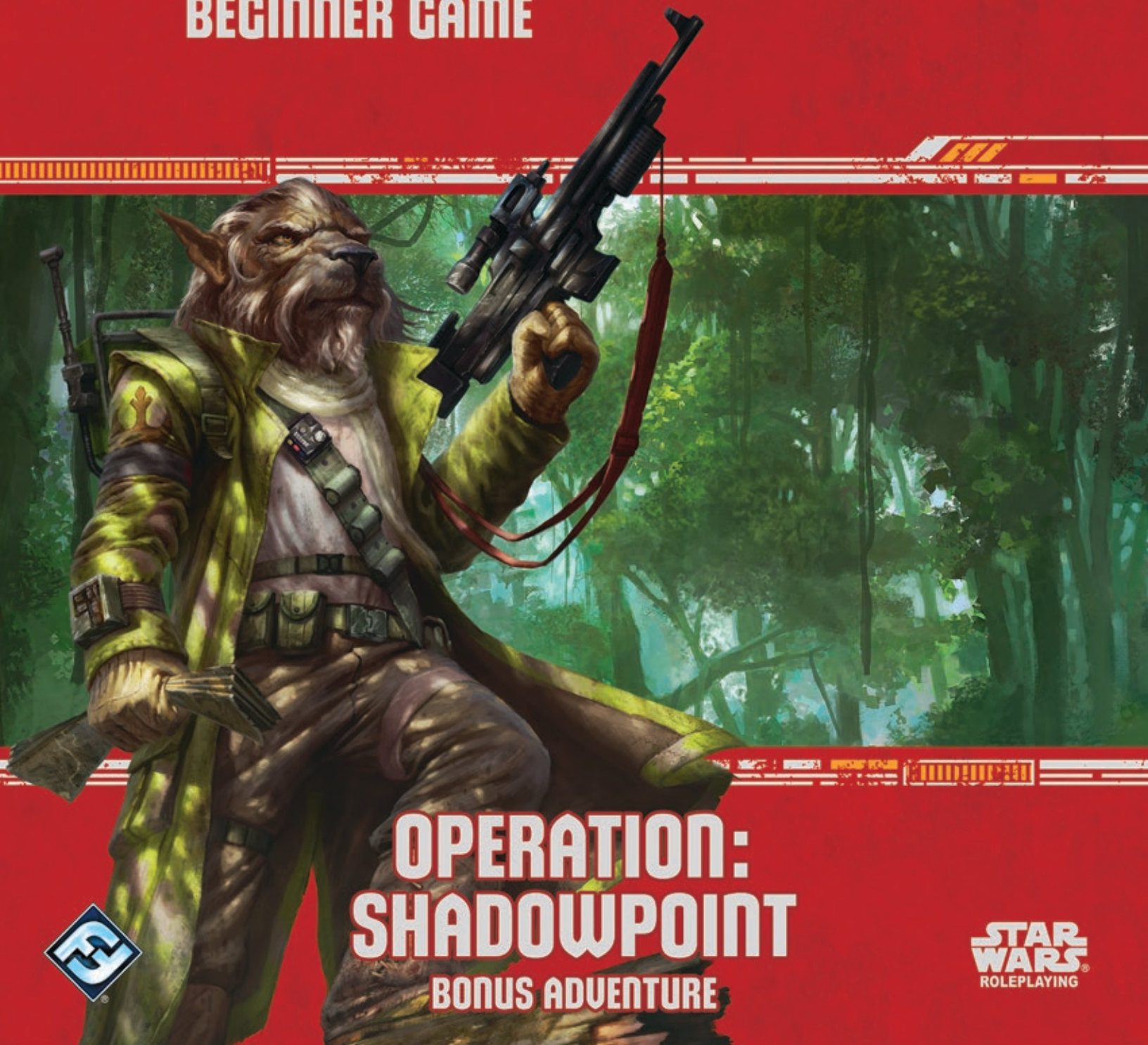


STAR WARS
AGE OF
REBELLION
BEGINNER GAME



OPERATION:
SHADOWPOINT
BONUS ADVENTURE



STAR WARS
ROLEPLAYING

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OPERATION: SHADOWPOINT

THE STORY SO FAR

OPERATION: SHADOWPOINT is an adventure for the *Star Wars: AGE OF REBELLION BEGINNER GAME*. It is designed to follow the events of **TAKEOVER AT WHISPER BASE**, the adventure included in the **BEGINNER GAME**.

After the events of the **BEGINNER GAME** adventure, the Player Characters (PCs) have seized the Imperial installation on the planet of Onderon, once called “Whisper Base,” for the Rebel Alliance. They might have killed or captured its commanding officer, Lieutenant Sarev, and dealt similarly with the remaining staff of the base. They now have access to a secret, off-the-books facility plugged into the Imperial communications network—a powerful resource for the struggling Rebellion. However, while the Imperial bureaucracy at large does not have any knowledge of the base, the PCs must still contend with its master and originator, Moff Dardano.

The nefarious Imperial Moff is willing to do anything to recover his lost asset without allowing his rivals in the Empire to learn of its existence, much less of its capture. It is only a matter of time before the Moff takes action to reclaim the base and bring it back under his iron-fisted control. Can the PCs establish a strong enough position to defend what they have taken and turn it into a long-term gain for the Rebellion? Now is the time to test their commitment, resourcefulness, skills, and above all, mettle.

If you are planning to act as Game Master, then read on to find out more. You should read through the entire adventure before beginning your first session. However, if you are planning to be a hero player for the adventure, please stop reading now in order to avoid spoiling any surprises! Don’t worry, you’ll find out what awaits in due time...

GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, STOP READING HERE!

Only the GM should read the rest of this book prior to play. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!

THE TASK AT HAND

Now that the PCs have seized the Imperial base, they must follow through on four main objectives. They must acquire new assets to support the base and its operations, such as support staff sympathetic to the Rebellion or supplies and materials necessary for keeping the base functional. Making good use of the base's SigInt (Signal Intelligence) array is also of vital importance. The PCs should ensure that their superiors in the Rebel Alliance are apprised of all major developments discovered on Imperial channels without alerting the Empire to the captured base. They might also be required to strike at targets of opportunity revealed by the SigInt array, again doing so without revealing their presence on Onderon.

As they undertake these missions, the PCs have one over-arching goal: they must take the time to prepare for and eventually overcome Moff Dardano's inevitable counter-attack upon his lost installation. The Moff's reprisal might be long in coming, but the captured base can never be secure until its former master is defeated in a permanent sense.


ADVENTURE OVERVIEW

Unlike the more structured events of the **BEGINNER GAME** introductory adventure, **OPERATION: SHADOWPOINT** does not operate along a strictly linear narrative. The adventure has a clear starting point at the transition from the previous adventure (detailed in **Settling In** on page 8), and a definite climax and conclusion in the vengeful return of Moff Dardano's forces (discussed in **The Moff Strikes Back** on page 37), but the material in between can be run in a freely chosen order, based on the inclinations of the GM and the actions of the hero players. These plot hooks (described under **Settling In** on page 8) are themselves open-ended developments, with several possible means of resolution or final outcomes. If the GM finds this prospect overwhelming or needs some help getting into the swing of things, then he should simply run the event seeds in the order in which they are presented throughout **OPERATION: SHADOWPOINT**. The story can then continue to the attack by Moff Dardano once PCs have dealt with the dangers and opportunities of the event seeds.

BEGINNING A NEW SESSION

In general, a roleplaying game is played by the same people meeting several times, days or even weeks apart. Each time the group gathers together in the same place to play the game for a few hours is one "session." **TAKEOVER AT WHISPER BASE** probably required one or two sessions for your group to complete. **OPERATION: SHADOWPOINT**, on the other hand, might require three or more sessions to complete.

You can think of sessions of a roleplaying game as episodes of an ongoing television program. At the beginning of each session, it can be helpful to recap what happened in the previous session, just as many television programs do. Sometimes a new session picks up the events of the adventure at the very moment the previous session left off—especially if it ended on a cliffhanger! Other times, hours, days, or even longer intervals can be assumed to have passed in game time. Here are some steps you should take at the beginning of each session to help keep things running smoothly:

- Make sure everyone has had a chance to spend any experience points received at the end of the previous session.
- Allow each PC to recover all of his or her strain. Even if only moments have passed in game time between the previous session and the new one, it's usually simplest for the game if everyone begins having suffered no strain.
- If a considerable amount of in-game time has passed, allow characters to recover wounds and make attempts to heal Critical Injuries.
- Recap the important points of the story, so that everyone remembers what is going on and what the group's goals are.
- If a considerable amount of in-game time has passed, asking each player what his or her character has been doing during the "downtime" can be a fun way to start things off and to support the narrative.
- Finally, generate a new Destiny pool by asking each player to roll a Force die .

ONDERON GAZETTEER

The events of **OPERATION: SHADOWPOINT** (as well as the preceding adventure, **TAKEOVER AT WHISPER BASE**) take place on the wild jungle world of Onderon, known for its fearsome and deadly native creatures. Details of some of the most important or noteworthy sites covered in this adventure can be found below, from the planet's lone true city to a backwater village near the Imperial base. At the GM's discretion, one or more of the PCs might know some details about the more famous features of Onderon; the PCs can also learn major details about these locations through play.

IZIZ, PLANETARY CAPITAL

Onderon's capital city (and major settlement) is a sprawling, walled metropolis covering approximately sixteen hundred square kilometers. The city is protected by a defense grid to fend off aerial attacks. The city's center is occupied by a steep hill housing the Royal Palace, now vacant under the Imperial governorship. Access to elevated areas such as the palace and the battlements of the city's outer walls is restricted to travel through fortified bridges known as sky ramps. The southern reaches of the city make up the Merchant Quarter, where the bulk of the city's commerce is handled.

JYRENNE BASE

Whisper Base was not the only Imperial installation on Onderon, nor even the most significant. A major Imperial Army-Navy ordnance center vital to the Empire's supply lines is located near the capital city of Iziz, which accounts for the Empire's interest in the world's security. Moff Dardano saw the frequent traffic to and from Jyrenne Base as a major asset both in covering up his own operations and as a source of intelligence on his rival, Admiral Corlen, under whose command the base operates. The Rebel Alliance is interested in using the Moff's work as a stepping stone to this much better secured target. For now, Jyrenne Base is to be avoided by sensible Rebel agents as there is a constant Imperial presence including a full garrison of stormtroopers and frequent visits from Army groups and Navy patrols.

GMs interested in sticking to the greater *Star Wars* narrative should note that in previously established stories, Jyrenne Base is destroyed by the bombing of Rebel starfighters, assisted by sabotage from underground operatives on the planet. At the GM's discretion, the PCs could act as these operatives in a later adventure and disable the planetary shields over the base or provide vital intelligence to another local cell.

ADVENTURE STRUCTURE

Operation: Shadowpoint is structured around a number of event seeds that allow the Game Master to run this adventure in the

order he or she thinks is best. The table below gives a brief summary of each of these event seeds, and where each one can be found.

TABLE 1-1: EVENT SEEDS

Event Seed	Summary	Page #
Fears of the Village	The PCs visit Darrastead village, a settlement in the Onderon jungle. The village has been subjugated by the Empire, and the PCs might be able to win over its oppressed inhabitants.	10
Might of the Beast Riders	The PCs encounter the legendary Beast Riders, mighty warriors who ride the massive fauna of the jungles. The Beast Riders could be powerful allies, if the PCs can convince them they too oppose the Empire—and that they have a chance of winning!	13
Securing the Signal	A Rebel operative has been captured by the Empire. He is a communications specialist, and if the PCs free him, he can assist them with operating the SigInt array at their base.	20
New Toys	The PCs visit Iziz, the capital of Onderon. There, they have the chance to recover supplies by bargaining with Kavia Slen, a local junk dealer.	25
Recon Patrol	The PCs encounter Moff Dardano's scouts in the jungle. If they can't stop these infiltrators from escaping, the Moff will be able to accelerate his schemes to retake Whisper Base!	28
Target of Opportunity	The SigInt array provides the PCs with a chance to intercept an Imperial spy. If they can catch him off guard, they can get valuable new information for the Rebellion.	31
Hunt on the Demon Moon	The PCs travel to Dxun with the Beast Riders. If they can bring down worthy prey on the so-called Demon Moon, they might be able to win a permanent alliance with the Beast Riders.	33
The Moff Strikes Back	Moff Dardano launches his counterattack on the PCs. They must use the resources they have gathered from the other event seeds to defeat him and keep control of the base!	37

DXUN, THE DEMON MOON

Although Onderon's local fauna is infamous for its aggression, the monstrous beasts dwelling on the moon of Dxun are the true terrors of the system. Dxun is the largest of Onderon's four satellites, and is covered by a dense jungle similar to that of the world it orbits. The similarity between the ecosystems of Onderon and Dxun can likely be attributed to a quirk of the moon's orbit that brings its atmosphere into contact with that of Onderon once a year, allowing a few specially adapted life forms (such as the massive, flying rupings) to travel between them.

However, every terrible trait of Onderon's wilderness is multiplied a hundredfold by the monstrous beasts of the Demon Moon. From reptilian boma to the near-invisible maalraas, Dxun's fauna are almost invariably aggressive predators capable of threatening or overwhelming even prepared and well-armed hunters. The unchallenged apex predator of the deadly moon is the zakkeg, a massive and ill-tempered quadruped species covered in thick armored scales capable of withstanding even concentrated blaster fire. Naturally, Dxun is rarely visited except by the most ambitious of big-game hunters. The Beast Riders of Onderon also exploit the Demon Moon's strange orbit to send young warriors up on rites of passage, and to allow their skilled hunters to earn glory by testing themselves against the most terrible beasts they can find.

DARRASTEAD, JUNGLE VILLAGE

Despite the common assumption that Iziz is the only civilized settlement on Onderon, a few villages full of hardy or stubborn settlers manage to survive in the jungle. The fortified encampment of Darrastead is the nearest such village to the former Whisper Base, and the Imperials there found the locals a valuable resource for a number of projects. The villagers were forced to assist the soldiers of Whisper Base with manual labor for little more than stale ration bars, under the threat of arrest or even execution. The villagers follow the guidance of their elder, Deil Kadru, and keep to themselves whenever possible. Further information on Darrastead can be found in the **Fears of the Village** (see page 10) event seed.

HUNTING LODGE OF THE BEAST RIDERS

Beyond the walls of Iziz, and even the meager fortifications of the jungle villages, there are a few enclaves of hardy warriors who have mastered their environment not through technology, but through mettle and might. These warriors are known as the Beast Riders, as their greatest weapons against Onderon's dangers are the flying ruping steeds they tame. These huge flying creatures are fierce predators in their own right.

The Beast Riders are frequently on the move, as the local Onderonians fear them and the Imperial garrison considers them a threat to be exterminated. Nevertheless, they maintain tribal hunting lodges throughout the Onderonian jungle where they perform their most important rites of passage. One such lodge is located just beyond the patrol range maintained by the garrison from Whisper Base. The lodge's custodian tribe maintained careful tabs on the activities of the nearby Imperials by flying through the forest canopy, and are eager to find out what the arrival of the PCs portends for the region. Further information on the hunting lodge can be found in the **Might of the Beast Riders** (see page 13) event seed.



DUTY TO THE REBEL ALLIANCE

Each of the PCs available for use in **TAKEOVER AT WHISPER BASE** and **OPERATION: SHADOWPOINT** has a specific role he or she plays in the Rebel Alliance's operations, referred to as a Duty. Although the primary objectives of their missions take precedence over general directives, the special Duty to the Rebellion each PC carries should be in the back of his or her mind at all times. Accomplishing tasks related to a Duty brings with it a greater sense of fulfillment and allows the confidence of specialization to rise to the fore in a PC's mind.

The assorted event seeds of **OPERATION: SHADOWPOINT** each tie in to the Duty of one or more of the available PCs. These links are called out via sidebars throughout the adventure. When

a PC assists in resolving an event seed so that his or her Duty is fulfilled, he or she receives additional benefits stemming from pride in service. A PC who fulfills his or her Duty gains +1 wound threshold for the remainder of the game session, and might even receive a small amount of additional XP (no more than 5, usually) at the GM's discretion. The GM should also feel free to involve the PCs' duties in any other events or situations he or she deems appropriate (making sure, of course, that each PC gets a chance to fulfill his or her Duty to the Rebellion).

