causing a shock (but no actual damage) to the passengers, letting them know what they are in for.

Resolve the battle as if it were a real space combat. The Rebels' ship has the flight characteristics of a standard two-man Y-wing fighter, except that the controls are split up between three different stations. Remember that the Rebels' vessel fires only holograms of lasers; they cannot use them to blast their way out of the room.

Note that the ship itself is never damaged and will continue to fly no matter how many times it is hit; but the passengers will suffer each time a shot gets through the vessel's shielding. The enemy vessels take damage as normal.

The simulation continues until the four TIEs are



destroyed or half the passengers are dead or unconscious.

Simulation TIE/In. Starfighter, starfighter *piloting* 5D, starship *gunnery* 4D+2. Maneuverability 3D+2, space 11, hull 3D. Weapons: 4 laser cannons (fire-linked) (fire control 3D, damage 6D).

Simulation Y-wing. Starfighter, starfighter *piloting* 4D+2, starship *gunnery* 4D+1, starship *shields* 3D. Maneuverability 2D, space 7, hull 4D, shields 1D+2. Weapons: 2 laser cannons (fire-linked) (fire control 2D, damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 light ion cannons (fire-linked) (fire control 3D, damage 4D).

Shortcut

When the Rebels reach the base of this corridor, read:

Up ahead is a large, wide corridor. It is straight and smooth, and heads upward at a slight angle. The floor of the corridor is smooth and slightly slick, making your footing uncertain. That could be dangerous, because thin, razor-sharp spikes are imbedded point-up in the floor at the base of the corridor. Falling here would not be a good idea....

Above the corridor is a sign which reads, "Shortcut."

This is, in fact, a shortcut, bypassing the Pit of Wind and the Stairs. However, it is also quite dangerous on its own. The slope of the floor increases as one moves upward towards the Puzzle Room, and there are no hand- or footholds. If a character slips, she will slide back down to the bottom of the corridor, where the spikes are waiting.

To make it up safely, each Rebel must make three *Dexterity* rolls: the first is Easy, the second Moderate, and the third is Difficult. If the Rebel fails the first roll, he slips down to the bottom, taking 1D damage from the fall. If he fails the second, he takes 2D+1 damage and falls to the bottom. On the third, he takes 4D damage and falls to the bottom.

Another Rebel may attempt to stop a falling Rebel; this is a *Dexterity* roll one level more than the roll the other Rebel failed. If the Rebel fails that roll, they both plunge to the bottom.

Rebels armed with lightsabers can carve footholds out of the corridor's floor, in which case no *Dexterity* rolls are required. If you are feeling really nasty, you can have a bounty hunter waiting at the top of the corridor.

Pit of Wind

Read aloud:

Before you is a 50-centimeter-wide walkway leading across to another door. There are other planks across the room at varying heights below the one in front of you. Below the planks, you see shiny spikes pointing up.

It looks easy, but the Rebels should know better. As they move across the walkway, a rush of wind starts up; the Rebels must make Moderate *Strength* rolls to stay on the beam. Any Rebel knocked off gets three Moderate *Dexterity* rolls to grab onto a walkway below the one he fell off.

Once aware of their peril, the Rebels can crawl along the walkways and make it safely to the other side. Any Rebel knocked off the original walkway, must make as many Moderate *climbing* rolls as the number of *Dexterity* rolls it took to stop her fall.

A Rebel who misses all *Dexterity* checks falls to the spikes below (3D+2 damage).



Equipment Chamber

This room contains a variety of weaponry for the Rebels. Unfortunately, most of it is inoperable, the rest is dangerous. Read:

The room is perfectly round, with a closed blast door on the opposite wall. In the middle of the room is a table, upon which sit three blasters and blaster packs, two grenades and two vibroknives.

The weapons don't work. If the Rebels simply take them without checking them out, they are in for a rude shock when they try to use them.

