

STAR WARS<sup>®</sup>  
**AGE OF**  
**REBELLION**<sup>™</sup>

IN TO DEEP



Adventure Module

STAR  
WARS  
ROLEPLAYING GAME

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**AGE OF**  
**REBELLION**  
**ROLEPLAYING GAME**

**IN TOO DEEP**

*The GALACTIC EMPIRE rules over nearly every star in the known galaxy. From bustling cities to isolated wildernesses, no area of the galaxy is safe from Imperial agents.*

*Under the shadow of this oppressive tyranny, members of the REBELLION work to form an alliance in the fight against tyranny. One of their principle allies is the planet of Mon Cala. But now unrest brews on one of Mon Cala's major stations, and the PCs must move quickly to mediate a solution....*

# IN TOO DEEP

**M**on Cala, the beautiful ocean planet home of the Mon Calamari and Quarren species, is a relatively recent addition to the Alliance's list of member worlds. After suffering for decades under a brutal and oppressive Imperial occupation that saw its peoples enslaved, its treasures plundered, its industries exploited, and its stunning floating cities reduced to cinders, the people of Mon Cala eventually threw off their shackles and drove the Imperials from their world, with Rebel assistance. Once released from their bonds, the free peoples of Mon Cala eagerly joined the Alliance to Restore the Republic both to give back to those who helped and to exact some measure of revenge from the Empire for their suffering. The technical prowess and vast orbital shipyards of Mon Cala were at once turned to producing some of the loveliest, deadliest vessels in the Alliance fleet. The aquaculture facilities scattered throughout Mon Cala's endless seas increased their output and modified their production to provide foodstuffs, medicines, and other sorely needed materials for the war effort. Even the people themselves volunteered in droves, with the Mon Calamari providing some of the Rebellion's finest engineers and military leaders and the Quarren some of its most dangerous and tenacious warriors. Unfortunately, without a common enemy to bind them together, long-simmering conflicts between the two dominant species flared up, and Mon Cala is teetering on the brink of a civil war.

The breakdown in relations between the Mon Calamari and the Quarren began mere hours after their victory over the Empire. With the Empire gone, old grudges came to light again, old insults were remembered, and the two species fell back to bickering with and taking every advantage over one another. For the Quarren, it was the careless arrogance of the Mon Calamari that enraged them, along with their rivals' endless condescension and, above all, the Quarren's treatment as second-class citizens. For the Mon Calamari, it was the Quarren's fractiousness, their seemingly mindless aggression and provincial ways that grated. That, and the Quarren's constant agitation for reparations for old grievances, which on the whole, the Mon Calamari considered so far in the past as to be inconsequential.

The fight has grown particularly intense on one station on the edge of Mon Cala space. Run by both Mon Calamari and Quarren, Mon Koronas Station has seen a major breakdown in the relationship between the two species. A growing Quarren opposition has begun staging strikes, work stoppages, and slowdowns, and crime has spiked as young Quarren radicals clash in the station's upper levels with Mon Calamari law enforcement. In response, the Mon Calamari authori-

ties have cracked down on their erstwhile neighbors, issuing and enforcing curfews, harassing innocent Quarren, and rounding up suspected radicals for questioning with only the flimsiest probable cause.

Recently, the leaders of both sides of the conflict have come together to make one more attempt at reconciliation before the situation spirals further out of their control. With growing unrest, both Quarren and Mon Calamari officials have agreed to invite an outside mediator to come to Mon Koronas Station and assist in the negotiations. It is believed that a neutral party, particularly one skilled in negotiation and diplomacy, can help bridge the gap between the two peoples. To this end, they have turned to the Alliance and requested a team of mediators to come to a peace conference. Because Mon Koronas Station is important to the free flow of supplies to the rest of the Alliance, it is critically important that these negotiations be resolved successfully.

## INTRODUCTION

During the events of **In Too Deep**, the Player Characters must help the Quarren and Mon Calamari hammer out a peace accord. Recent months have seen a drastic increase in both legislative gridlock and civil unrest, thanks to the growing rift between the two species. The orders given to the Player Characters are simple and direct: bring an end to the unrest, prevent an escalation of hostilities, and ensure that Mon Cala stays within the Alliance's sphere of influence. Unfortunately for the Player Characters, however, this task is quite a bit more difficult than it sounds.