The **BEGINNER GAME** PCs have the following Duties, a few of the many possible triggers for which are described in sidebars on the indicated pages:

TABLE 1-2: DUTY BY CHARACTER

Name	Duty Type	Description	Event Seeds
Arkhan	Internal Security (see page 20)	Arkhan Brem'tu has been fighting the war against the Empire longer than anyone else in his squad. In that time, he has seen countless operations go sour and lost many friends. Arkhan fulfills his Duty when he protects the identities of Rebel agents and ensures that the Empire does not outmaneuver or manipulate his team.	Securing the Signal (p. 20), Recon Patrol (p. 28)
Cael	Combat Victory (see page 42)	Cael feels that it is his duty to vanquish the Empire, which destroyed his homeworld of Alderaan. To this end, he has taken up arms to help the Rebel Alliance win much-needed battlefield victories. Cael fulfills his Duty when he does something instrumental in defeating an Imperial force in an engagement, in person or indirectly.	Battle for the Base (p. 37)
Jin-Rio	Recruitment (see page 13)	Jin-Rio Akabi's nature as a rabble-rouser is only slightly tempered by her frequent placement on Special Operations teams. Jin-Rio fulfills her Duty when she brings the word of the Rebellion and its ideals of freedom to oppressed sentients suffering under the Empire.	Fears of the Villagers (p. 10), Might of the Beast Riders (p. 13)
Tendaar	Sabotage (see page 30)	Tendaar's biggest contributions to the cause have come from his clever use of slicing, engineering, and lateral thinking to undermine Imperial authority. This form of rebellion appeals to Tendaar's desire to see the Empire fall, but also to his unconventional sense of humor. Tendaar fulfills his Duty when he can wreak havoc upon the Empire in a way it will never expect.	Recon Patrol (p. 28), Target of Opportunity (p. 31)
Vendri	Counter-Intelligence (see page 20)	Vendri is good at walking unseen as he gathers information, but making sure that his team does the same can be quite a task, especially when he is working alongside characters with a tendency to solve problems with high-impact explosives. Vendri fulfills his Duty when he preserves the secrecy of the Rebellion's assets.	Securing the Signal (p. 20), Recon Patrol (p. 28)
Zal	Space Superiority (see page 27)	Zal feels most alive behind the throttle of a ship, and while she does not always have the chance to dogfight against Imperial aces during her missions with Special Operations, she always has her eyes open for equipment and armaments to customize and improve the craft she flies. Zal fulfills her Duty when she defeats a skilled enemy pilot or obtains a new asset that helps her fight better in the cockpit.	New Toys (p.25)

SETTLING IN

As the PCs begin to take stock of their situation after the events of **TAKEOVER AT WHISPER BASE**, read or paraphrase the following aloud:

You have seized Whisper Base, but there is plenty of work still to be done in order to turn the base into an asset for the Rebellion. The base is in disarray after your attack, with much of the equipment and ordnance damaged or expended, and the Imperial support staff is hardly available to assist you. If you intend to turn this operation into a real success, you'll need to resupply the base with new equipment and find some agents who can help you maintain it properly. The base's Signal Intelligence array should be able to provide you with useful information on valuable targets in the area, but you also need to keep an eye out for the return of Moff Dardano's forces. He's bound to discover the loss of Whisper Base eventually, and that's a vulnerability he can't afford. Sooner or later, the Moff's forces are sure to come knocking.

The PCs have gained a number of useful assets in their seizure of the listening post, from the Signal Intelligence (or SigInt) array and the Imperial communication codes in it to the vehicles and weapons used by the base's soldiers. However, they need far more than this to make sure that the base operates at peak efficiency. The GM should outline the obstacles described here to the PCs.

SUPPLIES AND DEMANDS

The emergency supplies of the base are sufficient for slightly over a month of operation at full staffing, or approximately three months with just the PCs. The base is normally resupplied by visits from an agent of Moff Dardano, Verala Mishar. Dealing with Verala is covered in **Takeover at Whisper Base**, but if the PCs fail to deceive her or otherwise co-opt her supply runs, they need to turn to an alternative source. Also, once Moff Dardano inevitably comes to realize that all is not right at Whisper Base, Verala is unlikely to continue her normal shipments. The PCs can secure further supplies through trading with the villagers of Darrastead (see **Fears of the Village** on page 10), buying them from discreet suppliers in the Market Quarter of Iziz, flying their *Lambda*-class shuttle to Rebel depots, or other, more creative solutions.

If the PCs cannot secure a resupply by the time the supplies start running out, their strain thresholds should be reduced by 2 until they solve this problem to reflect the tight rationing of food and clean water.

RECRUITMENT CONCERNS

There are many jobs that need to be done around the base, and some of them require helping hands from NPCs. For instance, various security sensors, comm arrays, and other vital mechanisms of the base's SigInt array require constant attention to maintain full efficiency. If the PCs cannot find assistance for these tasks, the array's effectiveness begins to degrade after two to three weeks. If the PCs can cajole Toor (see page 15 of the **BEGINNER GAME** adventure) into helping with maintenance, they can mitigate the wear-and-tear of the array, but to keep it in perfect condition, they need to bring on more mechanics. Similarly, having NPCs to aid with other mundane tasks like communicating with other Rebel bases, scouting the jungle, maintaining a med-bay, and cooking the Imperial ration packs into something vaguely edible could make the PCs' lives much easier.

The event seeds in this adventure give the PCs occasional opportunities to recruit help, and the GM should also give the PCs plenty of chances to find allies sympathetic to the Rebel Alliance's cause who can bring something of value to the base.

THE EYE OF THE MOFF

Although the PCs can delay the Moff learning of the base's loss with clever deceptions for a while, especially if they manage to trick Verala Mishar and anyone checking into the base from long range comms, Dardano can't be fooled forever. Even if the PCs take great pains to maintain their cover, Moff Dardano is cunning and is eventually going to realize that the SigInt array has been compromised as reports from his agents stop arriving (or shift in tone). The PCs should also remember that the Moff's knowledge of their off-the-books base is their biggest vulnerability. Given these factors, a confrontation between the PCs and the Moff's forces is all but inevitable. The PCs should try to acquire additional defenses for the base in case the Moff attacks, such as heavy ordnance, additional vehicles, and armaments for any support staff they recruit.

Many of the event seeds throughout this adventure give the PCs a chance to get tools, weapons, and allies to face the Moff, but the GM should encourage the hero players to consider other options, especially if they come up with creative ideas and solutions.

ON TO THE ADVENTURE!

Once the players have been made aware of their need for supplies, allies, and armaments, the GM should prepare to launch the events of **OPERATION: SHADOWPOINT** in earnest. The GM can begin by selecting an event seed to use or by prompting the players to suggest how their characters might address these problems, and moving on from there.

ONDERON JUNGLE



T-16 Crash Site

Darrasteed Village

Comm Tower

PCs' Base
of Operations

Hunting Lodge

FEARS OF THE VILLAGE (EVENT SEED)

There are several different ways the GM can introduce this event seed. A PC could encounter references to the village of Darrastead in the Imperial records (either by searching for local settlements or in the course of other work), the PCs could stumble across the village during a sweep of the area, or a group of Darrastead villagers could arrive based on a previous request from the Imperials before the PCs defeated them. The GM should select the option that best suits the PCs' recent actions and activities.

If a PC encounters references to Darrastead in the records or accounts of Whisper Base, read or paraphrase the following aloud:

While examining the activity logs stored in the base's central computers, you come across several mentions of a nearby village by the name of Darrastead. Apparently the Imperials were in the habit of press-ganging the villagers into service whenever they needed additional labor. Given that the villagers know the base's secrets, they could be a security risk, but their familiarity could also be an asset if you can get them onto your side. It seems that a visit to Darrastead might be in order...

When the PCs follow up on this information and visit the village, they find the villagers engaged in the tasks necessary to maintain their homes and livelihoods, and are soon directed to speak with the village elder, Deil Kadru. See **The Village of Darrastead** (to the right) for details.

If the PCs arrive on the outskirts of Darrastead during a patrol, read or paraphrase the following aloud:

During a basic sweep of the jungle surrounding the base, you come upon signs of recent sapient activity amidst the foliage—branches clearly hacked aside with tools and a few footprints in the muck of the soil. Following the trail is a simple enough matter, and after perhaps fifteen minutes of careful tracking, you see the jungle begins to thin out into an open clearing. A crude fence of wooden stakes strung with barbed wire lines the clearing's perimeter, and a bizarre assortment of crude huts and duracrete prefab structures can be seen forming a small village within. In the spaces between the buildings, a few humans in drab green and brown clothing are going about their daily business.

Upon approaching the village, the PCs are greeted with either surprise and suspicion or surly acknowledgement, depending on whether they wear the Imperial uniforms with which the villagers are familiar. In either event, they are likely to be directed to the village elder, Deil Kadru, who typically handles any dealings with outsiders (including the villagers' previous contact with the Imperials). See **The Village of Darrastead** (below) for details.

If the Darrastead villagers arrived at the base unexpectedly, read or paraphrase the following aloud:

As you are engaging in your assorted tasks throughout the base, you find your labors interrupted by the blare of a security alert. The central computer's automated voice speaks up a moment later. "Perimeter alert, negligible threat level. Six unarmed life forms detected approaching the main entrance, identity cross-reference Darrastead village." After rushing to the security monitors, you see the computer's summary seems correct—six humans in drab green and brown clothes are approaching the main entrance, carrying an assortment of shovels, excavation picks, and other tools, but no obvious weapons. They must be some sort of local workforce. Perhaps they could help you with your staffing problems...

If the PCs attempt to bluff the villagers by maintaining the illusion that the base is still under Imperial control, the villagers are suspicious of any apparent ignorance about their arrival, but chalk it up to a cruel prank on the Imperials' part. After that, they begin digging up the invasive roots of local plant life that threaten to overrun the area near the landing pad. When they finish, they request permission to return to their village until they are needed next (at which point the PCs should hopefully find their curiosity piqued and visit the village soon afterwards).

If the PCs do not hide that the Imperials no longer control the base, the villagers are mostly shocked, but also very pleased, and suggest the PCs come with them back to Darrastead to share the good news. In either case, see **The Village of Darrastead** (below) if the PCs follow up on the villagers' visit.

THE VILLAGE OF DARRASTEAD

Darrastead itself is no more than a scant collection of buildings surrounded by a fence of wooden stakes and barbed wire. Most of its structures are crude huts made from local materials, but there are a few large duracrete prefabs that are used as meeting halls or other public necessities. None of the buildings are in good repair, especially the prefabs, which date back to



the village's founding over a century ago. The villagers keep them in order as well as they can with their limited tools and supplies, but even the sturdy duracrete has begun to crumble under the harsh jungle conditions.



There are perhaps a little over a hundred villagers living in Darrastead, although many are often gone from the village at any given time. Some hunt the local beasts for food or to drive away predators, while others trade for vital supplies at the markets of Iziz, traveling to and from the city on rickety old landspeeders. Those who remain in the village devote their time to maintaining the village's limited supplies and technology, patching wear-and-tear on the buildings, or preparing food and medicine. The demands of the Imperials at Whisper Base frequently made this difficult life even harder, as the most able workers of the village were called away from where they could support their families.



ARRIVAL AND RECEPTION

Given the nature of the villagers' history with the Imperials and Whisper Base, the sort of welcome the PCs receive upon arriving in Darrastead depends greatly on how they pass themselves off. If they pretend to be Imperial soldiers from the base, they are met with surly acknowledgement and limited deference, but the villagers remain tense until they leave. The Imperials did not pay their workers well, and often subjected them to excessive labors, leaving the Darrastead villagers

filled with a resentment kept in check only by fear of brutal reprisal. If the PCs are open about the fact that the Imperials have been ousted from their base, the villagers are instead very gracious and thankful (and somewhat dumbfounded at the PCs' success). Their joy is tempered by the harsh realities of life in the jungles of Onderon, even without Imperial interference, but such news is the best they have heard in a long time. It is also possible in some circumstances (such as if the PCs encountered the village while on patrol) for the PCs to conceal their association with the base entirely. In this case the villagers remain cautious and somewhat suspicious, but not hostile. The only outsiders most of them encounter on anything resembling a regular basis are the Imperials and occasional Beast Rider hunting parties, so they do not trust strangers easily. Offers to trade or donate supplies go a long way toward easing such suspicions.

Once the PCs have either won the acceptance of the villagers or successfully maintained their ruse of posing as Imperials, they are likely to be interested in recruiting help from Darrastead, given the base's need for additional staff. Regardless of whether they recruit as friends or as overlords, such arrangements are made with Deil Kadru, the village elder. She maintains the records, supply tallies, and work rotation for Darrastead with the aid of her grandson Firil, and she represented the village to the Imperials when they needed an advocate. Her attitude toward the PCs in any situation is wholly practical—she needs the village to survive first and foremost,

and does her best to see to the villagers' well-being in any negotiations. If she knows of the base's fall, she tries to get the PCs to pass any excess supplies from the base on to the villagers before committing to any deals. A skilled negotiator can convince her to accept supplies (like medicine, weapons, or machinery) as a future payment instead with an **Opposed (◆◆◆) Negotiation check**. However, if the PCs do not push the issue and grant her request immediately, they gain one Boost die  to future interactions from the trust and respect established in doing so. If the PCs make demands under the pretense of maintaining the base's status quo, Deil focuses her efforts on securing permission to pick villagers who can be spared for the work, or limiting the number she sends. Given her previous familiarity with the Imperials at the base, fooling her may prove difficult if the PCs are attempting to hide their affiliations (add one Setback die  to all Deception checks to do so).

If the PCs attempt to pass themselves off as Imperial soldiers and are at any point found out, whether by Deil Kadru or by any of the other villagers, the situation sours rapidly. The villagers have little interest in exchanging one oppressor for another, and are appalled that the PCs would be willing to stoop to the Imperials' level. The villagers refuse to help maintain the base at all unless significant aid and concessions are offered as reparations. Even if the PCs placate them in this way, all future checks to interact with the villagers of Darrastead suffer two Setback dice  to represent the lingering mistrust.

THE VILLAGE'S AID

The obvious benefit of acquiring help from Darrastead is the ability to use the villagers as additional staff for the base. Despite the dilapidated condition of their own tech, the villagers are by no means unfamiliar with how to maintain and work advanced devices—they simply lack the resources to do more than maintain the basic functionality of what they have out in the middle of the jungle. As such, the villagers can perform the necessary maintenance to keep the SigInt array and the other systems of the base operational. If the PCs have gone out of their way to earn the trust of the villagers (such as by disclosing the Imperials' defeat or providing supplies for Darrastead), they also find that the villagers are willing to return the favor. They may find that some villagers with additional skills or knowledge volunteer service when needed, such as the local doctor patching up injuries (treat any checks for non-combat aid as being made by a character with a score of 2 in the relevant characteristic and 1 to 2 ranks in an appropriate skill). They may also receive tip-offs if anything unusual occurs in the nearby jungle from the village hunters, or even receive armed aid if there is a threat to the base (use the Darrastead villager profile, but add a Blaster Carbine to equipment).


DEIL KADRU, VILLAGE ELDER [RIVAL]

The elder of Darrastead is an old, white-haired human woman. She is still spry for her age, although too frail for much heavy labor or exertion. She wears simple clothes in brown and green with the only indication of her station being a cloak of slightly finer material. Despite her unassuming appearance, Deil's eyes blaze with a keen intellect and fierce spirit to those willing to look past the surface.



Skills: Cool 1 (◆◆◆), Leadership 2 (◆◆◆), Negotiation 1 (◆◆◆), Perception 2 (◆◆), Survival 2 (◆◆).

Talents: None.

Abilities: Village Leader (Darrastead villagers add one Boost die  to their Cool and Discipline checks when they can see Deil Kadru).

Equipment: Poor-weather cloak, key to village supplies.

DARRASTEAD VILLAGER [MINION]

The villagers of Darrastead are a hardy and strong folk, but they tend toward lean and wiry after Whisper Base's soldiers put them on scant rations and heavy workloads. They wear simple, sturdy clothes in forest colors, and their expressions range from surly to despairing at the sight of outsiders.



Skills (group only): Brawl (varies by number), Survival (varies by number).

Talents: None.

Abilities: None.

Equipment: Heavy clothing (+1 soak), Imperial-issued ration chit.

MIGHT OF THE BEAST RIDERS (EVENT SEED)

Much like **Fears of the Village** (see page 10), the **Might of the Beast Riders** event seed can be introduced by one of several different occurrences. The PCs might learn of the Beast Riders from the Imperial records, and decide to seek them out. If they have already played through the **Fears of the Village** event seed, the villagers of Darrastead have their own information on the Beast Riders and their activities. Alternatively, the Beast Riders can be introduced in a more antagonistic manner by having them launch a brief raid on the base, swooping in to let their massive steeds drop boulders onto the base's equipment from above before swiftly flying away. The GM should select the option that best suits the PCs' recent actions and activities as the event seed begins.

If the PCs find intel on the Beast Riders from records at their base, read or paraphrase the following aloud:

As you go through the datafiles that detail the previous operations of Whisper Base, you encounter curious references to local "Beast Riders" on several occasions. They are primarily mentioned throughout the security officer's incident records, where they are described as harassing patrols from the backs of huge flying beasts. These reports are rife with unflattering descriptions of the riders as brutes, savages, and even madmen, but you can't help thinking that anyone who annoyed the Imperials this much can't be all bad. Maybe it would be worth trying to find these Beast Riders and discovering the nature of their quarrel with the Empire.

The records contain the coordinates for all the recorded incidents, which the PCs could use to attempt to seek out the Beast Riders. Heading toward the coordinates places them firmly in Beast Rider territory, and leads to an encounter with the warriors they seek. See **The Hunting Party** on page 14 for details.

DUTY: RECRUITMENT

Playing through either or both the **Fears of the Village** and **Might of the Beast Riders** event seeds could be appropriate ways to fulfill Jin-Rio Akabi's Recruitment Duty, depending on how the situations play out. If Jin-Rio manages to play a key role in one or both of the event seeds and acquires the help of the relevant group, she can be considered to have fulfilled her Duty to gather allies to the cause, as described on page 7.

If the PCs hear about the Beast Riders from the villagers of Darrastead, read or paraphrase the following aloud (and be sure to take the Darrastead villagers' attitude toward the PCs into account!):

"The Beast Riders? A frightening folk, they are. Lawless people, dwelling out in the deep jungle alongside the worst of the monsters. I know the cityfolk in Iziz might call us barbarians, but we can't help being poor and in a bad place. If I had the credits for a nice house out of the rain, believe me, I'd be long gone! The Beast Riders choose to live out here in the wilds, though. They tame great flying rupings, which hardly seems possible to me, and use them to hunt anything they don't like, beast or sentient alike. They leave us in the village alone, but I can't tell if that's because they like us or they don't think we'd provide any sport. Imperial patrols are another matter. I've heard they're not all that fond of those."