The blasters work fine for one shot, but their barrels are slightly misaligned; that one shot burns them out. It takes a *Moderate blaster* roll to spot the defect (and the Rebel must state he is checking the weapon out.). Without proper equipment, it takes a *Difficult Technical* roll to repair a blaster, failure indicating the weapon is ruined. The power packs are fine.

The grenades' time-delay systems are broken. The grenades explode immediately upon triggering them, making the center of impact the Rebel throwing the missile. It takes a *Moderate grenade* roll to spot the defect (and the Rebel must state he is checking the weapon out). It takes only a *Moderate Technical* roll to repair the weapon, but, if the roll fails, there is a fifty-fifty chance that the grenade detonates immediately.

The vibroknives simply don't work at all. There is no way to fix them.

The Stairs

These are standard, straight-forward stairs leading up to the Puzzle Room. However, the Moff has placed gravity generators under the stair; it gets increasingly more difficult to climb the higher one gets.

The players must make a series of three *stamina* rolls to make their ways up the stairs. The first roll is *Easy*, the second is *Moderate*, and the third is *Difficult*. Failure of any of these rolls indicates that the Rebel is fatigued—he suffers a penalty of -1D to all further actions until he can rest for an hour.

A Rebel who fails two rolls simply cannot go on without an hour's rest. If the Rebels decide to rest for an hour before continuing their journey, roll three times to see if they encounter a hunter of the Chambers.

Puzzle Room

Read aloud:

This natural rock room seems bare, but burned and blackened. The metal floor is smooth; there is nothing in the room save a black sphere hanging from the rock ceiling and a complicated, sunken control panel directly below it. As you enter, a blast door slams shut behind you.

The rooms stays quiet for a moment, then a voice fills the air. "Congratulations. Very few have ever gotten this far. You have proven you are physically able. But what about your other skills?"

With that, the sphere begins to spin, faster and faster. Then one, two, three, and then a lot more laser

beams shoot out from the ball horizontally. The sound of the rock face splintering fills the room. The sphere begins to lower.

"Can you figure out how to turn off the lasers before the sphere reaches ground level and turns you into cinders?"

"Good luck."

Only one Rebel can man the control panel at a time. The hero must try to figure out the plethora of controls and indicators. It takes a series of three *Technical* rolls to fully deactivate the sphere. The first roll is *Difficult*, the second *Moderate* and the last is *Easy*.

The combined damage from the spinning lasers is 9D. Every time the character at the control panel makes a successful roll, this damage is reduced by 3D (a successful roll means the Rebel has managed to turn off a third of the lasers).

In the time it takes for nine rolls, the sphere will have reached the floor, decimating everyone and everything in the room. The speed at which the ball spins makes the lasers *Difficult to dodge*. Once the lasers have reached the floor, they will continue to fire for three more rounds.

The Rebels can attempt to shoot at the ball to disable it (a *Difficult* shot because of its small size), but it is completely coated with a highly reflective mirrored surface, giving it a *Strength* of 6D to resist damage from lasers or blasters (but only 3D to resist damage from projectile or explosive weapons). *Stun* results have no effect; *wound* results knock out one laser (reducing the damage the ball inflicts by 1D); an *incapacitated* result knocks out two lasers.

The Quarry Room

Read aloud:

This area is huge. The walls and ceiling are made of natural rock, the floor metal with some rock outcroppings and sculpted geometric shapes scattered about. You are ready for anything when an oily voice comes through the speakers.

"You have proven yourselves well. Now it is time to meet me."

Bandor is a liar and a coward. He never had any intention of hunting the Rebels through the Chambers. Instead, he watched their progress through hidden cameras and waited for them here.

By the time they reach this room, his victims are usually tired, probably injured and scared out of their wits. He never expects anyone to figure out about the Generator and the helmets, so he is surprised to see any Rebels wearing them. All he usually has to do is walk out and deliver the killing blow.