Complicating matters on Mon Cala are the actions of an Imperial agent provocateur named Montra Varn. Varn, an ISB agent of some standing, was a member of the Imperial garrison on Mon Cala and was present at the Imperial evacuation at the end of the Quarren–Mon Calamari uprising. In the wake of that disaster, Varn swore to exact her revenge on the people of Mon Cala. She is currently on the station putting her prodigious skills as a saboteur and spy to great use. Seeing the peace conference as a perfect opportunity to spread chaos and, perhaps, to spark a civil war, Varn is currently at the conference venue putting the final touches on her plan.

## THE PHANTOM COMPLICATION

The Empire has dispatched aid to Varn's operations, in the form of a demi-squadron of Phantoms. These four starfighters have incredibly potent cloaking devices, and Varn has been having them attack Mon Calamari and Quarren ships indiscriminately.

This has ratcheted up tensions even more, with both sides blaming each other for these mysterious attacks. The cloaking devices mean there is no proof of the Empire's involvement.

### THE BOMB PLOT

Meanwhile, the rest of Varm's plan includes orchestrating an escalating chain of events to sow suspicion and discord among the diplomatic missions, culminating in a bomb attack against the Mon Calamari delegate. If successful, Varm's actions could plunge Mon Koronas station into violence, and even doom Mon Cala to another bloody war between its peoples, causing death and destruction on a massive scale.

### OBJECTIVES

These events mean the PCs have three major objectives. First, they need to bring the Mon Calamari and the Quarren together. Second, they need to stop Varm's plot. Finally, they need to defeat the Phantoms in space. These three objectives may happen in any order, but all need to be accomplished to succeed in the PC's mission.

## THE CONFERENCE

The conference is scheduled to last seven days, starting as the Player Characters arrive on Mon Koronus. It is being held at the upper levels of the station, in some of the luxury suites.

*After a harrowing trip dodging Imperial patrols and weaving through the shifting battle-lines of the Outer Rim, the luxurious Mon Koronus Station comes as a shock to you. Stepping out from the cockpits of your spacecraft, you gaze across the open, inviting hanger bay, built with soothing, sweeping lines and pleasing colors that evoke the deep oceans of Mon Cala.*

*However, you know that beneath that serene exterior, a possible war between two sentient species is brewing. If you want to keep Mon Cala allied with the Alliance, you need to stop the violence before it starts here, at the focal point of the unrest.*

Once the PCs appear at the venue, they are shown to their suite of rooms by a high-ranking member of the resort's staff. Extremely well-appointed and decorated in a modern and understated style, the suite consists of a private bedroom and refresher for each member of the delegation. The bedrooms are each connected to a comfortable common area, a large, oval room full of luxurious, expensive-looking furniture. One long wall is a single pane of glass provid-

ing a breathtaking view of the depths of space, and the other walls are hung with art from various cultures from throughout the galaxy. There is also a fully stocked bar with a dedicated droid bartender that also serves as a butler and general domestic servant, a holonet entertainment suite, and a comprehensive communications suite.

As soon as the PCs enter the suite, they are met by the Alliance Liason, a young human man named Tosh Tobrani. Read aloud or paraphrase the following:

*As you settle into your suite, the door hisses open and a young man in an Alliance uniform bustles in. He sees you and sighs in relief. "Thank goodness you've arrived," he says. "I've been doing what I can, but the two sides are already at each other's throats."*

*He sits down on the divan with an exhausted sigh, then pulls out his datapad and starts scrolling through the records. "There's a gathering tonight that you'll need to attend, where you'll meet both sides. Then the conference starts tomorrow and lasts for several days. The problem is that someone has been attacking shipping around the station. Brutal attacks with no survivors. And both sides are blaming the other. If we don't find out who's responsible, I don't see these talks succeeding."*

The evening of the PCs arrival, their presence is required at a cocktail party thrown by the Mon Calamari delegation. Ostensibly a casual gathering at which the delegates and their respective entourages can get to know one another before the real business of the conference begins, the party also provides an excellent opportunity for each delegation to size up the other,

