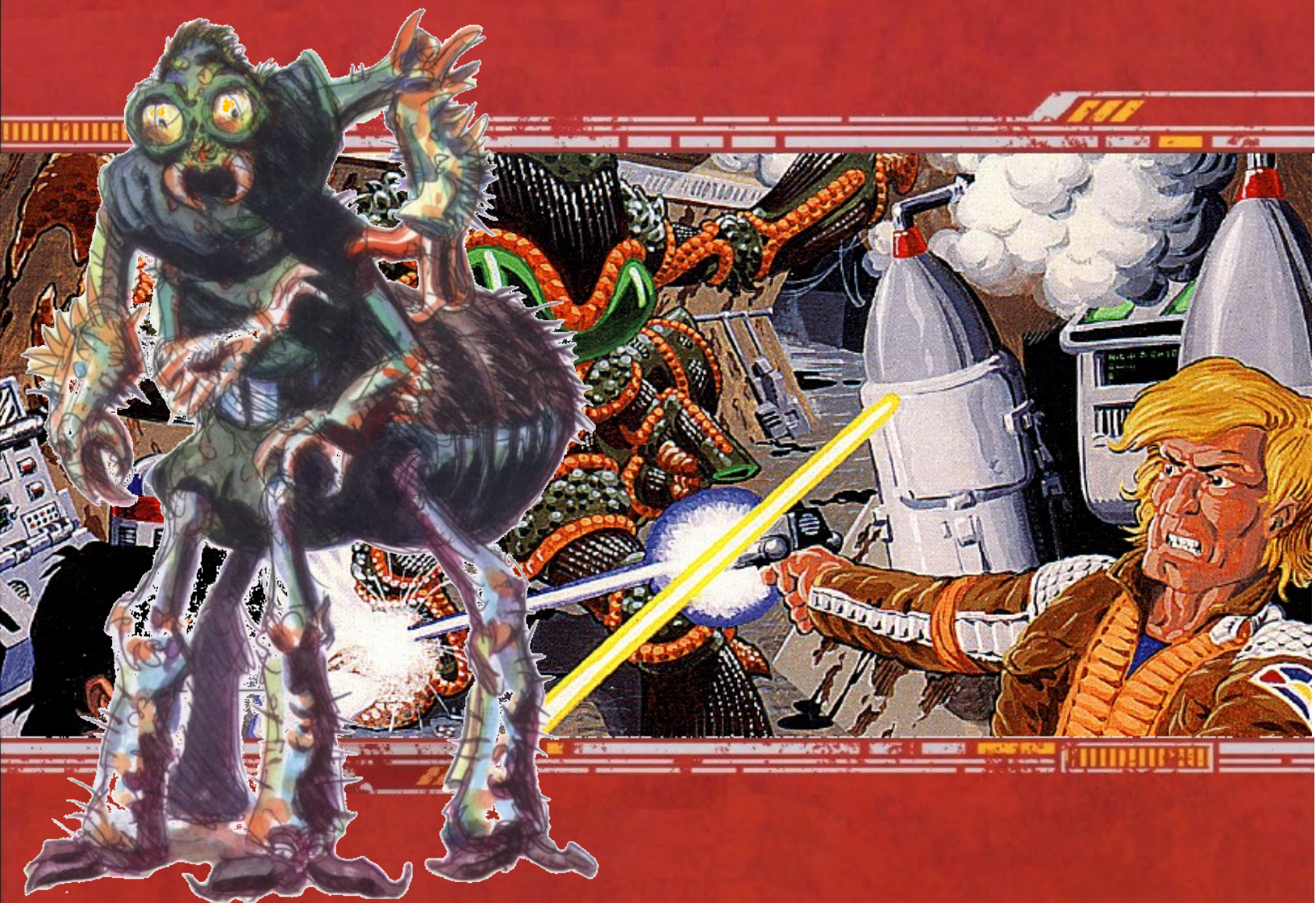


STAR WARS
**AGE OF
REBELLION**

Otherspace II: Invasion



Adventure Module

STAR
WARS
ROLEPLAYING

STAR WARS

INVASION

It is a time of GALACTIC CIVIL WAR.

Under the oppressive rule of the evil
GALACTIC EMPIRE, a small band of freedom
fighters strive to make a difference by banding
together to fight against the tyranny of the evil
EMPEROR PALPATINE and his minions.

A group of these REBELS is on a dangerous
scouting and reconnaissance mission, as they
attempt to unravel the secret of Stronghold, a lost
Alliance safeworld.

Stronghold has not communicated with the Alliance
High Command in weeks, forcing the Rebels to send
agents to investigate it. What they find on the world
will test them to their limits and beyond ...

GM: Interior: Rebel vessel in hyperspace. Camera pans across six Rebels busily working the controls of their vessel preparing to re-enter realspace, then focuses on one Rebel, who is clearly worried.

1st Rebel: Look sharp, people. We'll be coming out of hyperspace in a couple of minutes. I want an immediate reading on the local traffic - and keep your finger on the blaster controls: this place might be crawling with Imperials!

GM: Cut to a different section of the ship. He, like the others, wears a headset allowing him to communicate with the other crew members.

2nd Rebel: Swell. "Join the Rebellion!" they said. "It's fun!" they said. "Shoot up a billion Stormtroopers, hijack a couple hundred freighters, blow away a Star Destroyer or two - then, when the constant brushes with death start to get you down, you can always go for a nice, relaxing vacation on one of our calm, luxurious safe-worlds!" they said. How come the only time I get to go to a safe-world, it's crawling with Imperials?

3rd Rebel: Yeah, yeah, very funny. My circulatory organ leaks for you. Just remember - there's a lot more at stake here than just your vacation. There are a lot of wounded Alliance personnel on that planet, not to mention husbands, wives and children. If the Imperials have found Stronghold ...

GM: Cut back to the first Rebel, who winces as if in pain, hands clenching, teeth gritted.

1st Rebel: They can't have found it. They just *can't*.

GM: Cut to a different part of the vessel.

4th Rebel: (Softly) I forgot: he has family on Stronghold, doesn't he? Gods ... (Louder, with false cheerfulness) It could be nothing, right? We don't know of any Imperial ships in the area - so maybe Stronghold has failed to leave messages at the satellite drops because ... because ... maybe their transmitters are out!

5th Rebel: Or lots of sunspot activity, right?

4th Rebel: It could be - sure. Anyway, it could be lots of things besides Imperials.

GM: Exterior: Rebel vessel in hyperspace. The hyperspace lines waver, then truncate dramatically into individual stars as the vessel drops back to realspace. Cut to Rebel at scanners

6th Rebel: Well, whatever it is, we should know soon. Scanners are clear.

5th Rebel: So are com channels - not a thing. The base communications center isn't responding. That's bad.

6th Rebel: No sign of Imperial activity or ships, though - in fact, no sign of any ships at all ...

3rd Rebel: All right. We've got work to do. We're here to investigate - so let's go investigate! Make a quick scanning pass, then down to the planet, I guess.

2nd rebel: And if we run into Imperials?

1st Rebel: They'll wish we hadn't ...

6th Rebel: Something on screen! It's a two-man Alliance cargo ship, if I'm any judge ... moving fast ... and right at us!

Frenzied Pilot: This is the Alliance vessel *Meandering Star*! Get out of my way or I'll shoot!

4th Rebel: Energy fluctuation! He's arming his weapons! He's gonna fire!

INTRODUCTION

L ights dim ... a hush falls over the crowd ... a beam of light shines forth, and as the music swells to a crescendo, another episode of **Star Wars: Age of Rebellion** begins!

Invasion is a Star Wars adventure for one to six players and a gamemaster. Gamemasters should read the entire adventure before play begins so that the action and storyline can progress naturally (and rapidly!), without a lot of page flipping and undramatic pauses.

Players, however, should stop reading this booklet now. The information contained herein is for Gamemasters (GMs) only.



ADVENTURE OVERVIEW

A group of Rebel go on a dangerous scouting and reconnaissance mission, attempting to unravel the secret of Stronghold, a lost Alliance safe-world. Immediately upon their arrival in Stronghold's system, they encounter a terrified and completely incoherent Rebel, fleeing a terror from ... what? No one knows.

Hardly an auspicious beginning!

As the mission progresses, the Rebels slowly discover the fearsome truth behind the loss of Stronghold. The mission climaxes with a desperate battle against an unimaginable terror from beyond the stars - a battle whose outcome could decide the fate of the galaxy ...

ADVENTURE BACKGROUND

This adventure is a sequel to a previous **Star Wars: Age of Rebellion** adventure, **Otherspace**. If you have not played **Otherspace**, you may wish to consider running that adventure first, although it is by no means necessary for enjoyment of this adventure.

For those of you who have not played **Otherspace**, we present this brief summary to add to your enjoyment of this adventure.

The Rebel Transport *Celestial*, carrying prisoners of the Alliance (Imperial Commanders and Moffs, bounty hunters, and pirates), was involved in a hyperspace accident which brought it into a realm beyond the sane: otherspace.

Here the Charon, a mysterious and ancient race dedicated to the worship of the Void, were the only living creatures remaining in a galaxy decimated by their destructive jihad. They slept the sleep of thought and death, waiting for their fulfillment from the eternal Void. Their sleep would have been eternal as well, had not the denizens of realspace arrived to awaken them.

The **Otherspace** adventure told of the epic journey of a handful of brave Rebel agents across the length of the mighty *Desolate*, the Charon's half-living ship.

Once the Rebels found the key pieces needed to rebuild their shattered hyperdrive, they escaped back into realspace, after narrowly avoiding the Charon bio-fighter attack and apparently sending the Imperial soldier Bane Nothos to his death in the depths of the *Desolate*.

Having learned of the existence of other dimensions filled with the evil that is life, the Charon have realized

their holy mission will not be fulfilled until *all* dimensions are made desolate. When we left them, they were integrating the Imperial Moff Ravik into their biological computer, reading his thoughts and knowledge to learn how to build their own hyperdrive

...

Though the Charon biocomputer was mighty in its knowledge, nothing it had ever encountered was quite like the mind of Moff Ravik. Strong-willed and powerful, Ravik fought the biocomputer, and was able to resist the total destruction of his personality, storing his thoughts, memories, and ambitions intact within a large section of the computers memory banks. A bodiless entity, he waited, floating in a sea of data and probability, biding his time.