Although the villagers do not deal with the Beast Riders willingly, they have a good idea of where to find them, having thoroughly mapped the borders of what territory the Beast Riders consider theirs. They share this information willingly (although grudgingly if the PCs are posing as Imperials), but caution that the only use they have ever had for it is to avoid those tracts of the jungle. If the PCs are willing to go against the villagers' warnings, they can find one of the Beast Riders' most commonly used hunting trails and stake it out to await the arrival of a hunting party. See **The Hunting Party** on page 14 for details. However, if they take the villagers' warnings too much to heart and avoid Beast Rider territory, they might need additional prompting.

The GM can choose to either leave the event seed unresolved for now or provide an additional push to get the PCs out in the field. If he chooses the latter, the Beast Riders could stage an attack on the base, as described on page 14.

If the Beast Riders launch a raid on the base, read or paraphrase the following aloud:

Your assorted tasks about the base are suddenly interrupted by a fierce shriek from the skies, likely uttered by one of the local beasts. The cry is rapidly followed by a deafeningly loud crashing noise from the grounds, and then all is quiet. When you reach the base's monitoring stations to figure out what happened, you see a massive winged creature flying off into the distance, carrying several humanoid figures on its back. Sweeping the view around, you soon discover the crash was a large boulder dropped from the skies. It mercifully missed anything important, but the beast and its riders could easily return for another attack. If you want to keep the base intact, you'll need to find out where they came from and why they want the base destroyed.

At this point, the PCs need to find out more about the Beast Riders. They can check the Imperial records or ask the villagers of Darrastead (assuming they have completed **Fears of the Village**), leading to the information described previously. Alternatively, they can simply pursue the fleeing Beast Riders. Swoop bikes can keep in sight of the flying beasts with an **Average** (◆ ◆) **Piloting check**. If pursued, the riders flee to Beast-Rider-controlled territory before turning to confront their pursuers. Such a pitched battle could play out similarly to the events in the section titled **The Hunting Party**, although it might skip past the early stages and move straight to combat, depending on how confrontational the PCs act (and, of course, whether they are wearing Imperial uniforms).

PERILS OF THE JUNGLE

Whenever the PCs travel through the jungle, they run the risk of being attacked by local creatures. This can be handled as a simple description to add color to the journey, or by requiring some kind of check (such as a **Hard** (◆ ◆ ◆) **Survival check**, with each ▼ inflicting 1 wound and each ☞ inflicting 1 strain on the character). These encounters can also be combat encounters, though the GM should do this sparingly, to preserve tension and avoid bogging the plot down.

The profiles for cannoks and boma are available on page 36. A brief fight could involve a minion group of cannoks equal in number to the PCs or a solitary boma. Zak-keg are only found on Dxun, much to the relief of Onderon's inhabitants.

THE HUNTING PARTY

After the PCs make their way into the reaches of the jungle claimed by the Beast Riders, it is not likely to be long before they run into one of the local patrols (and of course, if they pursued a raiding party into Beast Rider territory, they are immediately faced with such a confrontation). The local tribe of Beast Riders, the Clazca, send their warriors out on daily patrols of the skies to keep watch for any intruders, and the border near the Imperial base is especially well-guarded. The PCs should be intercepted by a group of warriors atop rupings within half an hour of crossing over, or less if they have the information on the Beast Riders' hunting trailers from the villagers of Darrastead.

When the patrol arrives, read or paraphrase the following aloud (this description can also be adapted for the sudden turning of a pursued raiding party to face the PCs):

The canopy above you suddenly parts as massive wings force the treetops aside. A huge beast, covered in thick scales and with bat-like wings spread several meters wide, lands in front of you, and three hide-clad humans peer down from its back. They heft primitive yet sturdy javelins, not quite ready to throw, but making it clear they won't hesitate to do so if it proves necessary. The warrior in the rearmost position stands up and looks at each of you in turn. "You stand on the grounds of the Clazca tribe of the Beast Riders, and we of the Clazca do not permit intruders. Explain your business here, or be gone."

The warriors are not automatically hostile to the PCs, even if they wear Imperial uniforms. The Clazca have no love for what they have seen of the Empire, and though they are not openly at war with them, they are willing to talk to the Rebels to exchange information about this mutual threat. The Beast Riders are a proud culture, and have limited patience for anyone they see as a bully, a coward, or a fool. PCs who wish to open relations with the Beast Riders on a more diplomatic footing must toe the line between seeming weak and seeming arrogant, as the warriors do not look well upon either trait. Confidence backed up by an obvious ability to handle oneself is the best way to impress the Beast Rider patrol, and the GM should feel free to grant a Boost die (■) to any social interactions for PCs who carry themselves appropriately.

If the PCs explain their presence to the patrol satisfactorily, the warriors relax slightly and express a willingness to discuss matters further. If they make a bad impression, however, they may find the Beast Riders demanding that they leave, or even challenging the apparent leader of the group to a duel of

honor. It is possible for the PCs to turn the situation around by standing firm and holding their ground, or by accepting and winning a duel (treat the duel as a normal combat between the PC and a Beast Rider Warrior, until one of the participants has inflicted 5 or more wounds on the other; the combatant who suffers the fewest wounds wins the duel). After all, the Beast Riders respect both strength and confidence, even in outsiders.

If the PCs earn the Beast Riders' respect (or at least their attention), they may wish to ask them some questions. Possible responses for a few topics that are likely to come up are listed below—read or paraphrase them aloud as appropriate.

WHO ARE YOU?

"I am Olko Baz of the Clazca, rider of the mighty rufing Watchwing, hunter of these lands. Songs sung by my great-grandchildren will tell of me as slayer of cave-horror and wind-terror. These are my comrades of the wing, Foth Shemar and Pokk. What is all of this to you?"

WHY DID YOU ATTACK OUR BASE?

There are two possible responses to this question, depending on whether the PCs are pretending to be Imperials. If they maintain their ruse, use the following answer:

"Your Empire is a nation of bullies who claim dominion over our lands and attack us unprovoked. We have tolerated your intrusion into our jungles for some time, but your repeated return has made it clear that our last message was not strong enough. Consider the boulder we dropped as our last warning to intrude no further. We can find many more such stones."

If the PCs are not pretending to be Imperials, the Beast Riders sheepishly respond with the following admission, instead:

"For that, you have our greatest regret, for there is no greater fool than a warrior who does not know his enemy. We had thought you servants of the so-called Empire, which rules through conquest alone, without consideration for honor, and which has grown overly bold in passing through our jungle."

WHERE ARE THE REST OF YOUR PEOPLE?

"It is not in the way of our people to gather in one place. Ours are paths of wind and the open skies. We assemble only for our important rites, to induct new warriors, or to mourn the passing of the lost. Of late, we have had to mourn far too many fallen warriors."

YOU CALLED YOURSELVES THE CLAZCA, BUT EVERYONE ELSE JUST CALLS YOU BEAST RIDERS. WHY IS THAT?



"We are the Clazca, and we are the Beast Riders. All those who know the freedom of the skies as we do are one people, but it is difficult enough to gather even one tribe across a world of jungle. The Clazca are all those who dwell in this region. Beyond our borders, there are the Dor-drel, the Amroth, and the Ezelk. Farther, there are other tribes. Our tales say we were once more numerous than we are now, but we are still enough to know more of this jungle than your speeders could cover in many days."

WHAT IS YOUR QUARREL WITH THE EMPIRE?

"The Empire has trespassed in our territory many times, and they have no more regard for our claims than they do for the lives of wild beasts—or their own servants. They do not act with honor or respect for anything—their enemies or themselves. Their cruelty alone is not cause enough for war, but we cannot let such insults pass, so these offenses are added to the tally of their crimes."

WOULD YOU BE WILLING TO HELP THE REBEL ALLIANCE?

"We know little of your Rebellion, and can only judge those who stand before us. Prove yourselves worthy, and we shall perhaps help you. If this helps your cause as well, then so be it. We do not wage war in the same ways you do, but we shall always fight for our friends and against our enemies."

If at any point during this exchange the PCs manage to offend or alarm the Beast Riders (by making threats or hurling insults), the Beast Riders warn them to leave or be prepared to fight. This should not occur unless the PCs are exceptionally rude or aggressive, but is more likely if the PCs are posing as Imperials or pursued the Beast Riders from the base. If the PCs fight, the Beast Riders attempt to drive them off rather than killing them. The Beast Riders can spend Advantage  on any combat check to inflict strain on the PCs (at a rate of 1 strain per Advantage  spent), and back down after at least one Beast Rider has suffered 10 or more wounds or been incapacitated due to strain.

The Beast Riders see such a battle as a conflict of honor, not a struggle of life and death. If the PCs kill one of the Beast Riders in combat, the others haul his body onto their mount and attempt to fly away. Escalating the conflict in this way earns them the enmity of the Beast Riders—a problem that could last even longer than the threat of Moff Dardano, and provide many further adventures after the events of **OPERATION: SHADOWPOINT**.

However, if the PCs manage to make a favorable impression on the Beast Riders during this exchange or prove their strength in honorable combat, they should be able to convince the Beast Riders that an alliance might be worth pursuing. Even if the PCs are posing as Imperials, the free-spirited nature of Beast Rider culture could mean that the PCs are able to earn respect as individuals in spite of their supposed affiliation. If this occurs, the patrol promises to spread word among the Clazca and call a meeting of the tribe at their hunting lodge. The PCs are given directions to the lodge, and told to be there in one week's time, but to stay out of Beast Rider territory in the meantime. See **At the Lodge of the Beast Riders** on page 17 for details.





HUNTING LODGE

AT THE LODGE OF THE BEAST RIDERS

If the PCs wish to maintain any earned goodwill with the Beast Riders after they are given the location of the Beast Riders' hunting lodge, they are best off returning to the base and handling other matters in this time. The GM should feel free to use other event seeds during this break, provided the in-game timing does not cause a conflict with the PCs visiting the lodge (if the GM feels confident in his ability to improvise, deliberately setting up a conflict between the meeting with the Beast Riders and another important event could lead to an interesting twist as the PCs must choose which of their tasks to prioritize).

If the PCs wish to scout out the area around the hunting lodge ahead of time, they must attempt to sneak past the Beast Rider patrols with **Hard** (◆◆) **Stealth checks**. If they manage to avoid notice, they find the lodge relatively well-maintained but currently unoccupied, as the Beast Riders do not visit the lodge frequently. If they are caught, they are only urged to return to the base and await the appointed time, but their breach of trust causes their initial interactions with the Beast Riders at the lodge to suffer one or more Setback dice ■.

When the PCs arrive at the lodge for the promised meeting, they find it bustling with activity. Read or paraphrase the following aloud:

Following the directions you were given leads you down a series of vine-choked trails in the jungle until you arrive in a vast clearing cut from the undergrowth. The center holds a large structure of logs and packed dirt, from which a number of raucous voices can be heard. What truly captures your attention, however, is the vast flock of rupings. Dozens of the huge beasts can be seen roosting throughout the clearing or flying overhead. Occasionally the flyers swoop down to tear meat from massive beast carcasses laid out near the edges of the clearing. A few Beast Riders are out in the clearing hauling more food for their steeds into the clearing or cutting away intruding vines. They indicate that you should enter the lodge.

Inside the lodge, the PCs find dozens of Beast Riders sitting on chairs benches or milling about, drinking some kind of fermented beverage from boma horns and arguing ferociously. The Imperial base has been a widespread concern among the Clazca tribe, and nearly all of their warriors have turned up to hear what the PCs have to say. As such, the PCs should receive a great deal of particularly riotous attention

TABLE 1-3: NEGOTIATIONS WITH THE CLAZCA

Cost	Result Options
Success ✨	The PCs have succeeded, and they can count on a promise of mutual support against the Empire.
Advantage 🍀	Whether or not the Beast Riders agree to enter into a formal alliance with them, the PCs impress the Beast Riders so much that they are given gifts appropriate for distinguished guests. These gifts can be anything from trophies or beast-hides to piece of useful equipment such as grenades or blaster rifles stolen from intruding Imperial patrols.
3 Advantage 🍀 🍀 🍀 or Triumph 🏆	The PCs are invited by several of the attending warriors to be inducted as honorary members of the clan by participating in a ritual hunt of some of the jungle's creatures (see Hunt on the Demon Moon Event Seed on page 33). If the PCs failed the check, this can be a good chance to prove their skill in the field and get the other members of the tribe to reevaluate them.
Failure ▼	If the PCs have no uncanceled Success ✨ symbols, the majority of the Beast Riders remain unconvinced of their worth. They might have earned the respect or enmity of individual members of the Clazca, but the overall decision is that they are not enemies but are also unfit for a true alliance. At the GM's discretion, the PCs might get another chance to prove themselves to the Beast Riders in the future if they demonstrate their mettle in some particularly spectacular way.
Threat ⚠️	Even if their overall argument convinced the clan, one or more individual Beast Riders find fault with the PCs and demand they prove their worth. To appease these naysayers, the PCs must win an honor challenge, offer a useful gift, or perform some minor task. If the PCs also failed the check, they must offer this restitution or risk further attacks by the affronted Beast Riders—although winning a challenge or providing an impressive gift might open the doors for negotiation again.
3 Threat ⚠️ ⚠️ ⚠️ or Despair 🙄	Despite their best efforts, the PCs are unable to sway some of the most senior warriors, who fear that open hostility against the Empire could lead to a war the Clazca cannot win. These stubborn holdouts demand the PCs undergo a blood trial on the moon of Dxun to prove their worth before an alliance will be considered (see Hunt on the Demon Moon event seed on page 33). If the PCs failed the check, they are not given a choice in the matter—though the hunt might give them a second chance to convince the tribe to aid them!

upon their entrance, ranging from taunts and mocking challenges to offers of food, drink, and friendly sport against members of the Clazca.

The lodge gathering is mediated by a senior warrior—probably Olko Baz, the leader of the patrol who met with the PCs, although if he was wounded in an honor challenge or other confrontation, another warrior might step in. Once the PCs manage to find space in some of the few vacant seats in the lodge, he calls for silence so that the PCs may speak their case. This is their big chance to earn the respect of the Beast Riders at large, rather than a single patrol. This should be handled primarily through roleplaying, with the PCs giving reasons for the Beast Riders to respect them and work with them. Good roleplaying and strong arguments mean the speaking PC should make an **Easy** (◆) **Charm, Leadership, or Negotiation check** to carry his case. A simple statement of the facts and or low-key appeal means the check is **Average** (◆◆) instead, while any PC who is obviously lying, rude, or dismissive of the Beast Riders must make a check of **Hard** (◆◆◆) difficulty or more, as determined by the GM. Add Boost dice [] and Setback dice [■] as appropriate for specific roleplaying elements or arguments.

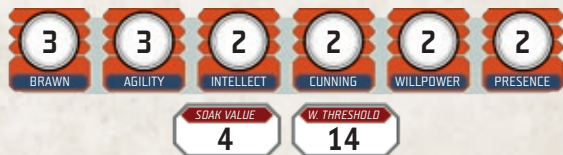
The GM should use **Table 1-3: Negotiations with the Clazca** to determine the results of the check, although he or she should feel free to add results for Advantage 🍀, Threat ⚠️, Triumph 🏆, and Despair 🙄 appropriate to the narrative if he or she prefers.

Once the lodge has decided on the business of the possible alliance, the people of the Clazca air a few more internecine matters, such as settling feuds among the warriors. The PCs, having accomplished their goal, are free to leave at this point. Even if they have seriously angered the warriors in attendance, the Beast Riders are unwilling to start a true fight at a meeting intended for peace (of course, honor duels do not count, in their eyes!). However, the PCs may stay if the Clazca remain friendly to them, and waiting through the last of the serious matters is rewarded by attendance at the feast that follows the great gathering. Huge roasts of the jungle's beasts are brought out alongside massive vats of the strange liquor the warriors have been drinking. The festive, friendly atmosphere can be a great venue for some more free-form roleplaying encounters and to add faces and personalities to the Clazca.

BEAST RIDER WARRIOR [RIVAL]

The Beast Riders of Onderon are invariably agile and strong, or they do not survive to adulthood. Those among them who choose the path of the warrior are exceptionally so, with well-muscled physiques and a predatory grace underlining all their movements. These warriors wear improvised armor fashioned from the resilient hides of local fauna, and carry war spears and javelins suitable for charging atop their steeds—swift-footed dalgos and massive, flying rupings.

Though they are undeniably intimidating to outsiders, and many on Onderon fear them as a result, the Beast Riders are quick to defend their friends and those to whom they have sworn oaths of allegiance.



Skills: Athletics 2 (●●◆), Brawl 1 (●◆◆), Coordination 3 (●●●), Melee 2 (●●◆), Survival 3 (●●◆), Stealth 1 (●◆◆), Vigilance 1 (●◆).

Talents: Stalker 1 (gain one Boost die ■ to all Coordination and Stealth checks).

Abilities: Beast Rider (gain one Boost die ■ to all checks to control or direct riding animals, as well as to any Coordination checks to tumble safely down from a fall).

Equipment: Hunting spear (Melee; Damage 4; Critical 3; Range: [Engaged]; gains Pierce 1 when wielded while mounted), javelins (Ranged [Light]; Damage 4; Critical 4; Range [Short]; Limited Ammo 1), Onderon beast leathers (+1 soak), several days worth of rations, riding harness for ruping steed.

RUPING [RIVAL]

Fully mature rupings are massive beasts comparable in size to airspeeders and small starfighters, with wingspans meters across and powerful frames that let them carry several riders through the air. They are covered in leathery skin, and their mouths are packed with sharp teeth.