### EAT, DRINK, AND BE MERRY

The preconference cocktail party features an open bar offering a wide variety of complimentary wines, beers, and spirits, and the delegations are taking full advantage of it. During the party, the Game Master can choose to add one or more  or  to skill checks to reflect varying levels of inebriation among the PCs and NPCs. If characters drink sparingly, the GM should have them make an **Easy** (◆) **Resilience check**. If they are drinking a lot, then the GM should make the check **Hard** (◆◆◆). Failure means the character (PC or NPC) suffers  on its own skill checks, and other characters add  to checks made to interact with the inebriated character.

make good first impressions, and do a little off-duty politicking. The party is held in a small, dimly lit and intimate bar overlooking the sea, a room full of shadowy booths and corners perfect for private conversations.

The Mon Calamari delegation, led by an elder statesman named Mehmet Alover, and the Quarren delegation, led by a fiery young radical named Halari Takan, are already in attendance when the PCs arrive. The delegation leaders themselves are keeping their distance from each other while various members of their staffs mingle in the middle of the room. This is the first opportunity the PCs have to interact with the NPCs, and this encounter is the first of many that are heavily oriented toward roleplaying. Social skills, Knowledge skills, and skills such as Perception and Skulduggery come into play as the PCs feel out their diplomatic peers and attempt to impress and influence them. If the PCs are looking for ideas for avenues to pursue, suggest one or more of the following:

- A PC can try to get an early start on winning over either Mehmet Alover or Halari Takan by making an **Average (◆◆) Charm** or **Hard (◆◆◆) Deception check**. Success adds ■ to that PC's checks influence this character during the later negotiations, the GM may spend ⊗ ⊗ or ⊗ to add ■ to that PC's checks to influence the other.
- A PC can try to determine the root of the problem between the Mon Calamari and Quarren delegations with an **Average (◆◆) Knowledge (Warfare)** or **(Outer Rim) check**. Success reveals that while the two species are enemies of old, the greatest specific point of contention comes over Alover and Takan's shared belief that when push comes to shove, the Rebel Alliance will only support one side or the other after the war ends—and each wants to be sure that it is their species' side. Having this information in advance removes ■ from that PC's checks to influence either delegation.
- A PC can survey the room or remain attentive for danger, making an **Average (◆◆) Perception** or **Vigilance check**. If a PC succeeds, that character catches a glimpse of Montra Varn, and something about her bearing or the look in her eye suggests that she is more than what she seems. Add ■ to that PC's future checks to spot any act of sabotage Varn undertakes.

After the Player Characters have had a chance to mingle and roleplay, the party winds down in the small hours of the morning. Unless the GM wishes otherwise, nothing more dramatic occurs than some drunken socializing before the delegations say good-night and retire to their respective suites. Once back in their suite, the PCs should take the opportunity to compare notes and voice any concerns or revelations. Then they should get some rest, because the conference begins in earnest the next morning.

## NEGOTIATION AND ESCALATION

Over the course of the conference, the PCs, the Mon Calamari delegation, and the Quarren delegation hammer out a peace agreement between the two feuding races. The PCs might be personally invested in one outcome or another, but their most crucial goal is to ensure that the negotiations do not break down entirely; regardless of whether the Quarrens or the Mon Calamari feel they got the better deal at the end of the day, so long as they reach an agreement without storming out to resume hostilities (or worse, doing so right in the conference room!), the PCs succeed. The negotiation takes place over three phases, at each of which the PCs must make some number of checks. The results of success and failure are described below, along with the checks.

### PHASE 1: BREAKING THE ICE

The two delegations lay out their terms in a formal fashion. First, Alover explains that the Mon Calamari want a pledge of lasting peace from the Quarrens, including an agreement to disarmament and deescalation once the Empire is vanquished. Halari, in contrast, desires political concessions by the Mon Calamari, mainly the return of territories and resources captured in past wars—including several key fortresses and weapons manufacturing facilities taken by the Mon Calamari during the Clone Wars.