Meanwhile, the Charon continued to work feverishly on their dimension-spanning hyperdrive, led by the burning fanaticism of their leader and prophet Ber'asco. After months of labor, they were ready. ON that day, Ber'asco mind-linked the biocomputer for the final jump coordinates.

Ravik was there, waiting for him.

An epic struggle followed. The sanity of both combatants was flayed and rent in the battle ... but finally Ravik triumphed, taking over the Charon leader's body, and banishing Ber'asco's mind to the depths of the biocomputers memory. Now it is Ravik who leads the Charon on a quest for the destruction of the galaxy.

Before entering realspace, Ravik ordered his new subjects to build him a construct (the Charon bioscience is based upon what amounts to sculpting of living beings) resembling his old human body, long since dismantled for study. The Charon did their best, but they did not really understand the human form.

In short, the bioscientists built him a creature out of a nightmare, a terrible cross between a human being and a Charon warrior. Already greatly unbalanced by his travails, Ravik was actually pleased with his monstrous new body. Once his mindforce was transferred to the construct, Ravik ordered the jump to our galaxy.

Very unfortunately for the Rebellion, the *Celestial* had been en route to the Rebel safeworld of Stronghold when it entered otherspace. Before the accident, Ravik had memorized the planet's hyperjump coordinates, hoping that, in the event he effected his es-

cape, Ravik would be able to lead Imperial forces directly to the Rebel world.

Thus, when he led the Charon from otherspace into realspace, he inputted the jump coordinates he knew best - those of the Rebel planet Stronghold. Virtually defenseless against space attack, the Rebel planet would be at Ravik's mercy.

Then a new factor entered into the game. During the events portrayed in **Otherspace**, the Rebels fought an Imperial Commander named Bane Nothos, who they sent plunging to his (apparent) death off of one of the *Desolate's* upper levels into the lower depths of the ship. Though the Rebels didn't know it, Nothos survived, his fall broken by the ubiquitous webs strung all over the alien vessel. Shortly thereafter he was captured and placed in cryogenic sleep in one of the ship's storage pods.

After months of inhumanly-patient searching from within the memory banks of the biocomputer, Ber'asco discovered the computer link to Nothos' cryo-storage pod. Just as the *Desolate* made the jump to hyperspace, Ber'asco transferred his mind into Nothos' body, and activated the pod's waking cycle.

As the mighty *Desolate* entered realspace, the now mobile Ber'asco made a final bid for power, attempting to rest control of the great living ship's biocomputer from Ravik. He didn't succeed, but his efforts caused the biocomputer to mistime the entry into realspace - emerging perilously close to the planet, burning out the vessel's hyper and sublight engines.

All control gone, the giant ship screamed through the planet's atmosphere and smashed into the surface - hard. The *Desolate* was built well, however. Though most of the Charon perished, around 200 warriors and bioscientists survived, as did Ravik and Ber'asco. Recovering quickly from the great disaster, Ravik's much diminished forces moved quickly to secure the strange planet.

The defending forces were caught completely unprepared, and the Rebel soldiers were easily overcome and captured - though they did buy the civilians precious time to get into hiding. Many civilians were captured, to be used in the Charon construct experiments, but the bulk of them fled into the secret tunnels and chambers prepared for the eventuality of an Imperial attack.

Only one thing has gone badly wrong for the Char-

on. The Rebels' hyperdrive-equipped ships were hidden, to prevent Imperial spies from spotting them, and the aliens haven't been able to find the secret shipyard. The remaining Rebel forces wait in hiding for relief, hoping that the Charon warriors do not find the hyperdrive ships before help arrives.

But despite this setback, the Charons' plan is proceeding apace. Bioscientists are using parts cannibalized from the now-dead *Desolate* to make a death mist generator (a sort of poison gas factory creating a hallucinogenic mist) and other artifacts of conquest. They plan to secure the planet, locate the ships, and then the galaxy will die.

IMPORTANT CHARACTERS

Here are brief explanations of the major non-player characters, including their plans and motivations. More information is available in the various episodes in which they appear.

- **Ber'asco:** Former leader of the alien Charon and commander of the strange starship *Desolate*, now Ber'asco is imprisoned within the body of Bane Nothos. He plots to kill Grand Moff Ravik. Somewhat unbalanced by his own ordeal, he sees the Charon loyalty to Ravik as a betrayal, and has vowed to send all but himself to the Void. He will aid the PCs, but only to further his own demented ends.
- **Grand Moff Ravik:** Ravik is a former Imperial Governor and Grand Moff. He came to otherspace as part of the hyperdrive accident chronicled in the first adventure, and while there learned enough of Charon history and culture to see what a force they would make. He seeks to lead them against Alliance and Empire alike, placing himself as Emperor. Now Ravik controls the Charon, having overcome Ber'asco's mind force in a titanic mental struggle. His construct body encased in Charon battle armor, he sees his plans coming to fruition just as he had first envisioned them. He is almost totally mad.
- **Charon:** Charon are spider-like beings from a far away portion of otherspace. Humanoid, these spider beings are tall and thin with multiple appendages. Sharp claws, used in combat, are coated with a poison that attacks an enemy's central nervous system. Charon venom

progressively destroys nerve cells. Victims are first rendered helpless by pain and hallucinations, dying when every nerve cell crumbles. Charon are excellent climbers, using their powerful limbs and claws to move over most obstacles. They produce a sticky webbing employed in a variety of uses. In their crusade against life, the Charon have developed a technology that uses life and lifelike processes to create undead machinery of destruction. They developed death mist, a compound similar to their natural poisons, with which to wage war on living star systems.

Charon History And Beliefs:

The Charon's home star was caught in the influence of a huge black hole. The Charon death cult grew from attempts to explain what the Charon saw as the futility of their existence — the eventual death of their entire system. The cult was dangerous but small — until the Charon developed the sublight drive. The first to fall victim was their home system. As the vast majority of believers had left the world, fitting that the unbelieving among the chosen race be the first to join the Void. The following is from their holy texts:

"The Void is the way of the universe, the fate of the universe, the truth of the universe. All shall go to the Void. Such is the natural order of things.

The Void consumes all, yet we issued from the Void. The Void calls to us to return, and return we shall. Order guides the Void. Such is the natural order of things.

The Void has chosen us. We, children of the Void, exult in this knowledge. For the Void is opposed by Life. Ever changing, ever growing, Life seeks to triumph over the Void. Life refuses to acknowledge the primacy of the Void. Such is unnatural.

We are humbled by our responsibility. For only the Charon are chosen. Among all the living, only we understand that Life is not natural. We must return Life to the way of the Void. Such is the natural order of things."

- **Markos Tor:** A valiant Alliance fighter, Tor is the only uncaptured combat veteran on Stronghold. The *de facto* leader of the surviving Rebels, he is concerned for his family and friends - less for himself. He knows that if the Charon find the hidden starships, many millions of lives will be lost ... and he will not allow that to happen. Whether he lives or dies is unimportant.

ADVENTURE SUMMARY

Otherspace II: Invasion is a horror story. Ugly, disgusting, infinitely *evil* aliens from another galaxy have taken over a planet, butchered hundreds of unarmed civilians, and are performing the most terrible experiments on others that have been captured. If the Charon escape into space, untold billions on other planets will suffer the same fate.

As gamesmaster, it is your job to emphasize the nastiness of the situation to the players. When describing settings and encounters, think about all the horror movies you have seen, and liberally incorporate the scariest bits into your narrative. Be colorful, almost lurid, in your descriptions, and don't be afraid to overdo it:

Don't say: "Okay this big spider guy leaps out of the doorway and rushes towards you. What do you do?" Instead, say something like, "Your first clue that something is wrong comes when you hear a 'tick-tack' of something hard tapping on durasteel. You snap your head towards the sound, a deep, thick, sickening feeling creeping into your gut as you do. There, from the doorway, a huge creature, dark, hulking, and covered in a chitinous exoskeleton leaps towards you. The creature, midnight black and straight from a child's nightmare, extends two sets of pincers towards you, claws dripping in a strange, viscous fluid. Launched by four legs of brutish power, it moves quickly, with an implied power that terrifies you, as it's eyes, two large lenses with two smaller ones set behind them, fix hungrily on you. Its mouth, an obscene hole in the middle of its monstrous face, is filled with drooling tentacle, and bracketed by two razor sharp mandibles. The air is filled with a piercing scream, a high-pitched, chittering sound that issues from the creature like both an alarm and a promise. A promise of death. What do you do?"

Don't say, "The corridor is empty." Say something like, "You turn the corner into a new section of tunnel. The corridor stretches away from you into an inky blackness, cut only by the flickering illumination of a failing light, it's dying bulb spitting occasional illumination into the hallway like a severed artery spraying blood. A warm, damp breeze blows into your face, bringing the smell of old blood and evacuation to your nose. The smell of death and fear is cut with the sickly-sweet smell of something unnatural and wholly alien. The once smooth walls are covered with the pits and carbon scoring of blaster fire, and there is a rusty colored spray that colors the walls here and there at head level. Hints of rotting viscera can be seen and smelled here and there, though they seem to hide and skirt among the shadows as the light flickers, a trick of your imagination you tell yourself. Faint sounds of movement - was that a scream? - echo from the depths of the corridor. You feel as you are being watched, as if the cold fingers of a stranger were sliding along your back ..."

Other tips on setting the tone are scattered throughout the text.

EPISODE I: TO MEET A MADMAN

This episode sees the PCs meeting a survivor of the assault on Stronghold, and learning that something is definitely *wrong* with the world. The episode ends with them landing on the silent world.

EPISODE II: THE SURFACE OF STRONGHOLD

This episode sees the PCs encountering a strange but potential ally in the form of Ber'asco, as well as their first encounters with the Charon patrols around the planet. It ends when the PCs travel underground into the tunnels of Stronghold

EPISODE III: STRONGHOLD

Episode 3 revolves around the exploration of the Rebel base and tests the PCs ingenuity in avoiding the Charon forces while putting together a plan of counter attack. They have the chance of meeting the

remains of the Rebel forces in the form of Markos Tor and his men.

EPISODE IV: THE STORM MOVES IN

Fighting for the fate of the galaxy, the PCs discover Ravik's plans and must race to defend the shipyards before the Charon use the ships there to escape into the universe. All as a deadly storm rolls in over Stronghold. The episode ends with the arrival of Ravik's army and the start of battle.

EPISODE V: THE BATTLE BEGINS

The final battle for Stronghold. The PCs defend against overwhelming odds, defeating the Charon assault and saving the Safeworld of Stronghold.