However, Bandor has never come up against people of the caliber of the characters. If the Rebel party is still strong, Bandor signals for hunters to come to his aid, promising them freedom once the Rebels are killed. The result is a cat-and-mouse battle among the stones.

Bandor is armed with a heavy blaster and under his clothing wears the equivalent of stormtrooper's armor.



PERCEPTION 3D

Bargain 3D+2,
command 5D+1,
con 4D, gambling 3D+1, hide 4D, search 4D+1, sneak 4D
STRENGTH 3D

Of course, he also wears a metal helmet on his head. If the helmet is ripped off, he is overcome by raw terror. He immediately falls to the floor and begs for mercy.

If Bandor is ever wounded, he rushes through the doors to get to the Generator.

Moff Bandor

Type: Imperial Moff
DEXTERITY 3D

Blaster 4D+2, brawling parry 4D, dodge 3D+2, melee parry 3D+1, melee 4D+1

KNOWLEDGE 3D+1

Bureaucracy 5D, streetwise 3D+2, survival 4D, value 4D

MECHANICAL 2D

Brawling 4D+1

TECHNICAL 3D+2

Computer programming/repair 4D, security 5D

Move: 10

Equipment: Heavy blaster (4D),

Imperial uniform, armor under uniform (+2D physical, +1D energy, -1D to *Dexterity* and related skills).

Capsule: A vital man with a weightlifter's physique and gruff good looks. He has ice-blue eyes and close-cropped black hair. Bandor is rough around the edges, with a very physical nature. He is also sadistic, power-hungry and ambitious. He worked his way up the ranks through hard work, bootlicking and treachery. Now, he has an entire planet on its knees. It is all the power he could want...almost.

Bandor's Revenge

Bandor is a poor loser. If faced with death or capture, he activates the Generator's Doomsday programming. The Generator builds up to maximum output, and then explodes.

How he does it depends on the characters. If he manages to escape into the Generator room, he starts the sequence from there. If he is hurt or dying in the Quarry Room, he activates the program from a small control panel on his wrist.

The generator will explode, taking out the palace, but before it does, it will bathe the planet with intense fear waves, sending people into paranoid mania. The



result will be a worldwide riot and wholesale madness and slaughter, unless the characters can stop it.

The Generator Room

Read aloud:

This room appears to be tall enough to reach the surface of the planet. In the center of the room is a huge device that disappears into the cavernous heights of the room. Lights flash, circuits hum, power surges. Four dish transmitters face in all directions from the device. The control panel is at the machine's base.

Off in a cranny formed by a fold in the rock wall, you can see the huddled form of Tiree. One of his legs juts out at an impossible angle; he is unconscious.

If Bandor escaped the Rebels in the Quarry Room, he is at the controls of the machine, locking in the Domsday programming. When finished, he gives a triumphant laugh and turns his blaster on himself.

The Rebels have to stop the generator. Once the Domsday countdown begins, they have 10 combat rounds to turn the machine off before it starts transmitting the heavier waves. The waves will wash over the planet, driving countless thousands mad with fear. The damage which will then occur will be exceeded in history only by the destruction of Alderaan. Ten rounds after that, the Generator will overload and explode.

Turning off the Generator

To stop the Generator, the Rebels must succeed at a series of *Technical* rolls. The first roll is to determine how to disable the machine; its success determines the difficulty of the second roll. If the first roll would beat a Very Difficult level, the second roll is Very Easy; if the first roll beats a Difficult roll, the second is Easy; if the first roll beat a Moderate, the second is also a Moderate; if the first beats an Easy level, the second is Difficult; and if the first only beats a Very Easy level, the second roll is Very Difficult. Up to three Rebels can combine on this roll.

For the second roll also, up to three Rebels can combine their *Technical* skills. It takes three rounds to disable the Generator; at the end of the three rounds, the Rebels can make their roll. If the Rebels wish to hurry the sequence, they can subtract one round of time for each additional level of difficulty they add to the second roll. The Rebels can keep trying until they cannot function because of fear (if they're not wearing helmets), or until the Generator explodes.