After the participants explain their terms, each PC may attempt one **Opposed Charm, Coercion, or Deception, or Negotiation check** opposed by an NPC's **Negotiation** (◆◆◆) for Alover, (◆◆◆◆) for Takan) to attempt to get that NPC to agree to one or more terms or other concessions. In addition to the modifiers described earlier, the GM should add ■ to these checks for good argumentation, use of established desires of those NPCs, and good roleplaying, and add ■ if the PC's proposal is too extreme, or overly favors the other side, or is phrased extremely rudely.

In addition to normal uses, PCs may spend ⊗ or ⊗ from a failed to solicit a counterproposal or compromise from the NPC, which can then be posed to the other party. If another PC offers this counterproposal, downgrade the difficulty of the check to pose it to the other side once.

Once each PC has made a check, **Phase 1** ends. Depending on the result, **Phase 2** can begin in different ways.

## PHASE 2: STAY ON TARGET...

Depending on how **Phase 1** concluded, **Phase 2** begins in one of three different ways, as described below:

- **Each side agreed to at least one condition:** Seeing that negotiations are moving along well, Montra Varn begins her campaign of escalating sabotage. Varn begins to slip falsified documents to each side, implying an imminent betrayal by the other.
- **Only one side has agreed to at least one condition:** The side that has agreed to at least one condition stands up and prepares to leave, believing the situation to be irreconcilable.
- **Neither side has agreed to any conditions:** Tempers flare, and it seems as though the room may erupt into physical violence as Halari rises to his feet, shouting about the Mon Calamari's past crimes.

Regardless of which way this phase begins, the PCs must keep negotiations from collapsing. Each PC may make a **Hard (◆◆◆) Discipline, Leadership, Perception, or Vigilance** check to determine the true threat (Montra Varn) or get the aggrieved party (or parties) back to the table by reinforcing how the Empire is the true threat. Again, the GM should add ■ or ■ based on the PCs' evidence and argumentation (or lack thereof).

If at least one PC succeeds, move on to **Phase 3**. If no PC succeeds, the collapsing negotiations are interrupted by the TIE Phantoms launching their assault, and the beginning of **Phantoms in the Dark**. As this clearly demonstrates the threat of the Empire, the PCs may have a chance to move on to **Phase 3** after

defending the base, if there is time in the session (and the base has not been destroyed).

## PHASE 3: BRASS TACKS

If the PCs return the negotiators to the table, they have a chance to get the Mon Calamari and Quarrens to finally talk specifics. Each PC may make one specific proposal for a concrete resolution by making a **Hard (◆◆◆) Knowledge (Outer Rim, Warfare, or Xenology) check**, or another check at the GM's discretion.

Each PC who succeeds convinces the negotiating parties to agree to one resolution. Such resolutions might include some of the following:

- Agreeing to have a shared council seat in the future galactic government.
- Agreeing to be treated as two separate groups in the future galactic government.
- Agreeing to hand over certain arms to the future galactic government after the war.
- Agreeing to maintain two separate militaries after the war.
- Agreeing to make a specific reparation on each side for past conflicts.
- Agreeing to exchange some asset, territory, or technology for another.

Regardless of how this phase concludes, the signing of the agreement is interrupted by the assault at the beginning of **Phantoms in the Dark**.

# PHANTOMS IN THE DARK

**W**hat the Player Characters and their allies at the Mon Koronus base do not know is that a squadron of top secret experimental Imperial Navy starfighters is operating in-system, the 481st. These new fighters, descendants of the failed V38 assault fighter project, are called TIE/ph phantoms. Small, heavily armed, and remarkably well equipped, TIE/ph phantoms are fitted with five fire-linked light laser cannons, life support, shields, and a Class 1 hyperdrive, and a cloaking device that makes them nearly impossible to detect but also prevents it from attacking.

The 481st sorties once a day with all four fighters. Always led by Lieutenant Commander Gareth Agamar, a cunning and aggressive squadron leader who carries a serious grudge against the Rebellion for the destruction of the first Death Star. Each sortie follows a general pattern: the phantoms make a short, in-system hyperspace jump from the *Mephitis*, a *Gladiator*-class star destroyer anchored nearby, to one of a handful of

predetermined staging areas, run their sortie, return to their staging area, and jump back to the *Mephitis*.