EPISODE VI: AFTERMATH

A mid-credits vignette that sees the PCs aren't quite free of Ravik, and they are forced to end the threat of the mad ex-Moff once and for all.

ADVENTURE TIMETABLE

In this adventure, certain events occur regardless of what actions the PC's take (although some other events will occur, no doubt, *because* of the PCs actions). The Charon are working with a specific plan in mind, and if the PCs tarry too long, the plan will be executed - as will the remaining Alliance forces on Stronghold.

Marker One (0800 hours): Ravik establishes a defensive perimeter and sends out a groups of Charon warriors to patrol the base. As of 0800 hours, Charon battle patrols of two warriors each randomly move about the corridors of Stronghold, seeking the hidden shipyard and stray Rebels to be questioned and brought back to the bioscientists.

Marker Two (1030 hours): Charon bioscientists

repair/recreate the death mist generator salvaged from *Desolate*. By 1030 hours, the red mist begins to seep from the machine.

Marker Three (1130 hours): Stronghold is a mountainous world of high peaks, mighty waterfalls, plunging chasms - and terrible storms. At 1130 hours, a great storm begins moving in from the east. Its effects will be felt throughout the rest of the adventure.

Marker Four (1200 hours): Bioscientists activate the Alliance command computer, learning the whereabouts of the Rebel shipyard.

Marker Five (1230 hours): Ravik sends minor forces to the shipyard to cordon the area, and prepares a mass attack. Bioscientists complete the initial wave of constructs made from captured Alliance soldiers, and add them to the attacking forces.

Marker Six (1300 hours): The death mist begins to permeate the area, flowing through the base and ultimately blanketing the surface in the hallucinogenic Charon poison, affecting all humans (except Nothos/Ber'asco and the Ravik construct) in the area.

Marker Seven (1315 hours): The storm breaks with full force, slowing the Charon and partially washing away the death mist, bringing a spectacular lightning storm to the area.

Marker Eight (1330 hours): The Charon attack the Rebel forces near the shipyard, and attempt to capture the hyperdrive ships.

The above timetable assumes that the PCs do nothing significant to thwart the Charon. If this were to happen, the Charon would most likely capture the ships and begin their conquest of the galaxy. Your PCs should accomplish one or more of the following (the consequences of each action are explored in full in the appropriate episode):

- Access the Alliance computer, locate the remaining Rebel forces (and the shipyard), and then destroy the computer, delaying the Charon's discovery of the shipyard's location
- Rescue the remaining Rebel soldiers from the bioscientists
- Contact the hidden Rebel forces (especially Markos Tar) and lead them to the rescued soldiers, thus creating a potent fighting force

- Explore the remains of the *Desolate* and speak to Bane Nothos/Ber'asco, enlisting his aid against Ravik
- Put the death mist generator out of action
- Locate the Charon armory, and either sabotage their battle armor or destroy it outright
- Destroy as many Charon as possible
- Get a message to Alliance High Command, warning them of the situation



EPISODE 1: TO MEET A MADMAN

The adventure begins as the Rebel heroes approach Taldot sector. Their mission: Investigate the mysterious loss of contact with Stronghold, and report back to Alliance High Command. Immediately upon entering the system, they are confronted by a half-mad Rebel pilot - and a sinister and foreboding silence from the planet below.

START THE ADVENTURE

Locate the script at the start of this adventure. Assign each player a part, from "1st" through "6th" Rebel. If you have less than 6 players, you will need to assign multiple parts.

Note that "Rebel 1" has an additional reason for wanting to find out what is going on at Stronghold - they have a family member on the planet! Before play begins, take "Rebel 1" aside and together decide exactly who is on the planet below, a brother, sister, or parent. Throughout the adventure, you can use this relative as a goad if the players are dawdling, either by having the PC make faint contact with the relative through the Force, or simply by wondering aloud what is happening to him or her from time to time.

If the players do well, the Rebel and his or her relative will be joyfully reunited when the Rebels rescue the prisoners in the Construct Chamber. If not, they will meet on the field of battle, under much more unpleasant circumstances.

EVENT 1: THE MAD PILOT

The ship the PCs meet is piloted by Piret Akarias, a Rebel pilot stationed on Stronghold for R&R. When the Charon ship crashed on the planet and began its attack, Piret joined the defenders. His band of fighters were quickly overwhelmed and captured, and their group was carted off for the bioscientists' construct-making experiments.

Luckily, he was able to escape and make his way to the Rebel shipyard, but the horrors he has endured have driven Piret mad. Somewhere in his terror-filled mind, he realized that the invaders must not find the base's ships and, with the cunning of the truly mad,

he was able to take off in secret, without revealing the location of the shipyard to the Charon.

Now all he wants to do is escape. Given enough time, he will recover his senses (and remember very little of what occurred) but for now he is willing to fight anyone in his way - even an Alliance crew.

STANDOFF

Piret is piloting a YT-1210 freighter, but it need not come to blows. Give the PCs a chance to talk Piret out of firing: he will listen to reasonable arguments that do not delay him for too long in the system, and a **Hard ♦♦♦ Deception, Leadership or Negotiation check** will help to put him in a more receptive frame of mind. If the PCs get a \ominus result on the roll, Piret will even say something about what has happened on the planet. For Example:

PCs: Unidentified Alliance vessel - this is the Alliance ship *Long Shot*. Cease hostilities, repeat, cease hostilities. We're on the same side!

Piret: You're not ... them? Then hurry! Let me go! I've got to get out of here right now! You'd better do the same!

PCs: Whoa, just a second (rolls). There's no danger now. Just tell us what happened and then you can go.

Piret: No time! They'll kill us all! We've got to run!

PC's: Well, we'll go with you in just a second, but we've got to go down to the planet first to, uh, pick up something important.

Piret: Go down? You can't! They're everywhere - they've killed everyone! Don't land or they'll kill you too! And then they'll have your ship and they'll come after me! Nooooo....

No matter what the PCs do, Piret will not give them any hard information. His mind has been severely damaged by his terrible experience; even Force skills have little chance of penetrating the haze of fear and terror. He refuses to stick around (and will absolutely not come aboard the PCs ship), jumping to

hyperspace at the earliest opportunity.

If the PCs are trigger happy, or the conversation takes a combative turn, Piret will open fire on the PCs while moving away at full speed. If they do not follow, he jumps away. If they force him to, he fights to the death. If the PCs somehow take him aboard, he raves about horrible monsters on the planet, and then lapses into a deep unconsciousness.

If the PCs ship is seriously damaged or destroyed in the battle, it spirals towards Stronghold, and they can effect a crash landing. Go directly to Episode 2. Otherwise, continue with Event 2, "A High Reconnoiter."

The Meandering Star



Hull Type/Class: Freighter/YT-1210.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one gunner.

Encumbrance Capacity: 100.

Passenger Capacity: 4.

Consumables: Two months.

Cost/Rarity: 120,000 credits/5.

Customization Hard Points: 3.

Weapons: Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

Piret Arkarias (Rival)



Skills: Charm 2, Cool 1, Ranged (Light) 2, Piloting (Space) 3, Skulduggery 2, Streetwise 2, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Skilled Jockey 2 (remove up to ■■ from any Piloting check).

Abilities: None.

Equipment: Blaster pistol [Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting].

EVENT 2: A HIGH RECONNOITER

Scanning the surface of Stronghold reveals little, for the base is almost entirely underground and very well shielded. A very weak com signal and some kind of minor atmospheric disturbance seems to be coming from one of the mountain peaks. An **Easy ♦ Computer check** reveals that the com signal is coming from an Imperial personal comlink, not strong enough to reach off the planet's surface. The atmospheric disturbance is the remnants of the Charon death mist, now dissipating in the breeze.

Cut Away to the Distress Call

If, after their meeting with Piret (or at any point thereafter), the PCs contemplate leaving the system insert the following. You may use itcut scene anyway, for dramatic effect, even if the PCs intend to stay. It is a cry for help from Rebel 1's family.

INTERIOR: STRONGHOLD: *The camera focuses on [Rebel 1], their hand extending to brace themselves on a wall as their other raises to their temple. The other Rebels talk in the background as the camera blurs.*

INTERIOR: DARKENED ROOM: *The camera pans around, as if it were the viewer's head looking around itself. It looks down to reveal the viewer is pinned to the wall by a shimmering band of something. It appears to be - draining them somehow. Around you comes the sounds of moans and screams - comrades who are in trouble! To the right, a strange, alien chattering noise begins, followed by a particularly loud and piercing scream. Struggling against the bonds, the camera looks around panicked, focus blurring and light dimming. The voice of [Rebel 1]'s family member can be heard, "please, hurry [Rebel 1], we're dying here." Then the camera fades to black, and CUT TO:*

INTERIOR: STRONGHOLD: *Camera focuses on [Rebel 1], looking pale.*

The PCs don't know it yet, but that is the Ber'asco and the wreck of the *Desolate*.

DOWN TO STRONGHOLD

The most logical thing to do is make the descent to Stronghold. If the PC's show no caution (land right near the *Desolate*, or at the Stronghold entrance), the Charon become aware of their presence and patrols begin immediately (advance the "Charon Timetable" by 30 minutes). Assuming the PCs exercise a modicum of caution (land outside the perimeter of Stronghold proper, make a gliding landing, etc) the Charon remain on schedule. If the PCs leave, wait until dark, or do something equally cautious, use the Cut Away below to

Cut Away to Stronghold

INTERIOR: A DARKENED ROOM ON STRONGHOLD: *The camera frames a large figure, immersed in darkness, his rounded, black, battle mask flaring out into a large base and shoulders. A rasping breathing accompanies a baritone mechanical voice.*

FIGURE: All is proceeding as I have foreseen it. Our loss is not a great one; the weak ones here have everything we need. Continue your efforts, and soon this planet will be ours. CUT TO:

INTERIOR: A NARROW CHAMBER ON STRONGHOLD; *The camera pans across a group of three women and a man clad in the uniform of a REBEL SOLDIER.*

WOMAN 1: Have we any hope at all?
Fiercely, the Rebel answers

REBEL: Yes! There's always hope! When we don't leave the standard messages, they'll send someone to investigate.

He fingers a small scar on his cheek and mutters to himself.

REBEL: May the Force grant they are here in time. CUT TO:

INTERIOR: STRONGHOLD CORRIDOR: *A group of Rebels wander in the dark tunnels.*

make it clear there is no time to waste. The Cut Scene is designed to appear as though it is Darth Vader speaking - allow the PCs to believe this deception for now.