The Beast Riders frequently ride atop these imposing creatures, striking with their spears and other weapons as their mounts carry them into battle at incredible speeds. The bond between rider and mount is a crucial one in the frenzy of a pitched battle, and a skilled rider with a loyal mount is much more likely to survive than a warrior who does not understand his or her steed.



Skills: Athletics 2 (●●◆◆◆), Brawl 1 (●◆◆◆), Coordination 2 (●●◆), Survival 3 (●●●), Vigilance 3 (●◆◆).

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

Abilities: Flyer (rupings can fly), Silhouette 2.

Equipment: Bite (Brawl; Damage 7; Critical 3; Range [Engaged]).

BEAST RIDING

Beast Riders possess a rare degree of affinity for their mounts, despite the beasts' harsh temperaments. As such, Beast Riders gain certain special benefits in combat while mounted. A ruping and any Beast Riders atop it use a single Initiative slot in combat, and the ruping carries all its riders with it when it makes a move maneuver. Each rider must spend his or her free maneuver to hold on to and direct the beast, but may gain an additional maneuver by sacrificing an action or suffering strain (which converts to wounds for these NPCs) as normal. Attacks against mounted Beast Riders suffer a Setback die ■ due to the difficulty of targeting them behind the bulk of their steed. If a Beast Rider ever needs to make a specific check to control his or her mount (such as to chase down a foe or dart through rough terrain), he or she uses the Survival skill.

Mounting or dismounting requires using a maneuver, although a mounted Beast Rider may use his free maneuver to dismount instead of using it to hold onto the ruping, as long as the beast is not airborne. If a ruping is defeated while it has riders aboard it, the riders fall to the ground, suffering 10 damage and 10 strain (reduced by soak as normal) from the impact, but each rider may make an **Average** (◆◆) **Coordination** check to reduce the harm from the hard landing. Each Success ✨ reduces the damage taken by 1, and each Advantage ☼ reduces the strain taken by 1 as well. A Triumph ☼ reduces the damage and strain to 0, as the falling rider is able to catch a branch, vine, or other convenient object in the jungle canopy.

SECURING THE SIGNAL (EVENT SEED)

This event seed should only be used if the PCs have found a way to maintain the SigInt array, whether through event seeds such as **Fears of the Village** (see page 10) or **New Toys** (see page 25) or by other means. Soon after they begin transmitting the data to their superiors in the Rebel Alliance, they receive a coded, one-way transmission from Alliance Command. Read or paraphrase the following aloud:

The communications array has logged a recorded message from your superiors, heavily encrypted along top Alliance protocols. You have the means to decrypt it, but it takes time to do so. While the message is being deciphered, the whole team should gather in the comm room, as you don't need a codebreaker to tell that transmissions from Alliance Command deserve your full attention.

A little while after your full team has assembled, your code cylinder emits a soft chime and the array begins to play the full message. "Operative team, this is Alliance Command. This is a Protocol Cresh transmission, to ensure operational security—do not attempt to respond. Your previous transmissions have been too data-heavy, and risk compromising the frequency. We are sending additional support to assist in managing future communications. Expect arrival within twenty-four standard hours. The agent will provide the codeword 'dalgo' to confirm identity."

Unfortunately for the PCs, and unbeknownst to either them or Alliance Command, the additional operative being sent their way has been intercepted by an Imperial customs patrol in Iziz spaceport, where he was posing as a merchant in order to cover for his arrival on-planet. The customs agents have not yet identified him as an agent of the Rebellion, or he would be on his way to Jyrenne Base. However, they are detaining him over irregularities with his cargo (additional supplies being smuggled in for the base), including some unregistered armaments. If he is not rescued before they realize his entire identity is a fabrication, the PCs stand to lose their support to the Imperials, who would in turn gain a wealth of information about the Rebellion—and about their Base.


DUTY: COUNTER-INTELLIGENCE/ INTERNAL SECURITY

Playing through either or both of the **Securing the Signal** or **Recon Patrol** event seeds could be appropriate ways to fulfill Vendri Deralm's Counter-Intelligence Duty or Arkhan Brem'tu's Internal Security Duty. If Vendri and/or Arkhan manage to play a key role in securing the Rebellion's secrets during one or both of the event seeds, then that character (or characters, if both contribute to protecting the Rebel Alliance's secrets and assets) can be considered to have fulfilled his Duty by doing so, as described in **Duty to the Rebel Alliance** on page 7.

Naturally, it might prove difficult to rescue an operative who the PCs do not know has been captured. There are a few ways the GM can tip off the PCs as to this development. If the PCs have established any resources beyond the bounds of what is covered in **OPERATION: SHADOWPOINT**, such as recruiting or hiring informants in the city of Iziz, the GM can use those as a source for the information to reward the PCs for taking such initiative. Alternatively, the PCs might intercept local Imperial comm chatter about the arrest of a suspected smuggler on their SigInt array shortly after their operative was due to arrive, and put two and two together. Finally, the PCs might receive another transmission from the Alliance, this time from a fellow operative who was supposed to oversee the transport and escaped just before the Imperials captured his passenger.

However the PCs receive their tip-off, it should make matters clear that the agent sent by Alliance Command is being detained by Imperial law enforcement within the city of Iziz. Depending on the source of the information, they may know that he is specifically being held by Imperial Customs, but any of the possible sources should be able to tell them that it is a civilian agency within Iziz that holds the agent, rather than the military forces operating out of Jyrenne Base.

Given that the agent is being held within the walls of Iziz, the next logical step for the PCs to undertake would be to visit the city for a rescue, or at least to gather further intelligence.



They can take the swoop bikes or shuttle from the base (although the latter might arouse some suspicion among the docking officials, as Moff Dardano did not have it registered as a local craft) in order to make the trip quickly. Hiking through the jungle is slow and dangerous, leading to attacks from local beasts at best, and risking arriving after the agent has begun to crack at worst—although they could fly part of the way and land closer to their destination to reduce this risk somewhat. If the PCs are interested in remaining particularly inconspicuous, they could borrow speeders from the villagers of Darrastead or hitch a ride with one of the village's traders.

Once the PCs arrive at the gates of Iziz, read or paraphrase the following aloud:

Ahead of you are the walls of Iziz. The ramparts are dotted with massive defense batteries, and even the large, open gate allowing passage into the city is heavily guarded by local troops, sentry guns, and droids. You can make out a small stream of traffic going through the gate in either direction, but most of the city's population clearly prefers to remain inside the walls.

If this is the PCs' first visit to Iziz, include the following in material being read aloud:

You have heard that just beyond these gates lies the city's merchant quarter, where offworlders, jungle-dwellers, and other unusual folk are common enough to allow you to blend in easily. If it's anything like other mercantile districts across the galaxy, odds are good someone there should be able to help you figure out what you need to know if you wave credits in front of the right faces.

Before the PCs can begin their investigation into the captured agent, they need to get past the local security forces themselves. If they are traveling with a trader from Darrastead or in one of the village's speeders, they are waved through thanks to the permits the village has secured for their trade. Otherwise, they need to bluff their way into the city. Fortunately, the guards on the gate have not had to deal with a real threat in quite a long time, and have settled into a comfortable routine of shaking down the locals to pass the time, so tricking them only requires an **Easy (◆) Charm** or **Deception check**. The check can be skipped altogether if the PCs offer a bribe of at least 20 credits per person. The PCs can also rely on their stolen Imperial uniforms to see them through the gate, as the position of Jyrenne Base as a munitions depot for so many different Imperial Army and Navy groups means that Imperial troops on leave are a frequent source of traffic through the gates.

Once past the gates, the PCs need information on where to go next. Even if their source mentioned that the agent was captured by Imperial Customs, they still need to know from where the Imperials are operating. If their source was less specific, they naturally have a few more facts to find. Investigating local gossip at the spaceport can turn up details with an **Average (◆◆) Charm** or **Streetwise check**, or a slicer could access the spaceport records at a public terminal with a **Hard (◆◆◆) Computers check**. The PCs could also bluff their way into "helping with the investigation" if they are posing as Imperials by making an **Easy (◆) Deception check**. The GM might also allow the PCs to develop unorthodox plans, such as faking an incident that gets them brought before Imperial Customs themselves. If the PCs remain stumped and cannot track down their missing agent, the GM should consider nudging them in the right direction with a roleplaying encounter, such as a tip-off from a Rebel operative involved in the transport or a merchant complaining to a customs official about the "earlier incident" that put part of the spaceport on lockdown while he had goods to move.

IZIZ IMPERIAL CUSTOMS

The local headquarters of Imperial Customs in Iziz is an imposing three-story building of local stone reinforced with duracrete. It was once a treasury office for the royal family, and was appropriated during the Imperial takeover of the planet as a symbol of the new authority. Imperial security forces are stationed at the main and rear entrances, with a pair of stormtroopers (see page 22 of the **AGE OF REBELLION BEGINNER GAME** adventure) guarding each door. To get past the security without risking an alarm, the PCs need to bluff their way in, sneak past the troopers, or find an alternative entrance. They could also attempt to incapacitate the troopers, but there is a security pad by each door that can raise an alarm if the attack does not knock the stormtroopers out immediately. As a further complication, the front entrance of the building is in full view of a busy street, making any covert plans difficult, while the back entrance borders an alley patrolled by an additional pair of guards.

The PCs can attempt to get in on the strength of their stolen Imperial uniforms with a good story and an **Average (◆◆) Deception check**. The GM should add one or more Boost dice (■) to the check for a particularly good ruse, like claiming to be in pursuit of the “smuggler” who was recently captured. If the PCs did not come to Iziz in uniform, they can still attempt to bluff their way in by offering themselves as informants with useful intelligence through a **Hard (◆◆◆) Deception check**, although this method means the Imperials inside are sure to keep close tabs on the outsiders (possibly adding a Setback die (■) to checks to sneak around or surprise the Imperials).

If the PCs want to attempt entering through one of the primary entrances without the guards noticing, they need to be able to draw the guards away from their posts—otherwise, not even a stealth field generator could let them open a door under the noses of people actively watching it. The busy foot traffic on the street by the front door could actually be an aid in this respect, if the PCs can cause some kind of commotion hidden by the crowd.

If the PCs do something that bears investigation by the guards (such as starting a fight, faking a detonation of some kind, or otherwise doing something loud and threatening), the Imperial guards leave their posts to investigate. Only one of them actually makes his way through traffic; the other moves to be ready to support his comrade while keeping an eye on the door, making it possible for the PCs to sneak in. However, the PCs would first need to disentangle themselves from whatever situation they have started. If they are riling up the crowd in some way, they could try to direct attention from themselves with a **Hard (◆◆◆) Deception** or **Streetwise check**. If they do not currently have much attention on them, they can try to work their way away from the scene and toward Imperial Customs with an **Average (◆◆) Stealth** or **Skulduggery check**. Assuming they are not caught while in the crowd (which would likely result in them entering the Customs building the hard way), they can sneak past the one distracted sentry with an **Average (◆◆) Stealth check**, possibly gaining a Boost die (■) for a particularly impressive distraction.

The back entrance is harder to sneak into, as it has no easy sources of distraction and an additional patrol of guards. However, clever PCs might realize that one of these problems can solve the other. Alarming the patrolling guards might have them set off a minor alert and draw the door guards out to be ready as support. This puts everyone inside the customs building on alert and adds a Setback die (■) to any Deception, Skulduggery, or Stealth checks within the building, but makes it possible to get inside the building—assuming the PCs can lose the patrol with a **Hard (◆◆◆) Athletics** or **Stealth check**. Sneaking inside the back entrance requires a **Hard (◆◆◆) Stealth check**, thanks to the alert and the additional guard remaining near his post.

There are also ways into the building other than the main entrances. If the PCs take time to scope out the Customs building from the surrounding area, they should be able to notice an open second-story window facing the patrolled alleyway and a maintenance hatch on the roof. Climbing up the Customs building from the ground unnoticed is all but impossible, although still easier than trying to sneak in a main entrance without a distraction. If the PCs wish to try it, they need to make both a **Hard (◆◆◆) Athletics check** and a **Daunting (◆◆◆◆) Stealth**

check. Given the difficulty involved, the much more sensible approach would be to access the higher stories of Customs through one of the adjacent buildings. Approaching the window requires that the PCs pass through a nearby government data-archive, while the roof entrance can potentially be reached by crossing over from any nearby roof, including the data-archive, a locked warehouse, and a small corporate office building.

Getting inside one of these buildings is possible through a number of methods. PCs in Imperial uniforms can bluff their way inside the archive or the office building with an **Easy (◆) Deception check**, and a clever ploy (such as pretending to be a maintenance crew) could allow PCs without the uniforms to get inside with an **Average (◆◆) Deception check**. The locked warehouse relies on a visit every few hours from a corporate guard and an automated security system, which can be sliced with a **Hard (◆◆◆) Computers check**. Alternatively, bypassing the security system with physical overrides is possible with a **Hard (◆◆◆) Skulduggery check**. Once inside any of the buildings, the PCs would need to proceed unnoticed, or at least unheeded, to the roof (or the second story for the archive), and make the leap across. The distance is not especially significant, so the GM should not require a check to make the jump unless the PCs are under some other pressure.

Once inside the Customs building, the PCs need to locate the holding cell where their fellow operative is being detained. Unless the PCs have taken an exceptionally long time to undertake the rescue, he should still be in the cells, as the interrogator hopes a long wait in solitary confinement might make any questioning easier. The holding cells and interrogation room are all positioned on the top floor of the building, along with a small guard post for two sentries and several offices (including one for the interrogator). The stairs up from the second floor lead into a hallway outside the offices, while the maintenance hatch in the room leads through the vents to a closet off the same hallway. At this point, the PCs must find a way to get inside the holding cell or interrogation room, free the Rebel agent, and extract him safely. This may be an appropriate time to give up on stealth and enter blasters blazing, or a chance to truly test how far guile and stolen credentials can carry them. If they take too long or set off a major alarm, the building contains six guards in addition to those already mentioned, and reinforcements can arrive within five minutes.

The GM should be careful not to overwhelm the PCs if things go wrong. Opting for a less subtle approach (or blundering into one) should up the stakes and raise tensions, but it should not result in impossible odds or circumstances. The *Star Wars* movies are full of dramatic, last-minute reversals and desperate struggles that are nevertheless within the heroes' problem-solving capabilities. To make the rescue more exciting, don't be afraid to shake things up a bit (such as by turning the encounter into a chase through the streets of Iziz or a game of cat-and-mouse through its back alleys). As long as the game remains interesting and fun, everything is going fine!



THE INTELLIGENCE OFFICER

If the PCs can manage to escape Iziz with their fellow operative, they should return to the base to brief him on their recent activities. On the way over, the agent takes some time to thank them for the rescue and introduce himself.

If the rescue occurred without setting off alarms or otherwise alerting the Imperials to enemy activity, read or paraphrase the following aloud:

"Thanks for the rescue, friends. That was a mighty smooth operation you just pulled—I doubt the Imps are going to figure any of it out for weeks. The name's Gaav Fennro, and I look forward to working with you. My last posting was on some moon so dry it didn't even have plants. I'm looking forward to seeing some jungle creatures—maybe a dalgo! But don't worry—I'll be hard at work, not messing around. We've got a war to win."

If the rescue ended up with the Imperials alerted to the PCs' actions, read or paraphrase the following aloud instead:

"I think we've lost them, and thank goodness for that! That was a tough situation back there, but you handled yourselves well. With any luck, the Imps ought to put it down to local unrest or action by a criminal syndicate. The cover I was using should help with that, as I doubt they'll be able pull it apart without having someone to interrogate. The name's Gaav Fennro, by the way. Looking forward to what seems likely to be a lively posting. Oh, and Command said I should work the word 'dalgo' into conversation naturally when I met you, but I got a bit distracted in the chaos back there."

Once returned to the base and debriefed, Gaav begins monitoring the SigInt array. Future missions involving the SigInt array likely come from his study of the Imperial channels (see the section entitled **The Mission Machine** on page 47 for details of how this might work).

GAAV FENNRO, REBELLION INTELLIGENCE OFFICER [RIVAL]

Gaav Fennro's proficiency as an intelligence officer for the Rebellion is due to his nondescript looks as much as his mastery of data. He has a very plain appearance and a mild manner, which he usually enhances by dressing in a simple spacers' jacket, or in the local custom if he has had time for research. Although typically soft-spoken, he can orate quite passionately and eloquently about the Rebellion to those he trusts with his affiliation.



Skills: Charm 1 (●◆), Computers 2 (●●◆), Deception 1 (●◆◆), Ranged (Light) 1 (●◆).

Talents: None.

Abilities: SigInt Expert (gain a Boost die on checks for any task relating to managing, using, or maintaining a SigInt array).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak), smuggled base supplies.



NEW TOYS (EVENT SEED)

Unlike the other event seeds, **New Toys** does not involve an outside problem for the PCs to solve. Instead, this event seed provides options for an activity the PCs may wish to pursue on their own—finding new equipment and armaments with which to defend and supply the base. However, if the PCs do not seem interested in seeking out such resources on their own, and the GM still wants to use the material in this event seed, there are ways to prompt them toward this goal. Any allies the PCs have recruited may need or want weapons of their own, and could find the stocks in the base's armories insufficient—there aren't enough blasters for everyone in Darrastead, and Beast Riders are more likely to be interested in vibro-axes than rifles. Dropping hints about the threat of Moff Dardano's return may also send the PCs scrambling for some new weapons, especially if the SigInt array picks up news of heavy munitions shipments or mercenary contracts being diverted toward his operations.

