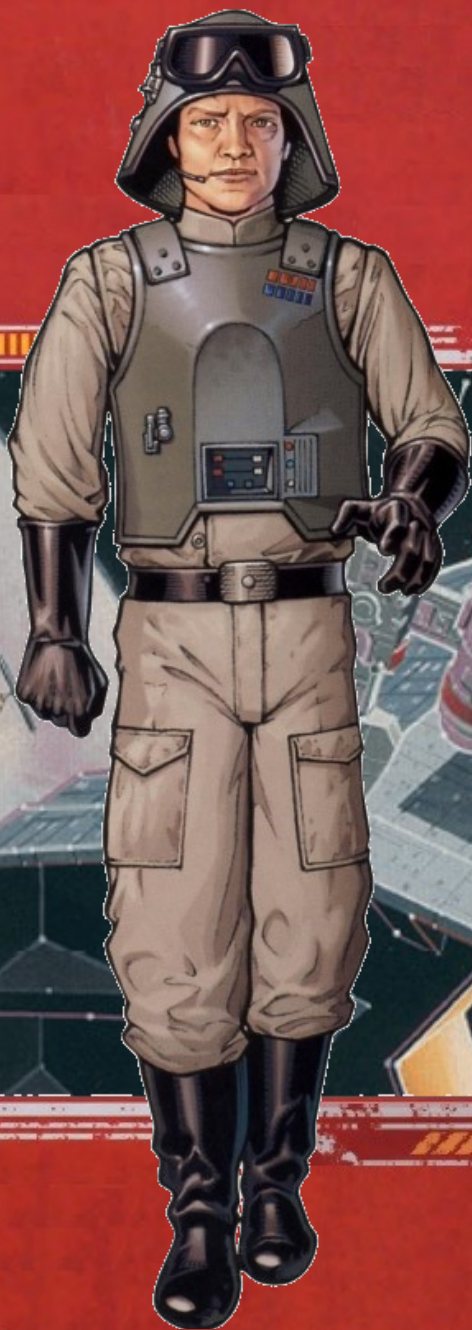


STAR WARS AGE OF REBELLION™

Black Ice



Adventure Module



STAR
WARS
ROLEPLAYING

STAR WARS

BLACK ICE

It is a time of GALACTIC CIVIL WAR.

While the REBELLION has won its first
battle against the evil GALACTIC EMPIRE,
they were forced to flee their base on YAVIN
and roam the stars aboard their fleet ...

Endlessly hunted by the limitless ships of the
GALACTIC EMPIRE fuel and supplies are the new
measure of life or death for the young ALLIANCE
growing in the embers of the DEATH STAR.

Hoping to stack the odds in their favor, a group of
Rebels have infiltrated an Imperial Intelligence base
in the swamps of the planet Lotide, where information
on the fuel supplies of the Imperial Replenishment
Fleet are located ...

1st Rebel: Okay, this is Chief Scientist Benkin's office. You keep an eye on the hallway; I'll plug QT-7 into the computer outlet. All set QT?

GM: Sure, Boss! Ready, willing and able! Lemme at 'em!

2nd Rebel: "Cutie." Swell name for an overenthusiastic suitcase. Who thinks these things up anyway?

GM: I heard that! What's wrong with my name? I think it's a good name. Do you *really* think it's a bad name?

3rd Rebel: Pipe down, both of you! We're in the middle of an Imperial Tech base, surrounded by who knows how many Imperial Security Bureau guards, and you two are arguing about a name! QT, get to work!

GM: Well, *he* started it. *kerchunk* *whrrr* ... *click* ... *beep* ... *beep* ... *bzzzzzzzzzz*

4th Rebel: How long is this gonna take, anyway?

5th Rebel: Between 5 and 45 minutes—a lot shorter if the security programming picks him up ...

6th Rebel: That'd be interesting. What do you think they'd do to six unarmed enemy spies caught in the middle of a high security outpost?

4th Rebel: Probably give us a medal for stupidity above and beyond the call of duty ...

2nd Rebel: Hey, we did volunteer for this mission, if you remember.

6th Rebel: Really? I remember being reassigned to Major Setenna Hase of Sector HQ, listening as she briefed us on a new mission, and then being personally thanked by the major for volunteering—but I *do not* remember actually stepping forward ...

1st Rebel: Stop complaining, this isn't such a bad job.

3rd Rebel: Says you! I have trouble pretending to be a top-notch Imperial scientist. It goes against my nature. And I really feel naked without my blaster.

5th Rebel: Does anybody know if there are any Stormtroopers on this post? I hate Stormtroopers.

2nd Rebel: We may get a chance to find out. Here comes a technician now.

1st Rebel: Okay everybody, act like scientists.

3rd Rebel: (under breath) Act like scientists?

6th Rebel: (to technician) Uh, er. Hello there. Nice day isn't it?

GM: Sure is. What are you guys up to, anyway?

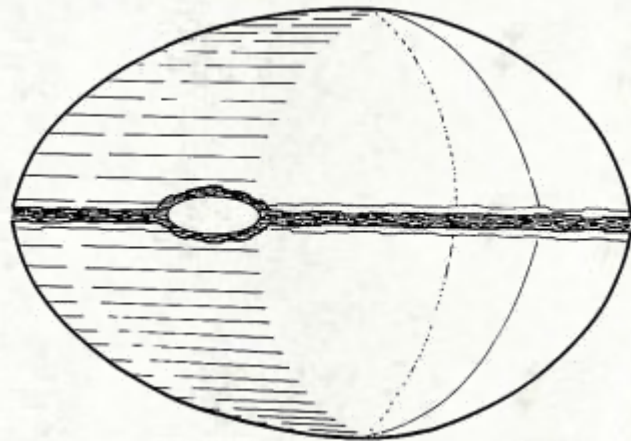
4th Rebel: We're, uh, calibrating the subatomic frequency bonding refractor in the chief's computer. See, it's been acting up lately and

GM: Hi guys, I'm back! Security system as a piece of cake! I've accessed the information but ... say ... who's the new guy? Uh oh ...

INTRODUCTION

Powerful music fills the vacuum of space with moving rhythms. Captivating text tilts toward the horizon, recapping prior events as it disappears into the void. A rumbling roar shakes the scene, announcing a space vessel's imminent approach. The star field shifts, the soundtrack blares, a planet pans into view, and another action-packed episode of *Star Wars: Age of Rebellion* begins.

Black Ice is an adventure designed for four to six player characters and a gamemaster. If you want to run a player character, stop reading now. The information contained in this book is for the gamemaster only; he or she should read it entirely before play.



ADVENTURE OVERVIEW

Rebel agents take on a mission that builds from a simple job—to infiltrate an Imperial tech outpost and steal data on an Imperial Replenishment fleet—and grows increasingly more impossible. The Alliance desperately needs fuel to power its own fleet, and the information that the Rebels acquire points them to a great source—the container train *Black Ice*.

Now all the Rebels have to do is survive a head-on assault with the vessel, break in, and take over the ship. Complications arise, as they always do, and the Rebels must repel an Imperial attack on Alliance Sector HQ before the Empire captures or destroys a large portion of the Rebel Fleet!

ADVENTURE BACKGROUND

You cannot fight a war without supplies. That is the hard fact that the burgeoning Rebel Alliance is learning everyday. Ships, weapons, ammo, clothing, food, fuel and a host of incidental necessities must be procured constantly to stave off the better equipped Empire.

The Alliance survives on the generosity of unknown benefactors, on the ingenuity of its members, and on the booty from countless raids against Imperial ships. Every day, it is getting harder to catch these ships un-

ware and unprotected, however.

That is where the Rebels heroes come in.

They are sent to a nearby Imperial tech outpost to procure information concerning Imperial replenishment fleet activity. If they can discover a hole in Imperial security, a time when the lightly-armed cargo transports are unprotected, then a raid will have a higher chance of success.

Eventually, the Rebels board the container train *Black Ice*, wherein they are forced to deal with some unexpected developments. Then, when they think they have safely moved the vessel to Sector HQ, the last surprise is revealed: the Empire has followed them back to the lair!

Can the Rebels defeat Imperial soldiers, dreaded Dark Troopers, and a fully-armed Imperial torpedo sphere before the fleet (and the planet it is orbiting) is demolished? Let's find out

IMPORTANT CHARACTERS

- **QT-7:** This computer access Droid helps the Rebels break into the computer files at the tech outpost in episode one, assists them in cracking the coded data in episode two, and should be around to communicate with *Black Ice* in episode three and six. With its carrying handle, QT-7 looks like a high-tech suitcase. Its face is covered with blinking lights, screens of various sizes, and input and output jacks. It is cheerful, friendly, and enjoys a good game of sabaac.
- **Major Setenna Hase:** Hase gave up her position as a civilian advisor after the destruction of the base on Arda I. She has since quickly risen to the post of field mission commander for the Alliance, coordinating dozens of Rebel strike teams and agent groups at a time, keeping these small but effective forces moving from assignment to assignment. The PCs have been assigned to Major Hase either because of their past successes or because Hase specifically requested them after the events of Onsalught at Arda. She appears in episodes two, five, and six.
- **Chief Engineer Skolos:** Skolos is a hard, dedicated man who cherishes his beloved ship, *Black Ice*. He sees the Rebels as pirates who have dared invade his ship. He decides to battle the “pirates” and win back the *Black Ice* by using what he knows best—he turns the ship itself against the Rebels, using every automated threat to push back the invaders. He confronts the Rebels in episode four.

ADVENTURE SUMMARY

This section describes the main plot line of the adventure in greater detail. However, events might turn out differently depending on the Player Characters actions and the circumstances.

EPISODE I: MISSION: IMPOSSIBLE

The adventure opens with the characters recovering the data they have been assigned to retrieve, but encountering a problem; it's coded. The rest of the episode follows the heroes as they get the cypher

necessary to decode the information and ends with their escape from the facility.

EPISODE II: THE PLAN

This episode covers the debriefing the heroes receive after returning to the Rebel Fleet. Though it doesn't have any overt action, it sets up the final episodes and provides the PCs with much of the information they will need to complete the adventure.

EPISODE III: CRACKING THE ICE

This episode sees the heroes make their daring raid against the *Black Ice* and overcome the ship's crew to take control of the vessel. It ends when the PCs manage to wrestle the craft into hyperspace.

EPISODE IV: CHIEF ENGINEER SKOLOS

This episode begins as the PCs find out the *Black Ice* isn't as secure as they thought it was. The episode ends as they defeat the internal threat and come out of hyperspace at base, only to have the *Black Ice* begin broadcasting an automated distress beacon.

EPISODE V: THE BLITZ

The difficulty of quickly uprooting from a planet where a base has begun to be established is large. With a week until the last of the Rebels can be evacuated, it falls to the PCs to hold off Imperial assault. The episode ends with the arrival of the Torpedo Sphere.

EPISODE VI: NO SURRENDER

The PCs must destroy the Torpedo Sphere or face destruction in this final act ...

EPISODE 1: MISSION: IMPOSSIBLE

START THE ADVENTURE

Use the script in the opening section of this adventure to familiarize the players with their situation. The script begins the game “In media res” describing the action just as would the opening of a Star Wars movie, and helps your players get into their characters. Feel free to make as many copies as you need to give each player their own script, or let everyone read from the one included. When finished, go to Event 1 below.

EVENT 1: FIRST THINGS 1ST

The PCs are probably going to have a number of questions—“where are we” or “what’s our cover story?” or “how come we don’t have any guns?” Don’t give them a chance to worry too much about these admittedly important questions right now. They can figure all that out after they deal with the immediate problem. Read;

The technician is gaping in shock at QT-7. He’s about to speak—if you want to do something about it, it had better be quick.

Give each of the PCs five seconds to announce an action, reminding them that they are completely unarmed. If a Rebel hesitates when his or her turn comes up, skip him and immediately go to another. Once all have announced an action (or taken too long) read;

The technician says, with awe in his voice, “Wow! That’s a QueTee model isn’t it? Where’d you get it? Can I look at it?”

After hearing this, some of the Rebels may wish to reconsider their actions, particularly if they were homicidal in nature. Allow these Rebels to make Easy ♦ Coordination checks, with success indicating that the Rebel smoothly converted their punch to a friendly slap on the back, missed with his kick into a foppish military turn, or the like. Failures indicate he was too far progressed to stop before semi-violent physical

contact took place.

If the technician was hit but wasn’t actually wounded, it takes an **Average ♦♦ Deception check** to convince him that the attack was an accident.

If the technician was wounded, he’s going to begin making a lot of noise real soon. The Rebels have one round to either finish him off or gag him and lock him in a closet somewhere. If they fail, immediately go to “The Chase.”

Once this incident is resolved or there is a break in the action, feel free to explain the situation to the players as detailed in the sidebars entitled “How Did We Get Into This Mess?” and “How Do We Get Out of This Mess?” on this page and the next.

How Did We Get Into This Mess?

The PCs are assigned as counterintelligence agents—spies—to Mortex Sector HQ. Their CO, Setenna Hase, voluntold them for a mission to infiltrate an Imperial Intelligence Technical Services branch outpost located deep in the swamps of a planet called Lotide. The mission is to access the outpost’s computers for information on the Imperial Replenishment Fleet and learn all they can about the projects being performed at the outpost.

Equipped with forged identitags describing them as a group of scientists newly assigned to the base from the Dakot system (a small academically oriented planet on the other side of the sector), because of unreliability, incompetence, or both. You were given regulation lab coats and pocket computers, one of the PCs has been given charge of QT-7. You had to leave your blasters and other weapons behind, as they would set off alarms and blow your cover. Training provided in details of their cover story gives the players ■■ to any **Deception checks** relating to their cover story. The PCs entered the planet openly aboard a passenger freighter and then took a shuttle from the city reserved for employees of the base.

After the Rebels have finished with the technician (or sometime during the ensuing chase scene if they didn't silence him quickly enough, QT-7 informs them about one tiny problem. Read:

"Hey, guys," QT-7 chirps cheerfully, "you know that information I retrieved? There's a slight problem that you should probably know about." (Pause so the players can ask the obvious question.) "I downloaded all of the files pertaining to the replenishment fleet's flight plan and ... well, see for yourself."

With that, QT-7 flashes information across one of his many display screens.

Give the players the handout on the next page. It shows the pertinent selection from the data files, but it's all in code! QT-7 is unable to break the code (he's tried), but he has found where the key is located.

"Access to the code key is blocked from this level. In order to grab it I have to plug into one of the high-security terminals."

QT-7 calls up a map of the outpost (show the players the "Tech Floor Plans" and he highlights rooms 30,32 and 33.

Outpost Technician (Minion)



Skills (group only): Mechanics.

Talents: None.

Abilities: None.

Equipment: Heavy hydrospanner (Melee; Damage: 5; Critical 4; Range [Engaged], Inaccurate 1), repair tools.

Essentially, the rest of this episode is a journey through the outpost. The post is occupied by the incompetent scientists, playing with forces they barely comprehend, and a number of disgusted, low-morale Intelligence Security Personnel. There is danger here, but not a lot of it. Though the Rebels may end up in a fight, chase, or both, unless things go very wrong they

should emerge unscathed. Try to keep the tone of the episode light-hearted. Things *will* get a good deal tenser later in the adventure, believe us!

The rebels have only a few specific things they must accomplish; they must recover the information necessary to break the code on the fleet data; they must find out as much as possible about what research is being pursued at the tech post; and they must safely get the fleet data back to Sector HQ.

The remainder of the episode is divided into three parts. The first part, "The Outpost and Denizens," describes the outpost and the personnel within it. The second part, "Events," describes some things which may happen while the Rebels are wandering about. The third part, "The Chase," gives you some tips on running a battle in and around the outpost, as well as describing the Rebels' escape through the swamp.

How Do We Get Out of This Mess?

The outpost itself is a large, dismal building in the middle of a large, dismal swamp several hundred kilometers from the city. All the scientists go back to the city in the same repulsorlift shuttle at the end of the work day. Once you make it to the city, you have the name and address of a Rebel sympathizer who will get you off -planet, plus an alternate contact, if the first one fails.

The security around the facility itself is impressive and elaborate, a fact that made you very happy that you left your weapons at home. QT-7 was given a cursory glance, but nothing more.

A different security guard was assigned to escort you to Dr. Benkin's office, who would be reviewing your transfer details and duty assignments, where you currently wait. You were advised by security to not touch anything, then he left. Ignoring these instructions, you promptly accessed the Chief Scientists computer terminal.

Should you do something to sacrifice your cover prior to the end of the duty shift, extraction from the facility into the city may be more ... problematic.

LOTIDE

Astrogration Data: Lotide system, Mortex sector, Outer Rim region.

Orbital Metrics: 364 days per calendar year / 24 hours per day

Government: Imperial dictatorship

Population: 400 million (human 99%, other 1%)

Languages: Basic

Terrain: swamps, marshland

Major Cities: Market City (capital)

Areas of Interest: Imperial Technical Branch Outpost

Major Exports: high technology

Major Imports: foodstuffs

Trade Routes: Shaltin Tunnels, Hyperlane GG734, Hyperlane GH972

Special Conditions: swamp predators

Background: Lotide is a fairly inconsequential planet in the galaxy, having little in the way of useful exports and even less in cities or rest spots. Most of the planet is near inhospitable - dangerous swamps infested with deadly fauna, Acklays are common, along with Dionagas and worse.

If it weren't for the fact that the planet is completely controlled by the Empire, there would be little that could save the planet from abandonment. However, thanks to the fact that it isn't a valuable world in the Empire's eyes, production requirements on hazardous materials is extremely lax. Directly benefitting the production of circuit boards who typically see their creation is typically heavily controlled due to the caustic chemicals used in their construction.

This has reduced the production costs considerably, as typically companies either need to take safety precautions and environmental protocols or pay hefty bribes to local governments - both extremely costly endeavors. No such problems exist on Lotide, however, as the planet is barely even in the galactic consciousness, and what of it is, is controlled by the iron fist of the Empire.

This lack of notice by anyone but the most greedy and corrupt plays to the advantage of the Empire as

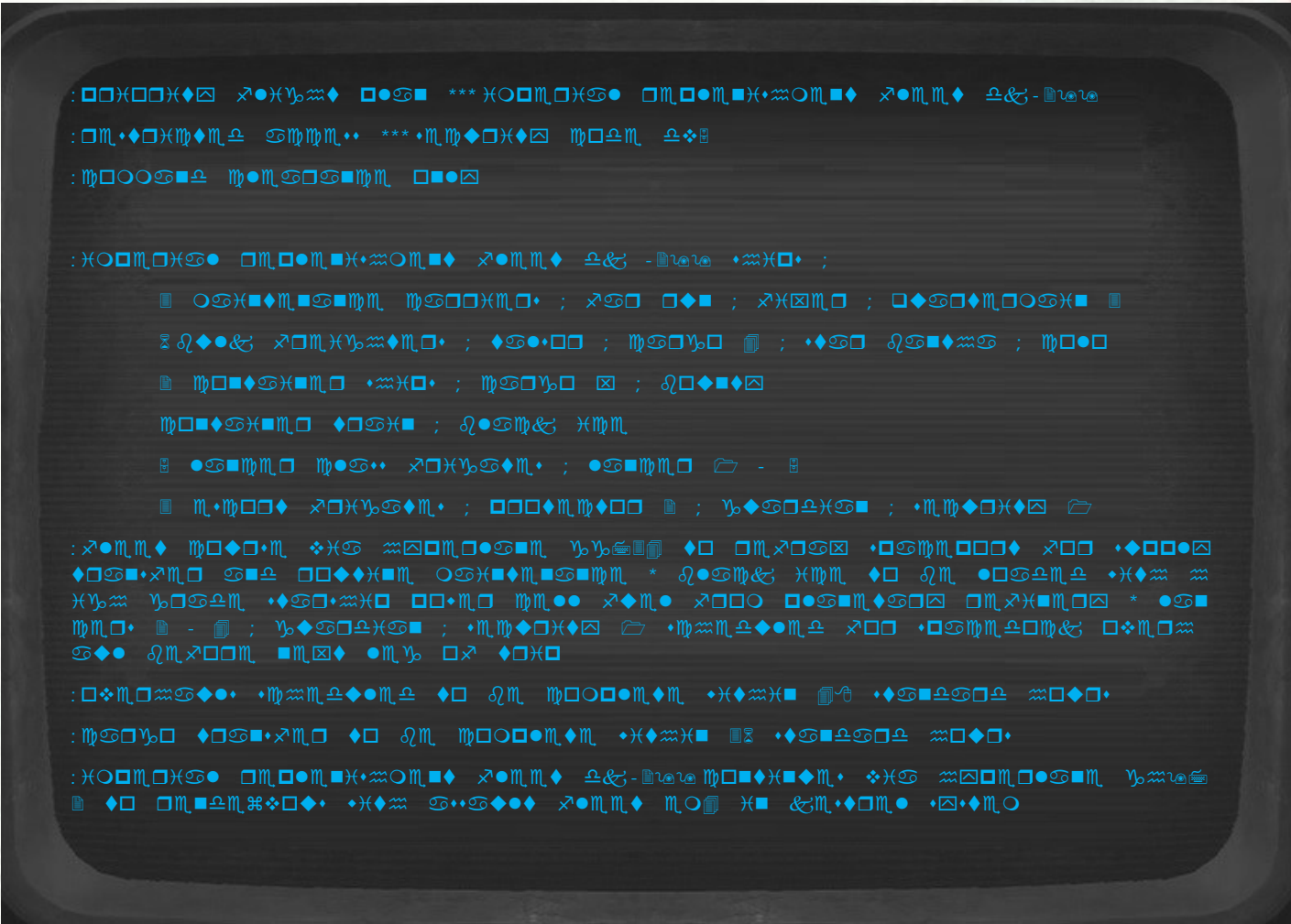


well, for it provides a level of cover for the local Technical outpost. The inhospitable terrain, combined with the unwelcoming capital makes the world overlooked by all but the most informed, and creates difficulty in even landing on the planet. The corporate entities tend to be nearly as paranoid of corporate espionage as the Empire is of spies and infiltrators.

Imperial Technical Branch Outposts

Imperial Branch Outposts are dedicated research and design facilities that are scattered throughout the Empire. Mostly they test prototype vehicles, small arms, and equipment before they are developed for mass production to troops in the field.

Almost always on inhospitable planets that add to their security, only the most dedicated and trusted scientists and technicians are allowed in these facilities. It was one such facility on Eadu where the Death Star superlaser was developed.



QT-7's COMPUTER SCREEN

OUTPOST CHARACTERS

There are three types of characters in the outpost—bureaucrats, scientists, and security guards. In general, they are standard human specialists. In the high security areas, the test clone Stormtroopers are tasked with guard duty.

Bureaucrats (Rival)

The tech post is not a particularly exciting or rewarding place to work for bureaucrats: it's in the middle of a swamp, there's little or no room for advancement, the scientists are weird, and it doesn't seem as if anybody in the galaxy knows (or cares) about what goes on here. Thus, the bureaucrats are more than a little demoralized, surly, and indifferent.



Skills: Charm 2. Cool 1. Deception 1, Negotiation 2.

Talents: Kill with Kindness (remove ■ from all Charm and Leadership checks).

Abilities: None.

Equipment: Comlink, datapad.

Scientists

In general, the scientists like it here: they are well-funded, and nobody seems to care whether they produce anything or not. Most of them were sent here because they were too quirky, too odd, or in some cases, too brilliant to fit at the standard, highly regulated Imperial research facilities. The Scientists fall into one of two categories - Technicians and Physicians. Technicians are skilled engineers that test new mechanical inventions, while Physicians are surgeons and doctors that work on advances in genetics and eugenics.

Technician (Minion)



Skills (group only): Mechanics.

Talents: None.

Abilities: None.

Equipment: Heavy hydrospanner (Melee; Damage 5; Critical 4; Range [Engaged], Inaccurate 1), repair tools.

Physician (Minion)



Skills (group only): Computer, Knowledge (Education), Medicine.

Talents: None.

Abilities: Bacta Specialist 2 (patients heal 2 additional wounds when they heal wounds from bacta tanks or long-term care), Surgeon 2 (when making a Medicine check to help a character heal wounds, the target heals 2 additional wounds).

Equipment: Bacta, medpac, synthskin.

Security Guards (Minion)

Most of the security guards (save for the high security areas) are natives of the planet—police, militia men, and the like—specifically recruited by Intelligence Internal Security for this post. They don't have the training of standard Imperial career officers, though Captain Hawra has done a credible job of whipping them into shape.



Skills (group only): Discipline, Ranged (Heavy), Ranged (Light)

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy], Damage 9; Critical 3; Range [Long]; Stun setting), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), trooper uniform and helmet [+1 Soak].

Clone Stormtrooper (Nemesis)

When the Empire was first born, Clone soldiers made up the majority of the armed forces. Since that time, indoctrination and conscription have filled the ranks of the military with many skilled soldiers, but the idea of an elite cadre of mind-scrubbed “loyal” soldiers was not lost on the Emperor. Though the original clones are no longer widely used, these clones still serve as the basis for the red-clad Royal Guard that serve the Emperor and Lord Vader. Produced at a handful of facilities throughout the Empire, this is the true reason why the Lotide Outpost is given such latitude in its research programs—it’s true purpose is act as one of the cloning facilities for the Royal Guard. By having a seemingly unimportant backwater facility carry the task, it minimizes discovery by the Rebels and any other scientific finds it may produce are merely a bonus. Only Captain Hawra knows of this fact, however, and proof of the facilities purpose can only be discovered in the Captain’s personal logs.