Sometimes players have the tendency to mull over every plan for hours, to ask innumerable questions, and generally take the slow and careful approach. This is anathema to Star Wars, which is at its best with fast, high-speed action.

One reason players do this is that in other roleplaying games, GMs are told to punish players if their plans aren't perfect. This encourages players to try to anticipate every little detail.

So one way to speed up the game is to reward the players for fast, exciting sounding ideas - even if they are somewhat flawed in execution. Without being ridiculously lenient, allow bold but slightly flawed plans to succeed. This encourages your players to think quick (translate: exciting) rather than carefully, thus speeding up the action and adding to the thrill!

THE CHARON TIMETABLE

If the PCs move quickly and decisively, they land on Stronghold at 0730 hours. This gives them half an hour before the Charon patrols begin. If the move slowly and cautiously, add up to one hour. If their landing was no stealthy, move the timetable up and additional 30 minutes.



EPISODE 2: THE SURFACE OF STRONGHOLD

In this episode, the PCs have the opportunity to encounter the wreck of the *Desolate* and meet Bane Nothos/Ber'asco. They must conquer several hazards - including mountain peaks and a Charon Warrior patrol testing one of their new constructs - in order to gain aid vital to success.

EVENT 3: THE CHASM

Before the PCs can explore the planet's surface, a rocky and mountainous area reminiscent of our own Himalayan mountain range, they need to decide where to land. The *Desolate* lies in the middle of a big, open plateau. If the PCs land here, their ship will be visible for kilometers (this is considered not stealthy for purposes of the Charon Timetable). If they look for a more suitable landing area, an **Easy ♦ Piloting (Space)** or **Computers check** will spot an enclosed valley just big enough for their craft a few kilometers away. If they fail the check, the closest suitable area is a full day's walk away (about 20 kilometers).

In either case, before the PCs can reach the wreck of the *Desolate*, their path is blocked by a great fissure in the rock, extending for kilometers in either direction. Unless they are willing to make a two hour or longer detour, they must make their way across. Once the PCs reach the fissure, read;

You round a bend in the path, and are confronted by a gaping chasm in the rock floor. The chasm extends for kilometers in either direction.

The chasm is 6 or more meters wide - it's hard to tell. You can't see the bottom from here, but it must be a long drop. Protruding rocks make a passage seem possible, if you have the courage.

If anyone asks, an **Easy Survival** or **Education check** will reveal that the chasm seems to be a recent occurrence. This suggests that care must be taken to avoid further aggravating the fault line. Explosions, loud noises, etc could cause the chasm to widen.

The chasm can be crossed by a variety of methods

(Athletics checks, the Force power Move or Enhance, cutting handholds into the rock wall with a lightsaber or vibro-weapons, slinging ropes from the rock protrusions). If your PCs are particularly clever, allow them to cross unharmed, while, of course, pointing out their extreme vulnerability. In fact, if your group is very tough, now might be a good time for the Charon patrol to wander by. Keep in mind the weight of Wookiees and equipment, as well as other limiting factors like wounds and the amount of rope available.

If the PCs plan is reasonable, call for **Average ♦♦ Athletics checks** (or whatever is appropriate) as people cross. A failed check means a heart-stopping clutch for handholds. Perhaps a piece of equipment is lost in the scramble, tumbling from the characters belt or backpack into the darkness below, but nothing more catastrophic occurs. There is certainly no point in wounding or killing the characters this early in the adventure - particularly on an incidental encounter - *unless* they are being outrageously foolish.

EVENT 4: THE CHARON PATROL

This is the first meeting between PC and Charon Warrior. If all has gone according to plan, this will be the first inkling the PCs have that they are up against the Charon. Run this event just before the PCs reach the wreck of the *Desolate*, after the chasm. Read;

The rocks about you are nearly man-sized, making the going difficult. Bumps and scrapes are a matter of course now, and small cascades of pebble rattle away despite your best efforts to keep quiet. After a particularly loud rattle of stones, you all stop and look accusingly at one another. Then the rattle comes again! A hissing scrape starts up all around you, getting closer and louder!

Give each PC a chance to say what they are doing. In between their descriptions of actions, tell them that the noise is getting louder and nearer, and seems to be coming from all around - and above, and below! Then, when the last

player has spoken, two young Charon Warriors and a Construct attack from the nearest hiding place.

The Construct is an obscene meshing of human and Charon genetic material, resembling an ape with eight spider legs and a cluster of frighteningly human eyes. The creature possesses some of the agility of the spider-beings, but relies mostly on its great strength. The patrol fights to the death.

Young Charon Warriors (Minion)



3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 5		M/R DEFENSE 0 0	

Skills (group only): Brawl.

Talents: None.

Abilities: Cunning Ambusher (opponents add ■ to Initiative checks), Neurotoxin (If a target is successfully hit by the Charon's melee attacks (whether or not he suffers damage), the target must make an **Average (◆◆) Resilience check**. The target suffers 5 wounds if he fails, plus 1 strain per ☹. ☹ means the target must check against the poison again at the start of his next turn).

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

Construct (Rival)

5	3	1	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 6		W. THRESHOLD 18		M/R DEFENSE 0 0	

Skills: Brawl 2, Perception 3, Survival 3, Vigilance 3.

Talents: None.

Abilities: Four-armed (the **construct** gains ■ on all Brawl checks and may spend ☹☹ on a successful melee attack to hit a second target engaged with it, dealing the same damage as dealt to the original target).

Equipment: Meaty fists (Brawl; Damage 8; Critical 4; Range [Engaged]; Disorient 1, Knockdown).

The PCs should easily triumph over this small enemy force. If, somehow, they are all incapacitated, they are carried to the construct chamber and woven into the walls of the room (see Episode Three). If you wish, they may escape (battered and unready to fight) back to their ship, where they may attempt healing. Two hours' rest will let them recover from the worst of the damage, but time is now very, very short.

More likely, they will defeat the patrol. An examination of the construct reveals (on an **Average (◆◆) Knowledge (Xenology) check**) that it is part human, with artificially grown fur and spider-like appendages grafted on. The poor creature was in terrible pain - as will be all the captives on Stronghold if the PCs don't act fast!

EVENT 5: THE *DESOLATE WRECK*

When the Charon entered realspace, Ber'asco caused the ship's computer to malfunction, causing the vessel to emerge too close to the planetary mass of Stronghold. Badly damaged by the jump, *Desolate* plunged slowly and terrifyingly towards the planet's surface. The *Desolate* was superbly designed, however, and a great number of Charon (and Ravik and Ber'asco) survived the crash to carry out their campaign of conquest.

The ship itself, however, is damaged well beyond repair, most of it scattered across many hundreds of meters of Stronghold's surface. The main command center is the only section still partly intact. It rests serenely on the surface of the planet, mute testimony to the terrifying existence of Otherspace.

The general area is reminiscent of a post-eruption volcano: a faint red mist still clings to rock in some places, pooling mostly in hollows and depressions. Small bits of metal and rock are scattered everywhere.



You top a rise and see a strange, other-worldly vista spread out in the shallow valley below you. A huge bluish-yellow mound rests, tilted at a bizarre angle, amid scattered wisps of a noxious red mist. The mound appears to be made of normal rock, but a great gash in its side reveals a strange orange glow within.

If the PCs venture inside, read;

Inside, everything is bathed in a pale orange light, which emanates from a half-machinelike growth on the far wall. An orange column runs through the center from floor to ceiling, and several yellow nodules cling to the walls at various points. The rest of this "chamber" is dark and dead.

In another room within the mound, the body of Bane Nothos (now containing the mind of Ber'asco, former leader of the Charon) lies pinned under a slab of the ship's material. When the PCs enter the mound, they hear a groan coming from a doorway beyond the column. If they investigate, they see a human arm protruding from beneath a large slab of rock. It takes a **Hard** ♦♦♦ **Athletics** check to lift the slab; with the narrowness of the space, only three characters can attempt or aid in the action.

Once the slab is lifted, the PCs find "Nothos." He looks like a normal human, weak and emaciated, wearing an Imperial uniform. Using the Force power **Sense** on him will reveal that there is something decidedly strange about his thoughts. It appears to a Force user that there are two distinct minds within that body.

Ber'asco was badly wounded in the crash. He cannot move without help, and cannot function normally without being healed (treat him as having 0 wounds remaining and the Critical Injury **Temporarily Lame**). He is human, however, and medpacs and the Force power **Heal** work on him normally.

Ber'asco tries to hide his true identity by saying he

is Bane Nothos, an Imperial commander who was imprisoned on board the Charon ship. Now, he wishes only to aid the PCs in destroying the Charon; he then will gladly surrender to the Alliance. Note that Ber'asco is carrying the comlink the PCs picked up on their scanners; he explains that he was carrying it in the hopes of contacting someone - anyone - to warn them of the danger of the Charon.

Though cleverly able to mask signs of his mental disorder, Ber'asco has gone mad. He sees Ravik's takeover as a betrayal by his own former followers, and he plans to send all betrayers (including the PCs when the time is right) to the Void. Thus, he will gladly help the PCs until he defeats Ravik.

Suspicious (or Force-using) PCs might question Nothos' story. If he discerns that the PCs are suspicious, he admits that he is the mind of Ber'asco. Read;

'Nothos' slumps his shoulders and speaks, "I am one of the race that you call Charon. I now possess this body, as the traitor Ravik possesses my own. I am called Ber'asco. I led the Charon, but was deposed before our attack on your realm." He looks up pleadingly, "Still, I can help you!"

"The disease is strong. Ravik-culture leads the Charon. I battled his mind-construct - I was the weaker and was banished into this weak body for all eternity! Yet, there is aid I can give."

Ber'asco will answer other questions in keeping with the following guidelines:

- Time is short, and Ber'asco knows it. He cannot spend too long discoursing with these humans or Ravik will find hyperdrive ships and escape into the galaxy - before he, Ber'asco has a chance to bring the Void upon them all
- Ber'asco might live again if only he can come into contact with his old body, and engage in mental battle with Ravik once more. The outcome isn't certain, but he must try

Ber'asco is at best a dangerous ally. He is mad, and wishes to destroy the PCs as much as he wishes to destroy Ravik and his traitorous warriors and scientists. He will help the PCs only to help himself. On the other hand, his aid will be invaluable later in the adventure. If the PCs decide not to trust him, he is easily imprisoned aboard the PCs ship.