They also have a habit of jumping in-system from place to place around the Mon Cala system rather than burn to their destination on sublight drives. This is incredibly risky, as in-system jumps are a dangerous proposition even in the least cluttered star systems, but it allows them to move quickly over great distances.

## THE BRIEFING

Once the PCs have decided to investigate the missing starships, they are called into the station's briefing room. The most recent ships to go missing or be mysteriously destroyed were a pair of Quarren Y-wings on patrol in the outer reaches of the Mon Cala system. Read aloud or paraphrase the following:

*For the career soldiers amongst you, stepping into the quiet, professional operations center in the middle of the station seems like a relief after hours of endless negotiations. The duty officer, an older Mon Calamari with mottled skin, salutes you.*

*"Welcome to the ops center," he says. "I'm glad you could step away from the negotiations long enough to help us with this issue. Commander Durgish will be down momentarily to brief you on the details."*

The commander of the base steps in, carrying a datapad and a loop of fiber-optic patch cable. He tells the pilots to remain seated, hooks the datapad into a holoprojector, and begins his briefing. A holo-clip springs to life over the projector, gun camera footage from one of the lost Quarren Y-wings. It shows a swath of empty space, with some asteroids tumbling in the distance. In the top right of the holo, the pilots can make out another Y-wing flying in formation. So far, this appears to be simply some footage from an uneventful patrol, but there's a murmur from the pilots and a tense, anxious feeling as they stare into the holo, waiting for something to go wrong.

There is no sound, and when the second Y-wing erupts in a ball of fire, the sudden violence of it draws a gasp from the assembled pilots. Shrapnel crackles from the remaining Y-wing's shields, and the stars blur as the fighter takes evasive action. Green blaster fire fills space around the fighter, and then the footage stops abruptly, but not before something else flashes across the camera's field of vision. The commander backs the footage up, pauses, and there, floating above the briefing table, is something small, dark, and fighter-sized. There's just enough light to make out some details, such as the suggestion of triangular S-foils or solar collectors and what appears to be a truncated cone-shaped cockpit or flight deck.

At this point, the base commander gives the pilots their orders: they are to increase patrols and begin actively hunting for these mysterious fighters. After the orders are presented, the commander fields questions from the pilots. This is a perfect opportunity for the PCs to dig deeper into the mystery by asking questions and role-playing with the NPCs such as Kip and Pashna before they strap into their fighters. This is also a good time for PCs who are not pilots to contribute with skills such as Knowledge (Warfare), Knowledge (Lore), Perception, or Computers. Once the PCs have asked their questions and made any applicable skill checks, it's time to launch fighters and move to the next part of the encounter.

## ZOOM AND ENHANCE

Any Player Character who is so inclined can request a copy of the gun camera footage for further analysis. Analyzing the footage is tedious and difficult, but it has the potential to provide the PCs with additional information on their upcoming mission. Performing the analysis requires an **Average (◆◆) Computers check** and access to either the base's mainframe or some good-quality slicer gear. Success on the check nets the Player Characters a high-resolution image of one of the TIE/ph phantoms. The unique CEC-style cockpit, the solar collector mounting and configuration, and the number and placement of the fighter's laser cannons are all clearly marked. The fighter is unmarked but is clearly of Imperial design. If the Computers check generates ☹☹☹ or ☹, the image reveals something hazy, shimmering, and fighter-sized just behind and above the visible fighter. If the PCs wish to investigate further, **Knowledge (Warfare)**, **Computers**, **Knowledge (Lore)**, and even **Piloting (Space)** checks can be made at a difficulty set by the Game Master. With enough ★, ☹, and time spent, they can eventually discover evidence of a top secret Imperial research project attempting to create a starfighter with a cloaking device.

## CAT AND MOUSE

This is where the real action of the encounter happens, when the pilots launch from the station and go hunting their mysterious and deadly prey. Until the first shots are fired, the hunt for the TIE/ph phantoms should be played for suspense rather than action; Game Masters are encouraged to play up the anxiety and tension in this section. The TIE/ph phantoms could be anywhere, at any time, watching and waiting for the perfect time to strike. Every shadow, every crevasse or bolt hole in an asteroid could be hiding an invisible starfighter, ready to tear a patrol to shreds.