There are only a few possible sources for weapons and munitions for the base. The Rebellion can't smuggle an arms shipment onto Onderon and through the jungle, and the underworld channels toward which Rebel operatives often turn would charge an outrageous amount to try shipping arms from off-world past the heavy Imperial presence at Jyrenne Base. However, there are possible suppliers already on Onderon, within the city of Iziz. The constant threat of jungle beasts means that local weapon laws are allow for heavier arms than one might expect given the Imperial occupation, and many common armaments can be bought openly and without question. However, for a bulk order, or for heavier weaponry, the PCs need to look past the usual hunting suppliers. Finding someone willing to deal in such goods can be managed a few different ways.

An **Average (◆◆) Streetwise check** can provide the name of a discreet dealer such as Kavia Slen (see page 27); alternatively, Toor can give the PCs her location and information. The GM does not need to use Kavia as the dealer the PCs go to, and can appropriate her profile for another merchant if he desires. However, Kavia's operation is one of the biggest and widest-ranging on Onderon, and PCs who deal with her might gain unique opportunities, such as the information described in **The Crashed Skyhoppers** on page 26. The PCs could also find a dealer by patrolling the streets and keeping a careful eye with an **Average (◆◆) Perception or Vigilance Check**. They might also be able to find information from allies they have recruited. Both the Darrastead villagers and the Beast Riders have run across scavengers in the jungle working for a junk dealer at one time or another, and might be able to advise the PCs about where to start looking. The PCs might even find such scavengers themselves on a patrol near the base.

Once the PCs have found a supplier, they should be able to acquire most sorts of weapons and armor for the prices listed on page 33 of the **AGE OF REBELLION BEGINNER GAME** rulebook (or slightly more—the sensitive nature of the sale might lead the dealer to charge extra). If they don't have the cash on hand, they might be able to barter other supplies from the base or even secrets from the SigInt array for what they need. There might also be the possibility of finding unusual or otherwise unavailable items if the price is right, as described in the sections below.

LOOKING FOR DROIDS

If the PCs have not yet recruited help in maintaining the SigInt array at the base, they may want to look into buying some aid. There are a number of common droid models with the technical programming necessary for the task. Such droids are typically in high demand on any civilized world, but the local conditions of Onderon mean that many end up in scrap heaps before long, thanks to the issues of maintenance on a jungle world. Local junk dealers have become experts in cleaning out humidity-fried circuits or beast-scarred plating, so used droids are a regular feature at their shops.

To properly maintain the SigInt array, the PCs would need at least five droids programmed for technical tasks (Toor can be one of these droids, assuming they did not alienate or scrap it during the course of the **BEGINNER GAME** adventure). Salvaged droids of this sort typically run for several hundred credits each, often exceeding 500 credits per droid—even salvaged from scrap heaps and repaired barely into working condition, droids are expensive. Since it is unlikely that the PCs have enough cash to make such a purchase, they likely need to look into an alternative means of payment. The base cannot easily spare enough supplies to barter for droids, but secrets from the SigInt array might be enough to earn the droids, or at least a steep discount. Some possible secrets worth selling (and that could be passed on without exposing the true source of the information) could include Imperial patrol routes for scavenging teams to avoid, or the locations of crashed vehicles or other useful salvage spots. The PCs might know one such piece of information per week that they have held the base, and an additional piece for each week Gaav Fenno has been with them (if he is with them at all—see the **Securing the Signal** event seed on page 20). One secret could cut the prices on the droids by half with an **Average (◆◆) Negotiation check**, while two or more could acquire droids solely on the value of the information, or for a small sum of credits (50 to 100 credits in total, at the GM's discretion).

If the PCs won't sell information, they must find something else to offer. Labor is a possibility—a PC trained in Mechanics could work off the cost of the

droids by repairing wrecks, or the PCs could escort scavenger teams through the jungles and fend off local beasts. Staying in Iziz for too long or working with the scavengers creates the risk of encountering Imperial interference of some kind, which could be dangerous if the PCs are known to the local garrisons as troublemakers of any sort from activities in other event seeds. Of course, if the PCs don't feel like paying for the droids, they could use stolen Imperial uniforms and threats as a shakedown to simply take the droids with an **Average (◆◆) Coercion check**.

Once the PCs have droids for the base, their new workforce can maintain the SigInt array. At the GM's discretion, relying on salvaged scrapheaps of the sort that Iziz's junk dealers sell might come with its own set of problems. The droids could develop unusual personality quirks that make them recalcitrant or rebellious, or they might occasionally break down and require maintenance of their own at the worst possible time. These complications could add flavor and additional challenges to future events.

THE CRASHED SKYHOPPERS

Selling weapons is one thing, but the arms dealers in Iziz don't usually deal in vehicles. Even a repeating blaster can be secreted in other goods safely

if you know what you're doing, but hiding an airspeeder is something else entirely. Fortunately for PCs interested in acquiring some additional vehicles, Kavia Slen's hired scavengers recently came across a site where a trio of T-16 Skyhoppers crashed in the jungle. The Skyhoppers appeared to have been outfitted with weapons for hunting large game, but poor piloting entangled them in the forest canopy, where the largely intact hulls still wait.

The difficulty of extracting them from their current position has kept Kavia from bringing them in thus far, and she is happy to turn a profit by selling the location to the PCs so they can save her crews the work. She wants 300 credits for the information, justifying it as 100 credits for each vehicle, but can be talked down with an **opposed Negotiation check** against Kavia's own Negotiation skill. However, since the sale of this information is essentially free profit, she is eager enough for the deal to add two Boost dice [] [] to the negotiating PC's roll. If the check fails, she stays firm on her price, but each uncanceled Success ✨ and Advantage 🌀 reduce her price by 25 credits, down to a minimum of half what she originally requested.

The information Kavia provides is enough to locate the Skyhoppers, but salvaging them and getting them back to base is another story. The hulls of the Skyhoppers are trapped in a tangle of massive branches and thick vines that barely supports their weight, while the speeders' airfoils hang unsupported, threatening to tear the vehicles apart with their weight. Getting them down from their current position requires a great deal of effort. Possible methods for extracting the Skyhoppers include carefully felling trees and cutting foliage to lower them safely (a **Hard [◆◆◆] Survival check**), hauling them out with vehicles from the base (a **Hard [◆◆◆] Piloting check**), or even climbing inside and attempting to carefully engage the maneuvering thrusters to burn away the entanglement (an **Average [◆◆] Athletics check** followed by a **Hard [◆◆◆] Mechanics or Piloting check**).

The PCs could even propose other plans, such as enlisting the Beast Riders or Darrasteed villagers to assist in some way. As long as the PCs develop and execute a plan for extraction, they can get the speeders out of the foliage. However, a failed check inflicts 1 hull trauma on the Skyhopper, plus 1 hull trauma per two Threat ☠️ ☠️ or Despair ☠️. If the amount of hull trauma inflicted in the process exceeds the vehicle's hull trauma threshold, the Skyhopper is ruined beyond retrieval or repair in the extraction process. If extracted safely, the Skyhoppers can be flown back to the base without further issue.



T-16 SKYHOPPER

The T-16 Skyhopper is popular with adventurous youths, daredevils old enough to know better, and the occasional law enforcement agency or military group seeking a high performance aerial vehicle. These cramped speeders have a pyramidal hull surrounded by three airfoils extending the triangular silhouette. The primary draw of the speeder lies in powerful ion engines, as factory-standard T-16s have no weapons. However, armed variants are common, including the wrecked hunting craft found in Onderon's jungles.

2 SILHOUETTE	4 SPEED	+3 HANDLING	DEFENSE 0 0 0 0				ARMOR 1
			HULL TRAUMA 4		SYSTEM STRAIN 6		

Hull Type/Class: Air Speeder/T-16 skyhopper.

Manufacturer: Incom Corporation.

Maximum Altitude: 300 kilometers.

Ship's Complement: One pilot.

Passenger Capacity: 1.

Cost: 7,500 credits.

Weapons: Forward-mounted light laser cannon (Damage 5; Critical 3; Range [Close]).

KAVIA SLEN, JUNK AND TECH DEALER [RIVAL]

Although a veteran of some of the worst battles in the Clone Wars, Kavia Slen has adapted quite well to civilian life. She talks about her business with the slick ease of a used speeder saleswoman. However, the efficiency with which she dismantles military hardware, weaponry, and ordnance is a clear reminder of the junk dealer's combat experience.

2 BRAWN	3 AGILITY	3 INTELLECT	3 CUNNING	3 WILLPOWER	3 PRESENCE
SOAK VALUE 3			W. THRESHOLD 14		

Skills: Cool 1 (🟡🟢🟢), Deception 1 (🟡🟢🟢), Mechanics 2 (🟡🟡🟢), Negotiation 2 (🟡🟡🟢).

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Setting), junkyard and shop full of scrapped and salvaged tech.

DUTY: SPACE SUPERIORITY

Playing through the **New Toys** event seed could be an appropriate way to fulfill Zal Artha's Space Superiority Duty, depending on how the situation plays out. If Zal manages to play a key role in the event seed and acquire a substantial new resource pertaining to vessels or vehicles (such as one or more astromech droids, the T-16s, or some other technology or component that lets her customize and improve the group's small fleet of flying craft), she can be considered to have fulfilled her Duty, as described on page 7.



RECON PATROL (EVENT SEED)

This event seed, which deals with Imperial scouts sent by Moff Dardano, can be introduced in one of two possible ways. The PCs could find signs of the scouts' presence while on a patrol of their own, or from the base's sensors. The event seed plays out slightly differently depending on how the GM introduces it, so some consideration should be given to the PCs' capability to deal with the different circumstances—more capable or resourceful PCs should be given the additional challenge of pursuing scouts distant from the base, while PCs who have been less successful thus far should be given the head start from already being on patrol. The PCs should be presented with the real risk of failing to stop the Moff's scouts from reporting back, but should have an equally real chance of catching them.

If the GM opens the event seed while the PCs are on patrol, read or paraphrase the following aloud:

As you patrol through the jungle, a sense of unease grows within you, spurred by something in your surroundings that you cannot quite place. As you continue your route, you realize the source of your unrest—the jungle is too quiet. The croaking of cannok hunting packs, the fierce calls of boma, and a thousand other sounds to which you have grown accustomed during your stay on Onderon have all diminished. No intrusion could fully cow the beasts of the jungle here, but something is clearly not right.

You continue onward in a state of high alert, carefully walking the jungle trails until you spot a sign of the intrusion. In the mud by a small creek, the watery ooze slowly fills a treaded boot print. Whoever made that print might have gotten close enough to see your base—close enough to be a risk. Fortunately, the print is relatively fresh. Your quarry must still be nearby.

If the GM opens the event seed while the PCs are at the base, read or paraphrase the following aloud:

Your labors in the base are interrupted by the sudden blaring of a perimeter alert. Moments later, the base's central computer issues an automated summary: "Perimeter alert! Immediate threat level minimal. Armed life-forms retreating from the northern approach. Possible enemy reconnaissance action, long-term security risk possible. Pursuit advised."

Rushing to the nearest security feed, you play back the alert, and see a handful of troopers in Imperial uniforms prowling through the jungle. They don't wear the badge of the local base's troops, or any insignias at all beyond the Imperial seal. Ultimately, it doesn't matter. Whoever they are working for, they cannot be allowed to escape with news of the base. You had better get moving.

The PCs need to catch the Imperial scouts before they reach their extraction point in the jungle. If they stop the scouts from reporting back, they deny Moff Dardano intelligence on the base's status, while allowing them to escape means that Moff Dardano learns of whatever defenses they have put into place. This can affect the force the Moff brings with him in his final assault, as described in the section titled **The Moff Strikes Back**, on page 37.

The scouts' extraction point is a small clearing in the jungle that was once home to a village much like Dar-rastead. The village's ruins have slowed the jungle's encroachment enough to allow space for a *Lambda*-class shuttle to touch down for the deployment and pick-up of their squad. However, Moff Dardano could not reroute a shuttle for long enough to wait in the clearing for the entire reconnaissance mission without raising suspicion, so there is a narrow window his scouts must make in order to be extracted. Keeping them away from the landing zone or delaying them for long enough means failure for their mission.



TABLE 1-4: CHASE THROUGH THE JUNGLE

Cost	Result Options
Success ✨	One or more uncanceled Success ✨ results means the PCs prevent Moff Dardano's scouts from reaching the extraction zone in time. If the PCs catch up to them, the scouts attempt to fight their way free of their pursuers. Use the profile for Imperial Army Veteran Scouts on page 30. If there are 3 or fewer PCs pursuing, the enemy squad is 3 scouts strong. Otherwise, there is a full lance of 5 scouts.
2 Advantage 👁️👁️	The PCs take up the trail of the Imperial scouts with exceptional speed, forcing their targets to a desperate pace in their attempt to escape. If the PCs succeeded, they gain a Boost die 📀 on attacks during the first round of combat with the exhausted scouts. If the PCs failed, the scouts leave behind one or more pieces of valuable data or intelligence in their haste; in addition to the information the PCs can extract from this, each time the PCs select this option, they deny Moff Dardano 1 point toward Battle Preparations he would gain from the scouts' successful return (see Battle Preparations on page 39). The PCs may select this option any number of times.
Triumph 🏆	The Imperial scouts are forced to leave one of their own behind when he begins to slow them down due to injury or exhaustion. Regardless of whether they succeeded or failed, the PCs find him, and can use him to get information on the rest of his squad and Imperial operations at large.
Failure ▼	If the PCs have no uncanceled Success ✨ results, Moff Dardano's scouts make it to their extraction zone.
Threat ⚠️	The desperate pursuit through the jungle takes its toll, inflicting 1 strain on all PCs involved in chasing down the Imperial scouts. The GM may select this option any number of times.
Despair 🗑️	Rather than extracting, the scouts attempt to relay their message back to the Moff from a long-range radio and then vanish into the jungle. Regardless of whether or not the PCs managed to stop them, these scouts return to ambush the PCs at an inopportune moment during the final encounter (see The Moff Strikes Back on page 37).

Hunting down the Moff's scouts requires both expert tracking and rapid pursuit. Each PC can contribute, but the team must nominate a single PC to make the main check to track their enemies—a **Hard (🔴🔵🔴) opposed Survival check** versus the Survival skill of the scouts they are tracking (see the Imperial Army Veteran Scout profile on page 30). This check suffers two Setback dice 📀📀 if the PCs are beginning their pursuit from back at the base, as they have additional ground to cover.

Each additional PC may assist the tracker by taking on an additional task, such as coordinating a sensor sweep of the jungle with a Computers check, heading off possible escape routes on a swoop bike with a Piloting check, or coordinating the overall search effort with a Leadership check. The GM should be open to a wide array of possible assisting checks, and may set the difficulties for these checks as he feels is appropriate (an **Average [🔵🔵] check** is a reasonable baseline). Each PC who succeeds on a check to assist grants a Boost die 📀 to the main check, plus an extra Boost die 📀 per two Advantage 👁️👁️ he or she receives on the check.

The GM should use **Table 1-4: Chase through the Jungle** (above) to determine the results of the check, although he should feel free to add results for Advantage 👁️, Threat ⚠️, Triumph 🏆, and Despair 🗑️ appropriate to the narrative if he or she prefers. When adding results, the GM can draw on the sorts of assistance the other PCs provided to the tracker for inspiration (for example, if one of the PCs used a swoop bike to head off the scouts, one or more Threat ⚠️ might be spent to waylay that PC so he arrives at the confrontation with the scouts having suffered 1 or more wounds).

TAKING PRISONERS

If the PCs manage to stop the scouts from reaching their extraction point, they can attempt to take them prisoner by using the stun setting on their blasters or any other non-lethal tactic they can devise. The captured base has only a small number of holding cells, but still enough to fit the scout squad with room to spare. At this point, the PCs may wish to interrogate their prisoners personally, or to ship them off to their superiors in the Rebel Alliance. Shipping the prisoners off is relatively simple, requiring a departure in their *Lambda* shuttle to rendezvous with the nearest Rebel command vessel (such as the cruiser *Lathir* mentioned on page 30 of the **BEGINNER GAME** adventure). Making it past the Imperial watch stations that monitor departing crafts requires a good cover story as to why it lacks a properly functioning transponder—the PCs must make an **Average (🔵🔵) Deception check**, or other appropriate check at the GM's discretion. Once off-planet, it takes approximately one week to rendezvous with a command vessel, make the transfer, and return. The GM should generally refrain from running event seeds or similar material while some PCs are away from the base and unable to participate (although this trip provides an excellent way to handle the absence of a player or two from a session).

Interrogating the prisoners at the base proves a more difficult option, but potentially a more rewarding one. The Rebellion has stringent rules about the treatment of prisoners, and refuses to allow its operatives to sink to the depths that are more common to Imperial interrogators. The barbaric interrogation droids and other tools common to such figures are strictly forbidden to Rebel agents (not that Moff

Dardano ever expected to need such tools at Whisper Base). However, offering “bribes” such as extra food or the promise of transfer to a better facility might persuade some of the scouts to talk. They are extremely loyal to the Empire, however, meaning the PCs must succeed at a **Hard (◆◆◆) Coercion check** for such techniques to have any effect (although they might earn one or more Boost dice □ for particularly tempting offers). The PCs could even try to persuade the scouts that the Rebellion is in the right, although this is extremely unlikely and would require truly exceptional roleplaying to attempt. If the GM decides to allow such an attempt, it would require a **Daunting (◆◆◆◆) Charm check**. The PCs could attempt to gain information in other ways, such as tricking isolated prisoners into thinking their fellows are spilling, but they should always keep in mind that the Rebellion looks very harshly on poor treatment of prisoners, even unrepentant Imperials.