If the PCs *don't* reach *Desolate*, you will have to come up with another way for them to meet Nothos/Ber'asco. Perhaps, later in the adventure, when they are deep inside the underground base, they meet him stumbling about, nearly dead, but still attempting to reach Ravik. He will tell the PCs that he has just recently escaped the wreck, and is looking for other humans to help him kill the Charon. If pressed, he will who he really is, as before.

GOING UNDERGROUND

There is nothing more to be learned on the planet's surface. Now the PCs must penetrate the underground tunnel complex and battle the Charon on what has become their home territory. After making their way down the path and back across the chasm, they arrive at the entrance to the tunnel complex. The entrance is not guarded (Ravik is more worried about attack from within than from without). If the PCs move rapidly and decisively, the time now 0815. If they have been slow and cautious, it is 0845 or later.

Ber'asco/ Commander Bane Nothos (Rival)



Skills: Discipline 3, Knowledge (Warfare) 2, Ranged (Light) 2, Vigilance 2.

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

Abilities: Tactical Direction (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free maneuver or add to its next check), Overwhelming Fire (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free combat check action).

Equipment: Blaster pistol [Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting], officer uniform (+1 soak), long range comlink.



EPISODE 3: STRONGHOLD

In this episode, the PCs must search the tunnels of Stronghold and remain hidden from Charon patrols, all the while engaged in a desperate race against time to find the hidden shipyard and unite the Rebel forces. All of Stronghold is open to exploration, and the PC's accomplishments are limited only by their ingenuity - and their courage.

ABOUT STRONGHOLD

Stronghold base is a vast underground tunnel complex, carved from the living rock by Sullustan Alliance engineers. Though of little direct military value, it is an ideal hiding place for the families of Rebel front-line soldiers; while in Stronghold, they are protected from Imperial discovery or reprisal. Stronghold is also employed as a prison planet from time to time, though there are no Imperial prisoners currently incarcerated here.

Stronghold base is a series of interconnected tunnels spread over an area of about eight square kilometers. Of the normal 250 men, women and children that call Stronghold home, 150 have been killed or captured by the Charon. The survivors have fled into the tunnels; they now wait, terrified in the dark, for someone to rescue them.

Stronghold's shipyard is located about three kilometers from the base proper. It contains a rather motley collection of fighters and short haulers - of dubious military value except to the Charon, who are desperate for any space worthy craft to get them off this planet.

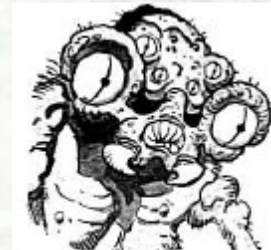
An underground secret passage leads directly from Stronghold to the shipyard. The entrance to the passage is right near the Charon control center, and though the Charon haven't discovered it yet, Charon patrols in the area are extremely heavy, keeping the Rebels from accessing it to escape or set the self-destruct mechanism.

CHARON PATROLS

Charon patrols begin at 0800 hours. A patrol consists of two Charon Warriors. If either warrior is inca-

pacitated or killed, the other attempts to escape and report to Ravik. If a warrior survives to make its report, Ravik increases subsequent patrols to four warriors each.

Charon Warriors (Rival)



3	3	3	2	2	2
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W THRESHOLD		S THRESHOLD	
5		16		12	
			M/M DEFENSE		
			1 1		

Skills: Athletics 2, Brawl 3, Melee 1, Resilience 2, Vigilance 1.

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

Abilities: Cunning Ambusher (opponents add ■ to Initiative checks), Neurotoxin (If a target is successfully hit by the Charon's melee attacks (whether or not he suffers damage), the target must make an **Average** (◆◆) Resilience check. The target suffers 5 wounds if he fails, plus 1 strain per ☉. ☉ means the target must check against the poison again at the start of his next turn)

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

DEATH MIST

Once the base was secured, the Charon immediately began construction of a new death mist generator. Death mist is a Charon weapon, the primary tool in their mission to eradicate life from the universe. In small doses it causes pain, madness, and hallucinations as it attacks the nerve cells in the brain. Larger doses lead to death. The Charon themselves are immune to the lethal mist.

Ravik is patient and shrewd. He realizes that with his limited resources, a concerted attack by a united foe could defeat him - his initial victory owed much to the element of surprise. Thus, to strengthen the defensive position of Stronghold, he plans to flood the entire

underground complex with death mist. The hidden Rebel forces will be overcome without the need for a costly campaign of eradication, and future attackers would be at a great disadvantage fighting within the mists. If left unhindered, the Charon bioscientists will complete the new generator at 1030 hours.

THE GREAT STORM

Regardless of any other actions (no matter how clever your players are, they can't change the weather), a huge storm moves into the area at 1130 hours. Any PCs above ground at or near this time notice the deteriorating weather conditions, which grow in severity as time passes.

THE CONSTRUCTS

The Charon are able to mold and change living tissue, creating whatever they need from the flesh of captured races. These "Constructs" are near-mindless slaves, in constant pain, and with but a shadow of a memory of what they once were.

In a chamber within the Stronghold complex, bioscientists labor to complete constructs built from captured Alliance soldiers. If they complete this process, the Charon will have additional forces to aid them in their campaigns - and 100 Rebels will have died in agony.

SETTING THE TONE

Once a bustling and happy place, filled with light and the laughter of children, Stronghold has been turned into a charnel house. Over 50 Rebels have died fighting in its hallways. The air is filled with the smell of fire, blood and the stench of the Charon themselves.

Though still quite sound, the base was damaged during the battle. The main power supply is down; emergency lighting - dim and red - provides the only source of illumination in the dark hallways. The entire base is damp from the firefighting sprinklers that came on automatically during the battle, and live wires spark and jump perilously as they come into contact with the water.

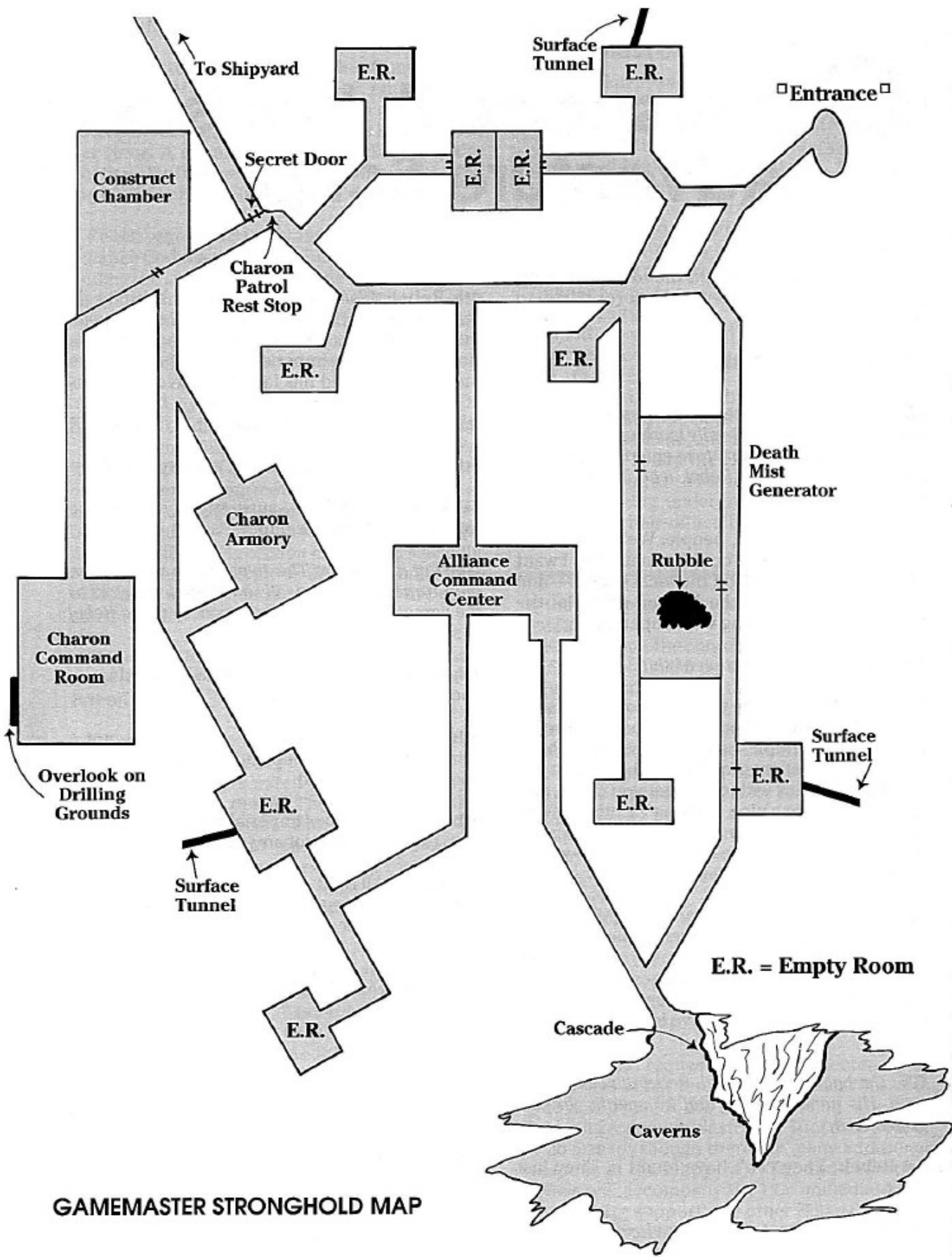
Even when the PCs are alone, the base is never

quite silent. The high-pitched chittering of the Charon can always be heard echoing through the corridors, accompanied by a very low, heavy, breathing noise (the death mist generator) and punctuated occasionally by human screams from the Construct Chamber.

The rooms and hallways are pitted and scarred by blaster fire; here and there the bodies of Rebels lie in pathetic, lifeless heaps on the floor.

The map of Stronghold base details the upper layer and interior passages and chambers of the safe world's main complex. Other side tunnels (which crisscross each other and lead nowhere) are not shown.

Allow the PCs to travel wherever they wish within or above Stronghold. The moment the adventure tempo loses its fast, exciting pace, use one of the marked events or a Charon patrol to spice things up. Also, as the Rebels take time to accomplish things, advance the Charon timetable and use those events as well. Game time advances about 15 minutes for every room the PCs visit, or every rest-stop or full-fledged encounter they have.