Skills: Athletics 2, Discipline 3, Melee 2, Perception 3, Ranged (Heavy) 4, Ranged (Light) 3.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice).

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy], Damage 9; Critical 3; Range [Long]; Stun setting), Vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2; Vicious 1), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), stormtrooper armor [+2 Soak], utility belt, extra reloads.

Lieutenant Pora (Rival)

Hawra’s Second in Command, Pora is a cold, calculating, and absolutely dedicated killer. Actually an Imperial Security Bureau Captain, Pora is here undercover, investigating charges of corruption against Captain Hawra. If they are substantiated, Pora won’t even bother with a trial – Hawra will simply be found

one day, floating in the swamp.



Skills: Coercion 3, Computers 2, Deception 3, Discipline 1, Knowledge (Core Worlds) 2, Knowledge (Warfare) 2.

Talents: Adversary 2 (Upgrade the difficulty of all combat checks against this target twice), Defensive Slicing 2 (add ■■ to opponents checks when defending a system), Improved Defensive Slicing (upgrade the difficulty to slice Pora’s system twice).

Abilities: None.

Equipment: Heavy Blaster Pistol (Ranged [Light], Damage 7; Critical 3; Range [Medium]; Stun setting), military commlink, uniform.

Captain Hawra (Rival)

A cheerful, outgoing man, Hawra rose to his present position on the backs of those who underestimated his ruthlessness. Competent, but highly corrupt. Suspects that Lieutenant Pora is out to get him; Lieutenant Pora is shortly going to suffer an unfortunate “accident” in the weapons lab.



Skills: Charm 2, Coercion 2, Deception 2, Ranged (Light) 2, Melee 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: None.

Equipment: Light Blaster Pistol (Ranged [Light], Damage 5; Critical 4; Range [Medium]; Stun setting), encrypted datapad, secure commlink, uniform.

OUTPOST MAP DETAILS

Rooms 1-20: Research and Design

There are 20 scientists here, working in three areas of research: biotechnology, physics (mainly weaponry and vehicular improvement), and computer programming and design. The biology section in the northeast corner smells like wet bantha. The physics lab sound as if there is a running gunfight going on within (though the more dangerous research takes place in well-shielded areas on the lower floor). The computer room is filled with the cackle of programmers.

1. **Surgery:** Microsurgery, modified bacta tanks, an ominous looking drain in the middle of the floor, and an MD-5 series medical Droid are here.
2. **Cage Room:** This room is filled with cages of chittering, bleating, mewling animals, ranging in size from the mouse-like greeper, to one large cage in the corner occupied by a sickly bantha. There are two technicians here repairing a cage.
3. **Office:** The office of Dr. Lagg, head of the physics lab, contains a sophisticated overhead holoprojection system. Dr. Lagg keeps a very low-intensity blaster in his desk; when he's bored, he shoots at targets flashed on the walls by the holounit. He's at it when the Rebels enter, and mistakes one of them for a holoprojection. Use the stats for a Technician for Dr. Lagg. The blaster he is using is Damage: 3, Crit: -, Short, Stun.
4. **Office:** Physicist Dr. Makim's office is currently empty. There is a disassembled blaster pistol scattered across the desktop (Damage: 5, Crit: 4, Medium, Stun), which can be reassembled with an **Average** ♦♦ **Mechanics check**.
5. **Bio Lab:** This large, open area is filled with lab tables, has various high-tech equipment scattered about. Four Physicians work here, performing various nasty experiments involving living subjects.
6. **Physics Lab:** The room is filled with a sophisticated computer system, wherein the scientists create models of new weapons and vehicles; all of the actual testing takes place in the labs on the

first floor. Currently, the room is pitch black, and the Rebels may be surprised to see a beach ball sized Death Star hovering in the air before them. A second look confirms this as a holoprojection; if they look carefully, they can see near microscopic TIE fighters and X-Wings swirling through the air around them. Several seconds pass, and then the Death Star explodes. Two scientists are arguing about the destruction of the Death Star. One cites a report by Ensign Jude Edivon that the Rebels X-Wings found a weakness in the Death Star's reactor system; the other refutes it and claims the Death Star had to have been sabotaged from within. Unable to convince his compatriot, he turns to the Rebels for support:

"The report from Lt. Edivon only says, 'the consequences could be highly destructive to the station' not would utterly blast it into atoms! Surely, there's no way those puny ships could have delivered enough firepower to destroy something that powerful and well-designed." The technician coughs modestly, "I, myself, had a small hand in the creation of the Death Star. I was part of the team which designed the thermal exhaust ports, you know... The only survivor after the Rebels wiped out our research base. Luckily I had taken ill that day and was in the infirmary during the attack. My compatriots were on the hangar deck when the assault began..."

7. **Office:** The office of Dr. Endius, head of Bio lab. Various unpleasant-looking dead animals adorn this otherwise standard office. Dr. Endius talks incessantly about biology in arcane polysyllabic terms, and cannot be understood by anyone with fewer than 3 ranks in both Medicine and Knowledge (Education).

8. **Washroom:** Standard.
9. **Lunch Room:** Standard.
10. **Office:** Dr. Euritarina's office. Dr. Euritarina can usually be found in the weapons testing lab (room 21). A locked display case contains 10 antique blasters. A **Hard** ◆◆◆ **Skullduggery check** is necessary to open the case, and any ⚙ generated can be used to activate an alarm. The blasters are in working condition, however they are without power packs, so have no ammunition.
11. **First Aid Room:** Fully-equipped emergency surgery, complete with 5 emergency medpacs, 2 full medpacs, a bacta tank, various drugs and a 21-B Surgical Droid.
12. **Office:** Standard, unoccupied.
13. **Office:** Office of Dr. Gordal, one of the very young geniuses working in the computer labs. This office is incredibly messy; walls are covered with old food and posters of local holostars and sports heroes. A **Formidable** ◆◆◆◆ **Perception check** when searching through the various paraphernalia will discover the prototype for a memory chip that, when completed, will increase Droid memory capacity by 48%.
14. **Security Post:** Two Security Guards are stationed here. They loathe the scientists, fear their experiments, and won't come out except under extreme provocation. There are two blaster power packs in a locked desk drawer (an **Average** ◆◆ **Skullduggery check**).
15. **Computer Room:** Five scruffy people pounding studiously away at keypads. Despite their nerdy appearance, these are the only scientists sharp enough to see through the Rebels' cover story. If any Rebel attempts to pass himself off as a computer expert, let him (or her) make a Computer check against the scientists' skill of ●●◆◆ If the Rebel wins, the scientist will sulk, but is impressed. If the scientist wins without threat, he simply smirks; If, however, threat was generated on the roll he decides the Rebel is a phony and pleads to be taken along when the Rebels make their break.
16. **Lounge:** Comfortable seating area with access to holovids shows. This area is bugged by security and monitored in the Communications Center (room 41).
17. **Empty Office:** The Rebels have been assigned here temporarily, until permanent offices can be arranged. Desks, chairs, nothing more. The office is bugged by security and monitored in the Communications Center (room 41). If Rebels make friends with any of the computer scientists, they will warn them of the bug.
18. **Office:** See room 13; no computer chip.
19. **Office:** See room 13; no computer chip.
20. **Chief Scientist's Office:** The room is almost completely bare, consisting of a desk, one chair, and a computer console. The Script opens here.

Rooms 21-24: Testing and Storage

Captain Hawra sends patrols of two Security Guards through here every hour.

21. **Weapons Testing Lab:** This large, well-shielded room consists of two main sections—the machinist's shop and the firing range, separated by 10 inches of warship grade transparisteel. Note: an alarm sounds whenever anybody enters or leaves the testing lab with a blaster power pack. The security guards on patrol carry a disabler which overrides the alarm, so it doesn't go off every time they pass through. The machinist shop contains some of the finest weapons repair and construction machinery in the sector, in which six technicians and twelve second degree droids of various types engineering types build new weapons under the direct supervision of Dr. Euritarina. There are dozens of power packs in a cabinet, and at least 50 blaster pistols of various types, 10 blaster rifles of various types, and three different models of repeating blasters scatter about in various states of modification and disrepair. There are number of other oddities here too, including a complete AT-AT Walker's heavy blaster lying in the corner, and a fully powered lightsaber hanging on a wall.

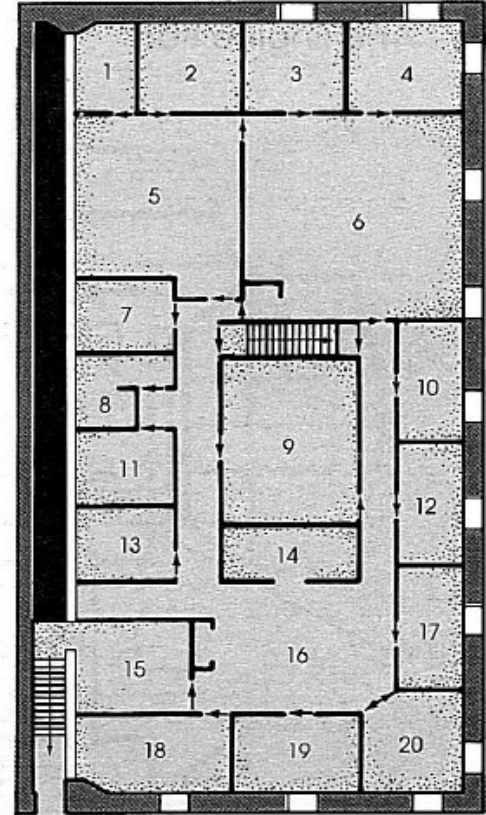
Lightsaber of a Lost Jedi

9 Damage; 1 Critical; Encumbrance 1; 1 Hard Points, When rolling a Force check as part of a combat check, spend ● to recover 1 Strain, Adds automatic ⚙ to successful Lightsaber combat checks when engaged with a single opponent, Breach 1, Defensive 1, Sunder, Superior.

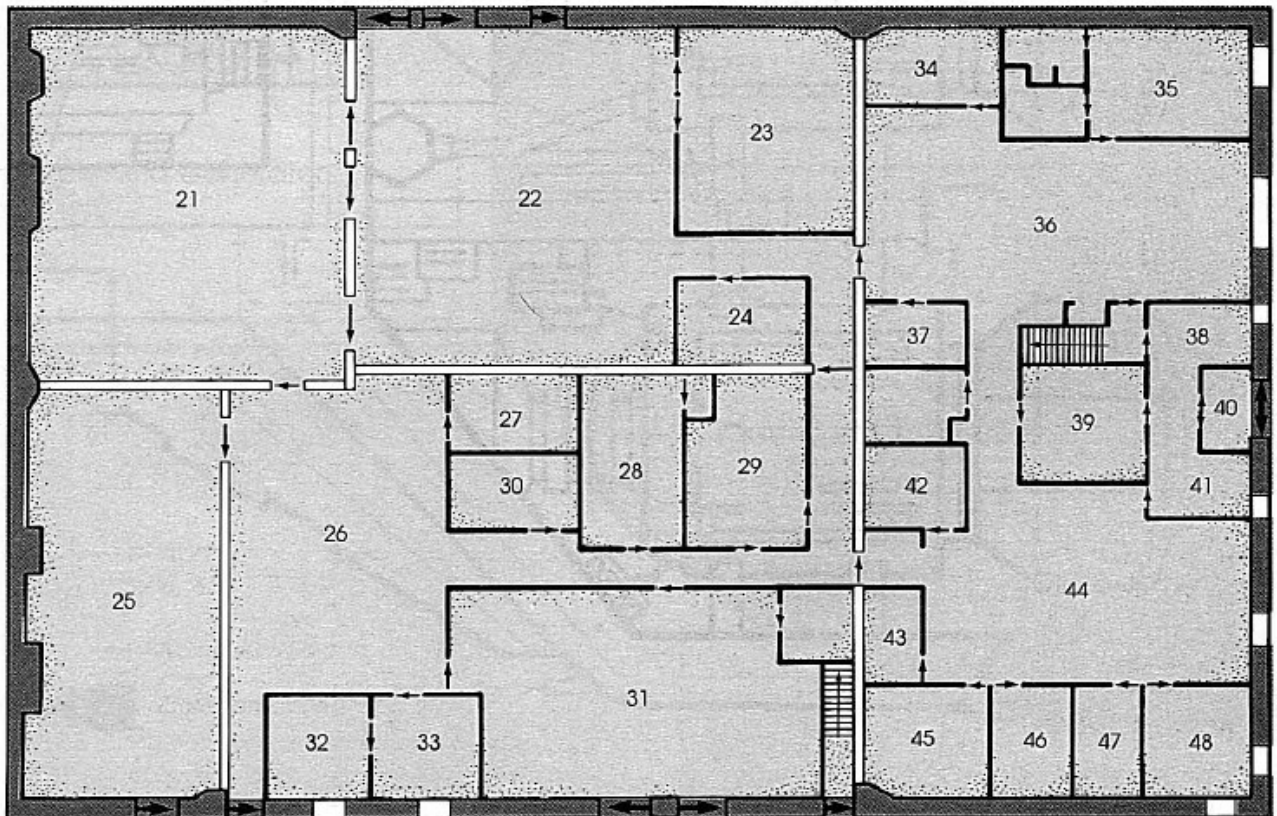
Tech Post Map Key

- | | |
|-------------------------------------|-------------------------------------|
| 1. Surgery | 26. Living Quarters |
| 2. Cage Room | 27. Detention Cell |
| 3. Office | 28. Mess |
| 4. Office | 29. Armory |
| 5. Bio Lab | 30. Lt. Pora's Office |
| 6. Physics Lab | 31. Vehicle Storage/
Maintenance |
| 7. Office | 32. Capt. Hawra's Quarters |
| 8. Washroom | 33. Capt. Hawra's Office |
| 9. Lunch Room | 34. Office |
| 10. Office | 35. Project Head's Office |
| 11. First Aid Room | 36. Lounge |
| 12-13. Offices | 37. First Aid Room |
| 14. Security Post | 38. Reception |
| 15. Computer Room | 39. Conference Room |
| 16. Lounge | 40. Entrance |
| 17-19. Offices | 41. Communications Center |
| 20. Chief Scientist's Office | 42. Office |
| 21. Weapons Testing Lab | 43. Supply Cabinet |
| 22. Vehicle Testing Bay | 44. Lounge |
| 23. Storage Area | 45-48. Offices |
| 24. Electronics Lab | |
| 25. Power/Environmental
Controls | |

Second Floor



First Floor



22. **Vehicle Testing Bay:** A well equipped garage where several grease-covered scientists and Droids are working on four Aratech 74-Z speeder bikes, one SC2 repulsor tank, and a Juggernaut assault carrier. The Juggernaut is currently inoperable, the other vehicles more or less so (see "The Chase" later).
23. **Storage Area:** Door is locked (a **Hard** ◆◆◆ **Skullduggery check** is required to open it, and any threats generated activate alarms). Inside, the Rebels find banks of spare machinery work clothing, chairs, hydrosplanners, Droid shells, but no weapons.
24. **Electronics Lab:** Scientific equipment.

Rooms 25-33: Power and Security

The people in charge thought it would be a good idea if the scientists couldn't get at the power and environmental control area without going through the security quarters.

Over 30 security guards live here, under the command of Captain Hawra. Scientists are *not* welcome in this part of the building—unless they are under arrest or working on the clones. While the Security Guards live in this area, the Security of it falls to the Clone Stormtroopers that are produced here.

25. **Power, Environmental Controls and Cloning Tanks:** A single Clone stands watch in this area. The outpost draws its power from a Verrtog reactor that occupies a dominant place in the fore-section of the room (conveniently obscuring the cloning tanks behind). It requires an **Average** ◆◆ **Mechanics check** to shut down the reactor, but it takes a **Formidable** ◆◆◆◆ **Mechanics check** to get the reactor to explode violently. The clone tanks themselves are automated, needing little in the way of oversight. A single scientist can be found in the rear of the room monitoring the operation of the tanks. The tanks themselves are capable of growing a squad of stormtroopers every 12 months.
26. **Living Quarters:** Fifteen bunk beds in a special sound and light-dampening field against one wall, and a dozen tables, chairs, couches, etc. scattered throughout the rest of the room. The troopers in this room are unarmed; their weapons rest in neat racks along the wall.
27. **Detention Cell:** A single, large room. The door requires a **Hard** ◆◆◆ **Skullduggery check** to open from the outside without a cylinder key of the appropriate rank, and a **Formidable** ◆◆◆◆ **Skullduggery check** to open from the inside; failure or the accumulation of ☉☉ on either roll sets off an alarm. Captain Hara and Lieutenant Pora have the proper rank cylinders.
28. **Mess:** A long table, seating up to 20, is all that is here. A food processor is in the alcove.
29. **Armory:** Locked. **Daunting** ◆◆◆◆ **Skullduggery check** to break into; failure or the accumulation of ☉☉ on the roll sets off an alarm. The room contains three dozen blaster pistols, one dozen blaster rifles, 200 power packs, case of 48 thermal detonators, several cartons of broken weaponry awaiting repair.
30. **Lieutenant Pora's Office:** A bare, almost spartan cell, containing a desk, chair and cot. Lieutenant Pora's heavy blaster pistol and gun sheath hangs from a hook on the wall when he is in; he has a second is concealed under his desk, pointing directly at the door. His computer contains the code key the Rebels need.
31. **Vehicle Storage and Maintenance:** Six speeder bikes, a personnel-carrying repulsorcraft, and blaster-equipped speeder are stored here. All are functional, though the speeder bikes' and speeder's weapons have no power regulators (for safety they are kept in a locked cabinet until needed). There are four troopers here at all times.
32. **Captain Hawra's Quarters:** In contrast to other quarters, these are luxurious, almost decadent. Plush carpeting, soothing sub sonics, the latest in null-gee sleeping plates. His computer contains the code key the Rebels need. This room is bugged by Lieutenant Pora.
33. **Captain Hawra's Office:** Less opulent than his quarters, a standard office. There are, however, outlandish weapons mounted on the walls; a gaderfii stick, bowcaster (with 24 shots) and a force pike. As above, the computer contains the codes the Rebels need. This room is bugged by Lieutenant Pora.

Rooms 34-48: Bureaucratic Level

About 15 civil servants and secretaries inhabit this area, along with two security officers stationed in room 36, and two more in room 44.

34. **Office:** The Project Head's assistant.
35. **Project Head's Office:** A cluttered office.
36. **Lounge:** Two security guards are here, keeping track of the scientists going to and from the testing areas.
37. **First Aid Room:** Identical to room 11.
38. **Reception:** A small, open room containing a young woman and a data pad. There are two buttons under her desk: one opens the doors into and from room 40, the other sounds a silent alarm in Hawra's and Pora's offices.
39. **Conference Room:** Big room with oval table and comlink. Bugged by Captain Hawra.
40. **Entrance:** This area is constructed of thin transparisteel, designed to resist assault on the compound while still looking clean and professional.
41. **Communication Center:** A young woman controls communications into and out of the post from here. She's ISB, reporting to Lieutenant Pora, and listens to all calls.
42. **Office:** Random bureaucrat.
43. **Supply Cabinet:** Locked. A **Hard ♦♦♦ Skull-duggery check** is required to open the lock. Nothing but office supplies are in the cabinet.
44. **Lounge:** Same as room 36, except that the troopers are here to keep the scientists out of the security section of the building.
- 45-48. **Offices:** Standard offices for random bureaucrats.



EVENTS 2—6

Following below are several events which might take place while the Rebels are in the outpost. You can run as many or as few as you like; just remember that this episode is meant to be light-hearted in tone, so don't get too bogged down in detail as it can detract from the flow of the story.

If any of the events lead to violence or a chase, go to "Event 6: The Chase," otherwise, once the action begins to lag, have the day end and the transport repulsorcraft arrive to take everyone (except the security guards, of course) back to the city. Go then to Episode 2.

EVENT 2: MEET DR. BENKIN

Shortly after the Rebels finish accessing his computer and dealing with the technician who interrupted them, Dr. Benkin returns to his office. A remarkably old man, Dr. Benkin teeters on the verge of senility and hasn't the foggiest idea of who the Rebels are or why they are here. Once they explain, he's even more confused.

"I'm sure I didn't request any additional staff," he says, dubiously. "We're over-staffed as it is - at least, I think we are. Aren't we? I have no idea where I'm going to put you all. There must be some mistake. I had better get in contact with Personnel Routing at Market City. Err, what did you say your names were again?"

The Rebels may attempt to talk Dr. Benkin out of contacting Personnel Routing; it takes an **Average** ♦♦ **Deception check** to sufficiently befuddle the old man. If not, in four hours Personnel Routing sends a priority message to Captain Hawra, telling him to place the Rebels in custody until they figure out who they are.

EVENT 3: THE TOUR

As soon as possible, Dr. Benkin turns the Rebels over to another scientist and instructs him to take them on a tour of the facilities. The scientist will not

take the Rebels into the security offices or the power room; both are off-limits to scientists.

Use the map provided, and let the Rebels encounter the rather odd characters and situations described in the map key, above.

EVENT 4: A FEW ROUTINE QUESTIONS

After the Rebels have had a chance to look around, Captain Hawra sends an officer to "invite" them to have a chat. The officer takes them to the conference room (room 39), and then escorts them, one at a time, into Captain Hawra's office (take the player out of the room and conduct the interview with his character away from the other players).

Hawra asks the Rebels a few routine questions about his or her previous posting on Dakot (answering these questions requires a successful **Hard** ♦♦♦ **Deception check** - remember that the Rebels have a bonus of □□ to any such checks). Should the Rebel produce 1 or more ⚡ on the check, Hawra hits him or her with a nasty surprise. Pick one of the following "Hawra's Challenges." After the interview, send the player into yet another room to represent the mess hall; don't let the interviewed Rebels speak to those not interviewed.

HAWRA'S CHALLENGES

Hawra's challenges are a series of tricks that the Captain has prepared should his suspicions be aroused.

"I suppose you know my brother, Messtin, the assistance security chief at Dakot Tech. How's he doing, anyway?"

The Rebels' briefing didn't mention an assistant security chief at all. There isn't one, and Hawra doesn't have a brother. Rebels who reply that they never met him or feign ignorance are fine; those who try to pretend they met Messtin are in trouble.

"Very interesting - but a complete pack of lies. I'm afraid that your comrade already confessed to everything - in exchange for his pitiful, worthless life. I suggest you do the same."

If the Rebel protests his innocence, he's fine.

"Hmmm. Would you mind placing your hand on this and repeating the answers?" Hawra takes out a portable truth meter and puts it on the desk.

The truth meter isn't very accurate. Passing the same check a second time will fool the device.

"You're lying. You are a Rebel spy and a traitor. I will now kill you if you do not name your contacts on this planet. I shall count to three." Hawra takes out his blaster, points it directly at your head, and begins counting.

Protesting innocence, cringing, running away, etc. are all appropriate responses. Confessing or assaulting the Captain will result in either the character being taken prisoner or Hawra calling for the alarm.





EVENT 5: BREAKING THE CODE



After each Rebel is interviewed, he or she is taken to the mess (room 28), where several security officers keep an eye on him until all others have been questioned. If any of the Rebels fail the test, they are placed in the detention cell (room 27).

If the Rebels try to sneak into either Hawra's or Pora's private offices (rooms 30, 32 and 33) to access the unrestricted computers, here's what happens.

Let any reasonable plan get them into the office, just as long as they have not been forced into a chase scene. If they have given themselves away, they'll have to do some fighting or expert sneaking to get at the unrestricted computers.

Otherwise, either a subtle con job (dressing as security guards, cleaning people, etc.) or a good diversion (exploding one of the labs, taking the project head hostage, simulating an attack on the post) can get them to the computers unmolested.

While QT-7 is busy downloading the proper files, have Hawra or Pora enter so that you can finish with a big chase. Do this especially if the Rebels have had an easy time of it during the episode, otherwise, reserve it for a convenient use of  on any roll made after QT-7 initially plugs into the computer. Allow the player who is QT-7 "keeper" to roll QT's  **Computers skill**. If using the rules for slicing encounters from **Special Modifications**, the System Security is **Hard**  however if accessing Lt. Pora's PC, this is increased to **Daunting**  as he has files sensitive to the ISB on the machine along with access to the data network. Remember, when accessing Pora's computer, to modify the roll for the Talents in Pora's profile. To access either system, though, QT-7 will need to disable the security program protecting the data. Then, they will need to make an Enact Command check to recover the information. Threat generated on either of these rolls will alert either Pora or Hawra to the presence of the PCs at their computer.

If not using the slicing rules, then QT-7 will need to make a **Computers check** to complete the download while the PCs keep guard. This check will be **Daunting**  if on Hawra's computer, or **Formidable**  on Pora's.

In either case, be sure to make them take additional checks, either from the desk commlink activating, Dr. Benkin stopping by to drop off another transfer from Dakot (who obviously doesn't remember the PCs), a secretary dropping off paperwork who winds up being an old friend of one of the Rebels who asks what they've been up to and when they became a scientist, or anything else that would make for an interesting moment and get them rolling a check or two. This will make Hawra's or Pora's later entrance seem more like the PC's doing than a necessity to create the environment for "the Chase." If all the checks clear without incident, however, run the end of the day exit as opposed to the Chase - the PC's deserve a reward for their luck and skills of subterfuge.

Once he has passed made his checks, QT-7 again • pops up to update the PCs, read the below;

"All done! I've got the code key! But the files have been programmed to self-destruct if you try to run them together. I'll have to create a buffer file for the information first, sorry guys!"