If the PCs are able to get the scouts to talk, there is a great deal of valuable information that they can learn. The scouts are trusted agents of Moff Dardano, handpicked for their loyalty to him in particular over other Imperial authorities (which is not to say they have any problem with those other authorities, simply that they view Moff Dardano as the most worthy representative of the Empire they can expect to personally encounter). As such, they were entrusted with a great deal of operational intelligence, and the sergeant leading their lance (a human named Jaddroc Tielg) was even occasionally consulted by Moff Dardano as an advisor. What information they provide is up to the GM’s discretion, but they know a number of important details presented below. This information is listed in order of increasing importance, so the scouts are extremely unlikely to provide details from the bottom of the list unless the PCs prove exceptionally persuasive.

- The existence of Whisper Base remains a secret known only to those Moff Dardano trusts, even after its capture. He hopes to retake it without needing to share knowledge of his construction of the base, let alone that he failed to defend the covert installation.
- Because of the secrecy involved in Moff Dardano’s plans to retake the base, he has been hiring elite mercenaries with a record of discreet service to supplement the ranks of his troops.
- Moff Dardano established Whisper Base as a matter of internal security. He fears a coup by the chief military officer within his sphere, Admiral Corlen, and wants the SigInt array so that he can spy on the Admiral’s agents.
- Shortly before the capture of Whisper Base, Moff Dardano began to believe the SigInt data was pointing toward a major secret of the Admiral’s.

After the attack, he began to fear that Admiral Corlen knew about the base and had somehow engineered the strike to thwart his discovery (which is in fact true, but the GM should not share that particular detail with the players just yet—see **The Admiral’s Plans** on page 39).

- Moff Dardano is planning to oversee the retaking of his base personally. He has grown afraid of the Admiral’s spies, and is not willing to entrust the operation to anyone else.

IMPERIAL ARMY VETERAN SCOUT [RIVAL]

The Imperial Army maintains squads of specially trained scouts for reconnaissance missions. Although not the equal of the scout troopers trained by the Stormtrooper Corps, they excel at missions behind enemy lines or in hostile terrain. Imperial Army scouts are trained in the use of speeder bikes but are often deployed without them when a stealthy approach is of paramount importance. The veterans among their ranks can move through dense foliage or over craggy rocks almost as fast as a swift march across open ground, and are a favored choice for covert missions when scout troopers are unavailable.



Skills: Athletics 2 (◆◆), Melee 1 (◆◆), Perception 2 (◆◆), Ranged (Heavy) 1 (◆◆), Stealth 2 (◆◆), Survival 3 (◆◆◆), Vigilance 2 (◆◆◆).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2), padded armor (+2 soak).

DUTY: SABOTAGE

Playing through either or both of the **Recon Patrol** and **Target of Opportunity** event seeds could be appropriate ways to fulfill Tendaar Bel’s Sabotage Duty, depending on how the situations play out. If Tendaar manages to play a key role in one or both of the event seeds and takes the opportunity to foul up Imperial operations in some way (via slicing, subterfuge, or other appropriate tricks), he can be considered to have fulfilled his Duty in doing so, as described on page 7.



TARGET OF OPPORTUNITY (EVENT SEED)

This event seed deals with data taken from the SigInt array, and is heavily dependent on how the PCs have dealt with the problems surrounding its maintenance. If the GM introduces the event seed during a time when the SigInt array has degraded as described in **Settling In** on page 8, the PCs must act off of more limited intelligence, adding complications to the event seed. If the PCs have gained the help of Gaav Fennro after the **Securing the Signal** event seed, he can mitigate the degradation and find additional data for them, making this event seed easier. As such, it is important for the GM to carefully consider when to use this event seed, depending on the degree of challenge he wants to pose to the PCs.

If the PCs have maintained the SigInt array on their own, without the assistance of Gaav Fennro, read or paraphrase the following aloud:

Going through the massive compilations of data the SigInt array accumulates every day is tedious work, but it must be done. As you pore over the numerous intercepted transmissions to find information that might be useful to Alliance Command, one message in particular catches your eye. One of Moff Dardano's spies, planted in the staff of his rival Admiral Corlen, is making a stop on the outskirts of the Japrael system—the same system in which your base resides. If the spy could be intercepted and captured, the secrets he knows could be worth a great deal...

If the PCs have the assistance of Gaav Fennro, read or paraphrase the following aloud instead:

While going through the procedures to prep the base's equipment for Onderon's night-cycle, you receive a brief message over the comm from Gaav Fennro, who has been processing the day's SigInt data. "I found something interesting in today's data—a transmission we might want to look into. I think everyone is going to want to see this, so come to the briefing room when you have a moment."

Once you are all able to gather, Gaav uses the holo-display to project scrolling text of the transmission, as well as an image of the Japrael system, from which you are currently operating. He gestures toward the edge of the system as he speaks. "It looks like our good friend Moff Dardano has a spy that he placed in the service of a local rival, one Admiral Corlen. This spy is making a covert stop in our system while on a trip to another posting in the Admiral's service. He plans to drop out of hyperspace well beyond range of any sensors from this planet so as to avoid detection—which, to my way of thinking, makes him the perfect target. I've been working wonders with this SigInt data, if you don't mind me saying, but being able to capture a high-level operative like this one is something else entirely. I managed to pull up the coordinates to wait for his shuttle so you can nab him. I know I'm not authorized to give you orders, but I think we can all appreciate just how valuable an opportunity this is."

If the PCs have allowed the SigInt array to degrade due to lack of maintenance, read or paraphrase the following aloud instead

It would be tedious enough to go through SigInt data every day without the rampant signal corruption brought about by the failing equipment, but without this data, the base serves no purpose, so you examine file after file in the hopes of finding an intact transmission worth sending back to Alliance Command.

As luck would have it, you are able to piece an important transmission back together by the strength of its encryption, fitting together the signal fragments like the parts of a puzzle. You can't make out much detail, but the message is a high priority communiqué regarding the arrival of an "asset" in the Japrael system—the same system in which your base resides. Given the importance placed on this message and its heavy encryption, seizing this asset might be just the thing you need to make up for the failing SigInt array.

INTERCEPT COURSE

Just how much the PCs can prepare for their interception of the spy depends upon the amount of information they were able to glean from the transmission. At minimum, they have a window of time in which they need to act, and approximate coordinates for the spy's arrival on the outskirts of the system. Once the PCs have launched their ship, finding the precise spot to intercept the spy requires an **Average (◆ ◆) Astrogation check**, modified by the amount of information recovered. The PCs gain two Boost dice (■ ■) to the check if they had the help of Gaav Fennro, while they suffer to Setback dice (■ ■) if their SigInt array is degraded. If the PCs succeed in the check, they are able to ambush the spy's shuttle as it emerges from hyperspace, gaining a Boost die (■) to their Initiative checks and any attacks against the enemy shuttle in the first round of combat. Failure means the shuttle manages to perform a sensor sweep before they find it, and is forewarned of their presence. Even broadcasting Imperial codes does not deceive the shuttle, as the spy is well aware of the risks of exposure. The enemy shuttle engages immediately if it is not ambushed, attempting to destroy witnesses to its presence.

The spy's shuttle is a *Lambda*-class shuttle, much like the PCs' own vessel (see page 43 of the **AGE OF REBELLION BEGINNER GAME** rulebook for the ship profile). It has a crew of three, with profiles equivalent to Imperial Army Troopers (see page 45 of the **AGE OF REBELLION BEGINNER GAME** rulebook), and the spy himself has the

profile of an Imperial Army Officer (see page 45 of the **AGE OF REBELLION BEGINNER GAME** rulebook). To capture the spy, the PCs must cripple his shuttle enough that they can board by force. The shuttle is automatically crippled if it exceeds its hull trauma threshold, but Critical Hits can force the issue sooner.

Damaging the engines with 2 Critical Hits allows the PCs to board by spending a maneuver and succeeding on a **Hard (◆ ◆ ◆) opposed Piloting Check** against the Piloting skill of the shuttle's crew. If the PCs manage to score 4 Critical Hits, they disable the engines and can board without making a check. Once aboard the enemy's shuttle, they must subdue the spy (through using the stun setting of their blasters or similar non-lethal methods) and deal with the other members of the crew.

TAKING PRISONERS (AGAIN)

Once the spy has been captured, the PCs are presented with the issue of what to do with him. Use the guidelines presented in the section titled **Taking Prisoners** on page 29, but upgrade the difficulty of all checks to interrogate or persuade the spy twice due to his training in resisting such techniques. The interrogation is also affected by how much the PCs can draw from the SigInt array. If they were tipped off to the spy by a corrupted transmission, the spy quickly realizes that they do not understand how much he knows and becomes determined not to spill anything, adding a Setback die (■) to any attempts to interrogate him. If the PCs have the assistance of Gaav Fennro, they can use the data they already possess to attempt to intimidate the spy or counter any attempts he makes at misleading them. This grants Boost die (■) to attempts to interrogate him instead. Furthermore, the spy is secretly terrified of the consequences of having failed Moff Dardano, and PCs who use that angle to approach him gain two Boost dice (■ ■) to their checks. If the PCs do not think of this themselves, they might be clued in by the Moff's angry communiqués once he realizes his spy is missing without warning.

Like Moff Dardano's scout troopers from the **Recon Patrol** event seed, the spy is a treasure trove of information. If convinced to speak, he could reveal any of the information from that event seed, as well as further information on the Moff's rivalry with Admiral Corlen. See the sidebar titled **The Admiral's Plans** on page 39 for some ideas about why the spy might be there exactly and what he might have picked up (although even this elite agent knows only a fraction of Admiral Corlen's true designs).

HUNT ON THE DEMON MOON (EVENT SEED)

This event seed builds on the material from the **Might of the Beast Riders** event seed. As such, this section assumes that the PCs have already interacted with the Beast Riders of the Clazca tribe and have a previous relationship with the tribesmen. If the GM has not run the events of **Might of the Beast Riders** but still wishes to make use of Onderon's moon of Dxun, the sidebar titled **The Observation Tower** on page 35 provides an alternative reason for the PCs to make the trip (or possibly a reason for a return visit). The event seed begins with the Beast Riders making contact with PCs, although the exact manner of their contact might vary depending on previous interactions with the Clazca.

Regardless of the PCs' previous interactions with the Beast Riders, read or paraphrase the following aloud:

The perimeter alert blares louder than you would have believed possible as the automated voice announces an incursion by local apex predators. However, when you check the viewscreen, you quickly realize the situation is far from hostile. A lone Beast Rider approaches on foot, while a pair of fellow warriors wait and tend to the beasts that carried them onto the grounds. The lead warrior looks around at the base's defenses before spotting one of the perimeter holocams. He addresses the camera with loud, careful words.

If the PCs earned the respect of the Clazca tribe and were offered honorary membership in the tribe during the **Might of the Beast Riders** event seed, continue by reading or paraphrasing the following aloud:

"Greetings, friends of the Clazca. When you came to our lodge, you were offered the great honor of membership among our tribe. I have now come to you, for the time is right for your initiation. The great proving grounds, which you call Dxun, approaches in its orbit, and our steeds can carry you to the trial. The proving time does not last long, but the trial is a necessary rite for any warrior of our tribe. I suggest you make any preparations you need and join the gathering at our lodge."

If the PCs allied with the Clazca tribe during the **Might of the Beast Riders** event seed, but were not offered honorary membership, continue by reading or paraphrasing the following aloud instead:

"Hail, friends. We swore alliance with you at our lodge, but you remain strange to us, and you still know little of our ways. If you wish to learn more of the Clazca, you may join us on our next hunt. The great proving grounds, which you call Dxun, approaches in its orbit, and our steeds allow us to bring our hunts to the fiercer prey. Should this invitation prove to your liking, make any preparations you need and join the gathering at our lodge. You must be swift, for the proving time does not last long."

If the PCs were found wanting by the senior warriors of the Clazca tribe during the **Might of the Beast Riders** event seed, continue by reading or paraphrasing the following aloud instead:

"I bring you greetings from the Clazca, and new tidings. Though we could not come to an accord when you visited our lodge, there is yet a way for you to prove yourself, and the time for it now approaches. The great proving grounds, which you call Dxun, approaches in its orbit, and our steeds can carry you there. The beasts of Dxun are fiercer even than the mightiest on this world, and if you can best them with honor, no accusation can stain you or prevent an alliance. Should you still seek friendship with the Clazca, I suggest you make any preparations you might need and join the gathering at our lodge. You must be swift, for the proving time does not last long, and a delay may be seen as cowardice by some."

Details on Dxun and the peculiarity of its orbit can be found in the **Onderon Gazetteer** on page 5.

After delivering his message to the camera, the speaker returns to his fellows and the three warriors launch into the sky on their rupings. If the PCs hurry out to speak with the Beast Riders, the tribesmen are willing to stay and answer a few questions before departing. They elaborate on Dxun and its orbit if the PCs are unclear on what the hunt entails, but remain close-lipped about the details of hunt. Proving on Dxun are sacred rites to the Beast Riders, and not a matter for casual discussion. If the PCs insist, the Beast Riders give a cursory overview of the hunt's expectations, but insist that the full truth can only be learned by experiencing the hunt.

INITIATION OR BLOOD TRIAL?

Depending on how things shook out in the **Might of the Beast Riders** event seed and any later interactions with the Beast Riders, the PCs may be going to Dxun either to earn initiation into the Clazca tribe, as a trust-building exercise of sorts, or to prove themselves in a blood trial. Although the context of these rites is very different, with the first two being celebratory hunts and the other a ritual cleansing of shame or accusation, they play out very similarly in game terms. All require the PCs to hunt some of Dxun's deadliest beasts and best them on their home ground. The primary difference between the options lies in the requirements to be considered worthy, as described throughout the event seed.

Dxun's most recent conjunction with Onderon brings their atmospheres into contact for fifteen days, starting on the day the Beast Riders deliver the message. Travel between the planet and its moon becomes safe the second day of conjunction, and remains so until the fourteenth. The PCs can determine all of this from the base's sensors, should they wish to check. The Beast Riders have a less precise understanding of the conjunction, however, and begin traveling on the third day going through to the twelfth. If the PCs arrive at the lodge during this period, they are offered seats in the saddles of rupings traveling to Dxun. They can also make it to Dxun in their shuttle without drawing attention from the Imperial's orbital scans during this period. Using the shuttle allows them to come and go from Dxun freely until the final day of the conjunction, potentially giving them more time to complete a hunt.

Once the PCs have secured passage to Dxun by one method or another, they find their way to a temporary hunting camp set up by the Clazca warriors. If they were taken there on the backs of rupings, they arrive in the midst of the camp as it is being set up. Any of the PCs arriving by shuttle are able to find a safe landing area in a clearing not far from the camp, and can arrive on foot quickly enough to avoid beast attacks. Once the Beast Riders have established their camp (an effort in which they welcome offers of help from the PCs), they begin their celebratory rites. The spirits of their ancestors are invoked to watch over them, and the most prominent warriors in the tribe offer their blessings to younger warriors seeking initiation (or to the PCs, should membership in the tribe be their goal). At the end of the ceremony, the first hunting parties are free to set out, and a new rite begins for warriors who have been shamed or accused of wrongdoing, where they are offered a chance to cleanse their names in a blood trial (if the PCs are on Dxun for a blood trial themselves, they must wait through this second rite). These rituals are repeated whenever new warriors arrive from Onderon, so the PCs can still receive the necessary rites for acceptance even if they arrive later into the conjunction.

Once the PCs have gone through whatever ceremonies the tribe holds necessary for their particular hunt, they must set out into the jungle to best Dxun's fierce wildlife. By Clazca tradition, a warrior may only bring three weapons into the jungle. These are typically a long spear for close combat and two short javelins for throwing, but allowances are made for the PCs to bring their own weapons. However, the limit still applies, and any grenades or other limited-use armaments are counted as a whole weapon (should the PCs protest, the Clazca draw on an analogy between such weapons and a javelin that might break after being thrown).



THE OBSERVATION TOWER

It is possible to use some of the material from this event seed even if the PCs have not interacted with the Beast Riders (or if they ended things on a more hostile note). Since Dxun's orbit makes it possible to travel between worlds without alerting the Imperials' orbital sensor net, the Demon Moon is an ideal place to set up range-boosting equipment for the SigInt array. Onderon's other moons represent too much of a risk of detection, but Dxun's orbit allows equipment to be set up stealthily, while its wildlife discourages others from stumbling across such an installation.

The suggestion that the PCs set up an observation tower to boost the array's range could come from several possible sources. Gaav Fenro is knowledgeable about such equipment and might come up with the idea upon learning about Dxun's conjunctions, or Alliance Command might request it as an addition to existing operations. PCs seeking a way to counteract signal degradation from a poorly maintained SigInt array might also be able to rig up an appropriate system. Planting the observation tower consists

of two primary concerns: finding an appropriate location, and setting up the equipment. Scanning the moon from the safety of the shuttle is of limited effectiveness due to the density of the jungle, so the PCs need to trek on foot to find a place isolated from most of the local beasts who might disturb the tower. Use the rules from this event seed for hunting beasts as described below, with success on the check meaning the PCs find a possible location for set-up instead of finding prey. Setting up the equipment is primarily an issue of time. The GM should feel free to add tension by having the occasional roaming beast or Beast Rider hunting party threaten to discover the PCs' activities.

Once established, the observation tower boosts the range of the SigInt array and improves the clarity of intercepted transmissions. This can limit the effect of degradation on the array, but is otherwise primarily a narrative concern. The GM might spin future adventure hooks out of the need to check on the tower now and again to ensure it remains functional and undiscovered.

Additional ammunition supplies must be left in the camp, as the Clazca have no equivalent to draw on for their customs, so the PCs may want to carry sidearms or even borrow spears from their hosts.