Getting Away

Once the Rebels have disabled the Generator, they will probably want to make their escape. On the sides

of the machine are maintenance ladders going all the way to the top of the Generator. No roll is necessary to spot them: they are in plain sight. It is not hard to carry Tiree with his dislocated leg; he is light from starving and will awake into consciousness soon after being moved, able to follow simple instructions.

The ladders lead up to a bank of machinery just below the throne room. They see light through some of the cracks in the ceiling. They can blast through the ceiling with relative ease, ending up in the small chamber beneath the throne. From there, they easily get away from the confusion. As they leave the palace and travel out into the streets, they see confusion, depending on how long the Rebels let the Generator go before it was shut off. Even if they shut it off immediately, there is a definite change in the atmosphere, most people are without some sort of fear for the first time in a long time.

Quitting Questal

The Rebels have little trouble getting off the planet. They can hitch a ride with the Corellian pirates if they helped them escape, or they can arrange transport through the grateful band of Rebels or Shilley.

Aftermath

The Empire will not reestablish an Imperial Moff on the planet of Questal. With the ardanium stock almost depleted and the Generator project deemed a failure, the planet has nothing of real military or political value. The Imperial forces evacuate the planet, returning it to the hands of the citizens. The citizens, in turn, rise up and depose the Turf Bosses, and, while pledging loyalty to the Empire, they secretly open negotiations with the Alliance.

Tiree, free of the Generator's power, returns to normal and is reunited with Deo, who is very happy to see him. Rogan eventually regains his mind and decides to return to farming with his wife and child.

Alliance Command congratulates the Rebels for rescuing Tiree and destroying the Generator—and makes an apology for not considering Bandor as serious a threat to the Alliance when they knew how ambitious he was.

Awards

Award the Rebels between five and ten character points for successfully completing this mission. They receive an additional point if they stopped the Generator before it began sending out the powerful rays of fear. If anyone used a Force Point in an appropriate manner, return it to that character, and give out additional Force Points for heroic or sacrificial behavior.

STAR WARS®

CLASSIC ADVENTURES VOLUME FIVE

Classic Adventures, Volume Five presents three newly illustrated adventures from the first-edition *Star Wars* line upgraded to *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded* rules. Join the battle against the evil Galactic Empire in these exciting introductory scenarios!

Starfall

by Rob Jenkins and Michael Stern

Captured by Imperials, a group of Rebels find themselves imprisoned aboard a *Victory-class Star Destroyer*. Suddenly, explosions rock the giant battleship as the Imperial vessel is attacked by an Alliance fleet. When the smoke clears, the captives' objective is obvious—escape by any means possible!

Strike Force: Shantipole

by Ken Rolston and Steve Gilbert

In the Roche Asteroid Field, a secret Rebel project nears completion. Headed by Commander Ackbar, the Shantipole project has developed a powerful new starfighter for the Alliance arsenal: the fearsome B-wing.

The B-wing prototype must be safely escorted back to the Alliance. But the forces of the Empire will stop at nothing to deny the Rebels this deadly new weapon.

The Game Chambers of Questal

by Robert Kern

Agent Tiree is missing and Alliance Command cannot spare the troops to launch a full-scale search. But one group of heroes vows to find him.

The Rebels travel to the planet Questal. Tiree was on an unsanctioned mission there until his sudden disappearance. And now something is hunting the Rebels.

Can they avoid Tiree's fate, rescue their friend—and save the Rebel Alliance?



For ages 12 and up.

40165

A STAR WARS®
SUPPLEMENT

for use with *Star Wars: The Roleplaying Game*

0-87431-511-5 \$18.00



TM or © & © 1998 Lucasfilm Ltd. Title and character and place names protected by all applicable trademark laws. All Rights Reserved. Used Under Authorization.