The PCs will need to keep QT safe during this time, and he won't be able to hack any systems for them either. This means it is entirely on the PCs to get out.

EVENT 6: THE CHASE

The outpost is a medium-security facility, built more to repel external attackers than to keep them inside. Determined Rebels should be able to escape with relative ease if they are forced to fight or flee. Following are the main components of the post's security system.

• **Security Doors:** When the alarm sounds, all the external doors and the internal security bulk-heads slam shut and lock; however, the Rebels can take a rank cylinder off of any of the security guards, or off of Dr. Benkin. These can open the doors. Otherwise, they must succeed in a **Hard Skullduggery check** to open each door that they encounter. Remember, QT-7 is down during this time, so he cannot do this for them any longer.

• **Stun Fence:** The outpost is surrounded by a three-meter high meshed fence. When anyone touches it, powerful energy shoots through them body, stunning them as if hit by a damage 10 weapon with the Passive Stun quality. Unfortunately, when the field is engaged, the power surge shorts out the post's communications system, cutting the outpost off from the rest of the world until the commlink can be repaired (a three hour process).

: Priority Flight Plan *** Imperial Replenishment Fleet DK - 299

: Restricted Access *** Security Code DV5

: Command Clearance Only

: Imperial Replenishment Fleet DK - 299 ships;

3 maintenance carriers; Far Run; Fixer; Quartermain 3

6 bulk freighters; Talsor; Farsan; Action I; Action IV; Star Bantha; Colo

2 container ships; Cargo X; Bounty

1 container train; Black Ice

5 lancer class frigates; Lancer 1 - 5

3 escort frigates; Protector 2; Guardian; Security 1

: Fleet course via hyperlane GG734 to Refrax spaceport for supply transfer and routine maintenance * Black Ice to be loaded with high grade starship power cell fuel from planetary refinery * Lancers 2 - 4; Guardian; Security 1 scheduled for space dock overhaul before next leg of trip

: Overhauls scheduled to be complete within 48 standard hours

: Cargo transfer to be complete within 36 standard hours

: Imperial replenishment fleet DK - 299 continues via hyperlane GH972 to rendezvous with Strike Fleet EM4 in Kestrel System

The stun fence can be shut off only from the reception desk (room 38), or through the computer system (see the previous encounter for the systems information when using the slicing rules, otherwise it is a straight **Formidable** ◆◆◆◆ **Computers check**). Alternatively, Rebels can shoot out one of the transformer junction boxes at the field pylons with their blasters (this requires ☹☹ and 1 damage delivered to the pylon, which has a Soak of 5). Finally, the PCs could just drive through the fence, which will work, however the strain absorbed by the speeder will see it fail, sticking the PCs with a 12 hour hike through dangerous swamps to get to the spaceport. See the section on escaping on foot for more information.

- **The Minefield:** Outside the fence is a belt of anti-personnel mines, 30 meters in width. Since installed, an average of five mines per day have exploded on contact with the denizens of the swamp, and the security personnel have tired of replacing them. Thus, the mines are deactivated until needed. When the Rebels make their break, the guards activate the minefield.

It takes six rounds to pass carefully through the minefield on foot, as the mines are ineffective against repulsorcraft, a single movement will clear the minefield without incident. When on foot, have the PC's make an **Average** ◆◆ **Vigilance check**, automatically upgraded once due to the difficult terrain and competent placement. Success indicates that the PC has spotted the mine and can avoid it, while a ☹ indicates the PC has set off a mine without a chance to spot it. Strain should be issued for ☹ indicating that a snapped twig or rock on the underside of the foot convinces a PC that they have stepped on a mine, only to be relieved when they are not - their nerves are still frayed however. Should a PC roll a failure, the mine will detonate unless ☐☐ are spent, indicating the character "lucked" over the mine. Should the Rebels walk in a single file, only the lead character is at risk unless a character lucked past a mine, then the next character in line must also make the check, but will have a ■■ penalty due to "trusting" the lead character.

Anti-Personnel Mine: Damage; 12, Critical; 3, Range [Engaged], Blast 4, Vicious 4, Limited Ammo 1.

The Escape Plan

Once the fighting begins, the Rebels have three choices: they can stay inside and attempt to defeat all 30-odd security guards and 12 Clone Troopers (one full squad performs duties and training while the next squad gesticates); they can break out of the post and enter the swamp on foot; or they can steal one or more of the vehicles from room 22 or room 31.

- **If they attempt to defeat all the security forces:** Good luck to them. The first few minutes will probably go to them, as the forces will be surprised and disorganized. Soon, however, Captain Hawra will mobilize the Clone Stormtroopers and coordinate the defense - the PCs hope. If they have already dealt with Hawra, Pora then takes command, and his ISB training makes him a formidable foe. In this case, all forces will receive a free to all checks they need to make due to Pora's expert training and lethal ☐ intellect. In either case, the forces will pull back and set up ambushes to lead the PCs into a kill zone, where they will be in the middle of a crossfire position between two squads of 10 guards and a full 12 man Clone Stormtrooper squad. Beyond that, the Scientists in the facility will gleefully use this opportunity to test their experimental weaponry. During combat, you may use ☹☹ to have an experimental weapon hit a PC, it will have a random damage value between 1 and 10, and will have a random weapon quality. After an hour, the spaceport will send reinforcements in the form of a Stormtrooper Weapons Platoon (2 squads of 12 Stormtrooper along with 3 E-Web weapon teams of 4).
- **If the Rebels try to make it out on foot:** Again, it'll take some luck. Getting outside isn't the problem, the stun fence and minefield are tricky, but navigable. They may have a little more trouble, however, making their way through several dozen kilometers of virgin swamp while hundreds of security troopers and Stormtroopers from the city are looking for them. The trip will take a minimum of 24 hours. Each hour, determine an encounter;

1: Stormtrooper Squad on Patrol - 4 Biker Scouts on Speeder Bikes, another patrols arrive on each of the next 2 turns

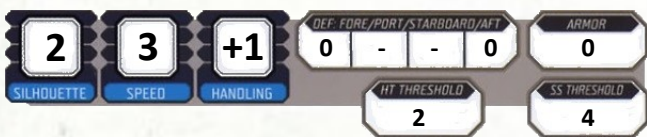
2-6: Nothing.

7-8: Dionaga - A spectacularly unattractive life form, this cephalopod has been looking for prey, it's found some.

9-10: An Acklay stalks the PCs through the swamp, this most vicious of beasts is hungry.

- **If the Rebels steal speeder bikes and escape:** Should the Rebels abscond with the speeders in either room 22 or 31 and not disable the other speeders first, run a chase as laid out in the core rulebook. It will be the Rebels craft against up to 6 speeder bikes (depending on how many speeders are left) or the repulsorcraft (depending on what vehicles the Rebels took). If the Rebels take the personnel repulsorcraft, the guards will take the speeder bikes, and the Rebels will begin at only Short range. If the Rebels took the speeder bikes, they will begin at Medium range, but the guards will have restored the blaster cannon on the repulsorcraft. If the PCs disabled all vehicles in room 31 aside from those that they have taken, then they will begin at long range, but the guards will have restored the repulsor tank to give chase in. The tank will be escorted by four Clone Stormtroopers on the speeder bikes if they were not disabled as well. Use stats presented earlier for the guards and Stormtroopers.

74-Z Speeder Bike



Vehicle Type/Model: Speeder Bike/74-Z.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 1.
Price/Rarity: 3,000 credits/4.
Customization Hard Points: 2.
Weapons: Forward-mounted light repeating blaster - this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

SC2-M Repulsor Tank



Vehicle Type/Model: Repulsor Tank/SC2-M.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 3 meters.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 25.
Passenger Capacity: 1.
Price/Rarity: 65,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Twin front-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 2).

Once the Rebels destroy/outrun/evade their pursuers, the rest of the trip to the city is uneventful. If you feel as though they've had too easy a time, or have brought loose ends (kidnapped scientists, etc.) you can certainly run a few small scenes in the city to tie things up.

ACCIDENTS WILL HAPPEN...

If the Rebels are captured, they are taken into the city and thrown in prison. If you are feeling inventive, you can run extemporize a prison-break scenario; otherwise, you can have the Rebels contact in the city get them (and QT-7) out of jail.

Whatever means you need to end this Episode, once QT-7, the PCs and the information are free of the planet, move on to the next Episode.



EPISODE 2: THE PLAN

Unless something truly unusual occurs, there is no overt action in this episode. The Rebels will meet with their superior officers, get healed if necessary, and get ready for the big attack coming up in the next episode.

This episode is important, however - it serves to advance the plot, introduce new characters, and signals a major tone change in the adventure - but there is no action in it.

Major Setenna Hase and the planet Fangol are provided in this adventure as the PCs commanding officer and the world where the Rebel outpost is hidden, though it is strongly recommended that they be replaced with whatever planet and commander that you have already established in your game. This requires only the briefest of changes, replacing of a name here and there, and doesn't impact the story too much.

EVENT 7: THE DEBRIEFING

The Rebels' contact on Lotide smuggles them off-planet and sets course for Fangol, the planet hiding the secret Alliance Sector Headquarters. Read the following aloud:

Your return voyage to Sector HQ is uneventful. The descent into the sensor-jamming mists shrouding the planet Fangol is, as always, quite unnerving, but the captain makes a near-perfect eyeball landing. Then, he ushers you off of his vessel, and roars back into space.

Your reception committee, six Alliance soldiers with drawn blasters, scans you thoroughly and escorts you into a shielded conference room where you await the arrival of your field mission commander, Major Setenna Hase.

As usual, Hase keeps you waiting for almost an hour. She bustles in, looks

you over, then nods at the escort, saying formally, "I vouch for these people. They are true friends of Liberty." The guards return your weapons and depart.

The major sighs and plugs QT-7 into a computer jack. Satisfied that the hook-up is working, she slouches down into a chair, closes her eyes, and says, "All right. Report."

Let the Rebels make their report. Don't have them go into exacting detail, but give them the opportunity to present the highlights for Hase's approval. After they finish, read:

The major stands, motions for QT to unplug, and says, "You've got 24 hours. Rest, relax, reequip and get yourselves fixed up. I'll have a new assignment for you tomorrow." As she leaves, she adds, "Not too shabby." From her, that's high praise, indeed.

WHAT TO DO FOR 25 HOURS

The Rebels have the opportunity now to heal to max (they'll need it for the next part of the adventure) as well as make any small adjustments to their character sheets or equipment as the wish (recovering the gear that wasn't appropriate to take with them on an undercover assignment and the like). From there, you can fade directly into the next scene or you could have them wander the base to visit with and interesting Alliance NPCs in your campaign.

THE SCAM

Regardless, after 24 hours, the Rebels are summoned to a meeting with Major Setenna Hase. As they enter, however, they realize there is a distinct difference to this briefing. While normally their assignments are of the low fanfare variety, this however, is quite different. Representatives of all parts of the Alliance operating staff are present. Read:

FANGOL (5251977)

Astrogation Data: Fangol system, Mortex sector, Outer Rim region.

Orbital Metrics: 821 days per calendar year / 36 hours per day

Government: none

Population: 3,000 (human 55%, other 45%)

Languages: Basic

Terrain: frozen plains, mountains, snow

Major Cities: none

Areas of Interest: Alliance Sector HQ

Major Exports: none

Major Imports: none

Trade Routes: Shaltin Tunnels, Hyperlane GG734, Hyperlane GH972

Special Conditions: harsh cold, blizzard and winter storm conditions common

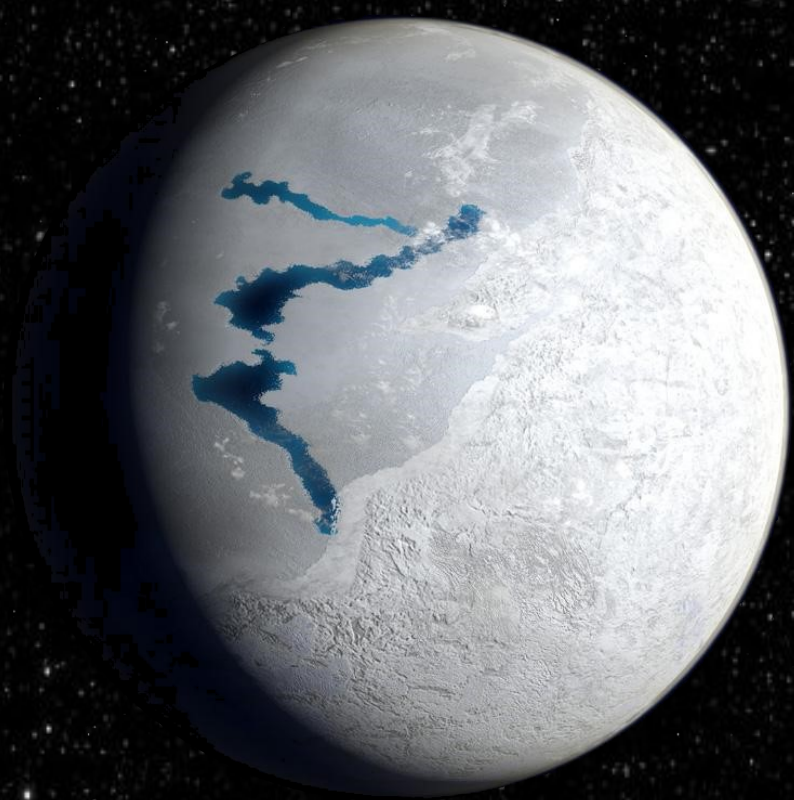
Background: A small, cold planet on the very edge of the Mortex sector, Fangol was never officially named, bearing only the research designation 5251977. The small world is totally shrouded in pure white mist which reflects all but a small fraction of the sun's light, causing it to shine like a candle in the empty blackness of space.

In addition to providing the planet with an awe-inspiring appearance, the mists prevent nearly all communication, scanning, or monitoring of the

The Mists of Fangol

Thrown up by ice volcanoes scattered across the planet's face, the mist is composed of water vapor contaminated by a heavy concentration of metals and other elements. The metal-rich mist makes sensor scans of the surface all but impossible, rendering the base beneath it virtually invisible (and making flying into or out of the planet somewhat unnerving).

Of course, the base cannot see up out of the mist, either. The base's communications and sensors are contained in a small satellite in geosynchronous orbit above the base called *Sentinel One*.



planet's surface without additional assistance in the form of signal boosters. This is accomplished for the sole inhabitants of the planet by a satellite called Sentinel One. Disguised as an exploration satellite to allay suspicions by others passing through the system, Sentinel One is equipped with sensors and conventional communications gear along with a powerful low-frequency transmitter to penetrate the mists to the base below. Should an interloper enter the system, Sentinel One shuts down most of its systems and plays the role of a simple explorer satellite.

Established after the loss of Hoth, the Rebels used the lessons they learned from establishing Hoth to quickly set up the base on Fangol deep underground. Temperatures on the planet barely reach above -110 degrees galactic standard and the unfiltered air is poisonous, so Rebels go on the surface only in times of great need. The base's power is drawn from thermal collectors sunk into the planet's molten core.

Roughly 3,000 Rebels occupy the base at any one time. One third are administrators, another third support personnel - laborers, doctors, communications experts and the like. The final third are the soldiers and pilots of the Rebel Alliance. Home to the Alliance Fleet, the base is additionally equipped with 100 starfighters, five dedicated corvettes and six light freighters.

You are summoned back to the conference room where you were debriefed. The major is there, along with General Ran Niall, Sector Chief of Supply. Major Hase looks excited - a bad sign. Every time the major looks excited, someone ends up volunteering for a dangerous mission. This time is no exception.

The major speaks, "Nice job on that infiltration, folks. With the information you picked up, we know that an Imperial replenishment fleet is stopping at Refrax for resupply and routine maintenance. We've checked our intelligence on the spaceport and made a decision. We're going to hit it. You want in?"

Hase explains the situation. The Imperial replenishment fleet's escorts have more than enough firepower to deal with the small Alliance forces in the area - under normal circumstances. However, the flight plan suggests that Refrax presents a perfect opportunity for the Rebellion. With only a token force in space and the majority of the escorts grounded at the near-orbit space dock for standard maintenance, the cargo vessels are virtually defenseless.

In the event of a Rebel attack, the escorts in space, plus several units of anti-space artillery, would hold off attackers until the grounded vessels could leave the dock and join the battle.

The Rebel attack, though, will be spearheaded by a group of Rebels whose job it will be to infiltrate an anti-space artillery bunker. When the next wave of Rebels follow, these infiltrators will bombard the space docks to shut them down, and then engage the other anti-space weapons batteries. The Rebels attacking in space will only have to deal with the escorts already in orbit.

THE CATCH

Several weeks ago, Sector HQ acquired two Imperial *Spiral*-class ship assault vessel - Hase won't explain how. These are small, needle shaped boarding craft, specifically designed to bore their way through an enemy vessel's shields and hull, straight into the

side of the ship. An assault team carried inside the vehicle then emerges and captures the vessel before its crew knows what hit them. Read below:

Ran Niall speaks next, "As you know, ever since the Imperials hit our refinery in the Choah Belt, our local operation has been critically short on fuel. We've got barely enough to sustain normal operations, and this exercise is going to seriously deplete our emergency reserves. We need more fuel.

Hase interjects calmly, "You folks are going to get it for us."

Hase wants the Rebels to man one of the assault vessels, and in conjunction with a team on the other *Spiral*, to board and commandeer the Imperial fuel container train assigned to the replenishment fleet.

She provides the Rebels with a schematic of the container train, (included on the next few pages of the module) introduces them to their counterparts in the other assault ship, and lets them plan their own attack. The PC's will comprise Black Team; their assignment is to secure the aft engine pod. The other assault ship will be manned by White Team; their assignment is to commandeer the forward engine pod.

White Team

Here are thumbnail sketches of White Team so that you can characterize them during the planning session.

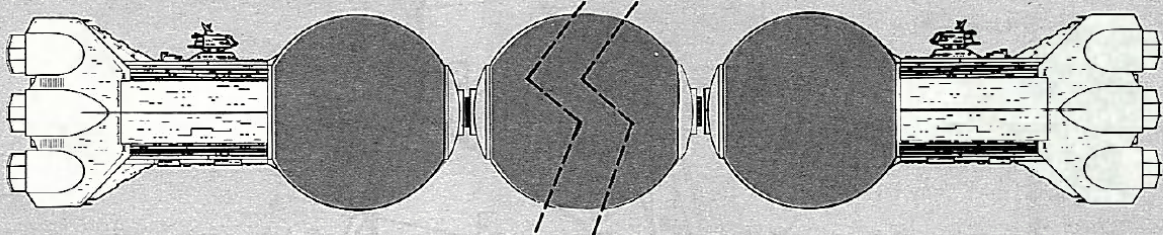
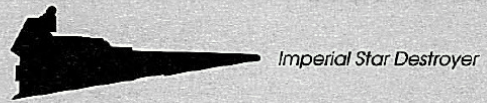
White Team Leader: Untos Poquot, a bitter, taciturn man. Lost his wife on Alderaan. Hates the Imperials with an unsurpassed fury. A good planner despite his passion.

Second in Command: Worrumba, a Wookiee. Owes a Life Debt to Poquot. More interested in protecting his friend than in aiding the Rebellion.

Team Members: Two humans, two Mon Calamari. Enthusiastic, headstrong. Are sure that a Rebel can whip any 10 Imperials. Should make the PCs very nervous.

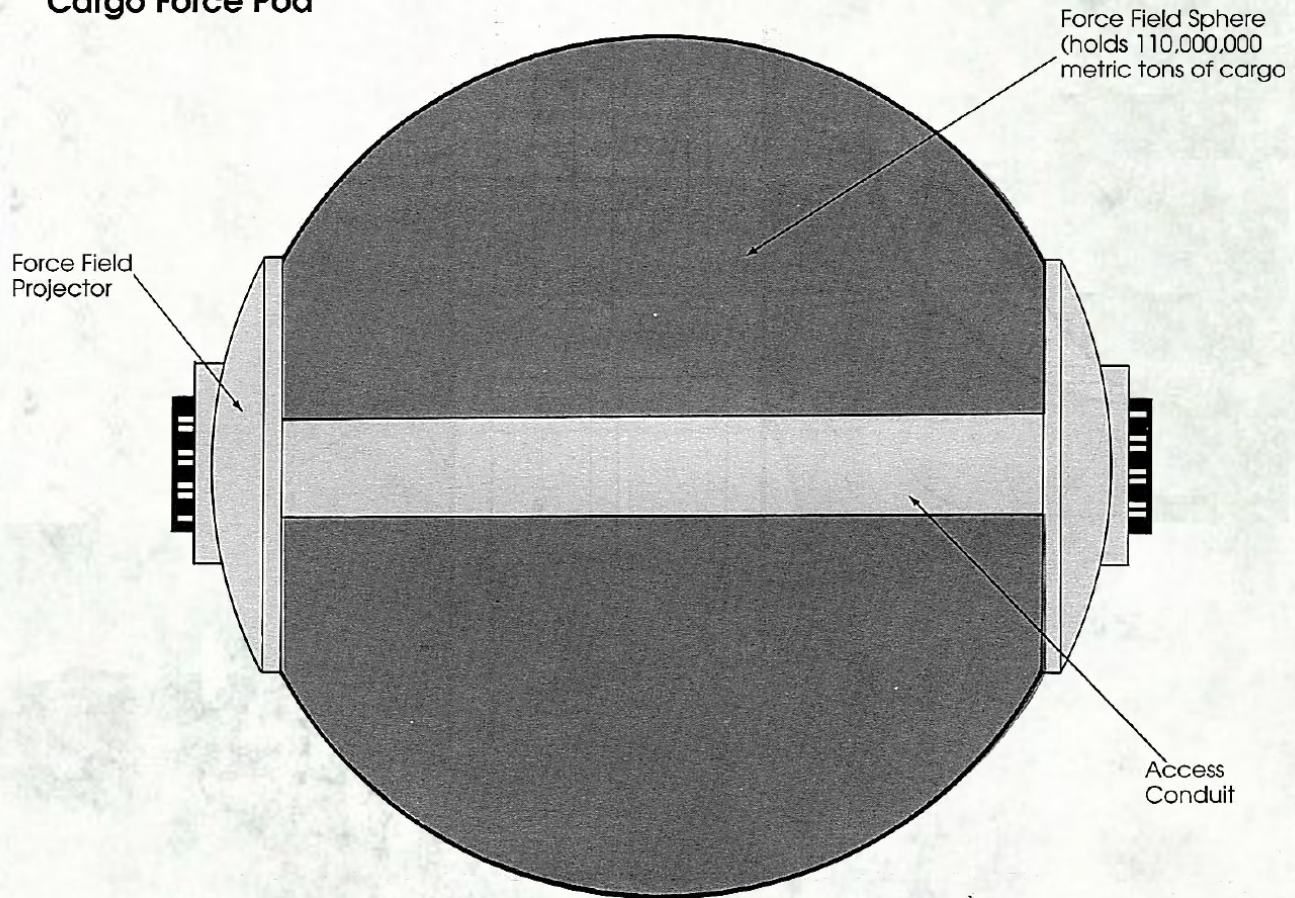
Scale Comparison

Note: Silhouettes of ships are in scale.