Hunting on Dxun involves a **Hard** (◆◆◆) **Survival check**. The abundant and aggressive local fauna means finding a worthy target is not especially difficult or time-consuming, but many local creatures are not considered worthy prey by the Clazca, while others are far too dangerous for any sane hunter and must be avoided. As such, each Survival check represents two days of careful stalking, seeking a worthy trophy while also avoiding suicidal encounters. Success means the PCs find appropriate prey, such as one to two cannok minion groups, a small pack of up to three boma or a single immature zakkeg. One or more Advantage (☺) on the check allows the PCs to choose their prey from any of the above, or to seek more challenging prey (such as huge cannok swarms, large boma hunting packs, or even a fully grown zakkeg behemoth). Failure on the check means that beasts find the PCs instead of the other way around. In this event, some predator or hunting pack ambushes the PCs during their hunt, gaining a Boost die (■) to Initiative checks and to attacks against PCs who have not yet acted. Threat (☹) and Despair (☠) on the Survival check represent complications in the hunt, such as losing additional time, suffering strain or even wounds from the harsh conditions, or losing small pieces of equipment in the dense jungle.

To prove themselves to the Clazca, the PCs must claim trophies from the beasts they slay and bring them to the camp to be judged. An appropriate trophy must be something that reflects the size and ferocity of the beast from which it was taken, so the PCs are unlikely to be able to carry more than one or two hunts' worth of trophies at a time unless they brought along some convenient means of storage or hauling. Returning to the camp takes an additional one to two days, depending on how long the PCs have been hunting.

If the PCs brought their shuttle, they can store trophies there instead, and bring them to the lodge on Onderon to be judged. Initiation into the tribe is earned easily, with the true test being survival on the Demon Moon. Simply returning with worthy trophies is enough for acceptance, although bringing in more trophies or performing more dangerous hunts earns greater respect. To succeed in a blood trial is much harder, requiring that the PCs bring in at least one exceptional trophy per character. Examples of such trophies include proof of having killed a large cannok hunting pack, a pair of boma, or an immature zakkeg. If the PCs bring in the horns or fangs of a grown zakkeg, this is enough proof of their worth to count for the whole group. PCs who are not hunting for initiation or a blood trial do not have a specific goal they must meet, but gain acclaim and respect for worthy trophies, possibly granting a Boost die (■) to social interactions with the Beast Riders in the future.

CANNOK [MINION]

The toad-like cannoks are most noted for their bulging eyestalks and their huge, toothy maws, but they can also be recognized by their mottled yellow-green hides and their four broad, three-clawed feet. They are notably insatiable, and eat anything that they can manage to swallow—a wide-ranging category, given the size of their gullet. To make matters worse, cannoks frequently run in packs of three or more, allowing them to threaten prey that would normally be able to overcome a lone example of their kind. Though very near the bottom of Dxun's food chain, they are not to be trifled with by most foreign species.



Skills (group only): Brawl (varies by number), Survival (varies by number).

Talents: None.

Abilities: None.

Equipment: Bite (Brawl; Damage 4; Critical 4; Range [Engaged]).

BOMA [RIVAL]

Boma are hardy creatures covered in thick green scales, and have squat faces flanked by short horns and razor tusks. Though most boma are not especially large, this is more due to the high mortality rate of most species native to Dxun than any inherent limitation on their growth. Boma can become enormous in size if they live long enough, though the largest specimens never approach the size of even a young zakkeg.



Skills: Brawl 1 (◆◆◆◆), Coordination 1 (◆◆◆), Survival 3 (◆◆◆).

Talents: None.

Abilities: None.

Equipment: (Brawl; Damage 5; Critical 4; Range [Engaged]).

IMMATURE ZAKKEG [NEMESIS]

Zakkegs are massive, quadrupedal reptilian predators with powerful, taloned legs and broad back covered in thick, knobbed scales. Even a young zakkeg is an apex hunter capable of devouring whole cannoks or tearing apart a boma. They exceed four meters in length from an early age, and only get larger over time. It is debated by the Beast Riders whether or not their underbellies might be more vulnerable than their plated hides, but the claws and fangs of a zakkeg make passing close enough to check foolhardy in the extreme.



Skills: Athletics 2 (◆◆◆◆), Brawl 1 (◆◆◆◆), Survival 2 (◆◆).

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

Abilities: Plated Hide 1 (add one Setback die to all combat checks against this target), Silhouette 2.

Equipment: Bite (Brawl; Damage 6; Critical 3; Range [Engaged]; Pierce 2).

MATURE ZAKKEG [NEMESIS]

In most circumstances, the PCs should only ever encounter a zakkeg that is not yet fully grown, using the immature zakkeg profile given above. A full-grown zakkeg is a behemoth of vast proportions with a terrible temperament, and one of the top predators of an ecosystem renowned for its lethal fauna. Fully grown zakkeg are too massive and noisy to ambush even the most abysmally unwary PCs, as their travels through the jungle can generally be heard from kilometers away. As such, the only reason for the PCs to encounter a fully-grown zakkeg is if they are foolhardy enough to seek one out...



Skills: Athletics 4 (◆◆◆◆◆◆◆◆), Brawl 4 (◆◆◆◆◆◆◆◆), Survival 5 (◆◆◆◆◆◆◆◆).

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target once), Enduring 5 (+5 soak).

Abilities: Plated Hide 3 (add three Setback dice to all combat checks against this target), Silhouette 3.

Equipment: Crushing bite (Brawl; Damage 9; Critical 2; Range [Engaged]; Pierce 4).



THE MOFF STRIKES BACK

This section deals with the PCs' final confrontation with Moff Dardano and his forces. As such, the GM should refrain from using the events in this section until he has run whatever event seeds he wants to include for his players. It may be possible to use some event seeds (such as **Might of the Beast Riders**) after the defeat of Moff Dardano, but others (such as **Recon Patrol**) require some changes to incorporate. This is not to say the GM should not become familiar with this section ahead of time. On the contrary, reading this section can help inform the preceding event seeds by placing them in a broader context.

Just as the PCs have spent their time establishing the base as their own stronghold, Moff Dardano has been busy assembling the resources he needs to take it back swiftly and secretly. However, he has not been able to act as covertly as he thinks. Shortly before the Moff is ready to attack, the PCs receive a transmission on an obscure Imperial priority channel. Read or paraphrase the text to the right:

Your activities in the base are interrupted by the buzzing of the intercom. An automated voice speaks up as soon as the buzzing ends, alerting you to its cause: "A transmission has been sent on a priority channel. All personnel, report to the briefing room." The base's computer still operates under Imperial protocols, and so this sort of racket typically indicates that a valuable message of some sort has been covertly intercepted.

As you begin playback of the message, you notice something odd in the encryption. The message's body is only lightly coded to prevent easy eavesdropping, but the sender's identity is totally obscured. "To the current possessors and operators of Whisper Base: this is a warning. Moff Dardano has begun to move against you. By the time you receive this message, his forces may have already entered the system. If you value your cause and your lives, it would be in your best interests to repel his attack." The message ends as abruptly as it arrived, but a glance at what sensor data you have available confirms the warning. The Moff's attack is about to begin.

DRAWING THE LINES OF BATTLE

At this point, the PCs have somewhere between three and twelve hours to ready their defenses, depending upon how the GM wants to play things out. If the GM wants to allow the PCs their best shot at calling in allies and making final preparations, the Moff's forces could be at the edge of the system, closing in via circuitous routes from a distant hyperspace jump point to avoid notice. If he instead wants a tense and desperate race to get the base's defenses in place, the message might not reach the PCs until the Moff's forces are approaching Onderon's orbit and broadcasting false clearance codes to sneak past the Imperial dockmasters. In the latter event, the GM can apply strict time limits toward what the PCs can manage, so that each asset they ready moves the clock toward the climactic battle.

The full list of assets available to both sides is below. This includes whatever resources and allies the PCs might have managed to accumulate, as well as the defensive capabilities of their captured base. It also includes the forces Moff Dardano has gathered, and possible advantages he might have been able to gain if the PCs failed in some of their goals.

REBEL ALLIES AND RESOURCES

At a minimum, the PCs' resources include themselves, their own equipment and weapons,

and the defenses of the captured base. The base's defenses (most of which were bypassed on their own approach and assault) include a number of light sentry guns deployed around the perimeter, a heavier anti-aircraft battery on the base's roof, shock fields at key choke points on the grounds, and a defensive shield that can be raised over the base, both to stop landing craft from getting close and to defend against incoming fire. However, all of these systems had a significant enough power signature that the base was designed to run them only in emergencies to prevent its detection. Activating each of the above defenses requires an hour's work for one person, or half an hour with either an additional worker or an **Easy** (◆) **Mechanics check**. The effects of the defenses are described in **Battle for the Base** on page 40.

In addition to the base's defenses and their personal resources, the PCs may be able to call upon many additional defenses, weapons, and allies if they had previously taken the time to prepare them. Some of these factors are highly variable and require a great deal of GM discretion to determine the effects and necessary preparation times, such as if they invested heavily in additional equipment from arms dealers like Kavia Slen. Additionally, depending on what event seeds they played through and how things turned out for them, they might be able to call upon a militia of villagers from Darrastead or several hunting parties of Beast Riders mounted upon rupings if they can get word to their allies. If they took the time to find allies outside of the event seeds, such as recruiting agents in the city of Iziz, it might be possible to get word to those additional forces as well. Calling up distant allies can take anywhere from one to six hours, depending on the distance necessary for travel and the speed at which the PCs can contact them.

MOFF DARDANO'S FORCES

Although Moff Dardano commands a vast collection of troops throughout the region he controls, he is limited in how many he can bring to assault his lost base by both the logistics of transporting a strike force and the absolute necessity of doing so secretly. Given time, he can use his influence to smooth over both issues to some degree, but he still cannot bring more than a minute fraction of his forces to bear for the attack. The actual number of troops he brings depends upon the number of event seeds the PCs were able to complete before the attack, which reflects the Moff's own efforts to bolster his attack just as the PCs bolstered their defenses.

If the PCs completed three or fewer event seeds, then Moff Dardano only had time to gather 20 Imperial Army Troopers from his own forces, with a single Imperial Army



THE ADMIRAL'S PLANS

The warning message is, of course, from Admiral Corlen, who has learned the secret of Whisper Base—including that the Rebel Alliance has seized the base. Clever PCs who were able to interrogate captured agents of the Moff might be able to figure this out on their own. What they are much more unlikely to deduce is that Admiral Corlen is the reason the Rebellion was able to find the base at all. He deliberately leaked information on Moff Dardano's troop movements to a place where Rebel agents he was tracking would find it. Given the power and knowledge he holds, he has the potential to be a great friend in the fight against the Empire—or an enemy far more dangerous than an arrogant Moff like Dardano. Admiral Corlen's exact motivations for his actions are up to the GM to determine, but a few possibilities are listed below:

- Admiral Corlen hails from a powerful lineage of Core World nobles who are affronted at some of the liberties the Emperor's New Order has taken with its power. Although most of his family is content to mutter salacious gossip about the Empire, Admiral Corlen has thrown in with a covert political bloc that wants to reform the Empire to better suit their own interests. He has little sympathy for the Rebellion, but sees it as a potential tool for his cause.

- Long ago, a deep cover Rebel agent operating under the name of Corlen was placed in the Imperial Navy only to find himself thrust to prominence due to his seemingly exemplary service. Promotion followed after promotion, and he eventually found himself an Admiral. The agent found reporting in directly to be extremely difficult in his current position, but continued to wield his growing power to covertly aid the Rebel Alliance. The capture of Whisper Base is but one of many operations enabled with the help of this secret hero of the Rebellion.
- Admiral Corlen does not have any Rebel sympathies or reason to betray the Empire...at least not yet. He once signed up with the Navy for honorable military service, but has found his work rarely matches what he had initially expected. He still believes the Empire is better than anarchy, but he is secretly helping the Rebellion with information leaks as a way to test their commitment to bettering the galaxy. Depending on how his information is used, he could end up defecting to the Rebellion at some point in the future.

Officer to lead them; he was also able to hire a pair of Journeyman Bounty Hunters for discreet outside assistance (profiles for these enemies are found on pages 45–47 on the **AGE OF REBELLION BEGINNER GAME** rulebook). His strike force in this case has landed well outside the base in an unarmed freighter converted to a covert dropship. If the PCs completed four to six event seeds, the Moff is able to bring a second dropship with 20 additional Imperial Army Troopers led by another Imperial Army Officer, and to hire a strike force of four additional Journeyman Bounty Hunters to assault the base from a *Lambda*-class shuttle. If the PCs completed all seven event seeds, the Moff gains 1 additional point to spend on Battle Preparations, as described below. If the PCs spent much time working on tasks outside the boundaries of the event seeds, the GM should consider treating them as having completed additional event seeds to reflect the additional time spent. No matter how many event seeds the PCs completed, the Moff himself commands the assault from an AT-AT walker well out of any weapon's range, guarded by four bodyguards. Profiles for the Moff Dardano's Bodyguards

and Moff Dardano's AT-AT can be found in the **The Final Confrontation** on pages 44–45. Because of the dense jungle (and the Moff's limited tolerance for personal danger), he does not advance close enough to the base to fire upon it directly, though he is more than happy to use the AT-AT against anyone foolish enough to attack him head-on.





The GM should note that in all cases, these forces are likely to be much more than what the PCs can handle on their own. To defeat the assault, the PCs need to make good use of whatever additional resources and allies they were able to assemble. Details on how to run this all-out conflict can be found in the section titled **Battle for the Base**, on page 40.

BATTLE PREPARATIONS

In addition to the forces Moff Dardano is able to bring to bear after his time planning the assault, there may be additional circumstances that grant him more forces or provide him with other benefits. These benefits are collectively known as the Moff's Battle Preparations. The Moff can gain points to spend on Battle Preparations in various ways (see page 40).

- If the PCs alarmed Imperial forces in the city of Iziz during the **Securing the Signal** event seed or other activities, the Moff gains 1 point toward Battle Preparations from intelligence provided by his network of spies.
- If the PCs failed to rescue Gaav Fennro during the **Securing the Signal** event seed, the Moff gains 2 points toward Battle Preparations from the information wrung out of the imprisoned Rebel agent. Note that the PCs must have played through the **Securing the Signal** event seed for the Moff to gain this benefit.
- If the scouts from the **Recon Patrol** event seed successfully evaded the PCs and returned, the Moff gains 3 points toward Battle Preparations thanks to the intelligence they gathered. Note that the PCs must have played through the **Recon Patrol** event seed for the Moff to gain this benefit.
- The Moff can gain 1 or more points toward Battle Preparations at the GM's discretion if the PCs have acted in a way that gave away intelligence about their capabilities or acted with extreme indiscretion in activities outside the boundaries of the event seeds. The GM should award such points carefully, and ensure that the advantages granted to the Moff's forces do not outweigh whatever benefits the PCs might have been able to gather from their own activities.

Points spent on Battle Preparations can grant the following resources and assets. Some Battle Preparations require multiple points to gain their effects):

- **1 Battle Preparations Point:** The Moff can assign an additional Imperial Army Officer to one of his dropships. He can only do this once for each dropship he has brought to the fight.
- **1 Battle Preparations Point:** The Moff can assign his troops a carefully orchestrated battle plan using his intelligence on the surrounding area. At the start of any single round during the ensuing combat, the GM may have the Moff enact his plan, granting a Boost die  to all actions taken by the Moff's forces during that round as they press the advantage. Alternatively, enacting the plan causes the PCs to suffer a Setback die  to all actions during that round (instead of bolstering the Moff's forces) to reflect a carefully laid trap. The Moff can select both options by spending 2 points of Battle Preparations, although the Boost die  and Setback die  effects must be activated on different rounds.
- **3 Battle Preparations Points:** the Moff can bring in an additional dropship carrying ten Imperial Army Troopers.

BATTLE FOR THE BASE

The struggle for control of the base should be a tense and dramatic effort that pushes the PCs to their utmost limits, but also allows for great heroism and an impressive victory. For maximum effect, the GM needs to strike a balance between pitting the PCs against dangerous odds and giving them the resources to counteract their foes. Depending on the PCs' preparations earlier in the adventure, this balance could be tipped more toward one side or the other, but victory should never be impossible. If the PCs do not have the resources or alliances necessary for an outright battle, the GM should consider some way to even the odds without sacrificing the dramatic tension—perhaps a previously neutral tribe of Beast Riders joins the battle as a third faction, or the PCs find a way to stall the assault while they launch a desperate strike on the Moff's command AT-AT (see the section titled **The Final Confrontation** on page 43 for details on confronting Moff Dardano).

When running the conflict between the PCs and the Moff's forces, the GM should remember that the Moff has enough troops to assault from multiple approaches at once and the PCs cannot be everywhere. Guidelines for handling direct intervention by the PCs are provided below, along with several possible ways to handle those parts of the battle in which the PCs cannot participate.

DIRECT INTERVENTION

Whenever the PCs directly confront the Moff's forces, the conflict should be run as a normal combat. However, there are only so many enemies the PCs can head off by themselves. Any given approach to the base is unlikely to have more than ten Imperial Army Troopers and one or two Rival-level enemies such as Imperial Army officers or Journeyman Bounty Hunters involved in the fight. If all the PCs gather in one place to fight off the main assault, they might be opposed by a few additional enemies; if they split up widely, they are likely to face much smaller groups operating independently. Any large detachments of Imperial Army Troopers should be broken into minion groups numbering no more than the number of PCs directly facing them.