GAMEMASTER STRONGHOLD MAP

EVENT 6: A REBEL GROUP

Run this event when the PCS have explored about half the map of Stronghold, or shortly after a party member is incapacitated. As usual, experienced gamemasters may wish to run this event whenever they wish.

The Rebels hear a scrabbling noise in the rock, similar to the Charon Patrol in Episode 2. Up ahead, three terrified and very young Rebel “soldiers” (12 years old or under) cower in the rubble, waiting for the party to pass. An **Average ♦♦ Perception check** reveals a young Mon Calamari peeking out from behind the rocks. Even so much as a single **U** on the roll will reveal that something is hiding in the rocks.

If the PCs get trigger happy, let them come up just short of firing (or let them waste a few shots) as the young faces are seen for the first time. The PCs have to roleplay to get the children to trust them enough to come out.

This group of “Rebels” has only one blaster between them, but they have 3 stimpacks. They will follow the PCs and do as they say - as long as there is no danger involved. If a fight breaks out or similar danger occurs, they freeze, run, or hide (or the most annoying combination of the preceding) as appropriate. Treat them more as pets or liabilities than as traveling companions. Don't let the heroes use them to their advantage.



The young Rebels know the general layout of Stronghold (give the Players the map) but don't know where the other survivors are hiding - or, in fact, if there are other survivors in hiding at all. Though the Rebels normally travel to the shipyard above the ground, the kids know approximately where the secret entrance to the shipyard tunnel is - “Uh, somewhere near the research labs, I think.” “You're crazy. It's just outside of Admin. I know 'cause my best friend's father's brother's clanmate helped dig the thing and her grandson's cousin told my sister.”

MAP KEY

Below is a listing of the rooms and contents of Stronghold.

Empty Rooms

In some of these rooms, the PCs find evidence of hasty evacuation rather than full-scale battle. An **Average ♦♦ Warfare check** suggests that there are still Rebel forces hidden about the base. In each room, have searching PCs make a **Hard ♦♦♦ Perception check**. If they succeed, roll one die on the table below (or pick an entry) to determine what the character has found.

Roll	Discovery
1	Charon Patrol arrives
2	Nothing
3	Blaster Pistol and 1 extra power pack
4	Stimpack
5	Computer Access card
6	Copy of Stronghold map on holo

Surface Tunnels

In the marked positions, disguised hatchways provide surface access to the tunnel complex of Stronghold. The hatchways are not superbly engineered (they are designed mainly to pass a cursory inspection) so it takes only an **Easy ♦ Perception check** to notice the proper mechanism.

Death Mist Generator

In this chamber, the Charon bioscientists labor furiously to rebuild their death mist generator. Once the Stronghold corridors are flooded with death mist, Ravik believes he will have nothing further to fear from the scattered Rebel forces. Read the following aloud as the PCs enter this room:

This chamber is vast, damp, and gloomy. From the far end you can barely see shapes moving about in the dim light, clustering around a larger shape that could be a boulder or a machine. The shapes move silently, with speed and purpose. No one has noticed your entrance.

If the PCs back out of sight, they will not be discovered. If they attack, one bioscientist flees by the other entrance to find a patrol of warriors. The remaining six scientists adopt a defensive posture and wait for warriors, attacking only if the generator is threatened. A patrol of two warriors arrives five rounds after the bioscientist flees, or ten rounds after the first shot is fired.

When they enter this room, let each PC make a **Hard** ◆◆◆ **Xenology** check. For PCs who have been through the Otherspace adventure, this is instead an **Average** ◆◆ check. Give any who succeed more details; it appears to be a cross between a machine and a living object, with extending pipes as though it is intended to circulate air or water. Any who also make a **Hard** ◆◆◆ **Perception** check see small wisps of rec mist collecting around the base of the machine.

To cross the chamber without being spotted requires a character to make two successful Stealth checks, opposed by the bioscientists **Perception** of ◆◆ should the PCs be spotted, the bioscientists will flee to opposite entrance in an effort to get a Charon warrior patrol.

Once the scientists are disposed of, the machine can be destroyed with a well set detonator, or 15 rounds of concerted breakage/blaster fire.

Charon Bioscientist (Rival)

2	2	4	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
2		10		0 0	

Skills: Astrogation 1, Computers 1, Mechanics 2.
Talents: Gearhead 1 (remove ■ from Mechanics checks).
Abilities: None.

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

Alliance Computer Command Room

This is the room the heroes have been looking for: the Computer Command room holding the secret to the shipyard's location. Several Charon bioscientists are here, trying to break the codes, a task made more difficult by their inability to understand human thought-patterns. Once they succeed, they will access the computer for the location of the shipyard.

When the Rebels approach, they hear much claw-clacking and hissing, as the scientists consult one another over problems. When they reach the chamber itself, read:

This is a very large, well lit room. Although the Charon have made a half-hearted attempt to break some glowtubes to reduce the glare. There are many Charon here, bustling about importantly - mostly bioscientists, but you also see four warriors.

You have no doubt this is the Alliance command center. The computers, the communications console, and the holo-table make it obvious. It's not clear what the Charon want here, but they are working feverishly on the computer. No one appears to notice your arrival.

If anyone makes an **Average ♦♦ Xenology** or **Computers check** (depending on if they decide to watch the Charon themselves or analyze their actions themselves) to determine what the Charon are up to. Make sure they understand the urgency of the situation: if the Charon get their claws on hyperdrive ships, they could spread their destruction across the galaxy in a matter of days. If Nothos/Ber'asco is with them, he strongly urges them to stop the scientists, without explaining why.

There are four warriors and seven bioscientists in the room, working to understand and crack the Alliance computer codes. The PCs may take them on in a straight firefight (one warrior and two scientists break for the exit to try and warn Ravik) or they may try a diversion (Ber'asco suggests this course of action should he be asked).

Any unusual noise in the corridor draws two warriors (where they can then be ambushed); or a Force-user may try to make everyone in the room believe that an order was just issued to report to Ravik. If the Force-user targets the warriors, the bioscientists will follow automatically (they obey without question). The same request can be made verbally, either from the shadows or from a wall mounted comlink near the PCs. This will require a **Daunting ♦♦♦ Deception check** to successfully perform, however.

Ber'asco can issue such an order perfectly, if asked. If the PCs haven't discovered that this is Ber'asco, then "Nothos" explains that he picked up the language while hiding on the alien ship. The "false order" ruse will only work once - and only for a short time, at best. When Ravik figures out what happened, he orders all of his forces to respond only to commands from another fully-visible Charon.

Assuming the PCs are able to clear the room, they have about 15 minutes before another patrol shows up (20 rounds if anyone got away to warn Ravik), and an hour before another squad of four warriors and seven bioscientists arrives to relieve the first group. During that time, they may attempt to accomplish any of the following (each takes 15 minutes):

- **Contact Alliance High Command** and drop a report into the hidden-satellite communications loop. This earns them greater Duty rewards at the end of the adventure, but has no immediate benefit; in fact, it will alert Ravik to a human presence in the command room, and 7 warriors

arrive in five minutes.

- **Accessing the Computer to Find the Shipyards** will require a **Hard ♦♦♦ Computer check** unless they possess an access card, in which case the difficulty is reduced to an **Average ♦♦ check**.
- **Accessing the Computer to display the Base Layout** succeeds automatically. Allow the players to see a copy of the schematic included in the previous section.
- **Destroy the Computer.** An **Average ♦♦ Mechanics check** to set explosives, or a **Hard ♦♦♦ Computer check** to wipe the databanks will delay the Charon discovery of the shipyard location by one hour - from 1200 to 1300 hours.
- **Replay the Holo-Record of the Charon attack.** This requires only an **Easy Computer check**. The *Desolate* appears very near the planet's surface, crash-lands, and disgorges the attacking Charon hordes. The view cuts to the command room, where the Rebels see the personnel scrambling to lock the computer controls, then fleeing out the various exits. A tall, rugged man, handsome, despite the small battle scar on his right cheek, stops in front of the holo-cameras and says, "This is Markos Tor. Using our third-level code, look for us at the 'gowcara.' If you can, get to the shipyard and set the self-destruct. I'm going to try, but I think there are too many of them." All the PCs know the code: the word Tor used is Sullust for "cascade."
- **Access the Holocameras for Realtime viewing of Rooms within the base.** An **Average Computer check** will allow the PCs to access the security feeds. About half of the base's internal cameras were ruined in the battle - most victims of the firefighting system, rather than outright blaster damage. When the players tell you where their characters are looking, roll a difficulty die, on a blank, the camera is operational. On any other result, the camera was destroyed. See individual room descriptions for what is happening in them. The cameras in the shipyards are operation, but here are no cameras in the room the Rebels are hiding in.

The Charon Armory

In this chamber, the Charon are preparing their remaining stores of battle armor for the attack on the Rebel shipyard - or, failing that, the eradication of human life on Stronghold. At the moment, two bioscientists are alone in the room, running checks on the 10 suits of armor here.

Once the bioscientists are taken care of, the PCs can destroy the suits with relative ease. A single thermal detonator will out three suits; destroying the suits with blaster fire or by merely pounding on them enthusiastically is a little more difficult, taking five minutes per suit. A lightsaber has the expected effect; eliminating the suit with an unsettling ease with each swipe.

If the PCs have Ber'asco with them, he can attempt to teach the PC's how to sabotage the armor so it will appear normal, but fail to function after only a few minutes' use. To do this, the PC must make both an **Easy ♦ Knowledge (Xenology) check** and an **Average ♦♦ Mechanics check**. A PC can attempt to accomplish this without Ber'asco's help, but both rolls then become **Hard ♦♦♦ checks**. If Ber'asco is still pretending to be Nothos, he will not volunteer the information.

Clever PCs may attempt to don once or more of the battle suits. The Charon are not at all humanoid in shape; it is nearly impossible for humanoids to twist into their battle armor (an **Average ♦♦ Coordination check**). A PC attempting to wear and operate Charon battle armor must make a **Hard ♦♦♦ Piloting (Planetary) check** to even get the thing to move; while in the suit, all checks gain ■■ to reflect the awkwardness of using equipment designed for radically different bodies and minds. In addition, the character must make an **Average ♦♦ Resilience check** every 5 minutes, failure indicating exhaustion and heat prostration. Upgrade all difficulties by one until the character has had at least an hour's rest.