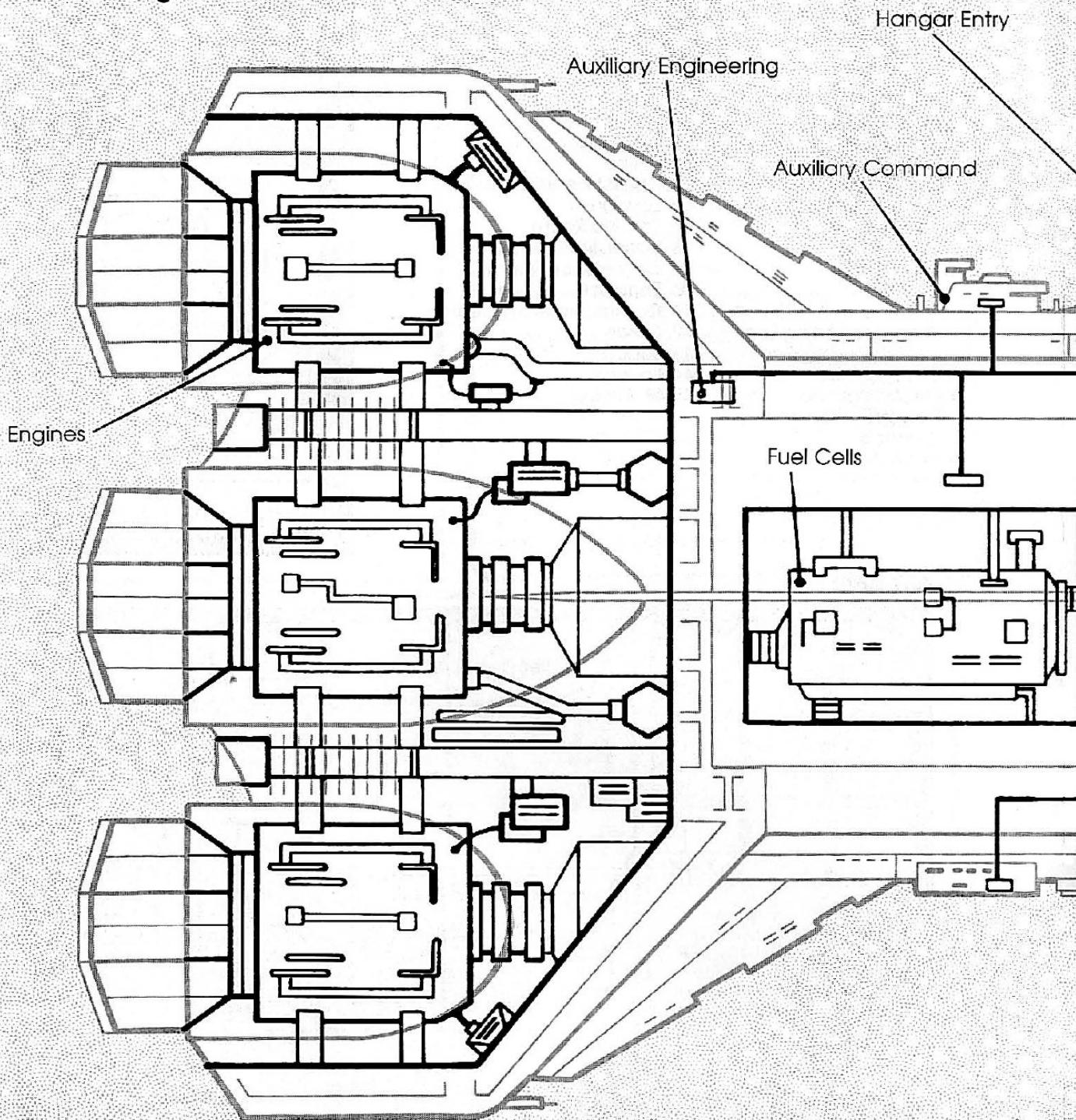


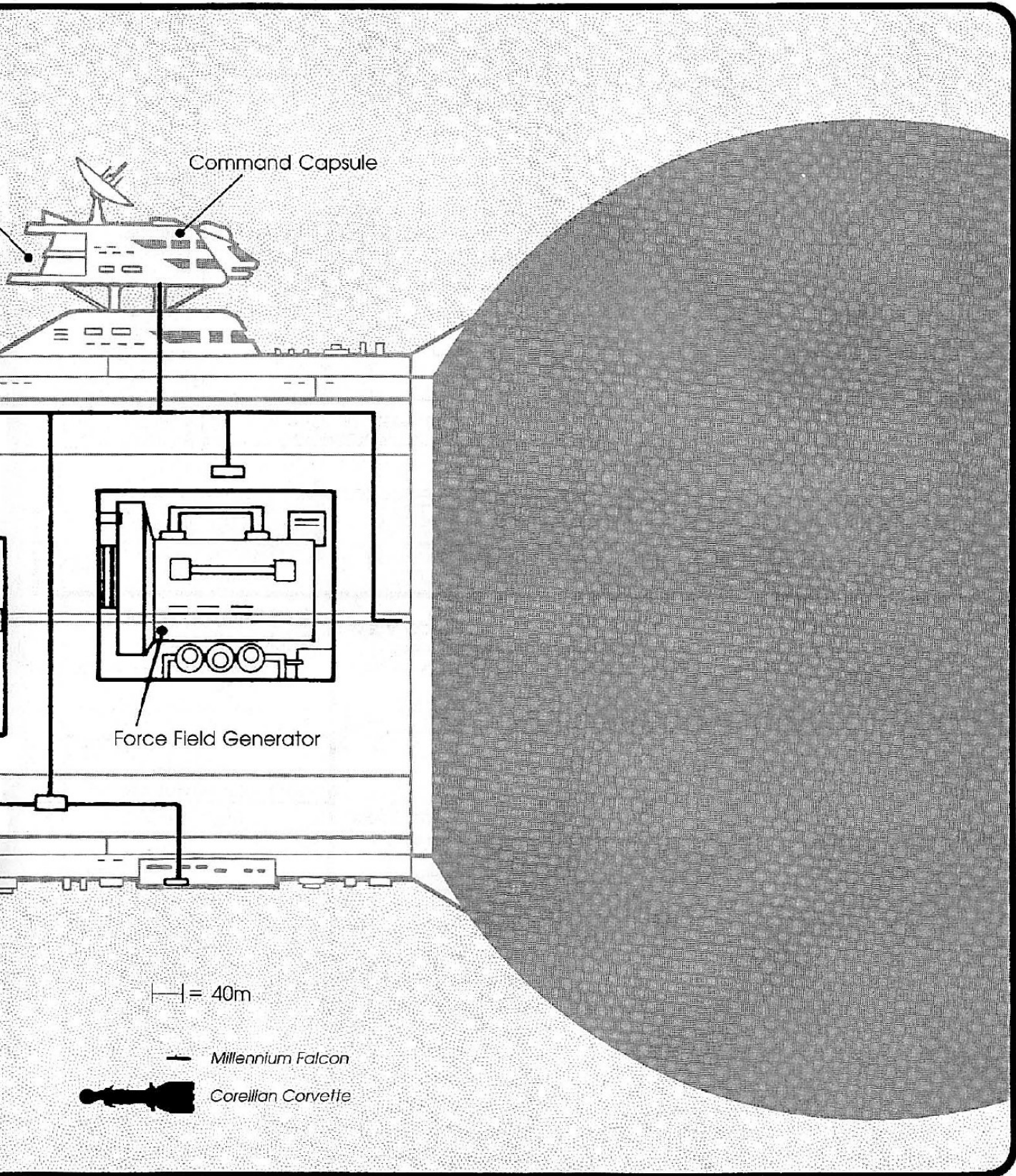
Black Ice

Cargo Force Pod

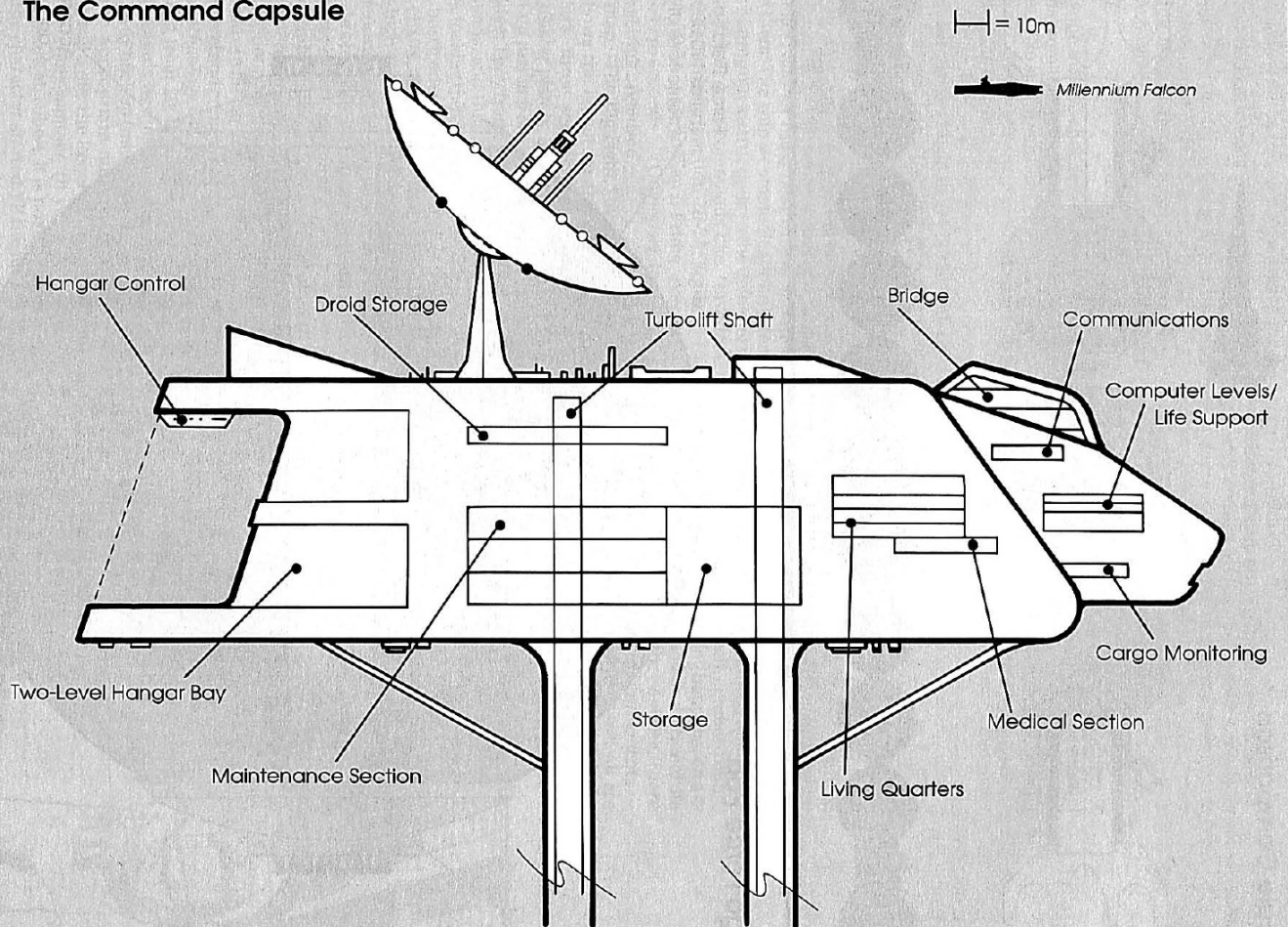


The Engine Pod





The Command Capsule



THE PLAN

Let the PCs come up with any plan they want, as long as they are within the parameters of the assignment - to secure the aft engine pod of the container train.

White Team Leader will explain that his group will hit the communications level, just below the bridge. From there, his team will make its way up to the bridge, secure it, and radio the aft engine pod to see how Black Team is progressing. He does not care how the Rebels get their part of the job done, as long as his people don't have to worry about trouble from the aft.

The Rebels may come up with back-up plans in case of emergency - if so, they will be much better prepared for the next episode, when everything falls apart. If not, they are going to have to improvise on the fly.



EPISODE 3: CRACKING THE ICE

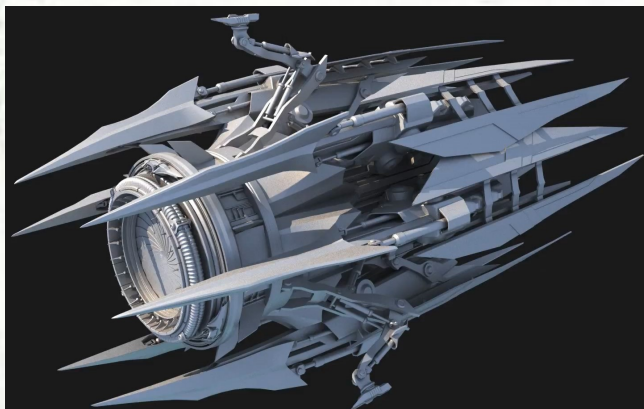
Sector HQ bustles with activity as the plan to capture the *Black Ice* is put into motion. This episode sees the Rebels engage the forces of the Imperial Navy and closes with the successful capture of the container train.

FINAL PREPARATIONS

Sector HQ is alight with motion as hundreds of Rebels prepare for the attack against the Imperial replenishment fleet. Dozens of serious-faced Rebel pilots listen to attack instructions from their mission officers, and maintenance personnel and Droids work feverishly to get the base's spacecraft ready for the attack.

THE SPIRAL

Gren Lavorn, the base's spacecraft maintenance officer, shows the Rebels the ship they will use in the assault, a *Spiral*-class vessel designed to penetrate hull and shielding. Over 70 percent of the ship is sub-space engines and shield generators, giving the *Spiral* power but no grace.



3	5	-2	DEF	FDRE	PORT	STARBOARD	AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4	
			HT THRESHOLD			SS THRESHOLD		
			15			10		

Vehicle Type/Model: Boarding Vehicle/*Spiral* class.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 5.

Consumables: One Week.

Price/Rarity: 75,000 credits (R)/5.

Customization Hard Points: 0.

Weapons: Forward-mounted proton lances (Fire Arc Forward; Damage 10; Critical 1; Range [Engaged]; Linked 6, Limited Ammo 1).

The *Spiral* is designed to be a single use, small unit boarding craft for the rapid insertion of special forces into non-military vessels or space stations. When the ship nears the target, the six lances on the front of the *Spiral* shoot forward and lock into position, protecting the airlock from impact. Upon striking the target, the lances penetrate the targets hull using the force of the ram, and ignite.

The lances, formed almost entirely of a material called tektonite, vaporize in a shaped charge that absorbs nearly 92% of the kinetic energy of the remaining impact, insuring that the cabin survives to release the boarding party. They also burn away the hull from the surrounding area, and due to the detonation lasting only a fraction of a second, the molten hull immediately cools around the *Spiral* itself, both sealing the hull breach and creating an access point for the boarding party into the victims superstructure. External plasma torches then prep the pod for cutaway so the vessel can be recovered later.

While incredibly competent at it's task, the *Spiral* never saw widespread use, as the cost was prohibitive for the Empire, who preferred to use the power of the fleet to disable ships and board using shuttlecraft

EQUIPMENT

and docking clamps.

The *Spiral* is severely limited in cargo space, allowing each passenger to carry only a few small items in an overhead bin and not much more in a rear cargo compartment. There's only enough room inside the craft for each of the PCs to stow a knife, blaster pistol, two spare ammo packs, and a stim pack. All other equipment must be stored in the rear cargo compartment, which can hold any two of the following; two weeks additional emergency rations, up to four blaster carbines and extra ammo packs, a medpac and four stim packs, 24 grenades, or QT-7.

The Rebels are advised to take QT-7 with them, as the computer access droid may be useful for talking to the container train's Imperial network. If the group has a skilled slicer already, this may not be needed.

EVENT 8: ARRIVAL

Read the following aloud:

It's no fun going into battle blind, stowed aboard a slow, virtually defenseless freighter. Sadly, there isn't a lot you can do about it, so you tune in on the Alliance command frequencies, trying to get an idea of how the battle is going.

"...Leader, bogey at 4 o'clock, neg 90 ... Red Team, form on me; let's make our run ... Got 'im! Whoowee! ... Yellow Team's here; they've taken the artillery bunker ... scratch one ammo ship; going to secondary target ... Green Team reports heavy damage to spaceports, estimated repair time four - I say again - four beautiful hours! ..."

The battle seems to be going well. Several moments later you hear, "Black and White Team, prepare to launch." Within seconds, the aft hatch on the freighter opens, sending both assault ships into space.

At last you can see the battle raging all around you. X-Wings and Y-Wings dart across the stars, spitting fire at the outnumbered TIEs. Nearer to the planet, Imperial freighters lie in orbit, some burning visibly, some limping desperately out of the gravity well toward space, hounded mercilessly by powerful B-Wings.

You bring your mind back to the task and find your prey, the huge, black string of pearls directly ahead. It's bigger than you expected, and it appears to be about 500 kilometers away. You check your instruments.

Then you recheck them.




*The schematics were correct. That *thing* out there is 7,800 meters long - five times the length of an Imperial-class Star Destroyer.*

More details become apparent as you close with the train. The Black Ice is composed of three main sections; two huge engine pods, and between them, the cargo fields, nine shimmering black balls of force, each containing 110,000,000 tons of high grade starship fuel. You try not to think about what would happen if you missed your target and crashed into one of them ...

Your sensor beeps: 10 seconds to impact. You make your final course adjustments and activate the inertial couches - you're now totally helpless until you slam into the vessel or miss ... eight, seven ... the shielding lowers over the transparisteel, leaving you blind ... six, five, four ... you hear a "click" as the proton charges arm themselves ... three, two, one —"WHUUMMMMP!!! Screeeeee!

There's a sudden wrenching shock to your body. Everything goes black.

WHERE ARE WE?

The Rebels find their ship buried somewhere within the Imperial container train. Where? To find out, have the pilot make a **Piloting [Space] check**. To breach the *Black Ice* the pilot needed to be at maximum speed, so with the *Spiral's* silhouette of 3, that means that means the pilot will have a difficulty of  with  to his roll from the miserable handling of the ship. Failure on this roll indicates that the PCs have landed on the Engine Pod instead of the Command Pod, and will be forced to fight their way through quite a bit of the vessel. Success indicates they hit the Command pod, while  can be spent to move them

the group further away. Moves them 50 meters off target, while puts them on the Command pod, but far from their target strike point. Should the pilot roll a it might be a good time to have the impact rattle free the locking mechanism on the rear cargo pod and vent their gear and rations into space.

Remember, at this point the breaching lances are spent and the engines are inoperable. While they can use the retrieval fusion cutters to free the *Spiral* from the hull, they won't be able to maneuver it to another spot and try again. The PCs will just have to soldier on.

The exception to this, of course, is if the PC's decided to aim for the Landing Bay and hit without missing. In this case, the *Spiral* passes straight through the magnetic shielding and comes gently to rest on the floor of the bay. The ship is undamaged and still ready for breaching.

There are four very surprised Imperial technicians staring at the ship, but they are unarmed and easily dispatched, though not before one of them alerts the bridge that they are being boarded.

Assuming that the PCs have not entered through landing bay, the Imperials are not yet sure what is going on - all they know is that a section of the ship was breached, but they are unsure if the ship has been invaded, or merely hit by wreckage from the battle outside. They immediately send a party of 4 repair Droids to assess the damage followed by, several minutes later, six vac-suited Imperial technicians carrying repair equipment and, somewhat gingerly, blasters.

If the Rebels have moved quickly, they can escape into a side corridor, gaining another few precious minutes before the Imperials learn exactly what they're up against. Otherwise, they'll have to fight.

To commandeer the *Ice*, the Rebels must reach the pod's security bridge. This is not difficult; there are only 10 security guards in their half of the vessel, and they are completely surprised by the attack. If the Rebels move quickly, before the Imperials have time to get their defense organized, they should have little trouble.

Imperial Technician (Minion)

3	2	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		4		0 0	

Skills (group only): Mechanics.

Talents: None.

Abilities: None.

Equipment: Heavy hydrosponder (Melee; Damage: 5; Critical 4; Range [Engaged], Inaccurate 1), repair tools, Heavy Blaster Pistol (Ranged [Light], Damage 7; Critical 3; Range [Medium]; Stun setting), comlink, Vac suit (+1 Soak).

Imperial Maintenance Droid (Minion)

1	1	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		3		0 0	

Skills (group only): Mechanics.

Talents: None.

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Arc welder (Melee; Damage 3; Critical -; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session).

THE BLACK ICE

Built by Rendili StarDrive, the *Container*-class starship is a dedicated fuel cargo ship. At full size, with all force containers active, it measures a colossal 7,800 meters long and weighs in at roughly 1,210,000,000 metric tons! Most of this, however, is cargo space. The nine black spheres, each 600 meters in diameter, are force fields filled with refined fuel for power cells - 110,000,000 tons in each. A large conduit runs down the center of each hold, carrying power and connecting the chain to the engine units at either end. These container spheres can be deactivated and their projectors collapsed in order to extend or retract the train as needed for the haul.

The two engine pods are huge, dwarfing even the engines on the mighty Star Destroyers and rivaling



those on the Death Star itself. The fore and aft engine pods are identical (as the ship moves in either direction with ease, the terms “fore” and “aft” become interchangeable based on the trip).

The crew spends most of its time in either of the command modules that sit atop the engine pods. These are 330 meters in length and 75 meters wide, about the size of a frigate. The entire ship is controlled from these capsules, and the crew is rarely required to enter the engine pods, and almost never visit the cargo spheres (save when moving between the engine pods through the central corridor).

Despite its huge size, the container train virtually runs itself requiring a standard crew of only 200 - 100 in each of the two command capsules. As half of the *Ice*'s crew is on shore leave at this moment, there are only 50 crewmen total in each pod, with the highest ranking naval officer being merely an ensign. At full strength, each engine pod is designated two platoons of Imperial Army soldiers to handle its operation; these act as additional security when not performing maintenance and upkeep operations (it's mostly these poor grunts that were denied shore leave and are present when the PCs assault the command capsule). Added to this are two mixed platoons of Stormtroopers, one with two assault squads and a surgical squad that serves as medical and anti-boarding operations, and another of two assault squads and a weapons squad that serves as counter terrorism. Finally, this is all tied up by an Imperial navy bridge crew consisting of 20 naval officers who handle navigation and command and control operations.

This, as mentioned before, is not at full strength. As the *Black Ice* is not intended to go anywhere at all, only the lowest ranking naval officers have been left on the craft, assigned to this duty for having too large of winnings at the last officers sabaac game (they suspect they were in cahoots, though no evidence could be found of it). Neither of the army platoons remain, rather a loose conglomeration of squads from both platoons who were left behind merely because of the need for someone to be, causing any squad that failed inspection to be called for the skeleton crew duty. This has created a strange problem, as they are not used to each other, and so their reaction times are lower than would normally be expected. At any given time, of the five squads left behind, two are designated for 12 hour maintenance shifts; one will be getting bunk duty (sleeping before their next shift) while the other responding to maintenance problems aboard the vessel (these are the poor troopers the PCs encountered in the Landing Bay

and at the breach site). Three of the squads are designated for guard duty, and of these three they pull 8 hour shifts, meaning two will be off duty, with one fully asleep and the other getting food and relaxing. The remaining squad will be armed and armored, patrolling the ship.

DASH TO THE BRIDGE

When the battle began, all of the sleeping crew awoke for the alert, but are still coordinating their defense. As such, one of the guard squads are not yet ready to defend the ship, counting instead as mere technicians.

Unless you are particularly interested in drawing up the floorplans of the *Black Ice*'s command capsule and forcing the Rebels to thread through the maze of corridors, we suggest that you handle movement abstractly.

Since the Rebels have a schematic showing the layout of the command capsule, and they can find their own location on any computer terminal, run the sequence as a series of vignettes. Present the PCs with short problems and skill tests to move them closer (or further depending on 🎲 and 🎯 results) to their objective. At all costs, don't get bogged down in the details - keep this event fast and loose. Play up the lack of coordination of the Imperial army troopers, the confusion and disbelief that they could be under attack at all.

Below are couple of examples of vignettes that can be used, but feel free to make up your own. When the PCs seem to be getting bored of them, have the Rebels reach their objective - the main opposition.

You round the corner at top speed. Unfortunately, so does a maintenance droid, carrying a full load of rather sharp-looking wiring.

An **Average** ♦♦ **Athletics** check is all that's required to avoid the hazard, though 🎲 inflict strain damage (and possibly cause the player to drop their weapon) while failure may cause the character to suffer 4 damage (increased by 1 for each additional ▼ above his ✨ rolled).

Your blaster shot fells the Imperial. His personal commlink beeps, and a voice comes through it, saying, "No sign of 'em her, Lenk. Anything up your way?"

A **Hard** ♦♦♦ **Deception** check is needed to convince the voice nothing is wrong.

EVENT 9: THE BIG FIGHT

Pick up the tempo as the Rebels approach their objective. Increase the number of sightings of enemies, and let them hear others shouting behind them. The ship's communication system begins blaring out instructions to the defenders, and the Rebels hear command calls like "Invaders sighted at corridor junction 2D-7A; Bravo squad to junction 5D-7A ... go to plan G-Prime, repeat, Gamma-Prime. Execution in three zero seconds ..." Obviously, the defenders are getting organized.

The map below shows the layout for the final battle. The defenders, a security team of 4 guards, are behind barricade one (A), set up just in front of blast doors leading to the bridge. They trade shots with the Rebels for two rounds, then retreat towards barricade two (D), locking the blast doors behind them (B).

The barricades themselves are hastily constructed of tables, chairs, and assorted odds and ends. One and a half meters high, they provide 1 ranged defense. The locked blast doors (C) require a **Hard ♦♦♦ Skulduggery check** to open (or a conveniently placed explosive or thermal detonator).

The repulsorlift tubes (1-6) are filled with a cushion of repulsor energy that allows characters to "bounce" down to the next level without the aid of a car. If a PC attempts to go to a lower level and come up a different way, let them make an **Average ♦♦♦**

Knowledge (Warfare) check. Failure indicates they get turned around on the floor below and need to return the way they came; the entire process takes 5 rounds. **U** can be spent to reduce this time by 1 for each **U** spent. Success indicates that they may come up at another repulsorlift tube. The number of rounds it takes to reappear depends on the tube they went down, and the tube they reappear at. The base time is 3 rounds, and add the difference between the repulsorlift tube numbers (ex - leaving 1 and appearing at 4 would be 6 rounds, 3 base, plus 4-1). Again, **U** can be used to reduce this time (to a minimum of 3 rounds).

Imperial Security Guards (Minion)



Skills (group only): Mechanics, Ranged (light).

Talents: None.

Abilities: None.

Equipment: Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Blast vest and helmet (+1 Soak, comlink).