While the PCs can split up to head off multiple assaults, the entire fight should not be run as multiple separate combats. This can bore players waiting for their "turn" to contribute. Instead, the GM should run all confrontations as if they were one large combat (with a single Initiative order), and allow PCs who deal with one assault to move on to the next as if the new section of the battlefield were at extreme range from them.

Some of the base's defenses have effects that can directly influence the PCs' battles. If the PCs erected the energy shield over the base, all incoming attacks

from the beyond the perimeter (which is anything at long range of the grounds or farther) suffer two Setback dice ■■. If they activated the shock fields, they can take cover behind them and add an additional Setback die ■ to attacks against them. Enemies trying to engage a target behind a shock field must spend an additional maneuver or suffer 8 damage, reduced by soak normally. If they activated the perimeter turrets, then one randomly chosen enemy NPC or minion group per turn in each portion of the battlefield is attacked as if by a blaster rifle (see page 44), using a dice pool of three Ability dice ◆◆◆ for the attack.

INDIRECT RESOLUTION (CONCRETE METHOD)

Resolving actions that do not directly involve the PCs using normal rules typically slows down play and takes the spotlight away from the heroes of the story (the PCs), where it belongs. Likewise, making checks for all the actions of every NPC, allied or Imperial, is simply impractical. However, there may be circumstances in which the GM wishes to resolve a particular action or set of actions using the normal rules.

This is generally something to avoid, but can be acceptable if the action is particularly important (such as a check by a forward strike team to bypass the base's security locks and sneak inside so they can gain control of key systems) or if the action is indirectly related to the PCs (such as when allied NPCs are attacking enemies in the same combat scene as one or more PCs). Outside of these circumstances, the GM should generally handle situations in which the PCs are not directly involved through narrative or abstract resolution, as described below.

INDIRECT RESOLUTION (NARRATIVE METHOD)

The simplest way to resolve conflicts without the intervention of the PCs is to narrate the results of the conflicts based purely on a reasonable estimate of what could occur. For example, if the PCs were forced to leave a small squad of Imperial soldiers entirely unopposed, then the GM could narrate that they set charges in an attempt to destroy the base and damage its structure, or that they sneak into the base and slice into the systems to lower a key defense. Similarly, if the PCs have Beast Rider allies assaulting a lone bounty hunter, the GM could describe how the hunter's desperate blaster fire drops a rider from his mount's back before one of his allies strikes the bounty hunter down with a thrown spear.

The GM should be careful when using this approach to be fair and take both sides of any conflict into account. It is unlikely that either the PCs' allies or the Imperials can handily defeat the other without suffering some manner of casualties, for example. Furthermore, there are limits to what even completely unopposed Imperials can do before the PCs deal with their compatriots. Finally, narratively resolved conflicts should not be used to support

a predetermined conclusion, such as the Imperials being easily defeated, or the PCs being driven from the base. Instead, they should always take the current situation into account and use it to develop new twists that keep the game's narrative interesting for everyone.

INDIRECT RESOLUTION (ABSTRACT METHOD)

If the GM is uncomfortable handling conflicts entirely through narrative control or wishes to include an element of chance in the proceedings even where the PCs are not present, it is possible to resolve matters abstractly. To do so, the GM should assemble a dice pool of two Ability dice and two Difficulty dice (◆◆◆◆) for each aspect of the conflict in which the PCs are not able to intervene. For example, the GM could assemble such a pool once for a shuttle-mounted strike force attempting to land in the face of anti-air fire, once for militia soldiers from Darrasteed facing off against Imperial troops, and once for a small unopposed Imperial squad sneaking into the base. The pool should be modified to reflect any unevenness in the match-up—a major advantage for the PCs' forces upgrades one or more of the Ability dice ◆ to Proficiency dice ◆, or it could add a Boost die □ or even an additional Ability die ◆, while a major Imperial advantage could upgrade one or more Difficulty dice ◆ to Challenge dice ◆, or add a Setback die ■ or an additional Difficulty die ◆. In the above examples, the shuttle-mounted strike force might see its conflict's pool modified to one Ability die, one Proficiency die, and two Difficulty dice (◆◆◆) due to the anti-air defenses being an effective counter for their attack, while the unopposed Imperial squad could be resolved with two Ability dice, a Difficulty die, and two Challenge dice (◆◆◆◆◆).

The GM can use maps and character tokens to help keep track of the action if he or she sees fit. To interpret the results of an abstractly resolved conflict, use the guidelines in **Table 1–5: Battle Results** on page 42.



TABLE 1-5: BATTLE RESULTS

Cost	Result Options
Success ✨	One or more uncanceled Success ✨ results means that the Imperial forces are driven back or defeated. Additional Success ✨ might indicate a swift defeat before they are able to inflict significant damage to the base.
Advantage 🍀	Advantage 🍀 indicates that something in the conflict being resolved benefitted the PCs in another aspect of the overall battle. Imperials routed in one location might panic others, or the wreckage of Imperial landing craft could disrupt or harm troops as it falls. Each Advantage 🍀 can add a Boost die 🟩 to the dice pool for another abstractly resolved conflict or provide a minor benefit to a directly resolved conflict, at the GM's discretion.
Minor benefits could include such effects as adding a Boost die 🟩 to a single PC's check, adding a Setback die 🟥 to a single enemy check, or inflicting 1 wound on an enemy through collateral damage.	
Triumph 🏆	Triumph 🏆 indicates that something being resolved greatly benefitted the PCs in another aspect of the overall battle. For example, the PCs' allies could easily rout one Imperial squad and follow their fleeing enemies into another group trying to sneak past the defenses. Each Triumph 🏆 can upgrade the Ability in the dice pool for another abstractly resolved conflict or provide a major benefit to a directly resolved conflict, at the GM's discretion.
Major benefits could include such effects as upgrading the Ability for a PC's check, upgrading the difficulty for an enemy's check, or inflicting multiple wounds on an enemy through collateral damage.	
Failure ▼	If the conflict generates no uncanceled Success ✨ symbols, the Imperial forces are able defeat the forces opposing them and seize access to the base. This may result in base defenses shutting down, the Imperials moving in to attack the PCs from an unexpected quarter, or another negative effect, at the GM's discretion. Whatever forces the PCs assigned to defend against their attack suffer significant losses and cannot assist in the battle any further.
Threat ⚠️	Threat ⚠️ indicates that something in the conflict being resolved benefitted the Moff's forces in another aspect of the overall battle. The Imperials could find a control panel to access the base's systems or bring down allies of the PCs engaged with other squads. Each Threat ⚠️ can add a Setback die 🟥 to the dice pool for another abstractly resolved conflict or provide a minor penalty to a directly resolved conflict, at the GM's discretion.
Minor penalties could include such effects as adding a Setback die 🟥 to a single PC's check, adding a Boost die 🟩 to a single enemy check, or inflicting 1 wound on a PC through collateral damage.	
Despair 💀	Despair 💀 indicates that something in the conflict being resolved greatly benefitted the Moff's forces in another aspect of the overall battle. The Imperials might inflict massive casualties on the PCs' allies or severely damage the base's systems or structure. Each Despair 💀 can upgrade the difficulty of a dice pool for another abstractly resolved conflict or provide a major penalty to a directly resolved conflict, at the GM's discretion.
Major penalties could include such effects as upgrading the difficulty of a single PC's check, upgrading the Ability in an enemy's check, or inflicting a Critical Injury to a PC through collateral damage.	

DUTY: COMBAT VICTORY

Playing through the battle with Moff Dardano's forces could be an appropriate way to fulfill Cael Hanarist's Combat Victory Duty, depending on how the situations play out. If Cael manages to play a key role in the battle and contributes to the defeat of the Moff's forces, he can be considered to have fulfilled his Duty (as described on page 7) by making the Empire pay a small portion of the blood debt they owe for the destruction of his homeworld.





THE FINAL CONFRONTATION

Defeating the Moff's forces in the field is only one part of claiming total victory. The PCs also need to defeat Moff Dardano himself. He is present near the base, but remains out of easy reach throughout the battle. Instead, he keeps a careful eye on the battle through the long-range sensors of a command AT-AT. If the PCs

LEAVE NO EVIDENCE!

The Moff's custom-constructed proton bomb is a tool for raising the stakes of the adventure, and to bring the Moff into range for the PCs to confront him. It does not have a weapon profile here because it wreaks destruction on a narrative scale, obliterating anything caught in its radius. However, it should not be allowed to actually destroy the base into which the PCs have invested so much time and effort.

If the PCs fail to stop the bombing run, they have one last hope—they can overcharge the base's shield generator to protect the base from the bomb. Doing so damages the generator badly, but saves the base from being destroyed outright by the blast from the bomb. If this occurs, the blowback from the explosion crashes the Moff's craft, forcing him to try to escape on foot and making him vulnerable to confrontation. Of course, the PCs now have to deal with inquisitive Imperials trying to figure out what that massive energy signature was, as well as minor damage to base, a blown shield generator, and an expanded clearing in the forest. Still, all of that is a small price to pay for final victory.

defeat his forces (or it otherwise becomes clear that he cannot win), he abandons the AT-AT in favor of a wing of TIE starfighters to close in for a last, desperate assault. The Moff's TIE bomber is equipped with a devastating proton bomb that could obliterate the base, and accompanied by a pair of TIE interceptors (see page 43 of the **BEGINNER GAME** rulebook). Fortunately, the base's scanners can easily detect energy signature of the bomb being armed, which any character can recognize without a check. The PCs could engage the Moff with their shuttle, the T-16 Skyhoppers from the **New Toys** event seed, or any other equipment or allies that can damage a vehicle. If the PCs do not have access to any of these resources, they could hail the Moff and offer a negotiation or a false surrender. Whether the PCs shoot down Moff Dardano (causing his TIE bomber to crash in the jungle) or trick him into landing at the base for some nefarious gloating when he thinks he has won, this marks the start of the final confrontation.

The final battle with the Moff is a winner-takes-all struggle, and should be played out accordingly. The GM should make sure to keep the action quick, the scene tense, and the incredible stakes in plain sight. Even if the PCs won the battle with the Moff's forces, their allies should not interfere—this is the PCs' fight. Similarly, even if there are still mercenaries who could tip the balance for their employer, the GM should find a way to keep them out the conflict.

The Moff's four bodyguards fight to the death, but Moff Dardano does not necessarily do the same. If the PCs defeat him in combat, they might be able to convince him to become a mole in the Empire in exchange for his life and keeping the base secret from his enemies. Of course, the Moff is hardly trustworthy, so the PCs might determine that the only certain solution is to end his life. Whatever they choose, the defeat of the Moff signals the end of the battle. The base now belongs to the Rebel Alliance!

MOFF DARDANO'S BODYGUARD [RIVAL]

Moff Dardano's bodyguards are handpicked veterans from the scout troopers under his command, selected for loyalty, ruthlessness, and skill in battle. They wear laminate armor and combat helmets, and each bodyguard bears a variety of armaments for all situations.



Skills: Discipline 2 (●●●◆), Melee 1 (●◆◆◆), Piloting 1 (●◆◆◆), Ranged (Heavy) 2 (●●●◆), Resilience 2 (●●●◆), Vigilance 2 (●●●◆).

Talents: None.

Abilities: Body Guard (may perform a Body Guard maneuver to protect an ally with which the character is engaged once per turn. Until the start of this character's next turn, upgrade the difficulty of all attacks against the character being guarded once. Multiple characters with this ability may guard the same target, and the effects of doing so are cumulative).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), bodyguard armor (+2 soak).

MOFF DARDANO [NEMESIS]

The nefarious Moff who created Whisper Base as part of his long-term scheme to undermine Admiral Corlen, Lasre Dardano is a cunning foe. His cleverness is eclipsed, however, by his arrogance, and he has almost assuredly underestimated the Rebels who have taken over his former listening post.



Skills: Coercion 3 (●●●●), Cool 3 (●●●●), Deception 4 (●●●●●), Discipline 1 (●◆◆◆), Leadership 3 (●●●●●), Negotiation 1 (●◆◆◆), Melee 1 (●◆◆), Gunnery 2 (●●●◆), Piloting 2 (●●●◆), Ranged (Light) 1 (●◆◆◆), Vigilance 1 (●◆◆◆).

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

Abilities: Seize Weakness (may perform a Seize Weakness maneuver to upgrade the Ability of the next attack he makes once against an enemy who has already acted this round).

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Pierce 3), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2).





RETROFITTED AT-AT

Never sparing any expense when it comes to his own protection, Moff Dardano has acquired the *Armored Fist*, a decommissioned and only slightly damaged All Terrain Armored Transport (or AT-AT, in more common parlance) for his assault on the base. While the dense jungle prevents it from approaching, he uses it as a mobile command bunker from which he can lead the mercenaries and bodyguards he has brought with him.

Moff Dardano's hubris causes him to assume that the AT-AT is essentially immune to any weapons that infantry could bring to bear, and so he has ordered it to be retrofitted to carry anti-air weaponry instead of its usual complement. This leaves the AT-AT unable to directly fire upon infantry targets (though Moff Dardano's Bodyguards and the Moff himself can certainly do so with their own weapons).

4	1	-4	DEFENSE				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	-	-	0	6	
			HULL TRAUMA				SYSTEM STRAIN	
			37				32	

Vehicle Type/Model: Heavy Assault Walker/AT-AT.
Manufacturer: Kuat Drive Yards.
Crew: One pilot, one co-pilot/gunner, one vehicle commander, one engineer, one loadmaster.
Passenger Capacity: 40 troops.
Cost: 100,000 credits (due to depreciation).
Weapons: Two top-mounted anti-air laser cannons (Fire Arc Up; Damage 5; Critical 3; Range [Short]; Linked 1).

MODIFIED TIE BOMBER

Just in case he fails in his plan to retake the base, Moff Dardano has held one final ace in reserve: a TIE/sa tactical bomber that he himself has been known to fly on occasion. If Moff Dardano cannot retake the base, he intends to destroy Whisper Base. To that end, he has had his TIE bomber modified to carry an experimental new proton bomb—a charge capable of erasing the base (and all evidence of his schemes).

If at any point Moff Dardano believes that the battle has become unwinnable, or if the PCs have disabled the *Armored Fist*, the Moff takes to the skies in his TIE bomber (or sends one of Moff Dardano's Bodyguards to carry out the job, if he himself is indisposed, captured, or dying), intent on obliterating Whisper Base, either to cover up his failure or merely out of spite.

3	3	-1	DEFENSE				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	-	-	0	3	
			HULL TRAUMA				SYSTEM STRAIN	
			9				8	

Vehicle Type/Model: Starfighter/TIE series.
Manufacturer: Seinar Fleet Systems.
Hyperdrive: None
Navicomputer: None
Crew: One pilot.
Passenger Capacity: 0.
Cost: 110,000 credits.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Short]; Linked 1).

THE ADVENTURE CONTINUES!

The PCs' victory over Moff Dardano does not mean their story is over. Even with the Moff defeated and their base secure, the PCs still face the Galactic Empire—the largest and most oppressive regime in memory, and a foe that cannot be destroyed in a single mission. If the PCs have not completed any of the event seeds in this adventure, they can do so after defeating Moff Dardano, as each contains opportunities to further the interests of the Rebellion beyond preparing for the Moff's assault. Some might require modification on the GM's part, but they are good starting points.

Further, the GM can continue to make up his or her own scenarios to challenge the PCs, and even ask them where they want to go next. The PCs could stay on Onderon, working to wrestle the jungle planet out of the Empire's clutches. Many of the NPCs introduced

in the **BEGINNER GAME** adventure and this adventure (such as Toor, Kavia Slen, Gaav Fennro, and others) offer opportunities for further exploration, and many of them can help the PCs fulfill their duty to the Rebel Alliance in specific ways. Or the PCs could journey to countless other worlds in the *Star Wars* galaxy, using their post on Onderon as a home base while they strike at Imperial forces wherever they lurk.

The SigInt array in particular offers an easy way to introduce new plot hooks to the PCs (as described in **The Mission Machine**, below), but asking the hero players what they want to do next can also be an effective way to drive the story. Oftentimes, hero players have interesting ideas for how the plot should evolve that didn't occur to the GM. Wherever your story leads, you're doing well as long as everyone enjoys the journey!

THE MISSION MACHINE

Now that the PCs have secured their base, they are free to make full use of the SigInt array—and so is the GM. The information provided by the array is the perfect source for future adventures. A number of situations the SigInt array could reveal are listed below:

- A transfer vessel for the Imperial Treasury is stopping at Onderon to find new escort ships after a battle with pirates. Raiding it before it can find new protection would be a major blow to the Empire's operations throughout the sector.
- A smuggler who has previously supplied the Rebellion has been talking to Imperial agents in Iziz, offering to sell information about his previous customers. He needs to be persuaded to shut up before the Imperials realize just who his customers were.
- A prison ship transporting suspected Rebel agents is expected to deposit its captives at Jyrenne Base. If the ship is allowed to arrive safely, the Rebellion's operational security

could be heavily compromised as the agents are interrogated to reveal their contacts.

- An infamous slaver is believed to have moved his hideout to an asteroid field in a nearby system. If agents of the Rebel Alliance could bring him to justice, it would win support in many crucial systems that have suffered his depredations.
- A sting operation is being planned to catch several scientists believed to be harboring Rebel sympathies. If they could be found and offered a chance to defect before the Imperials manage to discover their loyalties, their technical knowledge and access to advanced prototypes could be a major boon for the Rebellion's armories and fleets.
- The soldiers at Jyrenne Base are being prepared for a massive combat exercise against the Beast Riders. The intent is to harden them in live combat training while simultaneously destroying a culture that opposes the Empire. If the Beast Riders were forewarned, they could defend themselves much more effectively against the assault.