Charon Battle Armor



Vehicle Type/Model: Charon Walker

Manufacturer: Charon Bioscience

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 15.

Passenger Capacity: 0

Cost/Rarity: 50,000/ 10

Customization Hard Points: 1.

Weapons: Forward Mounted Twin Light Blaster Cannon (Fire Arc Forward, Damage 4; Critical 4; Range [Close]; Linked 1), Forward Mounted Concussion Grenade Launcher-this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward, Damage 10; Critical 4; Range [Extreme]; Breach 1, Blast 8, Limited Ammo 20).

The Charon Armory

This room is formerly "the brig," the chamber where Imperial prisoners were kept, though at the time of the Charon invasion there were no Imperials on Stronghold.

The Charon are using the brig for a far more sinister purpose. Here, captured Rebel soldiers are being surgically and genetically altered, turned into mindless slave warriors. If the scientists are not stopped, the captured Rebels will suffer a horrible fate - their bodies twisted and mutilated, their minds warped and destroyed. This is what drove Piet mad.

There are seven Charon bioscientists and four warriors monitoring the progress of their construct experiments. When the Rebels reach the chamber, read:

Within the chamber, you see a vision of pure horror! Lining the room, right up to the door, so close you could reach out and touch them are the captured Rebel soldiers. Each is held to the wall by a band of bright yellow energy, which appears to pulse in time to the heartbeat of the prisoner. Smaller colored balls of light run from the center of the band back into the walls, as if the restraints were sucking the life out of their prisoners.

From the looks of the Rebels, this may not be far from the truth. Some Rebels are farther gone than others - but they all look weak, exhausted, and in pain. It looks like this is where the Charon build their genetic constructs: there are spiderlike limbs grafted to some of the bodies.

Charon bioscientists move slowly about the room, examining each Rebel carefully, like interns in a hospital. They click and flutter among themselves, occasionally prodding the inert body before them, or performing obscene acts of surgery without the benefit of anesthetics. Several warriors lounge at the far end of the room, absorbed in a conversation of their own.



Let "Rebel 1" make an **Average Perception check**. If they're successful, they see their missing relative, imprisoned against the opposite wall! A Charon bioscientist is finishing up work on the Rebel next to them, it is obvious that it will be ready to move to the relative shortly.

As though sensing "Rebel 1"'s presence, the relative slowly looks up - directly to the Rebel! The relative's eyes widen in recognition, a small gasp escapes his or her lips, then, glancing over at the bioscientist next to him or her, the relative looks deliberately away. Just then, the bioscientist finishes mutilating the adjacent Rebel and moves on to the relative. With great courage, the relative doesn't call for help, doesn't even make a sound.


Impress upon the PCs the nightmarishness of the scene, and the casual attitude the scientists have towards the suffering they are inflicting. Then find out what the PCs want to do.

EVENT 7: RESCUING THE PRISONERS


The Charon force here is strong, and random blaster fire will almost surely wound the imprisoned

Rebels lining the walls— or a single  will result in the hit targeting a captive instead of its intended target - even on a successful check. Despite their horror and anger at the terrible things happening within, the PCs have to plan their attack very carefully.

With a little daring, the PCs can actually infiltrate the room. The Rebel prisoners line the wall right up to the doorway, so a PC could simply step in while the scientists are absorbed with their next subject, and stand with is back to the wall so they look at a distance to merely be another prisoner, moving up when the Charon aren't looking. The bioscientists spend about a minute on each prisoner, so a full circuit of the room takes them nearly an hour.

As long as they are reasonably careful, the PCs can do this one at a time, moving like soldiers infiltrating a building, until they are all in position posing as prisoners. Call for occasional **Easy**  **Stealth checks**, but allow the plan to succeed.

Once they are in place, the bioscientists reach their part of the room and begin examining a PC. When they discover the "prisoner" is not restrained, and in fact is armed, they click and hiss with alarm as they back off as quickly as they can. This is the PC's cue to open fire at point blank range. If they do, don't even call for rolls - the bioscientists are mowed down in the first second.

Now the PCs need to contend with the four warriors. Because of their anger and righteous fury at the atrocities they see before them, all the PCs receive a bonus of  to all checks during the battle to reflect their morale. Remember however, any blaster fire in this battle can have terrible consequences.

Once this room is clear of Charon, the prisoners can be freed. Allow "Rebel 1" a touching reunion with his relative. Many are able to move on their own power, and will accompany the PCs. However they are still weak and disoriented, and are of no use in combat. If the PCs have brought Tor and the hidden Rebels, the prisoners are escorted back to cascade. If this encounter occurs first, one of the prisoners suggests that they be taken to the secret hiding place, saying apologetically while almost fainting, that they "are a little worn out, and need some time to rest up before we will be able to fight." If the PCs have some other plans, the prisoners will follow any orders the PCs give them.

The Charon Command Center

This is where Ravik has set up his command center. The place is literally crawling with warriors (about 25 of them, in fact), and would be very difficult to approach unnoticed, unless the character was in Charon battle armor (which itself might arouse some curiosity) or very strong in the Force. A character may reach the chamber door on a **Daunting** ◆◆◆◆ **Stealth check**.

If a character does make it into the area, read;

The first thing you see is a tall Charon warrior, larger and more ponderous than any you have seen so far, completely encased in gleaming black battle armor. All the hustle and determination in the corridor and in the room is focused on this individual. The rasping and clicking of claws is truly terrifying.

A thermal detonator could cause a lot of damage here, but the armor-encased Ravik automatically survives it (he has to live until the adventure's climax, after all), and the character throwing the grenade would be spotted in an instant. If the detonator is left on time delay, have the character's egress slowed by a sudden influx of warriors. Make him think he won't make it out in time - then he slips through and from behind him comes the explosion. Again, the warrior strength is greatly reduced, but Ravik survives.

If the character is spotted, no less than 20 warriors give chase. If the thermal detonator is used, the surviving warriors mull around in confusion and concern for Ravik for three rounds, then give chase. Five warriors are killed for every thermal detonator used.

The Cascade

In this great natural cavern, which is open to the planet's surface, a cascade of water tumbles from a river above, forming a clear, lovely pool in the center of the cavern. Because of the way the light from the sun strikes the crystals in the cave wall, the cascade sparkles with the colors of a thousand rainbows.

The cascade is more than beautiful, as perceptive Rebels and those who have been to the Alliance Computer Command room will find: for behind the water,

cunningly concealed, is the entrance to the tunnel complex where the remaining free Rebels are hiding.

When the PCs near this chamber, read the following:

Up ahead you hear a hissing, roaring sound that is hard to identify. It gets louder as you approach; if there is anyone in the chamber up ahead, you couldn't possibly hear them, nor they you, over the noise.

When the PCs enter the chamber, they see:

A mighty torrent of water rushes from a gap in the ceiling of this huge chamber, and tumbles down a sparkling, sun-lit path to a pool below, where it rushes away into a crevice in the chamber floor. A channel has been etched into the north wall of the cavern by the millennia's passing of this rainbow crusade.

Rebels who heard the holotable message in the Alliance Command room should have no trouble finding the secret door cut into the rock behind the cascade. Others will require a **Daunting** ◆◆◆◆ **Perception check**. This check can be reduced to an **Average** ◆◆ **check** if they state they are checking the waterfall specifically. Once found, the door opens easily with a gentle push.

Just behind the cascade door is a group of five Rebel "soldiers." Two wounded troopers, two oldsters, and a young mother. A blaster is a blaster, however, and all five are armed and concealed behind cover, in the dark, granting ■■■■ to any attempt to attack them. A PC who makes a **Hard** ◆◆◆ **Perception check** hears a slight rustle as the guards move into position, otherwise, the once all the PCs are inside they are quite startled when a voice rings out;

"Hold it right there before we blast ya'," grates an old, human voice. "What's the password? Friend or Foe?"

Let the PCs roleplay their way out of this one; there isn't really any password, the old commander of the scratch guard unit is simple scared to death. They

certainly won't shoot at any humans without severe provocation. If the PCs open fire, the guards will perform a fighting retreat from cover to the other Rebels nearby.

Once they know who the PCs are, one of the guards escorts the heroes through a twisting, turning maze of tunnels, to a chamber where Markos Tor has set up an impromptu command post. Tor greets the PCs warmly, fills them in on any details of the invasion they may not know, and asks gravely if they can spare one medpac for a wounded Alliance fighter. If the heroes have the "Rebel group" of the freed prisoners with them, there is a joyful reunion.

Rebel Scratch Guard (Minion)



Skills (group only): Melee, Ranged (Heavy), Vigilance.
Talents: None.

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

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

EVENT 8: MARKOS TOR AND THE REMAINING REBELS

Markos Tor is the only able-bodied Rebel fighter on Stronghold still free; the others have all been captured and taken to the construct-chamber. Tor and his astromech, R2-D8, were on leave at the safe-world visiting his wife and new baby when the attack occurred, and, as the highest ranking soldier, took command. He is a noble and heroic man, but a little out of his depth. He knows the tunnels fairly well, but will bow to the PCs decisions at all times, frankly rather gratified to be able to turn over command to somebody else.

If the Rebels soldiers are still imprisoned in the construct chamber, Tor suggests making that the first priority. If they are already free, Tor explains the dan-

ger of the Charon finding the Rebel shipyard. He tells the PCs its location (if they haven't already learned it for themselves) and gladly joins them in an attempt to break through the Charon patrols to set the self-destruct.

At the PCs request, he sends a lieutenant to gather the Rebel forces for a rendezvous at a time and place of the PCs choosing. The NPC Rebels have enough blasters for 10 of their people to go armed (though there are many additional weapons in the shipyard). Tor, D8, and two other Rebels will accompany the PCs immediately to provide fire support; the other Rebels will stay behind to protect the civilians and get ready for the upcoming fight.

Markos Tor (Rival)



Skills: Cool 3, Gunnery 2, Piloting (Space) 3.

Talents: None.

Abilities: None.

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

The Shipyard

The Rebel shipyard can be reached in one of two ways. From the interior of the Stronghold base, the passage leading to it is very well concealed in the rock at the corner of the tunnel shown. A Charon rest station has been set up in the marked location, and 10 Charon warriors block access to the hatchway.

The shipyard can also be reached from the outside, through the hangar doors. The only approach aboveground is across a large open space; once the Rebels are half-way across, a Charon patrol spots them and relays a report to Ravik. Finally, a tell-tale in the command center lights up and beeps when the

hangar doors are opened, immediately telling Ravik the shipyard's location.