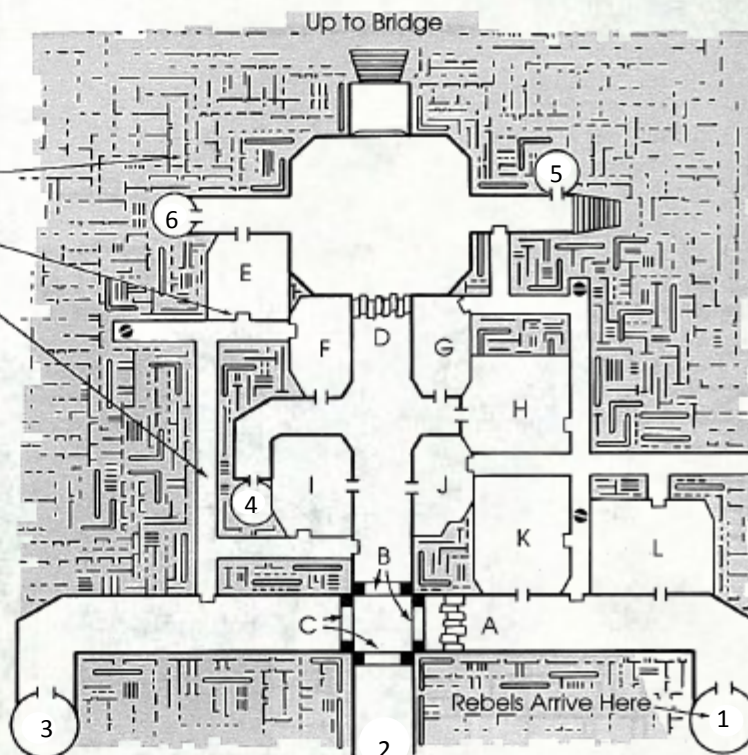
Ventilation ducts (marked by **S** on the map below) are .3 meters square, just wide enough for someone (except larger species like Wookies) to fit through. The ducts lead down into the space between floors,

GAMEMASTER MAP: The Big Fight

Solid Machinery and Wiring
Ventilation Grill
Ventilation Duct

MAP KEY

- 1-6: REPULSORTUBES
- A: BARRICADE ONE
- B: LOCKED BLAST DOOR
- C: CLOSED BLAST DOOR
- D: BARRICADE TWO
- E: WEAPONS LOCKER
- F: EMERGENCY REPAIR STATION
- G: EMPTY ROOM
- H: VISITING CUSTOM INSPECTOR'S OFFICE
- I: FIRST AID STATION
- J: CAPTAIN'S OFFICE
- K: AUXILIARY ASTROGATION
- L: LUNCH ROOM



but are unlit; anyone attempting to navigate them would need to carry their own lighting or make a **Hard** ♦♦♦ **Survival check** to navigate the near lightless environment to another duct access.

There is a weapons locker (E) that contains light blaster pistols and ammo packs. The heavy blaster pistols are empty (they were taken first by the guards). An emergency repair station (F) contains manual fire-fighting equipment in case the automatic defenses are damaged. This includes axes, extinguishers and spare wiring and circuitry for immediate repairs. The custom inspector's office (H) contains a desk, chair, computer and two security guards covering repulsorlift #4. Finally, there is a first aid station (I) that contains a bed, medpacs, and other equipment for minor injuries.

THE DEFENDER'S PLAN

The security guards, after falling back, wait at barricade two (D) where they are joined by the two guards from the custom inspector's office (H). When the second blast door is breached, they use their combined fire to hold the Rebels off until reinforcements arrive. Then, when there are at least 12 defenders, they charge.

Reinforcements arrive haphazardly as they complete their patrol routes. Each round, roll a d6; on a 1-3 nothing happens; on a 4-6 reinforcements show up; roll a second d6 to determine which repulsorlift they appear from. Reinforcements don't need to follow the same rules for advance as the PCs did, they possess the required access keys for the doors. Each group will be a fire team of four security guards, but there are only three total groups available for reinforcements.

While the security guards are dedicated, once more than half their number has become incapacitated, they will break for repulsorlift 5. If the PCs let them go, they head straight for the hangar, where they, along with almost everyone left alive on the ship, board escape shuttles and make for deep space.

The bridge is currently manned by two very frightened ensigns. They will formally surrender the vessel when the PCs enter.

Shortly after the PCs secure the bridge, they receive a message from White Team Leader. Laconically announcing White Team's success and asking what is taking the PCs so long.

HANDLING THE WORST CASE

If some of the PCs should be badly hurt during the battle, you might want to have some crippled star-

fighter pilots ask to "get a lift" back to base on the *Black Ice*. This can provide a temporary character(s) for the wounded PCs to play while their regular character heals up in a bacta tank in the med bay.

EVENT 10: INTO HYPERSPACE

White Team Leader announces that the forward bridge's controls were damaged in the firefight - the Rebels will have to pilot the *Ice* for themselves. If they have QT-7 with them, he can talk to the ship's computers and convince them to cooperate (the ship's computers aren't built for logical rationalization, after all); the Rebels will need only to make standard **Piloting (Space)** and **Astrogation** checks to operate the train. If QT-7 isn't along, however, then the PCs will have a harder time. Due to the amount of automation used to operate the train, they will need to slice the system to get it unlocked. This should be a difficult task, and if using the slicing rules, the *Black Ice*'s computer is a Military Starship Network with a constant System Administrator with Improved Defensive Slicing and 2 ranks in Defensive Slicing. They will need to access the system, disable the security program, and then enact a command to have the ship's computer turn over navigation to the PCs. Once this is done, it is the same as if QT-7 convinced the computer. If they fail in this, upgrade the difficulty of all **Piloting (Space)** checks by two. Should the PC's spend a Ⓢ to check for automatic distress beacons, see Episode 4 for how to handle it.

Cut Away to Assault Command

INTERIOR: REBEL CORVETTE, BRIDGE:
Several Alliance officers watch the battle taking place beyond the viewport. Major Setenna Hase checks a monitor, then stares out at Black Ice.

"What could they be doing in there?" *she asks aloud.* "If they don't get that train moving soon, this will all have been a waste of time. We may have caught the Imperials off guard, but they've retaken the artillery bunker and we are getting ready to launch the escorts. We're going to be outnumbered very shortly."

"Major," *says a junior officer,* "three lancers and a frigate have just left space dock."

Hase frowns and looks to General Niall.

Niall shakes his head grimly before turning to the officer, "Let's cover the *Ice* for a few more minutes, then take us to hyperspace."

Wipe to ...

INTERIOR: *BLACK ICE*, BRIDGE.

Once the PCs get control over the *Ice*, the *Black Ice* moves out. The ship is incredibly slow and unwieldy, and they will need to pilot her out from the gravity shadow of the planet and space dock. To accomplish this, they will need to make **Piloting (Space)** check to navigate the hazardous terrain of the starship battle. Being the size of the *Black Ice* and in the middle of two groups of capital ships launching torrents of missiles and turbolaser fire makes the vastness of space seem a lot less vast. Assign ■■ to the piloting check to leave the gravity shadow. It would definitely be in the best interests of the party to have someone take the plot course action first, and the *Ice* is equipped with a co-pilot station for the purposes of the copilot action. If the PC's succeed on the first try, the *Black Ice* escapes with no damage, if they are required to attempt a second check, describe the impact of stray fire and it's dangerous proximity to the fuel pods, the ship becomes lightly damaged for purposes of computing the jump to hyperspace. If they need four or more checks to get free, the ship becomes heavily damaged for the **Astroga-**
tion check.

Once the PCs make the check to leave the gravity shadow, the *Black Ice* moves out and can jump to hyperspace. If the PCs used QT-7 to convince the *Ice's* computer to assist, then simply determine the difficulty of the check off any damaged sustained. If the PCs had to slice the system (or didn't and just fought the computer) then consider the navicomputer missing when determining the **Astroga-**
tion check

difficulty. When the PCs get the train into hyperspace, read:

Space suddenly expands in the familiar pattern - stars blur, colored lights shoot by - as Black Ice jumps to lightspeed.

The Black Ice

9	1	-4	DEF	FORE	PORT	STARBOARD	AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2	2	2	1	2	
			HT THRESHOLD		SS THRESHOLD			
			8		8			

Vehicle Type/Model: Container Train/*Black Ice*.

Manufacturer: Rendilli Stardrives.

Sensor Range: Close.

Ship's Complement: 200; 100 in each engine unit command capsule.

Encumbrance Capacity: 6,092,317,630; 9 container pods holding 676,923,070 each, 2 engine and command sections holding 5,000 general encumbrance each.

Passenger Capacity: 50

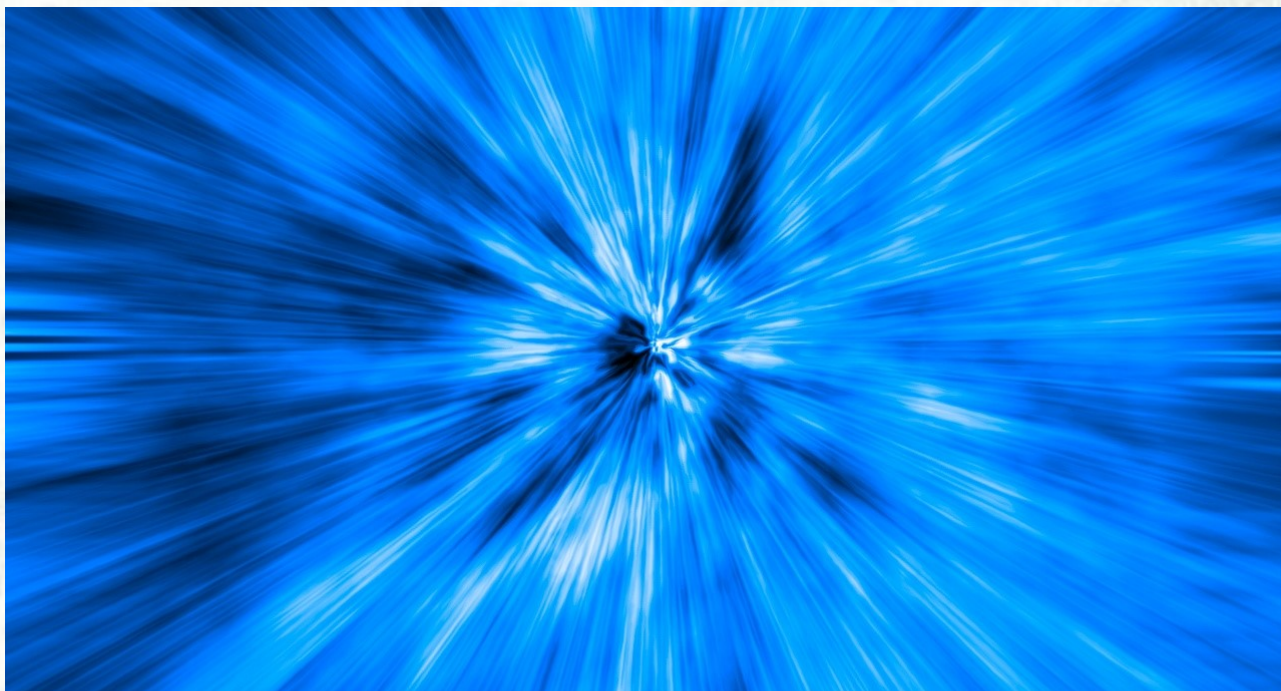
Consumables: One month.

Price/Rarity: 1,800,000,000 credits (R)/9.

Customization Hard Points: 0.

Weapons: None.

Other: Massive 3.



EPISODE 4: CHIEF SKOLOS

The Rebels discover that the *Black Ice* isn't as secure as they thought. The ship itself attacks them, and they must battle Droids, security systems, and maintenance equipment to finally win control of the container train. Behind the attacks is Chief Engineer Skolos, a man outraged that "pirates" have hijacked his ship.

I highly recommend watching the movie *Die Hard* before running this Episode, as the character Bruce Willis plays is the perfect analog for the gruff saboteur that Chief Skolos is, and the PCs are in the exact position of the Hans and his criminals. This reversal of roles adds a level of morality to the situation that makes the eventual resolution with Skolos logical and cinematic.

CHIEF ENGINEER SKOLOS

A hard, dedicated man who loves to repair and maintain machinery, John Skolos spends more time in work clothes than he does his Stormtrooper armor. A colonel in the Stormtrooper corps, Skolos was assigned as Executive Officer (XO) of the Stormtrooper platoons on the *Black Ice* under the ship's Captain. This assignment to non-Stormtrooper command resulted in Skolos being given the rank of Chief of Staff.



His love for machines and technology led him to spend more and more time in the engine room, helping out whenever he was given the opportunity, and soon the Army technicians began referring to him as "Chief Engineer" instead of just Chief Skolos. It's a moniker that he quickly took to, and soon even his own men were calling him "Chief Engineer Skolos."

When it came out that all the Stormtroopers under his command (and almost everyone else on the ship) were going to be planet side while repairs were being done, Skolos took the opportunity to revel in his love of maintenance and volunteered to stay aboard to help the maintenance crews.

Now he believes his beloved ship has been taken by pirates, and there's nothing he hates more than pirates. He plans to take back his ship and return the *Black Ice* to the replenishment fleet where she belongs. He knows the ship like the back of his hand, maybe better, and has devised a series of nasty attacks to use against the PCs. He plans first to weaken them, then destroy them in the maintenance section. He loves the ship and hopes to bring it back intact - which is why he hasn't set the self-destruct yet.

Chief Engineer Skolos (Nemesis)



Skills: Athletics 2, Computers 4, Discipline 3, Knowledge (Warfare) 5, Melee 4, Mechanics 4, Ranged [Light] 4, Ranged [Heavy] 3, Vigilance 4.

Talents: Adversary 3 (upgrade the difficulty of all combat checks against this target 3 times), Durable 2 (subtract 30 from Critical Injury rolls made against him), Gearhead (remove ■ from Mechanics checks), Soft Spot (may spend one Destiny Point to add four damage to one hit of a successful non-starship/vehicle attack), Technical Aptitude (complete computer related tasks in 50% the normal time).

Abilities: None.

Equipment: Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Heavy hydrospanner (Melee; Damage: 5; Critical 4; Range [Engaged]; Inaccurate 1), Armored vest and helmet (+2 Soak), Rebel comlink, tool kit.

EVENT 11: BROKEN CONTACT

The episode begins in hyperspace. Read:

The colors of hyperspace never cease to amaze you, but you only marvel at the streaking lights for a moment before other lights catch your attention. The monitors and indicator tell-tales light up all across the control boards, indicating that there are system malfunctions throughout the ship.

If QT-7 accompanied the group, then read the following section before moving on, if the PCs didn't bring the little droid, then skip it and move on to the call from White Team.

QT-7 begins, "We've got some prob - eeeyew!" but a crackling charge of energy cuts him short.

QT-7 has been hit by a virus from Skolos that overloaded his circuits temporarily fusing them. Even with the best checks, the PCs can only confirm that he will remain incoherent for a while (the remainder of the episode) while his internal repair systems take over.

Once you read the above (or if the PCs didn't take QT-7) read the below;

The comlink snaps on and through the static you can hear:

"Black Team, this is White Leader. We are under attack ... (static) ... Droids ... life support ... (static) ... send help ..."

Then the comlink goes dead.

BLACK ICE EVENTS

Below are a series of events that pit Skolos against the Rebels. Use as many as you like, and if you want add even more, but be sure to have at least two occur at the same time, especially if the PCs split the group. These are intended to weaken the group prior to Skolos directly facing them in the hopes of evening the

odds. Skolos is adept at tactics and skilled in both computers and maintenance, and will use all these skills to deplete the PC's resources before moving in for the kill.

Using the Shuttle

If one or more PCs wish to go to aid White Team, the only feasible way to get to the forward engine pod is via the low-powered repulsor shuttle which runs down the conduit at the center of the cargo spheres. A repulsorlift tube leads to the bay where a flatbed cargo shuttle is stored. About 20 seconds into the ride, a warning sensor indicates that a force field is in place ahead. The pilot of the shuttle must make a **Piloting (Ground) check** to avoid crashing into the force field which separates the first cargo sphere from the second. Failure causes the shuttle to crash, and while no one is hurt, the shuttle is ruined.

The PCs discover that the force field is in place because the conduit in the next cargo sphere has been breached. Fuel has spilled into the conduit, making passage impossible. The force field is all that keeps the fuel from rushing into the first sphere as well.

If any of the PCs make a **Hard ♦♦♦ Vigilance check**, they notice a Droid moving along the top of the conduit they are in. The Droid is applying a high-powered laser tool to the metal, seeking to rupture this conduit as well. If the PCs can destroy it within one combat round, they are safe. Otherwise, the conduit ruptures and must get out before tons of fuel crush them.

If the repulsorlift shuttle is operational, then it simply is a matter of successfully avoiding the hazard of the falling and rushing fuel (a terrain modifier of ■ for the check). If the shuttle was destroyed, then the PCs must make a run for it. To cross the distance they've traveled before the first sphere's force field drops into place will require the PCs to essentially cross two planetary range bands. This means moving from short range (where they are) to extreme range, and then repeat the process again. This means a character will need to make a maneuver to move from short range to medium range, then 2 more maneuvers from medium to long, and another 2 to move to extreme, then repeat for a total of 10 maneuvers.

The purpose of this test is to accumulate strain on the PCs, and this means getting them to place themselves in a position to accumulate it. Whether this is from taking 2 maneuvers a turn by paying 2 strain, or

by making **Athletics checks** in an effort to move faster, it doesn't matter - you need only get them into a panic and taking the strain.

To accomplish this, explain how the fuel looms above their heads, and remind them that 110,000,000 tons of death surrounds them, rushing in faster and faster. Each round after the second, add ■ to all **Athletics checks** made to run, the PCs will soon see that time is not on their side, and the chances of them making it lessen with each lost round.

Imperial Fabricator Droid (Rival)



Skills: Mechanics 2, Ranged [Light] 2.

Talents: None.

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Arc welder (Melee; Damage 3; Critical -; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session), Fusion Cutter (Ranged [Light]; Damage 5; Critical 3; Range [Short]; Breach 1; Burn 3; Sunder; Vicious 3).

IO-5 Cargo Shuttle



Vehicle Type/Model: Multi-role Cargo Shuttle/IO-5.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 25 meters

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 150 (without passengers).

Passenger Capacity: 2 in cab, 8 in bed.

Price/Rarity: 1,800,000,000 credits (R)/9.

Customization Hard Points: 2.

Weapons: None.

Life Support Malfunction

Any of the PCs who remain on the bridge must deal with the next situation (although you could have it occur anywhere). An alarm alerts them to a problem, and an **Average ♦♦ Computers check** allows them to decipher the cryptic readings of the life support monitor.

According to the monitor, life-support has been compromised. Carbon dioxide in the air is rising alarmingly throughout the capsule, except in the maintenance and life support sections. The PCs can try to repair the problem from the bridge by making an Average Computers check. Success allows the PC to switch off the alarm and momentarily repair the issue, make the same roll for Skolos. If the PC rolled better than Skolos did, then the PC notices that there is a much more devious glitch set in the life support section itself, causing the air to continue to be poisoned but at a much slower rate. If Skolos scored better, then the PCs won't notice the problem until it might be too late.

All PCs not in life support or maintenance will start to get woozy, apply the disoriented status to the PCs until they correct the issue. Starting on the subsequent round, they will begin losing 1 strain per round as the effects of suffocation set in. This will increase to 2 strain on round 10, and full suffocation rules set in on round 20.

In life support, the problem is easily corrected with an **Average ♦♦ Mechanics check**.

Sensor Failure

Sensor alarms begin to flash, warning the bridge crew about a large gravity well somewhere up ahead along their projected trajectory. Before the Rebels can get more information, the alarms stop and the sensor monitors go dead. The PCs can trace the problem to a maintenance access tube that connects to the sensor dish (an **Average ♦♦ Mechanics check**). It seems that a relay has been disconnected and must be manually reattached before the sensors can come back on line. Until then, the ship is running blind.

There is no gravity well up ahead. That was a Skolos trick, but the sensors must be fixed if the PCs are to be sure. The PC that makes the trek up the access tube must make an **Average ♦♦ Mechanics check** to locate the disconnected relay, and a **Hard ♦♦♦ Mechanics check** to reattach it.

Once the sensor relay has been reconnected, the trap is sprung. The power that flows through the ship to the relay also powers a (previously deactivated) explosive device. As soon as the relay is connected,

read the following:

The panel on the sensor array lights up as the final lock clicks into place, the relay is repaired. Suddenly, without warning, the emergency blast shields at each end of the section of conduit you've been crawling through slam shut, sealing you inside. You look around for some method of extricating yourself when you hear something. A beeping... You suddenly have a very bad feeling about all of this.

The bomb is as much a test as it is an attempt to eliminate the “pirates” aboard the *Black Ice*. An **Average ♦♦ Perception check** will reveal its location, hidden in small vent jutting off the conduit. The real test comes in disarming it. Skolos has designed this bomb to test the PCs skills in demolitions. He figures that either he will eliminate one of the “pirates” or he will discover their capabilities (which will adjust his tactics in the future). To represent this, the difficulty to disarm the bomb is equivalent to Skolos’ **Mechanics check** **♦♦♦♦♦** and should give most PCs a run for their money. Failure doesn’t cause the bomb to explode, merely speed up the timer. The PC has three chances to defuse the device, unless they accumulate **☠** or **☠☠☠** first. If any of three conditions is met, the bomb detonates, roll Skolos’ Mechanics check to determine the damage, the bombs profile is Damage 12; Crit 3; Range [Engaged]; Blast 1 (due to the closed access tube doors); Vicious 4; Limited Ammo 1.

SpyEyes Attack

When any PCs leave the bridge, they encounter 3 SpyEyes. These repulsor-driven Droids are small spheres with built-in holocams for remote-viewing. If the PCs don’t try to destroy them, the Droids approach, beep apologetically three times, and then explode.

Imperial SpyEye Droid (Minion)



Skills (group only): Vigilance.

Talents: None.

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Self-Destruct Mechanism (should the Droid’s mission be compromised, or their controller sends a coded signal, it may self-destruct as an out of turn incidental; this explosion does 10 damage to all engaged characters and each SpyEye in a minion group may move to engage different characters).

Equipment: built-in holocamera.

Standard Maintenance

Once most PCs are running around fixing other things, a Mynock Exterminator Droid named DBX-11 enters the bridge to exterminate the “Mynocks” there. Skolos has programmed the Droid to recognize the PCs as Mynocks.

Since it normally works in and around the engines, the Droid is heavily-armored. DBX-11 is uncertain about his job because he has never been in the command capsule before. Also, while his memory circuits clearly define the PCs as Mynocks, he remembers them looking much different the last time he went to exterminate the pests. Note, DBX-11 has always been programmed via comlink, so he has never seen human beings before. He does have photo- and audio-receptors, though, so he can be reasoned with - sort of. See below for a possible example of DBX-11’s “peculiar” logic circuits.

1st Rebel: Blast it! We’re not Mynocks! Stop shooting us!

DBX-11: (*Taking a shot at them*) Well, you say so, but how do I know this isn’t one of your sneaky Mynock tricks?

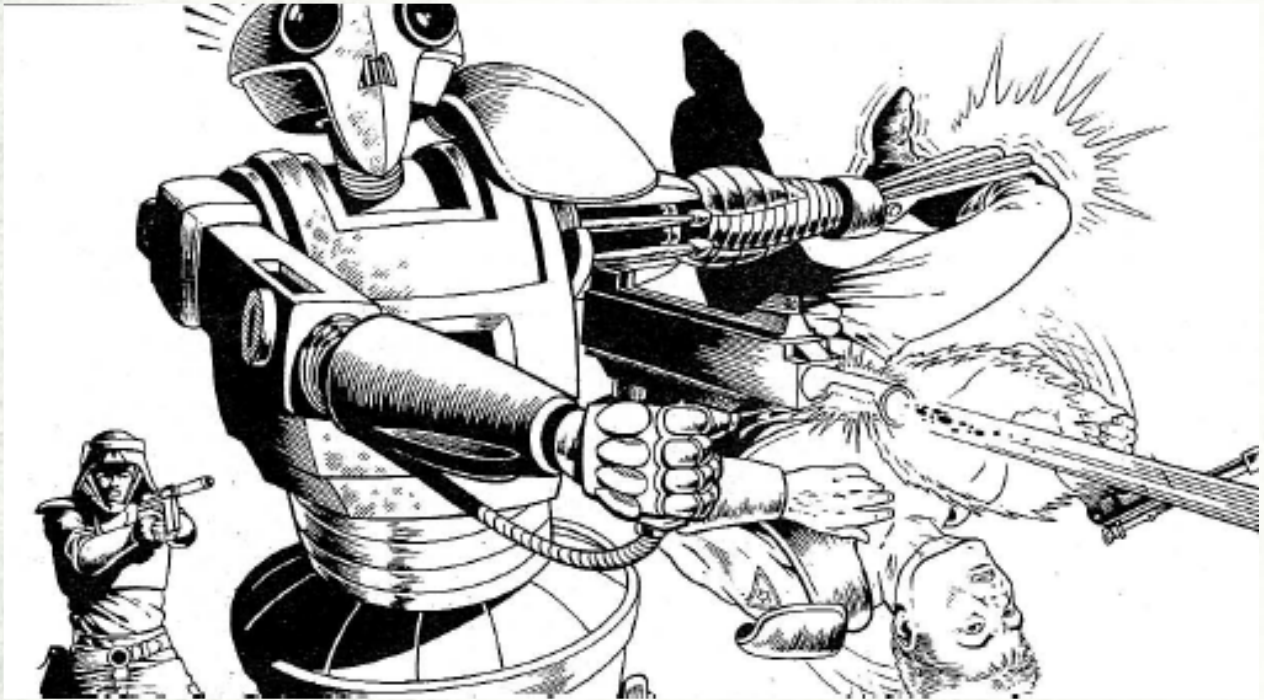
1st Rebel: Has a Mynock ever tried to talk to you at all? To say *anything*?

DBX-11: (*Dubiously*) No ... you’re usually too busy chewing on power cables. That’s why I have to exterminate you. It’s a very important job, you know. The Whole ship depends on me! (*Edges around to get a better shot*) Say, how come you don’t have big wings like the other Mynocks?