For every thirty minutes of in-game time that passes, the Game Master should have each PC make a **Hard (◆◆◆) Cool check** to fight off the effects of stress and anxiety. A successful check means a PC can hack it and suffers no penalties, for now. A failed roll, however, means that cracks begin to form in a PC's cool and nerves begin to fray. For every failed check, the PC gains ■ to all future Piloting (Space), Perception, Vigilance, and Gunnery checks, and for every ☹ generated, the PC suffers 1 strain. Strain can be recovered normally, but the ■ can only be removed by returning to base and resting. These effects stack, so the longer the pilots are out in the system, the

## STYGIUM CLOAKING DEVICE

**S**FS's Mk. III Stygium Cloaking Device is the first cloaking device of its kind successfully fitted to a starfighter. Using a series of rare stygium crystals in a high-energy reactor, the cloaking device can almost completely hide a ship from both sensors and the naked eye. Only a faint shimmering distortion remains to show where a cloaked ship is hiding, a telltale sign that is incredibly hard to see against the inky backdrop of space.

Activating the cloaking device on a TIE/ph phantom requires the pilot to spend an action. Once activated, the cloaking device makes the phantom almost impossible to detect, requiring anyone attempting to spot it to make a **Hard** (◆◆◆) **Perception** or **Vigilance check**. Once it is detected, any attacks made against the phantom while the cloaking device remains active count its silhouette as 0.

Using the cloaking device does come with some severe side effects for the phantom. While the cloaking device is active, the TIE/ph phantom has its speed reduced by 3. Additionally, the phantom pilot cannot use active scanners, comms, or weapons while the cloak is active. The pilot can turn off the cloaking device by spending a maneuver.

tougher it is to stay cool.

Game Masters should try and ratchet up the tension, but remember that they have a limited amount of time to run the adventure. The GM should use one or two of the following encounters to increase tension, then spring the Phantoms on the PCs unexpectedly.

- **Distress Call:** An archaeological dig close to the PCs' position makes an open-channel distress call, claiming to be under attack by fightercraft.



## BOMB ATTACK!

If the PCs fend off the assault and manage to complete **Step 3: Brass Tacks** with at least two resolutions agreed upon, Montra Varn decides to cripple the conference with a decisive blow. This should probably be the climax of the adventure, but the GM can have this happen at any point he or she feels is appropriate.

This encounter starts with Montra Varn planting an explosive device in the corridor next to the room where negotiations are taking place. The blast is powerful, but Varn tries to avoid depressurizing the

station, and thus doesn't make the bomb powerful enough to kill the negotiators (or the PCs!). This means that the primary negotiations and the PCs survive the blast. Varn planned on this possibility, and leads a small ISB strike team to finish the job. Her goal is to kill everyone, leaving no witnesses.

- **Escort Duty:** Even with the fear of attacks and heightened security, business still manages to carry on relatively normally in the Mon Cala system. The PCs are called off their patrol to escort a slow, heavily laden freighter to the station. Despite the fighter escort, the freighter poses too juicy a target for the phantoms to pass up and at some point during their flight, the PCs are attacked.
- **Search and Rescue:** Mon Koronus control loses contact with one of its starfighter patrols. The PCs are tasked with locating the patrol, or its remains, and recovering anything left behind. After a long search, the remains of the patrol are located in a densely packed group of asteroids, along with a little surprise. There were only two fighters in the lost patrol, but there are three distinct pockets of wreckage, one of which is clearly neither an X-wing nor a Y-wing.

When the Player Characters encounter the TIE/ph phantoms, they encounter a group of three (unless the group is 4 players or less, in which case, they encounter two phantoms.) When rolling for initiative, the phantom pilots add   to their check, to represent the benefits of the cloaking field.

Combat begins with the phantoms at close range of the PCs. They spend a maneuver to decloak, then attack. Combat proceeds normally after that, except that a phantom that is crippled or suffers a critical hit will attempt to recloak and flee.

It is important to note that the PCs don't have to destroy the phantoms. If they fight and survive (or even flee and survive), they can reveal that the Empire is behind the attacks and focus the anger of both sides against the true enemy.