2nd Rebel: Because we’re not Mynocks!!! We’re human beings!

DBX-11: Oh sure, tell me another one. Human beings are tiny things living inside comlinks...

In the PCs convince DBX-11, after apologizing most profusely, he’ll tell them that the orders to go to the



bridge came directly from Chief Skolos.

DBX-11 (Nemesis)

4	3	3	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	19	10	1 1		

Skills: Computers 3, Mechanics 3, Ranged (Heavy) 5, Ranged [Light] 5, Vigilance 2.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Barrage 3 (add three to the damage of all Gunnery or Ranged attacks at medium or long range), Point Blank 3 (add three to the damage of all Ranged attacks at short or engaged range).

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Arc welder (Melee; Damage 3; Critical -; Range [Engaged]; Stun Damage), built-in light repeating blaster (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1), built-in heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting).

ON TO THE CLIMAX!

After the PCs have experienced a few of the events, Skolos decides to make himself known. On the bridge, alarms go off indicating a fire in the maintenance section. Interior sensors show maintenance and all adjoining corridors and levels are en-

gulfed in flame. If the PCs ignore the signals, after a few minutes Skolos will take over the ship's comlinks, read:

A gruff voice rings out over the ship-wide PA system, "All right you pirates! I know you're looking for me! I'm in maintenance, waiting for you! Come and get me you cowardly worm ridden filth!"

What, Are You Tryin' to Kill Us?!

Skolos and DBX-11 represent extremely dangerous opponents, and there is the question of characters being seriously injured or killed. This is intentional, because they only occur in situations where the opponent can (and should) be reasoned with. Both the Nemesis characters in this regard are intended to provide social interactions in addition to challenging combat encounters.

You can forward this idea by initiating conversation at the opening of the scene, for instance, have DBX-11 enter the bridge already talking about "finding the Mynocks" and declaring "There you are!" when he sees the first PC. With Skolos, the read aloud should hint to the players that there is a misunderstanding that can be exploited, if not, continue his accusations about them being pirates, and how if he loses his ship it will be in a legitimate act of war.

EVENT 12: THE FINAL BATTLE

The maintenance section is uncomfortably hot. PCs begin sweating when they reach the outer corridors. Inside, they can hear the roar of some great engine, and the lower rumble of something large moving about. The blast doors slide open at their approach, letting out a powerful wave of heat. As they ponder the situation, Skolos eggs them on, read:

Without activation, the doors to maintenance swoosh open, the cool air generated immediately replaced by oppressive heat. Though no fire is present as the sensors warned of, the air bakes with an uncomfortable warmth. The distinct whistle of the ship wide PA system crackles to life, and a gruff voice comes through.

"I grew up in the alleys and streets of Mos Eisley in the days of the Republic, though that ineffective mess of politics might as well have been a fairy tale for all the good they did me.

Every morning, I woke up to the thugs of the Hutt cartels raping, pillaging and murdering anyone that got in their way. Every day, I had to out hustle rogues, scoundrels and smugglers to make a coin, living by being valuable to others and not myself. Every night, I had to go to sleep blocking out the cries and blaster shots of those who didn't make it to the safety of indoors before the dregs came out to prey.

The Empire gave me a change, saved me from that life just as they are bringing Order to the galaxy, and I'll be damned if I give anything to those pirates and thieves ever again... especially not this ship!"

The Maintenance Section

Maintenance is a big room, 12 meters in height

and massive in width and length. Two sets of large blast doors stand opposite each other, one set leading to the corridor where the PCs enter, the other leading into the storage section.

There are four main station in the room: the forge, the lathe, the vehicle repair, and the Droid and electronic repair stations (see the map on the following page).

Gantry: A large gantry (crane) hangs from the center of the ceiling. It moves on tracks and appears to be able to reach any section of the room. Once the PCs enter, the gantry attempts to grab PCs, pick them up, and drop them from a great height. Avoiding the gantry requires a series of reactions; firstly, the target must succeed in an **Average ♦♦ Vigilance check** to notice they are the target of gantry. Next, the targeted PC must succeed in an **Average Athletics ♦♦ check** to avoid the grasping jaws of the gantry when it strikes. Should either of these checks be failures, then the crushing jaws of the gantry grab the character and quickly lift them high into the air. The PC has one final chance to avoid disaster, they may make a **Hard ♦♦♦ Coordination check** to squeeze out of the jaws and drop to the floor. Should they squander this last chance, then they will be dropped and fall from the ceiling onto the dangerous machinery below. This represents a fall from Medium Range. Due to the clutter and sheer danger of the area, add ■■ to any **Athletics** or **Coordination checks** to reduce the fall damage. The gantry will continue to make one attack per each round the PCs are in the maintenance section, and will target a random PC that is not in cover. With the weapons the PCs have, it is unlikely that they can destroy the gantry (it has a vehicle profile with a Hull Threshold 4, Strain Threshold of 4, and Armor 1) and its controls are at the station Skolos waits at.

The Plasma Forge: The forge is used to create replacement components from raw material. It is currently set to maximum heat. Skolos has bypassed the security system and left the forge door slightly open. The forge itself is immune to heat, but the maintenance area itself is very hot. The floor near the forge door is already beginning to glow bright red. PCs in the immediate area of the force face a Rating 10 fire hazard as the durasteel in the floor is near molten and releases many of the acidic agents used in the treatment of the metals is released (not to mention the heat of the forge itself). The forge's controls have been tampered with, and any PC attempting to shut down the forge must make a **Mechanics check**

again using Skolos' own check of **●●●◆■** as the difficulty. If Skolos wins, the forge is programed to open the door fully, blasting the maintenance area with insurmountable heat (increase the hazard to 14) and probably ensuring the quick death of anyone in the area. Should the PCs succeed, however, they can deactivate the forge. The existing hazard will reduce automatically by 1 each round until fully dissipated.

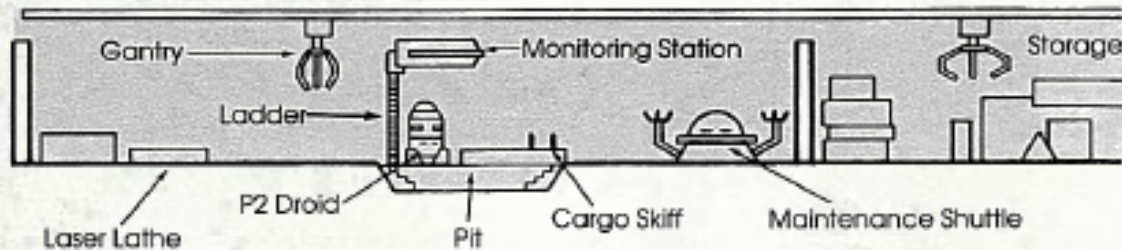
Laser Lathe: This is a high precision, high end energy laser used to repair equipment. In standard use, the part is carefully placed on a grid encased in a laser-resistant cowling. The operator sits at the chair and scans the part via holocam, inputting the precise angle, length, and strength of burn into the control pad. Skolos has removed the cowling and now operates the laser from the monitoring station. He holds off firing until a Rebel is on the ladder heading up to the monitoring station. The laser lathe operates as a normal ranged weapon would, save that it uses the Computers skill as opposed to the normal Ranged or Gunnery skills. This is because you aren't so much as "aiming" as you are programing the trajectory of

the laser's path. Skolos will get two attempts to target someone on the ladder prior to them reaching the top, and will only fire on the first person up the ladder (after that he gets into position to receive attackers). Laser Lathe (Damage 10; Critical 2; Breach 1; Burn 3; Sunder).

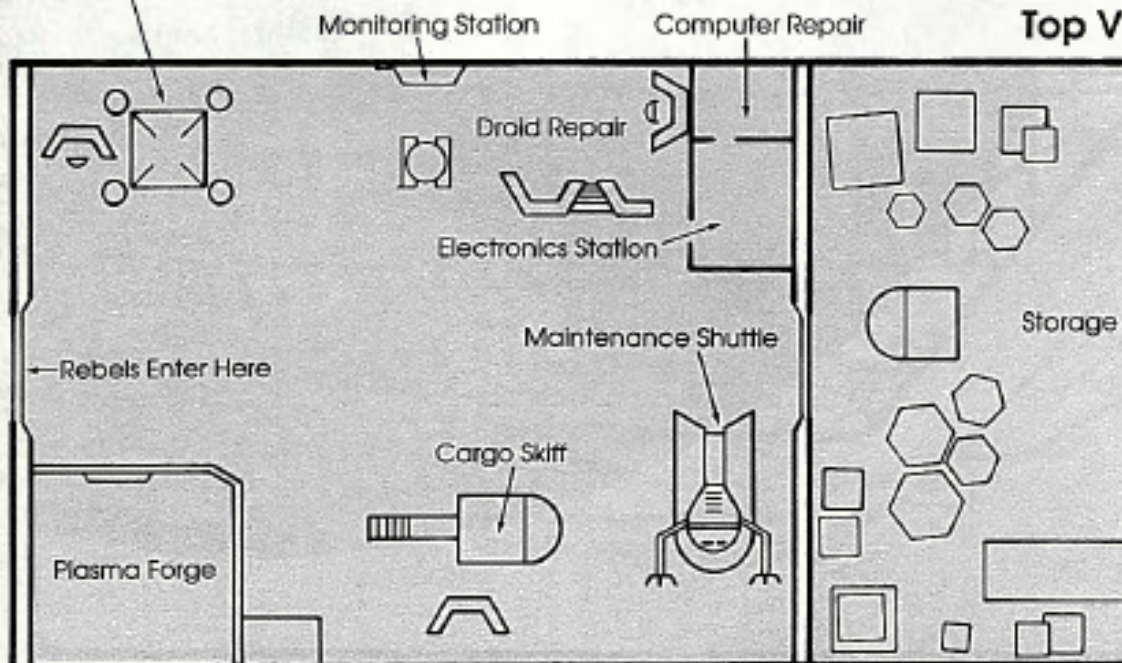
Vehicle Repair: A Standard vehicle repair bay with equipment scattered about. There is a cargo skiff on jacks over the maintenance pit. An external maintenance shuttle sits in a corner. The cargo skiff merely doesn't work; the cargo shuttle is boobytrapped. If a PC opens the shuttle's hatch, a thermal detonator inside explodes on a time delay to allow for someone to enter before it goes off. If the PC examines the hatchway before entering, allow a **Daunting ◆◆◆◆** **Vigilance check**, success means the PC spotted the detonator and can slam the door shut prior to detonation. While this reduces the damage of the thermal detonator from 20 to 10, the controls of the shuttle are ruined either way (use Skolos' **Mechanics skill** in place of **Ranged (Light)** as this is a booby trap and not a thrown grenade).

GAMEMASTER MAP: Maintenance Section

Side View



Top View



Droid Repair: This area contains banks of Droid diagnostic and repair equipment. A variety of Droids in various states of disrepair stand around. When the PCs enter this area, one Droid in particular rumbles out to attack. An early precursor to the more traditional R2 astromech unit, the P2's are visually similar, but far larger. As the P2's are much simpler in both design and programming, it was an easy matter for Skolos to reprogram P2-D19 to attack humans at his command.

P2-D19 (Rival)



Skills: Astrogation 2, Computers 2, Mechanics 2, Piloting [Space] 2.

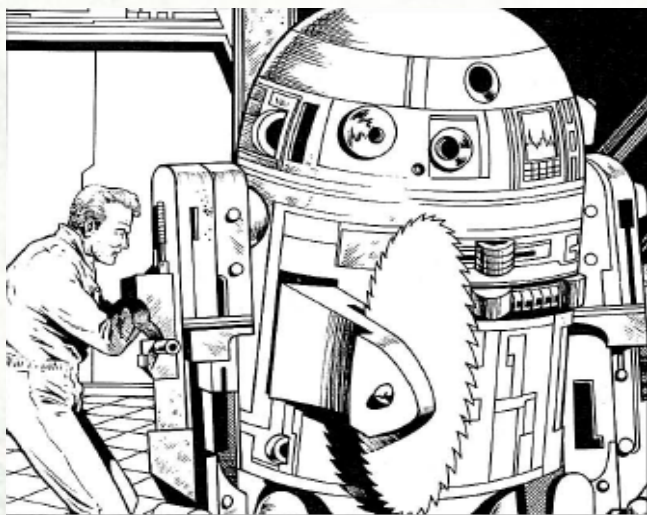
Talents: None.

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Arc welder (Melee; Damage 3; Critical -; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session), built-in buzz-saw (Melee; Damage 5; Critical 3; Range [Engaged]; Breach 1; Sunder; Vicious).

RUNNING THE FIGHT

When the PCs first enter, after Skolos' monologue, he will offer a final barb to the characters before sending P2 at them. Read:



The gruff voice slings one last taunt, "You might want to do something about that plasma forge, or neither of us will end up with the old girl." With that, the PA system clicks off. The quiet doesn't last long, however, as the familiar chirp of an astromech comes from the corner. That pleasant chirp though isn't connected to the small droid you expected, but rather a giant version of it, fully 3 meters and then some. With the disheartening sound of metal scraping at high speeds a huge saw blade on the front of the Droid begins spinning menacingly at the group of you as it rumbles forward.

To make matters worse, Skolos is armed with 5 frag grenades, which he will throw out the monitoring station's window once the PCs discover his location.

He is monitoring the battle's progress through holocams mounted on the gantry and in each corner of the room; he never needs to stick his head out to see what's going on (except momentarily, when throwing a grenade). Having tested and worn down the PC's, he is banking on the threats in the maintenance area to finish them off, but he has a last few aces up his sleeve.

Additional Droids begin showing up six rounds after combat begins - three SpyEye Droids, and then, four rounds later, another DBX-11. These will hunt the PCs as they navigate the maintenance area looking for Skolos. You can adjust these times as well based on your group; if they are seeming to have a very easy time of the maintenance area, have the reinforcements show up early, if they walk through them when they appear, add more reinforcements or make the DBX-11 appear earlier.

The goal here is to get the PCs looking for another way to end the conflict outside of combat. Skolos will be vital in the final Episode if the PCs have any hope of saving the *Black Ice*, giving them the chance here to avoid having to kill him is key to that conclusion.

FINAL CONFRONTATION

When the PC's have navigated through Skolos' trial of horrors and made it into the monitoring station, it will be from one of two methods; communicating with him to get parley through reason, or defeating his challenges and arriving to confront him in a final pitched battle. In either case, they find Chief Skolos in the monitoring room with 2 Dark Trooper Combat Assault Droids. These droids have been under repair (transferred from elsewhere in the fleet) and are without many of their usual functions (which is what limited their engagement earlier in the episode). Skolos has used them as his final ace in the hole should the PCs prove too competent for his other traps.

Talking to Skolos

If the PCs have convinced Skolos to parley, the Dark Troopers stand guard in the back of room, flanking Skolos but otherwise non-aggressive. PCs can get Skolos to allow them up to parley by convincing him that they aren't pirates and smugglers, but rather they are members of the Rebel Alliance engaged on a legitimate act of war. While he isn't happy about the idea, he realizes that he is outmatched, and only his hatred of the criminal cartels of his youth has kept him blinded to that fact. If he suspects that they might be telling the truth, he'll have them up to parley while he ascertains if they really are Rebels or not.

Skolos cannot be bargained with, nor can he be commanded, he won't commit what he sees as selling his ship nor being ordered to abandon it. Convincing him the PCs aren't pirates will be difficult, but not impossible. As stated above, Skolos will not respond to **Coercion** or **Leadership** attempts at all, and any **Charm**, **Deception**, or **Negotiation checks** made under the pretense of "saving his own skin" or "making a deal" won't get far either. Instead, the PCs need to somehow frame their arguments in the form of convincing him that he is a theatre of war. Mentioning that they are en route to an Alliance base where there will be more than enough men and ships to finish what they PCs began, or even convincing him that he has some broken down Droids and a bunch of tricks against a well trained and armed group of soldiers will all get him to open himself to the possible legitimacy of his surrender.

Fighting Skolos

Should PCs fail to talk him down, Skolos will fight to defend his ship to the death. The Dark Troopers will open fire on the PCs as they enter from the maintenance ladder (there is no other way into the

room) and Skolos has cleared all nearby cover to create a kill zone. Skolos and the Droids, however, are behind prepared cover in the back part of the room (providing ■■ to Skolos but only ■ to the Dark Troopers due their size and the fact they must stand to fire). Skolos will use any remaining grenades he has once more than a single PC has made it up the ladder. Should the PCs somehow incapacitate Skolos without killing him, see "Talking to Skolos" to handle his demeanor.

Dark Trooper (Rival)



Skills: Brawl 2, Gunnery 4, Perception 2, Vigilance 2.
Talents: Adversary 1 (upgrade all combat checks against this target once).
Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Enhanced Senses (add automatic 🗨️ to all Perception checks).
Equipment: Plasma shell assault cannon (Gunnery; Damage 10; Critical 2; Range [Long]; Auto-fire; Breach 1; Concussive 1; Cumbersome 4; Inaccurate 1), power armor (+2 soak, +1 defense).

EVENT 13: ARRIVAL

After their fight with Skolos, they have no more encounters on the *Black Ice*.

The ship reenters realspace and the Rebels are greeted as heroes. Setenna Hase comes aboard personally to congratulate them and take Skolos into custody (if he wasn't killed). White Team is found on the bridge of the other command capsule - dead from life support sabotage. If the PCs didn't bring QT-7, have Hase bring him along, fused and damaged, sitting that he suffered an accident repairing a starship after the battle. She figures he would want to see friendly faces when he woke up, and everyone at the base hates him. The read:

QT-7 finally comes around as his internal repair systems unfuse his circuits. "Hey guys," he asks, "why are you calling the Empire to come and rescue you?"

Skolos has struck again.

EPISODE 5: THE BLITZ

As soon as the *Black Ice* came out of hyperspace, a Viper probe droid that was welded to the exterior of the engine pod began broadcasting a shielded, tight-beam hyperspace SOS on all Imperial frequencies. The probe droid had been decommissioned for repairs and the first thing Skolos had done was have DBX-11 attach it to the exterior hull (in case he failed in his plan). The PCs can destroy or shut it down, but not before the message has gotten out. The Imperial all know exactly where the *Black Ice* is - and the secret Rebel base!

EVENT 14: THE SITUATION

Having unwittingly allowed the Imperials to locate yet another Rebel base, you are once again forced to evacuate. It will take a week to get everybody off-world; the Alliance must hold off the Imperials for that long. Read aloud the following to start the episode:

You are called to a special council with the leaders of the Alliance aboard the newly arrive flagship, Home One. The discussion has been heated as everyone tries to present their own opinion. After Major Hase has her say, Mon Mothma herself looks up from the holodisplay.

"We have heard the opinions and suggestions, but the decision must be mine. We will do our best to hold off any attacks while we prepare to abandon the system. Commanders, order the evacuation to your commands."

Following are a series of short sections that describe the various Imperial attack waves. Some are space battles, others take place on the ground, as the defenders attempt to organize the evacuation, man the anti-space weaponry, repair the damage caused by bombing runs, and defeat the stormtroopers who land and attack the base.

Since all Rebel PC's don't have the same skills, obviously some are going to be better suited for space combat and others for ground defense work. A few ways to handle this is to let the players decide

which scenarios they are going to take part in. Another option is to allow the players to create characters that are outside their normal specialties - pilots for ground based characters and ground fighters for piloting specialists. This is especially appropriate if a PC was taken out during the capture of the *Black Ice* and used a downed pilot as a replacement.

On days that have activities for both space and ground scenarios, you can even let the players participate in both, skipping back and forth to provide cinematic suspense.

DAY ONE/DEFCON ONE: PROBE

The first sign of Imperial pursuit comes the same day as the PCs emerged from hyperspace with the *Black Ice*. A group of TIEs have shown up to scout the location of the distress beacon.

A *Gozanti*-class transport jumps into the system and releases two flights of T.I.E. fighters. At the same time, a single T.I.E/rc reconnaissance fighter drops from hyperspace slightly behind them.

In response, a flight of three X-Wings are scrambled to stop them (each containing a single player character). The remaining PCs are busy helping with the evacuation process begun by Mon Mothma mere hou

Why Don't We Just Jump Back to Hyperspace?

It's reasonable for the players to wonder why the Fleet just doesn't jump right back to hyperspace and make for another system to draw the Imperials away. Remind them that the Fleet already depleted their reserves just to engage the orbital station and provide the opening for the players to steal the *Black Ice*.

The subsequent escape and series of jumps made to foil Imperial pursuit cost the Fleet the remainder of their mobility, and until they can refuel from the *Black Ice* further jumps are impossible for all ships. If any are left behind, then the Empire wouldn't fall for the ruse, and Sector HQ would still be discovered.

hours ago.

The flight of TIEs are standard TIE/In starfighters, and operate as two minion groups of two. They are present to provide support for the *Gozanti* and distraction screen from the TIE/rc, who makes for the planet's surface to scan for the location of the Rebel base.

The PCs and the TIE's begin at **extreme range** of each other - the TIEs in space, and the PCs just outside orbit of Fangol. The TIE/rc and *Gozanti* begin play outside of the combat area. On the first round, the TIE/Ins begin to close with the Rebel starships. On the second round, the TIE/rc begins its run on the planet, starting at extreme range. Each round, the TIE/In's will close with the PCs until they are close enough to properly engage. The TIE/rc on the other hand, will continue to remain at extreme range for as long as possibly while each round closing a range band towards the planet. In three dimensional space this means that it will avoid the combat area, PCs engaging the TIE/In's won't be able to give chase on the TIE/rc without sacrificing defensive actions against the TIE/In's.

As there are two minion groups of TIE/In starfighters, this does mean that two PCs can engage the starfighters while the third goes after the reconnaissance fighter - this is not only okay, but the best way the PCs can handle the scenario, as if the TIE/rc gets within optimal scan distance of the planet, the scenario gets decidedly more difficult.

While the sensor range on the TIE/rc is long, the mists of the planet make scans at this range unusable. In order to get a solid scan of the planet (and thus locate the presence of the Rebel base) the TIE will need to be in **close range** of the planet and still have an available action. Should the TIE accomplish this, he is able to scan the base's location and relay the information to the *Gozanti*. It will then make a break to get out of the gravity well and jump to hyperspace. Should it return to extreme range, it completes the calculations and jumps out of the system - the Imperials win.

If the TIE/rc is destroyed, but has already contacted the *Gonzanti*, then the PCs are closer to victory, but not out of trouble yet. The PCs will need to stop the *Gozanti* itself from escaping and reporting the location of the base as well. Luckily, it will remain in the system as long as it can to recover the TIE's before making for hyperspace. Once the TIE/Ins are destroyed, it will begin calculating the jump to hyper-

space. This process will take 3 rounds, that is all the time the PCs have to destroy or disable the ship.

Should the TIE/rc be destroyed prior to collecting the data and relaying it to the *Gozanti*, the *Gozanti* itself will attempt to make the same run, using the same rules. If the PCs manage to destroy it prior to it retrieving the scans and escaping to hyperspace, they win. The Imperials, unsure of what is happening, will make the same gambit on Day Two, repeat the DefCon 1 scenario.

TIE/RC Reconnaissance Fighter



Vehicle Type/Model: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary; Class 2, Backup; None.

Navicomputer: None; 4 pre-programmed jumps.

Sensor Range: Long.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 75,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/IN Starfighter



Vehicle Type/Model: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Gozanti-class Armed Transport



Hull Type/Class: Armed Transport/Gozanti.

Manufacturer: Gallofree Yards Incorporated and Corellian Engineering Corporation.

Hyperdrive: Primary; Class 3, Backup; Class 12.

Navicomputer: Yes.

Ship's Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, six gunners.

Passenger Capacity: 12.

Encumbrance Capacity: 1,000.

Consumables: One month.

Price/Rarity: 200,000 credits/6.

Sensor Range: Long.

Customization Hard Points: 4.

Weapons: One dorsal and one ventral retractable turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate; Linked 3)

Two port and two starboard retractable twin heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 1)

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6, Guided 2; Limited Ammo 6; Slow-Firing 1).

TIE Pilot (Minion)



Skills (group only): Gunnery, Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting), flight suit.

If you have more than 3 PCs who want to be in the starfighter portion of the battles, you can either switch to Y-Wings, allowing 2 PCs to man each starship, or have the PCs operate two 3 man flights, with one group on duty on Day One, and the other group on duty for Day Two. This might spoil the second groups spirits if the group on Day One fails (both groups would fly on Day Two in this case) but this shouldn't

pose a problem.

T-65B "X-Wing" Multi-role Starfighter



Vehicle Type/Model: Starfighter/T-65B X-Wing.

Manufacturer: Incom Corporation.

Hyperdrive: Primary; Class 1, Backup; None.

Navicomputer: None - astromech droid socket.

Sensor Range: Close.

Ship's Complement: One pilot, one astromech droid.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 120,000 credits/5.

Customization Hard Points: 1.

Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3)

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6, Guided 2; Limited Ammo 6; Slow-Firing 1).

ON THE GROUND

PCs not in starfighters are put in charge of the southern sector of the base. This area contains living quarters for dependents of Rebel soldiers and commanders, and one of the base's primary anti-air batteries. The PCs have 20 soldiers under their command, and an additional supply cache of five blaster rifles, one repeating blaster, and a bacta tank. They also can hit the nearby infirmary for an effectively unlimited supply of stimpacks.

The PCs primary obligation is to protect the 200 civilians under their care. Next, they must keep them under control, ensuring the evacuation is orderly and unpanicked. At the moment, this isn't difficult, but later, once the stormtroopers arrive, it may be. At Def-Con 1, the most that you should throw at your ground based PCs are questions about how things are going - track the morale of the civilians. It begins at 10 and lowers for each ▼ rolled in excess of ✨ on a PCs check to comfort or lead them. While at 10 or 9, difficulties on rolls with the civilians are **Average** ♦♦ checks. At 8 morale, this increases to **Hard** ♦♦♦ checks. At 6, this again increases to **Daunting** ♦♦♦♦ before increasing again to **Formidable** ♦♦♦♦♦ at 4. Once this level morale is reached, full panic sets in, and for each morale further lost, upgrade the difficulty

of all checks by one.

Have each of the PCs on the ground be asked a simple question about something that has happened in the game so far, and let the PC explain how the civilians will be okay. They can use any method they wish for the check (Coercion, Charm or Leadership), but track the morale of their groups separately. In between days, they can switch groups, but the groups themselves will maintain their morale levels. You can also throw in any ideas you have for difficulties to the evacuation (family members not assigned to the same transport, even have a child lose her favorite wompa doll) a successful interaction will raise morale by 1 to maximum of 10. It is suggested that each PC only get one attempt to raise or lose morale per day.

DEFCON TWO: SENTINEL DOWN

Only Day One has a set encounter. From here on out, it is a “race” between the PCs and the Empire. The PCs need to hold off the Empire’s advance for 7 days. The Empire needs to advance the DefCon level to 4 to call in the final assault. Much hinges on how the PCs handle this Episode. If the Empire never confirms the presence of the Rebel Base on Fangol and advance the DefCon level to 2 before day 7, then the Torpedo Sphere in Episode 6 will never be called in. In this scenario, the PCs have secured the Black Ice for the Alliance Fleet regardless of how the evacuation goes. In this case, the Empire will bring a Star Destroyer to reclaim the *Black Ice*. The loss of the first transport will be seen as possibly coincidence, but the loss of a second assures Rebel activity. The Empire still, however, doesn’t know exactly what level of activity, and with the loss of the *Black Ice*, they are unwilling to send the replenishment fleet to reclaim her directly.

This will result in the Imperial Star Destroyer *Adjudicator* to be sent to determine the size of the Rebel presence. A single Star Destroyer is ill-prepared for the size of the fleet at Fangol. In this case, go to “The Soft Ending” in Episode 6, with the Rebels facing down the Star Destroyer *Adjudicator* as the fleet organizes the evacuation.

If the Empire does advance the DefCon to 2 or higher, they will not risk the Torpedo Sphere until they have ensured that the base defenses are minimized and the starfighter presence is small. They are confident that the escort group can hold off the fleet in orbit, but while doing so the base defenses will have unanswered attacks on the Torpedo Sphere and so will not move it into the system until the base defense are crippled at DefCon 4.

This process starts with DefCon 2, the elimination of the base’s ability to coordinate with the Fleet in orbit. Successful scans from the reconnaissance craft show the true purpose of Sentinel One, and so the Empire targets this satellite first. They intend to destroy it and thus blind the base below.

The Torpedo Sphere has two Imperial Star Destroyers dedicated as escorts, the *Carnivorous* and the *Tyrannous*. The *Tyrannous* stays with the Torpedo Sphere just outside the system, while the *Carnivorous* leads the assault on Fangol.

Arriving just beyond **extreme range**, the *Carnivorous* unleashes it’s TIE fighters to assault the satellite. Of the 6 squadrons it has at it’s disposal, it will reserve 2 squadrons of 12 TIE/in Interceptors each for defense and send the remaining fighters to engage the Rebel forces. Of the 4 assaulting squadrons, 1 of them is group of 8 TIE/sa bombers, whose orders are to destroy the satellite, and 3 squadrons of 12 TIE/In starfighters each assigned as screens and escort to the operation.

They will attack in three waves, one squadron of TIE/In starfighters accompanying the bombers. The first wave will have 2 TIE/sa bombers (the Empire hopes to risk as little as possible) but if this doesn’t accomplish the mission, waves two and three will have 3 TIE/sa bombers each. Each wave not engaging the satellite will keep station beyond **extreme range**.

The scenario is very similar to the first one, minion groups of TIE/Ins will engage from extreme range while the TIE/sa bombers make a run for the planet. Again, the same rules apply to breaking and going after the bombers. The difference here is scale - there are a lot of TIEs.

Each minion group is 4 TIE’s strong for the screen, and to make matters worse, each TIE/sa bomber is a single TIE Ace Rival. This means that the PCs will



need to get through 3 minion groups of TIE/In's and still have 2 (or 3 on waves 2 and 3) targets to engage on top of it, all before the TIE bombers destroy the satellite.

Should the PCs manage to stop the gambit, the *Carnivorous* will recall its remaining fighters and on the next Day, *Tyrannous* will use it's complement on the gambit. Should both gambits fail, the *Tyrannous* will move in itself and eliminate the satellite by bombardment, though in the process it will itself be lost as the Rebel Fleet comes from around the dark side of the planet (where they have been hiding to refuel) and engage the Star Destroyer while it is distracted. This means that in Episode 6, the Torpedo Sphere will not have the *Tyrannous* with her for the finale.

TIE/SA Bomber



Vehicle Type/Model: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 110,000 credits (R)/5.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted launchers firing either concussion missiles (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4; Breach 4; Guided 3; Limited Ammo 12; Linked 1; Slow-Firing 1) or proton torpedoes (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 12; Linked 1; Slow-Firing 1).

Ventral-mounted proton bomb release chute - can only be used against surface targets (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7; Breach 8; Limited Ammo 16).

TIE Ace (Rival)



Skills: Gunnery 2, Piloting (Space) 2.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting), flight suit, sensory augmentation package (add to any **Perception checks** made by the character).

Sentinel One



Vehicle Type/Model: Satellite/Sentinel Series.

Manufacturer: ComTech Logisphere.

Hyperdrive: None.

Sensor Range: Long.

Ship's Complement: None - automated.

Encumbrance Capacity: 0.

Passenger Capacity: 0.

Consumables: None.

Price/Rarity: 110,000 credits/2.

Customization Hard Points: 0.

Weapons: None.

DEFCON 3: SNEAK ATTACK!

The next phase in the Empire's battle plan is to send a team into the base itself. A squad of Dark Troopers are sent via a pod dropped by the Star Destroyers on the previous day. The pod will only power up for reentry and maneuvering, and will land several kilometers from the base. The Dark Troopers then emerge and spend the night and all of the next day traveling to the base, attacking the Sector that the PCs are assigned. They use their missile launchers to breach through a corridor ceiling and immediately head towards the command section.

The PCs must hold off the Dark Troopers until reinforcements arrive - 10 rounds. The soldiers assigned to them will help as they are ordered, but if used to assault the troopers and not assigned to defend the civilians, the civilians Morale will drop by 1 and they will need to be calmed by the PCs or break in panic.


If the soldiers are assisting in the fight, then use the Squad rules from the Age of Rebellion GM's kit in this case, allowing each PC to form a squad. They will be facing four Dark Troopers in this scenario, though the Troopers are not sure of the layout of the base, and so the PCs should be able to use terrain to their advantage.

Dark Trooper (Rival)



Skills: Brawl 2, Gunnery 4, Perception 2, Vigilance 2.

Talents: Adversary 1 (upgrade all combat checks against this target once).

Abilities: Droid (does not need to eat, breathe, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Enhanced Senses (add automatic  to all Perception checks).

Equipment: Missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10; Cumbersome 3; Guided 3; Breach 1; Prepare 1; Limited Ammo 5), plasma shell assault cannon (Gunnery; Damage 10; Critical 2; Range [Long]; Auto-fire; Breach 1; Concussive 1; Cumbersome 4; Inaccurate 1), power armor (+2 soak, +1 defense), jetpack, internal comlink.

Alliance Infantry (Minion)



Skills (group only): Melee, Ranged (Heavy), Vigilance.

Talents: None.

Abilities: Covering Fire (may spend a maneuver to add +1 ranged defense to up to three allied characters or minion groups within short range until the end of the next round; this does not stack with multiple uses).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun Setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), blast vest (+1 soak), comlink.

With the loss of Sentinel One, all of the PCs will now be in the base. The PCs must defeat the Dark Troopers. If they fail the adventure is basically over, as civilians will be dead (killed by the Dark Troopers after the PCs were defeated) and the base command center is in ruins. Any chance at a coordinated retreat is lost, and the fleet scuttles those ships it cannot escape with and haphazardly retreats with the rest.

Provided the PCs do defeat the Dark Troopers and win the scenario, where to next depends on the day. If the PCs have so far won none of the scenarios, and

the Imperials have been advancing the DefCon as fast as possible, the adventure will be on Day 4. Day one saw the scouting of the Alliance base, day two saw the destruction of Sentinel One and the launch of the Dark Troopers. Day three the Dark Troopers searched for the base's location before finally striking at the start of day four.

Add to this the number of days that the PCs have managed to buy in time from the Imperials. Since the DefCon tracker could not have gotten to this point without the base being located, the maximum day it could be at this point is Day 6. In this scenario, day one saw the first attempt at investigating the planet fail, but on day two a scan was successful. Day three saw the arrival of the *Carnivorous*, but it failed to take out the satellite, so on day four the *Tyrannous* did. The Dark Troopers then made their journey to the base on day five, and assaulted at the beginning of day six.

In this case as well, the PCs have managed to secure the *Black Ice* for the fleet, as when the Imperial Star Destroyer arrives to begin the ground assault, the fleet is in mid evacuation. This again results in "The Soft Ending" in Episode 6, only this time the PCs will be facing down the Star Destroyer *Carnivorous* (as the *Tyrannous* was destroyed and the *Adjudicator* never called) as the last of the fleet escapes.

In the case of Day 4 or Day 5, then either the *Tyrannous* or *Carnivorous* (if the *Tyrannous* was destroyed) arrives in orbit and releases the main forces for the ground assault, go on to DefCon Four.

DEFCON FOUR: GROUND ASSAULT

If the PCs have fared poorly to this point, they find themselves under siege. With the loss of Sentinel One, there is no early warning from the Fleet. Likewise, with the Fleet desperately trying to refuel for the evacuation, they've been on the far side of the planet hiding, and the Empire is striking from the light side of Fangol. This creates a situation in which the Fleet can't take out the Star Destroyer and the Base isn't aware of the landing craft descending on them.

If the ground assault is occurring, then regardless of whether the PCs turn back the stormtroopers the Torpedo Sphere will arrive at the end of the day, stopping the evacuation and leading to "The Hard Ending."

Even the ground assault depends on the PCs performance to this point, though. If the PCs managed to

eliminate all of the *Carnivorous*' and reduced the *Tyrannous*' TIE/sa bombers to 4 or less, then the assault troops will need to come in under the fire of the anti-aircraft weaponry of the base. In this case, only a single shuttle will reach each section, the PCs included. If, however the Empire has access to at least 5 bombers, they will be the first to make planetfall and take out the AA weaponry, meaning that three assault shuttles will strike each section.

Each assault shuttle carries an assault squad of stormtroopers. An assault squad is three fire teams of 4 stormtroopers (one of the 12 is a Stormtrooper Sergeant) and a weapons gun crew of 3 stormtroopers with an E-Web. The Imperials are planning to enter the base and proceed as quickly as possible to the gunnery section of the PC's sector and disable the guns. If they are successful, they will immediately begin to move towards command and control in order to take over the base. The Empire has placed retrofitted Vyper probe Droids in low orbit to enable communications, and the stormtroopers will relay that the base is in retreat. A full scale ground invasion at this point will occur - the base will be handily overrun without the need for the Torpedo Sphere.

Don't worry about the other sectors; their success or failure will be determined by the PCs (so go the heroes, so goes the war) and will have the chance to complete the evacuation in Episode 6. All stormtrooper in this scenario are standard minions (the weapons crews merely have an E-Web in addition to their normal equipment).

Stormtrooper Sergeant (Rival)



Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade all combat checks against this target once).

Abilities: Tactical direction (may perform a maneuver to direct one stormtrooper minion group within medium range, the group may perform an immediate free maneuver or add to its next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire; Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), stormtrooper armor

(+2 soak), utility belt, extra reloads.

Stormtrooper (Minion)



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun Setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads, each minion group will have 1 trooper armed with a light repeating blaster with a sling (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire; Cumbersome 4; Pierce 1).

The PCs have whatever is left of their forces from the previous assault. The civilians will only be present if this is still Day 4, otherwise, they have already been moved to safety. If they are present, they will need to be guarded by the soldiers or personally calmed by a PC each round.

AFTERMATH

The defenders have held - just barely. In another 24 hours Rebel freighters will take off carrying the last of sector command, and in mere weeks, they'll have a new hiding place among the stars. Everybody congratulates themselves on a job well done. Suddenly, a report comes in from a starfighter on picket duty. Read:

Something's just come into the system ... can't quite get a figure on it, going in for a closer look. Oh no ... a torpedo sphere! ETA ... 3 hours!

Mon Mothma shakes her head. "We almost made it, too. We can't risk the civilians, prepare to surrender."

EPISODE 6: NO SURRENDER

This is it, the big finale. The Imperials have (one way or another) tracked the *Black Ice* to the Rebels on Fangol and are moving in for the kill. How dire the situation is depends greatly on the PCs actions and success up to this point. If they have been excelling, they will receive "The Soft Ending," while if they have had ... less ... success, they are facing the grimness of the Proton Torpedo Sphere in "The Hard Ending."

THE SOFT ENDING

If the PCs have done their job in holding off the Imperial advance in Episode 5, the Rebels will have maneuvered the Empire into making the critical mistake of only sending a single Star Destroyer to reclaim the *Black Ice*. The Imperials own egotistical faith in the might of their main battleship has led them into being placed in the impossible position of needing to fight off nearly the entire Rebel Fleet while the last of the staff evacuate from the nearly deserted Fangol Base.

If the Rebels succeeded on the first two days of preventing a proper scan of Fangol by the Imperial scouts, then the Star Destroyer *Adjudicator* will be in orbit. If the Rebels failed to protect the secrecy of the base, but managed to hold out long enough against the Imperial assault, then the *Carnivorous* will be in orbit, preparing to unleash ground forces to storm the base.

In either case, the Rebel Fleet, now mobilized in the final hours of the evacuation, has come around to the light side of Fangol to take on last of the command staff before making to hyperspace. Fully fueled and itching for a fight, the Fleet is ready and primed to eliminate this last hurdle. Read:

Your comlink snaps on and through the static you can hear:

"Contact in orbit! Contact in orbit! This is Blue Five ... Imperial Star Destroyer has exited hyperspace. Repeat ImpStarOne ... no Duece ... ImpStarOne."

The alert immediately goes out to scramble fighters, which means the PCs as well. For this scenario,

all the PCs will be in starships, be that the PCs starship or snub fighters for each of them or even a mix of both. The Rebels at this point have more starfighters than they have pilots, so allow the PCs to decide what mix of their own ships, X-Wings and Y-Wings they take to battle.

The more eccentric craft like B-Wings, A-Wings and E-Wings will be reserved for ranking officer pilots, but if you have an Ace or other accomplished pilot, this might be a good time to reward them with the chance to fly one the more uncommon craft.

The battle plan is simple; the Fleet will surround the Star Destroyer to both prevent its escape and pummel it into submission, the fighters will provide escort to protect against the Star Destroyers squadrons while heavy attack craft will perform bombing runs.

Running the battle is fairly simple, each round, the Imperial Star Destroyer will lose 1 off each of its shield defense zones 2/2/2/1 on the second round, 1/1/1/- on the third before finally losing all shields on the fourth. Once its shields are gone, then the fleet will begin hitting it with Ion blasts to disable it and prevent its escape - this will reduce its system strain by 10 each round, meaning even without help from the PCs, the ship will be disabled totally on round 10.

Allow the PCs to help where they fit best - PCs in starfighters equipped with torpedoes can join bombing runs, while those with only cannons eliminate minion groups of TIEs. The Star Destroyer has 6 squadrons of TIE fighters, 72 in total, but it is facing far more than that in opponents (be sure to remove any TIE's already destroyed in the previous scenarios to reduce its complement appropriately).

Try to keep the TIE groups the PCs need to deal with small, enough to occupy them for the first few rounds until the shields drop, then send them against the Star Destroyer. The Destroyers cannons will be primarily focused on the Rebel Fleet, so each round only a single PC will be targeted as they make their runs, and this will only be by a single light turbolaser shot.

Each round, total the damage that the PCs have dealt to the Star Destroyer, and add an amount of damage equal to the total number of PCs that dealt hull damage to it - this represents the work of the rest

of the Rebels.

Once the Star Destroyer has been crippled, read the following;

Through the blue lightning that crackles across her hull, pops of fire begin appearing. The Star Destroyer lists to the side, her maneuvering thrusters firing without direction and the gas of her interior venting uncontrollably into space. As the lights across her command section flicker and wink out, the life of the massive vessel leaves her. Moments later, a blinding flash of light engulfs the blackness of space around you and she explodes.

"What hit her?" comes a call over the comm.

"Nothing ... no one took the shot!" an astonished pilot calls out.

A third voice answer, this of Green leader, an ex-Imperial officer, "No one hit her, Imperial protocol 7113 Alpha, denial of assets to insurgents. The Captain set the self-destruct when his position became untenable... he killed every man and woman under his command just so we couldn't salvage her."

The PCs have accomplished the impossible, and won a major victory for the Alliance. Go on to "The Epilogue."

Imperial-class Star Destroyer



Hull Type/Class: Star Destroyer/Imperial I.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary; Class 2, Backup; Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 37,085 officers, pilots, and enlisted crew.

Starfighter Complement: 72 at full strength.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT-series walkers.

Encumbrance Capacity: 15,000.

Passenger Capacity: 9,700 troops.

Consumables: Two years.

Price/Rarity: 150,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Ten port and ten starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4; Linked 1; Slow-Firing 2)

Ten dorsal heavy turbolaser batteries (Fire Arc Port, Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4; Linked 1; Slow-Firing 2)

Ten port, ten starboard, and ten forward light turbolasers (Fire Arc Port, Starboard or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2; Slow-Firing 1)

Ten port and ten starboard battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3; Ion; Slow-Firing 2)

Ten ventral battleship ion cannon batteries (Fire Arc Port, Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3; Ion; Linked 1; Slow-Firing 2)

15 port and 15 starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion)

10 heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage -; Critical -; Range [Short]; Tractor 6).

Additional Rules: Massive 2 (when making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher); Exhausted TIE complement (the actual TIE fighter complement of the Star Destroyer is based off the previous encounters. If the Star Destroyer is the *Adjudicator*, then it will have a full complement of 12 TIE/in Interceptors, 32 TIE/In starfighters, 12 TIE/rc reconnaissance starfighters, 16 TIE/sa bombers. If the *Carnivorous* is present, then reduce the number of TIE/In starfighters and TIE/sa bombers by the number defeated by the PCs at DefCon 2).

THE HARD ENDING

If the PCs have been struggling with Episode 5, then they will find themselves in serious trouble. A Torpedo Sphere has arrived in the system, bearing down on Fangol. The PC find themselves in an emergency meeting aboard the Alliance flagship *Home One*. In attendance is Mon Mothma, spiritual leader of the Alliance, along with Major Setenna Hase, Admiral Gial Ackbar, and General Ran Niall. Read:

Mon Mothma, looking grim, recounts the situation:

'The torpedo sphere is less than three hours away. It's escort fleet will pull all battle ready capital ships into a picket line, leaving only what remains on Fangol to fight it. We've got a few damaged starfighters and a half-dozen virtually unarmed freighters there. Nothing we have will even put a dent in the sphere - even if we had the familiarity with it to know where we wanted to dent it.

"When the sphere arrives in orbit, it will reduce the base to slag in mere hours. The planet's atmosphere is toxic; even with breath masks - which we don't have enough of anyway - people exposed to the atmosphere will die painfully.

As I see it, our only choice is surrender. Otherwise, the several hundred civilians still here will die, and to no purpose."

Someone snuffles a sob. The mon calamari Admiral next to Mon Mothma rubs the back of his head helplessly.

Mon Mothma looks around the room, her sad eyes pleading for hope, her gaze falls on you, "If anyone has any ideas, now is the time to share them."

Now is the time for the PCs to speak up. Look at them expectantly. There are a few things at this moment that can change the course of the game, and the movies as whole. Below a few different things that

might come to the players' minds:

- Skolos - he knows more about the *Black Ice* than anyone, even some of the engineers - he might know more about the Torpedo Sphere and it's weaknesses.
 - ◊ If this is suggested, the council will allow a recess to gather Skolos' agreement. It's up to the PCs to convince him to help, go to "Speaking with Skolos."
- The *Black Ice* - a ship the size of the container train could do a massive amount of damage against the Torpedo Sphere, giving the rest of the Fleet the time it needs.
 - ◊ If this is suggested, continue with "I Want Six Volunteers - You, You, You, You, You and You."
- Have the fleet directly attack the Torpedo Sphere while the fighter harass the escorts.
 - ◊ If the PCs failed to scuttle the *Tyrannous* at DefCon 2, Admiral Ackbar shakes his head and explains that 2 Imperial Star Destroyers came with the Torpedo Sphere (the *Tyrannous* and the *Carnivorous*) and a third (the *Adjudicator*) arrived with a flotilla of *Gozanti*-class armed freighters. There's just too many Star Destroyers to send their greatly diminished fleet against.
 - ◊ If, however, the PCs did guarantee the *Tyrannous*' destruction at DefCon 2, then the Admiral will take a different tack. Rubbing his chin he will point to the fleet and explain that the freighters could be filled with spare munitions from the disabled starfighters and used as makeshift bombers. He will explain that they would still intelligence on the weaknesses of the Torpedo Sphere, however, and then himself suggest speaking to Skolos (if he's still alive). If not, he will still go through with it, but the cost to the fleet will be dear. In this scenario, use the Soft Ending fight against the Star Destroyer (which one is your choice), as the PCs are assigned to one of the combat squadrons. The fleet damage in this case is replaced by the freighters' bomb loads.

If they don't offer any suggestions, sigh and read the next section:

Major Setenna Hase raises her hand. She looks calm and collected, as always, but you can see a glitter of excitement in her eyes. You know that expressions as well...

She casually rises from her seat and strolls over to the holodisplay showing a view of the planet.

"I wonder," she says, pointing to the Black Ice, floating serenely in orbit around the planet, "what would happen if the Ice were to - somehow - plow into the torpedo sphere?"

If we've gotten to this point, and the PCs killed Skolos in Episode 4, then there is nothing that will allow the PCs to save the *Black Ice* and be awarded with the Epilogue. The best they will be able to do is take part in the heroic sacrifice of the ship by piloting it into the Torpedo Sphere.

If, however Skolos is still alive and was taken prisoner, he will hear of the situation and correctly surmise the only solution is to sacrifice the container train to allow the evacuation of the base. He'll ask to speak to the PCs, as he believes them to be the only ones who will listen to him and believe him. Go to "Speaking with Skolos" after concluding the scene.

If the PCs don't volunteer to pilot the *Black Ice* right away, sigh once more and shake your head. Have Mon Mothma directly ask for volunteers to pilot the train on this mission, let the rumble of the crowd sink in on the players as everyone looks to them. They're the only ones who have any experience at piloting her, and after all, they are the *heroes*. Will they let someone else take the risk - and earn the glory?

If they still refuse to volunteer, the adventure is essentially over. Another team of Rebels steps up and volunteers to do it under the direct supervision of Major Hase. These Rebels then break off with the Admiral and Setenna Hase for a mission briefing. A few hours later, they successfully ram the *Black Ice* into the Torpedo Sphere, though at the cost of their lives. Major Setenna Hase and the six other Rebels, who were operating under Black Team in honor of the PCs who initially captured the *Black Ice*, are given heroes funerals. The evacuation of Fangol is com-

pleted and the PCs are reassigned. In this scenario, the PCs get no Duty awards for their efforts, the whole operation (as the *Black Ice* is was led to the loss of the base) is wiped under the rug.

SPEAKING WITH SKOLOS

There are a few different ways the PCS could find themselves speaking with Chief Skolos again. The first is if they are coming to convince him to help based on their own idea. The second is if they have been asked to speak with him after he has heard of the Torpedo Sphere's arrival. If the PCs come to him on their own, read the following:

The dark, cold corridor that leads to Skolos' cell is a reminder of the dangers of being caught by the enemy. Skolos' cell, on the other hand, while spartan is comfortable and heated. At seeing your arrival, the chief stands and runs a hand through his hair.