When the encounter begins, the PCs should be in the midst of negotiations. Read aloud or paraphrase the following; preferably just after a major success in the negotiations.

When the encounter begins, the PCs should be in the midst of negotiations. Read aloud or paraphrase the following; preferably just after a major success in the negotiations.



*Suddenly, the far wall of the conference room erupts in smoke and flame! You find yourself thrown back from the table, your ears ringing, as choking smoke fills your lungs.*

*The explosion looks like it killed several of the delegates, but you see Mehmet Alover and Halari Takan moving, protected from the blast by providence or luck. Even as you stagger to your feet to help them, however, a team of heavily armed individuals come through the breach and open fire!*

Varn and her ISB agents start at medium range from the PCs, although the blast means that the space between the hole in the wall and the delegates (and the PCs) is difficult terrain. If there are 5-6 players, there are two minion groups of three ISB Agents each. If there are four or less players, there are two minion groups of two ISB agents instead.

Varn's team focuses fire on killing anyone who looks like they may be a threat, (which likely means the PCs). Varn enters after her team, and spends the first round attacking either Mehmet or Hakari. However, if the PCs attack her, she targets them instead. Varn is blinded by hatred and fervor for her cause, and won't realize she's losing until it is too late, so she and her forces fight to the last person.

# NPC STAT BLOCKS

All of the PC stat blocks are presented on these reference pages for easy reference.

## MEHMET ALOVAR [RIVAL]

Born and raised in Coral City, the capital of watery Mon Cala, the venerable Mehmet Alover is among the most highly respected individuals of his generation. He has spent his long life in service to his people, first as a member of a senator's staff, then as a senator himself, and now in his twilight years, he serves as one of the Mon Calamari peoples' emissaries to the Alliance to Restore the Republic. A strong supporter of Mon Calamari rights and a vocal opponent of Imperial rule, he is seen by his people, and many outside observers, as a champion of freedom and peace. Despite his shining qualities, however, of which there are undeniably many, he suffers from the same short-sighted and bigoted attitudes toward the Quarren as most of his generation.



**Skills:** Charm 3, Deception 3, Discipline 3, Knowledge (Core Worlds) 2, Knowledge (Education) 3, Knowledge (Lore) 3, Knowledge (Outer Rim) 2, Knowledge (Xenology) 2, Leadership 3, Negotiation 2.

**Talents:** Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Confidence 1 (decrease difficulty of Discipline checks to avoid fear by 1), Inspiring Rhetoric (make an **Average** [◆◆] **Leadership check**; each ☆ causes an ally in close range to recover 1 strain; spend ☹ to cause 1 affected ally to recover 1 additional strain), Kill with Kindness 2 (remove ■■ from all Charm and Leadership checks), Natural Charmer (once per session, reroll any 1 Charm or Deception check).

**Abilities:** Amphibious (Mon Calamari can breathe underwater without penalty and never suffer movement penalties for moving through water).

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Crit 4; Range [Short]; Stun setting), armored clothing (+1 defense, +1 soak), comlink.

## HALARI TAKAN [RIVAL]

A young firebrand, Halari Takan came of age during the Empire's brutal subjugation of her homeworld. Never much for military matters, Halari instead focused her efforts on organizing protests, work stoppages, and general strikes. She did so with a combination of gravitas and rhetoric rarely found in one so

young, and quickly gained a reputation as an inspiring and captivating speaker. After a failed kidnapping attempt and a successful campaign to discredit her and her allies, Halari went into hiding, constantly moving between safe houses and acting from the shadows rather than in Coral City's parks and plazas. When the Empire was finally driven from Mon Cala, she came out of hiding and was immediately drafted to be one of the Quarren representatives to the Mon Calamari. Now, after only a few years in this position, she has made as many enemies as she has made allies. Her uncompromising attitude toward the Empire and toward the injustices suffered by the Quarren at the hands of the Mon Calamari, and her insistence in stating these attitudes loudly and repeatedly, makes her hard to negotiate with.



**Skills:** Charm 2, Coercion 3, Deception 2, Knowledge (Core Worlds) 2, Knowledge (Underworld) 2, Knowledge (Xenology) 2, Leadership 3, Negotiation 1, Ranged (Light) 2, Streetwise 3.