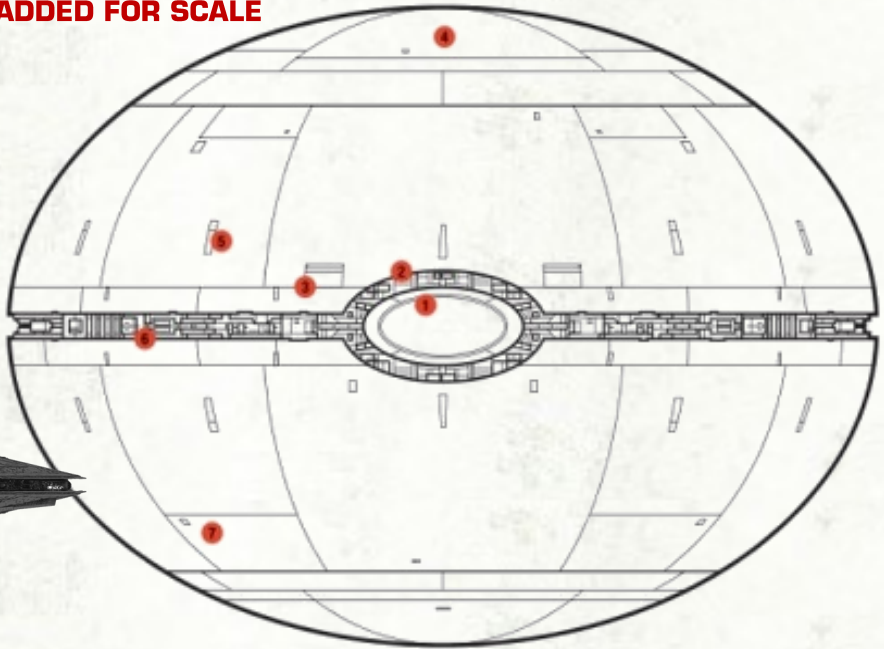
"You're here about the Torpedo Sphere, aren't you?"

Let the PCs speak with Skolos. Skolos loves his ship too much to allow it to be wasted on a brute force attack - not while he can stop it. If the PCs wage the argument that the Empire is the same as pillagers and thugs that he fought in his youth on a larger scale, then he is convinced, though any argument he could use to justify saving his beloved *Black Ice* will be enough. Go to "Skolos' Plan."

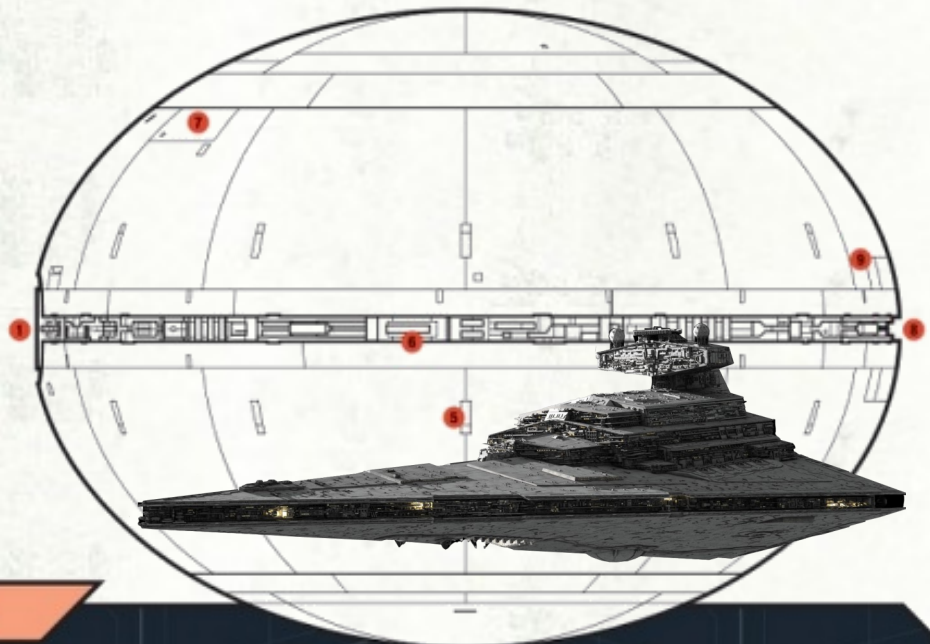
If the PCs were called here by Skolos, there will be no need to convince him to help, the guards will already have done that. Read before moving on to Skolos' Plan:"

You can hear Skolos joking with the guards as you arrive, he regards you with a grin. "Hiya 'pirates.' Look, I know about the Torpedo Sphere, and knowing the Alliance, I can only guess there's some hair-brained plan to ram my ship into the thing to stop it. I can't have that, not when there's another way. Not when I can stop it."

IMPERIAL STAR DESTROYER ADDED FOR SCALE



- 1 Torpedo tube array
- 2 Turbolaser batteries
- 3 Deflector shield generator
- 4 Main bridge
- 5 Dedicated energy receptors
- 6 Hangar bays
- 7 Sensor arrays



SPECIFICATIONS

CRAFT: Loronar's **Torpedo Sphere**

TYPE: Dedicated siege platform

MANUFACTURER: Loronar Defense Industries

LENGTH: 1,900m

HYPERDRIVE: Class 3

HYPERDRIVE BACKUP: Class 18

SHIELDING: Loronar DS-13 projectors

NAVIGATION SYSTEM: Sienar Fleet Systems navicomputer

ARMAMENT: 10 turbolaser batteries; 500 proton torpedo tubes

CREW: 61,245 gunners; 2,030 skeleton

PASSENGERS: 8,540 (troops)

CARGO CAPACITY: Unknown

CONSUMABLES: 4 years

COST: Not for sale (construction cost unknown)

Torpedo Sphere



Hull Type/Class: Siege Platform/Torpedo Sphere.

Manufacturer: Loronar Defense Industries.

Hyperdrive: Primary; Class 3, Backup; Class 18.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 61,245 officers, pilots, and enlisted crew.

Encumbrance Capacity: 75,000.

Passenger Capacity: 8,540 troops.

Consumables: Four years.

Price/Rarity: 300,000,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Ten forward heavy turbolaser batteries (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4; Linked 1; Slow-Firing 2)

500 Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Long]; Blast 6; Breach 6; Guided 2; Limited Ammo 50; Linked 500; Slow-Firing 1).

Additional Rules: Massive 2 (when making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher).

Skolos' Plan

Skolos knows that the force fields of the container train are unique. Designed to stop everything from excited plasma to micrometeorites to ensure that the fuel they carry doesn't detonate, they are far stronger than anyone suspects. He also knows that the Torpedo Sphere is designed to overwhelm the planetary shields of a base by a torrent of fire. The proton torpedo bays fire on a cycling of 500 different tubes in sequence. The timing mechanisms and sensors that enable this process to occur require two important things; distance from target and delicate machinery.

Distance is important because the amount of explosive devastation of a single torpedo throws up a lot of energetic particles, obscuring vision on the target and causing sensors in the immediate area to lose resolution. When you launch volleys of 500 of them, you can create an energized "dead zone" for sensors in the immediate blast area.

The delicate machinery comes in the form of the automated loading bays for the torpedo tubes. While 500 proton torpedoes sounds like a lot, to overcome a planetary shield you need a sustained assault to

prevent the shield from recovering power between hits. A scant 50 TIE/sa bombers could launch 500 proton torpedoes at a planetary shield, but this wouldn't bring it down. What disables a planetary shield is a constant string of proton torpedoes, hitting one after another until the shield is overwhelmed. To accomplish such a feat, the first torpedo tube emptied needs to be refilled within moments so that it may fire in time with the last torpedo tube of the initial 500. This automation requires a delicate set of automated sliders, conveyors, and loading gantries to achieve.

Skolos will suggest that if the *Ice* can be snuck into position directly in front of the central torpedo bays prior to them firing, when they launch and strike the cargo force fields the explosion will detonate the proton torpedo chain, "blowing back" into the bays. Not only will the sensors that control the firing go haywire from the electrical disturbance, but the overpressure of the detonations will throw the autoloading machinery off, rendering the Torpedo Sphere a "giant paperweight" until repaired. With only ten turbolaser batteries, there's little the Sphere could do to turn the tide of the fight at that point.

He only has one condition - that he be allowed to go along and fight with them. If the PCs ask why, he explains that he understands the Alliance more having been a prisoner than he ever thought to ask as a Stormtrooper commander. Besides, it's his plan, and it goes wrong and the *Black Ice* is destroyed, he wants to go down with his ship.

Mechanically, Skolos' plan and "The" Plan run very similarly, using the same rules. Only the narration at the end is different.

OPENING MOVES

Whether using Skolos' plan to cause the Torpedo Sphere to render itself inoperable, or Setenna's plan to sacrifice the *Black Ice* and scuttle the sphere, the opening moves are the same.

First, they have to smuggle the PCs aboard the *Ice*. If the Imperials spot this happening, they might figure out what the Rebels are up to and destroy the *Ice* before it is within range. The remainder of the Rebel fleet will sortie out and engage the Sphere's escorts diverting attention from the *Ice* and employing all manner of jamming equipment to foil Imperial sensors. The PC's then board the *Ice*, with Skolos, Hase, and QT-7 along side (though they won't know that yet).

Once on board the ship, the PCs will wait until the Torpedo Sphere is in position to bombard the base. Then - and only then - can they begin their run on the sphere. The *Ice* is very, very slow, and very vulnerable to enemy fire. They must wait until the Torpedo Sphere is close to the planet and slowed by the gravitation pull, to prevent it from spinning to engage them and therefore foiling the plan.

Finally, in the version of the plan where the Rebels sacrifice the *Black Ice* in a ramming action, the Rebels are to evacuate after placing her on a collision course. This will be accomplished by the shuttle used to board her in the hangar bay.

Prior to launching, the PCs have an hour to themselves. Let them make any final preparations - healing, Force-use, equipment requisitions, final farewells, etc. After they are finished, read aloud:

Time has flown by. All of the preparations are complete: the fleet has flown off to confront the behemoth. In a few moments, it will be your turn. Major Hase, carrying QT-7, is waiting for you at your shuttle. "I hope you have room for two more," she says, a twinkle in her eye.

REBELS ON ICE

The PCs reach the bridge and begin prepping the ship for its potentially last voyage. They have been warned no to power up, or to attempt to communicate with anyone outside of the ship; the Imperials may notice the power fluctuations.

From what they can read on the ship's passive sensors, the Star Destroyers escorting the Torpedo Sphere have cornered the Rebel Fleet, pushing them away from the planet and giving the Torpedo Sphere access to the base, a small cloud of TIE fighters providing protection.


DUTY STATIONS

The Rebels should decide now which duty stations they'll take on the bridge. Each section's functions are described below:

Captain's Station: Can control any of the functions of the other stations, save for sensors.

Pilot's Station: Pilots the ship.

Astrogration: Used only in hyperspace travel.

Computer: Can be used as a flight predictor to help the pilot. Can also control the shielding or operate the ship's sensors. If Qt-7 is on board, he will coordinate this station providing  to all checks performed here.


Shields: Operates the two sets of ship's shields, also can power or retract the cargo spheres.

Engineering: Used to engage the ship's engines; can reroute power to and from the ship's shield and propulsion units.

Sensors and Communications: Can be used to operate the ship's sensors. Also useful for communicating with other ships.

THE FIRST TEST

To determine when to successfully begin their run, the Rebels must accurately chart the Torpedo Sphere's course and decide exactly when to start the ship's engines, how long they will take to engage, and what velocity they will need to attain to either achieve maximum damage on impact or to achieve full coverage within time to block the torpedo barrage.

Call for a **Hard**  **Computers check** by either the player manning the sensors or the player at the computer station. Upgrade the difficulty twice if the player at the computer station is making the roll, as they won't have actual data from the sensors to guarantee the calculation. There is no failure for not making the check, the computer simulation shows a failure in the plan and the simulated *Black Ice* dies a horrible death, or misses altogether and is blown apart before it can recover. They can make the check multiple times, each one cost another 5 minutes to program. Let the PCs stew in this though, they don't know how

Isn't This Thing A Giant Bomb?

If using Skolos' plan, the PC's may reasonably bring up the intelligence of letting 500 proton torpedoes slam into a container filled with 110,000,000 tons of high grade starship fuel. It seems insane, and it would be - if the container were full.

Remember, the Rebel Fleet has been refueling for quite a few days off of the container train, and so a decent amount of it's fuel is already consumed - easily enough to allow for two or three of the nine spheres to now be emptied. These empty spheres are the impact point for the proton torpedoes.

the time may be affected them.

If the PCs choose to activate the sensors and scan the sphere to get the easier roll, the Imperials will be alerted to their presence. The TIE swarm will redeploy, and a group of fighters will break off and head their way. The Rebels will have to perform tricky maneuvers, upgrading the final **Piloting (Space) check** during “The Fourth Test” twice instead of the **Computers check** now.

Success on the roll will tell the PCs exactly the what the sphere’s course and speed should be, and when it will be in perfect position to be rammed or obstructed. Once this is determined, call for a **Hard Mechanics ◆◆◆ check** from the engineering station or captain’s station. If Skolos is aboard, he knows this information by heart, and will answer without the need for a check. Otherwise, success will tell the PCs how long it will take to power up the engines and begin moving - eight rounds to be safe, six rounds if they want to take a chance. Skolos believes It could be done in four rounds if the PCs were desperate.

Once they know this, the PC piloting the ship must make an **Average ◆◆ Piloting (Space) check**. Success tells them that, given what they know of the two ships’ speed and maneuverability, to be sure of hitting the target area, the Rebels will have to begin their run just as the sphere is reaching the closest point - if they leave too soon, the sphere will be able to slip past them before firing, if they leave too late, the sphere will open fire on the fore engine pod and the resulting chain reaction will tear the *Black Ice* apart in mid flight. For each ▼ in excess of ✨ the on this roll, the pilot believes his information is correct, however he will have his difficulty increased in “The Fourth Test.”

In either case, once they commit and begin their attack run, the Rebels cannot afford to divert from their course by even a meter - the ship is so unwieldy, it will be nearly impossible to make course corrections in time. No matter what the Imperials throw at them, they must stay on course.

THE SECOND TEST: TOUGH DECISION

Many long, tense moments pass as the Imperial fleet approaches the planet. Several TIE fighters and Interceptors circle *Black Ice* curiously, but, seeing nothing of interest in the “dead” vessel, soon return to their stations near the sphere. The chronometer ticks off the seconds - soon the sphere will be in position. Read:

This is it. The moment approaches when you will begin your final run. There is little time for anything but total concentration on the job ahead. Slowly, the huge torpedo sphere fills the sky, all but eclipsing the sun.

Decisions must be made now; the acting engineer knows that it will take some time to warm the engines enough to engage the ship’s shielding and propulsion units. You also know that the longer you take, the more time you grant the Imperials to discover what you are up to and either change course or blow you out of space. The engineer must decide how quickly he is willing to push the engines.

Give the PCs a few moments to discuss the situation. A PC engineer can choose from the eight or six round options, or (if Skolos is present) let Skolos manage it and try for four rounds. If the players don’t have Skolos with them, read to the next section:

The next question is for the pilot: where do you hit the sphere? You can wait for your best shot, giving the Torpedo Sphere an opportunity to begin bombarding the base, or, if you’re skilled enough, you can hit them earlier, before they can line up a shot on the base. It’s a tough decision, but you can take some comfort in the fact that if you’re wrong you won’t live long enough to regret it.

THE THIRD TEST: STARTING ENGINES

The engines can be started with a **Mechanics check** by a PC at either the Engineering station or the Captain’s station. The difficulty of the roll is dependent upon how quickly the engineer wishes to get the engines up and running: eight rounds is an **Average ◆◆ check**, while six rounds is a **Hard ◆◆◆ check**. Skolos will make the check for the PCs to

start them up in four rounds, but if a PC wants to “challenge” him, to accomplish it themselves the PC must succeed in a **◆◆◆◆ Daunting Mechanics check**.

Should the engineer fail the check, they may attempt it again, but the need to expedite the process upgrades the difficulty one time for each additional attempt.

THE FOURTH TEST: PILOTING

This is where the ship’s pilot sets the course to collide with the torpedo sphere. This test is an **Average ◆◆ Piloting (Space) check** if the pilot is trying to ram the Torpedo Sphere and chose to wait for the best position. The difficulty increases to a **Hard ◆◆◆ check** if the pilot decided to ram the sphere before it can attack the base. The check to park the *Black Ice* in front of the sphere’s torpedo bays begins as a **Hard ◆◆◆ Piloting (Space) check**.

All these difficulties increase by one difficulty level if the pilot failed their check during “The First Test,” and will increase by another level if they garnered 2 more ▼ than ✨ on their check. This is complicated further by a penalty if the sensor operator alerted the Imperials during “The First Test.” Remember to upgrade the difficulty twice in this event.

If the test is failed, it may be repeated, but each additional attempt upgrades the difficulty by one.

THE FIFTH TEST: SHIELDING

Once the *Black Ice*’s engines fire up and it begins moving towards the sphere - or earlier, if no one successfully completed test four - the Imperials begin their attack.

The first attack wave consists of TIE fighters and Interceptors attempting to disable the firing engine pod (that is, the one the PCs occupy). The ship is massively shielded, and the TIE’s have little chance of actually permanently damaging the ship, but there are a lot of them, and combined they can cause systems to overload and potentially slow the progress enough for the Torpedo Sphere to react. In order to keep the *Ice* moving optimally, the PC at the shield station will need to make an **Average ◆◆ Computer check** to maintain the deflector shields towards the appropriate areas of attack

THE FINAL TEST

Finally realizing their peril, the Imperials aboard the Torpedo Sphere begin serious jamming operations, totally overwhelming *Ice*’s sensors. Then, several TIE

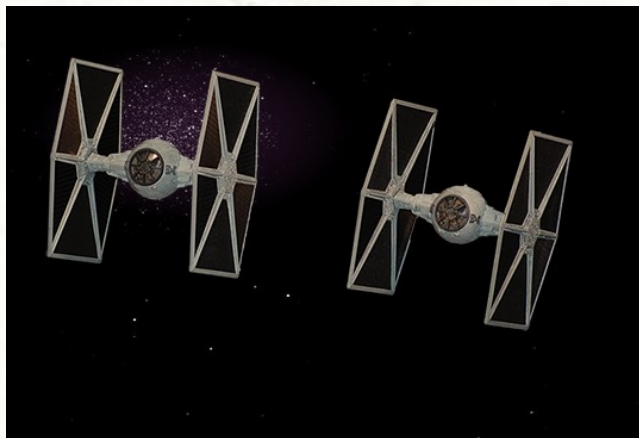
fighters make kamikaze runs against the ship - targeting both the command capsule and the highly volatile cargo containers. Read:

Everything appears to be going well - the Imperials are caught off guard, and the TIE attacks have been ineffectual.

Just then, two more TIEs come in for attack runs. You’d think they’d learn they can’t penetrate the shields. There’s something different about this run though. They haven’t fired yet ... it’s as if ... they’re going to ram you! One’s headed for the cargo spheres; one is headed towards the command capsule. Angling deflectors will eliminate one of the threats, but it would leave the other target undefended.

Suddenly, your instruments go black! The Imperials are jamming you!

Well. Now things are getting interesting. Suddenly the Rebels are flying blind, attempting to hit a target they cannot see, while being crashed into by starfighters they cannot shoot or avoid. This might be a good time for some Destiny points ...



First, the sensors. If the PCs wish to break through the jamming, they are going to have to adjust their sensors’ setting, while at the same time boosting their power. This takes two separate actions; a **Hard ◆◆◆ Computers check** from the sensors station, and a **Hard ◆◆◆ Mechanics check** from engineering. If both rolls success, the sensors break through the jamming; otherwise, the ship is still blind.

At the same time, those operating the shields must attempt to block the incoming TIE's. To have any chance of success, the deflector shields must be angled to blocking one ship - if they try to block both, shields in either location won't be strong enough to prevent damage from getting through.

The engineering and sensors stations each have a single attempt to defeat the jamming, if they fail, the shield operator will need to try and block the chosen TIE essentially blind. This will be a **Daunting ♦♦♦♦ Computers check**. If they have been able to restore sensors, this drops to merely an **Average ♦♦ check**.

If the TIE heading towards the cargo area gets through, a muffled *whuumpp!* runs through the *Black Ice* before emergency lights and alarms begin flashing all over the bridge. The TIE has hit and breached one of the force field spheres, igniting the fuel inside. It will blow in about two minutes unless the fuel is vented into space. Only Skolos knows that venting the fuel will accomplish this, if he isn't along, nothing can be done. Venting the pod requires a **Hard ♦♦♦ Computers check** to accomplish in time.

If the TIE aiming at the command capsule gets through, a loud clang can be heard and the lights flicker, but there is no other immediate visible effect.

If the PCs are intent on ramming the *Black Ice* into the Torpedo Sphere, the only thing left to do is head to the docking bay and make their escape. Go to "There's Just One Problem..." otherwise, go to "Hear Me Baby? Hold Together."

THERE'S JUST ONE PROBLEM ...

Open this scene using the narrative below:

The ship rocks as a shot hits somewhere nearby. The Ice is falling apart around you, you don't think she'll make it. Finally, after what seems to be an eternity, you reach the door to the docking bay. Beyond the door is your ship - salvation if you can just reach it in time.

You run up to the door. It does not open. You hit the emergency override sequence...

The PCs have reached the doors leading to the docking bay. If they didn't block the TIE heading to-

wards the command capsule, read the following:

As the door opens, a massive wave of heat and flame shoots out to engulf you! Reacting quickly, you shut the door once more. As it closes, you see the flaming wreckage of a TIE fighter, lying directly atop the ruins of your shuttle.

You stare helplessly at each. An instant later, the world explodes...

If the PCs failed to stop the TIE heading towards the cargo pod, then read the following:

The door finally opens, and you rush inside to your ship. Disregarding the standard startup procedure, you fire up the engines. Before you can move, however, a loud crashing, twisting noise rocks the ship, sending your shuttle skittering across the bay, slamming into a side wall. Above the scream of tearing metal, you can hear an alarm ringing throughout the bay. Accompanying the alarm is a recorded voice, saying, "DANGER! CARGO HOLD EIGHT HAS COLLAPSED! DESTRUCTION IMMINENT! DANGER! DANGER! DAN——"

An instant later, the world explodes...

HEAR ME BABY? HOLD TOGETHER.

As the *Black Ice* comes to a halt, read:

The Torpedo Sphere unleashes its payload on the base below, ignorant that their path is blocked. From the rear of the train, you watch nervously as the barrage of torpedoes inch ever closer to the cargo sphere. If your angle is off even a degree ... When the first one hits, warning klaxons and alarms go off ...

An instant later, the world explodes...

THE END

The Rebels wake up. This should make your players very happy - if you have been doing your job right, they may very well believe their characters are dead. Read:

Well, you're not dead - at least, not yet, anyway. The ship is cold and dark, and the gravity has gone off; you're all wedged in a corner, along with several ruined Droids and some other unidentified wreckage.

You gingerly extricate yourselves from the pile up, and head for a viewport to see what's going on...

If the PCs rammed the *Black Ice* into the Torpedo Sphere, this is the end of the adventure, after reading the below, move on to the rewards sections.

The engine pod is spinning and the world below you slips in and out of sight with alarming frequency - much too close for comfort.

You can't see what has become of the Torpedo Sphere - the viewport doesn't face in the proper direction. However, there is a warm glow coming from just beyond the edge of your vision, and a magnificent meteor shower is peppering the planet below with chunks of twisted metal. It looks like you did your job.

After much tinkering (and a few well-placed kicks) you manage to get a communications unit operational. The Rebel pilot you contact seem quite surprised to hear from you - they were convinced no one had survived. He promises to get you off what's left of the Ice before it impacts the atmosphere.

It's good to be alive.

If, however, the PCs got Skolos and made their run to disable the Torpedo Sphere, go on to "The Epilogue."

EVENT 15: THE EPILOGUE

If you are reading this, the PCs have managed to somehow do what seems to be the impossible. They have stolen the *Black Ice*, and fought successfully to keep her. Regardless of whether you are coming from the "Soft Ending" or the "Hard Ending," read the following:

The Imperial forces are in full retreat, You watch as what ships that can jump to hyperspace, fleeing now that the centerpiece of their attack is gone.

You receive a hero's welcome aboard Home One, the arrayed pilots and maintenance staff cheering you. At the head of the crows stands Mon Mothma and the rest of senior command. She smiles softly and speaks.

"First it was Yavin 4. Then it was Arda, then Hoth, and now Fangol. The Empire has hunted us and found us over, and over again. No more. The Black Ice represents an evolution in our survival we thought not possible; the Scatter Protocol. With her fuel we will be able to remain a roaming armada, free to come and go faster than the Empire can chase. You have enabled us to do this. Congratulations, and thank you." She looks to Setenna and nods, "I think General Hase has some final words for you. General?"

With a twinkle in her eye, the newly promoted General smiles, "I need some volunteers..."

REWARDS

Duty rewards should be based on the following (in addition to their Motivation and Duty);

- Discovering the research projects at the Imperial Tech Outpost - 1 Duty
- Discovering the secret Clone Project - 1 Duty
- Converting Skolos to aid the Rebellion - 1 Duty
- Saving the *Black Ice* from destruction - 1 Duty

Finally, award the PCs the following experience awards for their actions (above the regular session awards);

- Capturing Skolos - 10 XP
- Preventing the Empire from escalating past DefCon 2 - 5 XP
- (Bonus to Above) Preventing the Empire from escalating past DefCon 1 - 5 XP
- Saving the *Black Ice* from destruction - 5 XP



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STAR WARS
AGE OF REBELLION
ROLEPLAYING GAME

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

Black Ice. 7,800 meters long - *five times* the length of an *Imperial*-class Star Destroyer. The pride of the Imperial Replenishment Fleet.

Black Ice. It carries nearly *one billion tons* of starship grade fuel cells—more than a year's worth of power for an entire Imperial Main Battle Fleet.

Black Ice. If she remains in the Empire's hands, the Imperial Navy will cut a swath of destruction across the sector—and beyond.

Black Ice. The Empire will do everything in its power to protect her.

Black Ice. The Rebels must take her—or die in the attempt.