**Talents:** Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Nobody's Fool 3 (upgrade the difficulty of incoming Charm, Coercion, and Deception checks three times), Plausible Deniability 2 (remove ■■ from all Coercion and Deception checks), Scathing Tirade (make an **Average** [◆◆] **Coercion check**; each ☆ causes one enemy in short range to suffer 1 strain; spend ☹ to cause 1 affected enemy to suffer 1 additional strain).

**Abilities:** Amphibious (Quarren can breathe underwater without penalty and never suffer movement penalties for traveling through water), Ink Spray (once per encounter, as an out-of-turn incidental, a Quarren may spit ink from a specialized sac within their gills, suffering 2 strain to add ■ to a combat check made by a character within short range [under water, it adds ■■■ to the combat check instead]).

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Crit 4; Range [Short]; Stun setting), armored clothing (+1 defense, +1 soak), comlink.

## MONTRA VARN (NEMESIS)

Lieutenant Montra Varn, ISB, is here to sow discord and discontent, and to cause a conflict between the Mon Calamari and the Quarren severe enough to keep them fighting themselves and out of Alliance influence. To this end, she spreads rumors and plants false evidence of treachery and betrayal implicating high-

ranking members of both species in one or another conspiracy to subjugate their counterparts and take complete control of post-occupation Mon Cala. So far, her efforts have been wildly successful. The current talks being mediated by Alliance operatives are the last chance for peace.



**Skills:** Computers 2, Cool 3, Coordination 2, Deception 4, Discipline 3, Knowledge (Warfare) 1, Melee 2, Perception 3, Ranged (Light) 2, Skulduggery 3, Stealth 3, Streetwise 2, Vigilance 2.

**Talents:** Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Clever Solution (once per session, make one skill check using Cunning rather than the characteristic linked to that skill), Convincing Demeanor 2 (remove ■■ from any Deception or Skulduggery check), Natural Charmer (once per session, re-roll any one Charm or Deception check).

**Abilities:** None.

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), frag grenade (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1) Armored clothing (+1 defense, +1 soak), comlink, encrypted datapad with Imperial holonet uplink.

### ISB STRIKE TEAM [MINION]

Varn's ISB strike team is ruthless and effective.



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

**Talents:** None.

**Abilities:** None.

**Equipment:** Cut-down blaster carbine (Ranged [Heavy]; Damage 8; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 2).

### IMPERIAL TEST PILOT [RIVAL]

The pilots of the 481st Experimental Starfighter Testing Squadron are the best of the best, hand-picked for their piloting skills, courage, and technical acumen.



**Skills:** Cool 2, Gunnery 2, Perception 2, Piloting (Space) 2.

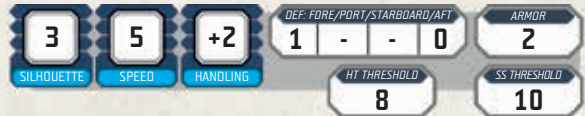
**Talents:** Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Natural Pilot (once per session, reroll any 1 Piloting [Space] or Gunnery check), Skilled Jockey 1 (remove ■ from all Piloting [Space] checks).

**Abilities:** None.

**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, sensory augmentation package (add 🌀 to all Perception checks).

### TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

Perhaps the most terrifying and dangerous new TIE-series variant, the TIE/ph phantom is the first true stealth fighter fielded by the Imperial Navy. Produced in extremely limited numbers due to the cost and complexity of its systems, and assigned only to the most trusted and experienced Imperial Navy pilots for the same reasons, the TIE/ph phantom is a heavily modified V38 assault fighter with an almost unheard-of cloaking capability.



**Hull Type/Class:** Starfighter/TIE-series.

**Manufacturer:** Sienar Fleet Systems.

**Hyperdrive:** Primary: Class 1, Backup: None.

**Navicomputer:** Yes.

**Sensor Range:** Short.

**Ship's Complement:** One pilot, one co-pilot/gunner.

**Encumbrance Capacity:** 8.

**Passenger Capacity:** 0.

**Consumables:** Two weeks.

**Price/Rarity:** 365,000 credits (R)/9.

**Customization Hard Points:** 0.

**Weapons:** Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 4).