The inside of the shipyard resembles the Rebel base on Yavin or Hoth: a large, dark hangar deck with six T-16 skyhoppers, five two-man BTL-S3 Y-Wings fighters, and 17 short haul freighters without any weapons. On one wall is the self-destruct activator. Using this starts a 30-minute delay sequence, at the end of which the hangar explodes spectacularly (it was designed, with Imperial attack in mind, to destroy the base's usefulness rather than to prevent capture of a few ships).

The skyhoppers can be made ready to fly in 10 minutes; the Y-Wings and other vessels would need 45 minutes of prep time.

Incom T-16 Skyhopper



Vehicle Type/Model: Air Speeder/T-16 skyhopper.

Manufacturer: Incom Corporation.

Maximum Altitude: 300 kilometers.

Sensor Range: Short.

Crew: One pilot.

Encumbrance Capacity: 12.

Passenger Capacity: 1.

Cost/Rarity: 7,500 credits/2.

Customization Hard Points: 3.

Weapons: Forward Mounted Light Repeating Blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

EVENT 9: THE CHARON FIND THE SHIPYARD

Read the Cut-Scene below at 1200 hours if the PCs have not destroyed the Alliance computer, at 1300 hours if they have. Alternatively, read it once the PCs have managed to complete all other Events, or once they have set the self-destruct mechanism in the shipyard.

Event 9 ends Episode 3, as the Charon prepare to attack the shipyard. When this event occurs, use the cut-away below then start Episode 4.

BTL-S3 "Y-Wing" Starfighter



Hull Type/Class: Starfighter/BTL Y-wing.

Manufacturer: Koensayr Manufacturing.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: None—astromech droid socket.

Sensor Range: Close.

Ship's Complement: One pilot (one gunner in BTL-S3).

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 80,000 credits/4.

Customization Hard Points: 1.

Weapons: Turret-mounted twin light ion cannons (Fire Arc Forward [Fire Arc All for S3 Variants]; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

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

Cut Away to Charon Command Central

INTERIOR: STRONGHOLD, CHARON COMMAND POST: *The camera follows a Charon warrior as he strides purposefully up to an imposing figure in black battle armor. All about, Charon warriors and bio-scientists move to unknown locations with great speed.*

The warrior stands before the awesome figure, which hisses a command in the Charon language. The warrior replies.

WARRIOR: (subtitled) The location of the shipyard has been discovered, my lord and prophet.

LEADER: (subtitled) Very good. Very, very good indeed! Recall all patrols, send a scouting party to make certain of your find, and assemble the line of battle. Soon we shall be free of this planet - free to spread our Holy War across this tainted galaxy! Go!

EPISODE 4: THE STORM MOVES IN

In this episode the Rebel PCs see the Charon battle plans unfold, as Ravik prepares to attack the shipyard. All the plot timing elements come together now; Charon battle-armored warriors, supported by washes of death mist, battle Rebel heroes and survivors against the backdrop of a raging storm. At stake: the fate of the galaxy!

THE CHARON PREPARE

Episode 3 ends when the Charon discover the location of the shipyard, either via the computer or by patrol. This episode covers the Charon battle preparations. If the Rebel heroes seek to monitor the Charon's activities, this section describes what they find in various parts of Stronghold. If the PCs remain with the Rebel forces (or hide away in some other area) during the entire battle preparation period, skip the episode and use the optional cut-scene.

The Charon Command Center

If the PCs are monitoring or make their way to the command center after the shipyard is located, they see the Charon preparations for battle. In the corridors just outside the center, warriors and bioscientists run to and fro, gathering up resources, making last-minute patrol sweeps, or reporting in from their former duty-stations. Characters in battle armor have no trouble blending into the crowd, but only Force-users not in armor have a chance of sneaking in.

In the command chamber itself, Ravik sits patiently, snapping an occasional order to those that pause and salute before him. His plan is simple: the warriors will approach the shipyard from the surface in loose formation, giving ample time for the death mist to affect the defenders once the shipyard bay doors are open. If the self-destruct is activated, Ravik knows he has little time. The attack is made more quickly and in tighter formation. Likewise, should the PCs have destroyed the death mist generator, then the same will occur as Ravik will not have the mist to back up his troops.

Once inside the hangar, the warriors will destroy any opposition and create a defensive perimeter

while the bioscientists dismantle the self-destruct, if necessary. Once all of that is accomplished, the scientists will fuel and ready the ships for hyperspace. Unless stopped, the Charon will then leave this world behind and seek more populated areas to purge.

If the PCs hang around the command chamber and watch further, require some skill checks and roleplaying to avoid detection; a warrior snaps an order at an armor clad PC, or a bioscientist stops and stares for a moment at a Force-users hiding place. Build the tension; the character can escape detection most easily by doing nothing at all: the busy/suspicious Charon moves on. If the character acts rashly, however, he may be discovered and forced to flee.

If, after this, the PCs decide to push their luck and stay longer, they hear an important piece of information: Ravik orders a small patrol of warriors to make their way through the newly discovered secret tunnels to the shipyard, attempting to take the defenders by surprise and hit them from the rear.

Once these various orders have been given, a warrior approaches and informs Ravik that the small army is ready on the drilling field. Ravik rises ponderously from his seat, and the remaining Charon in the room follow him out the rear exit to the surface. The Charon command center is then empty.

The Charon Command Center

The Rebels can reach the drilling grounds from either the Charon command center after it is abandoned, or directly over the surface from the shipyard. Remember to mention the deteriorating weather conditions if the latter is the case.

When they reach a safe vantage point, read the following aloud:

Spread out in row upon row of horror are, most probably all, the Charon on Stronghold: fully 100 warriors and an equal number of bioscientists stand in orderly formation upon the rocky field. Their cilia vi-

brate in chilling unison; their claw-clashes are dreadful, echoing hollowly in the cool air. Rain is falling, and the rumble of thunder can be heard in the distance. A great battle-armored figure stands before the troops in silent review.

If this is the PC's first view of Ravik and they have Ber'asco with them, he identifies this one as the target: during battle, Ber'asco must confront this figure. If Ber'asco is still pretending to be Nothos, he says nothing.

If the heroes have not destroyed or stolen all the battle armor suits, read the following as well:

One small unit of warriors is clad in the fearsome Charon battle armor. They practice combat moves on one another, standing easily against blows that would fell an ordinary foe. The crash of armored claw on armored body is terrible to hear.

Additionally, if the Rebels have not destroyed the death mist generator, read this as well:

A reddish mist swirls all about the legs of the nightmare assemblage. Even from your vantage point, through the steady rain, you smell a sickly sweet order that cloy in your nostrils and makes your skin tingle most unpleasantly.

And, finally, if the PC's have not freed the Rebel soldiers from the construct chamber, read:

At one end of the row of bioscientists are a collection of horrible beings that look like a cross between human and Charon. They leap like capering demons, waiting for battle.

Allow "Rebel 1" a **Hard Perception check**, if he succeeds, allow him to notice that one of the gibbering monsters has a birthmark/tattoo/piercing that

matches one his relative had. If any of the PCs are using the Morality system, such a revelation carries with it 2 Conflict.

If by some chance the PCs have collected troops and wish to attack here, go immediately to Episode 5 and run the "surprise attack" battle. Otherwise, the Charon soldiers begin moving forward, toward the shipyard entrance and galactic conquest.

Optional Cut-Scene: Charon Preparations

EXTERIOR: STRONGHOLD: *The wind whips in from the east, pushing before it a driving rain. Lightning flashes in the distance, followed shortly thereafter by the long, ominous roll of thunder. The camera pans across row after row of Charon warriors, mandibles and claws clacking horribly. Pan to a stone facing and through a tunnel mouth to ...*

INTERIOR: STRONGHOLD, CHARON COMMAND POST: *A great figure in black battle armor sits on a rock, facing a small desk upon which plays a holo-image of the Rebel shipyard. A warrior enters the chamber and salutes.*

WARRIOR: (subtitled) The preparations are made, my lord and prophet. The warriors are ready for battle.

LEADER: (subtitled) Good. We will sweep aside all opposition and take immediate control of the vessels - then our scientists shall lead us to planets teeming with disease-cultures to be obliterated! Come.

The figure rises ponderously from his seat and strides to the door. For one brief moment we see it's face: a human caricature on a Charon body. Cut to ...

Death Mist Generator Room

If the PCs have not already destroyed the generator, they find the whole room boiling with thick clouds of red mist. No human can survive entry into this room without Force powers, space suits, or Charon battle armor. If a PC has any of these, he or she can enter the room and destroy the generator. Otherwise, they are too late.

If they have already destroyed the generator, the PCs find two bioscientists here, making a half-hearted attempt to effect repairs; they can be killed or driven off easily.

Construct Chamber

This room is abandoned. All that can be found here are traces of blood and a lingering taste of pain and misery echoing through the Force.

Other areas of Stronghold

The rest of the base is completely empty and quiet. The Charon armory is empty. The Alliance computer center is still intact and can be accessed as in Episode 3; though destroying the computer is totally pointless, the Rebels can now use the communications equipment without fear of detection. The Rebel forces are still behind the cascade if not yet discovered. The secret tunnel to the shipyards is unguarded (the sneak attack has not yet been launched).

TIMING THE ELEMENTS

If the PCs have moved with reasonable speed, the adventure elements will come together of their own accord. The Charon discover the shipyard's whereabouts at 1200 or 1300 hours, and the Rebels learn of their discovery via direct observation or cut-away. The storm, death mist, and the PCs themselves are all in position for the final battle.

But what if the PCs are uncooperative? This section gives guidelines for troubleshooting if the players act in an unusual sequence, or are unusually fast or slow.

The Storm

This is the easiest adventure element to handle, since the weather is inevitable. The storm arrives at the allotted time and stays around as long as is necessary. The purpose of the storm is to provide a dramatic background (thunder, lightning and rain) for the final battle, to hamper the PCs movement on the surface, and to explain why the effects of the death mist are diminished.

The only problem comes if the Rebels reach the shipyard very early, thereby alerting the Charon to its presence very early, as well. In this case, simply bring in the storm ahead of schedule. When the PCs reach the shipyard and open the hangar doors/set the self-destruct, it begins to rain, and by the time of the Charon attack, the storm is in full swing.

The Death Mist

The death mist generator has two states: intact and destroyed. If it is intact, it begins producing death mist at 1030 hours, as listed. The PCs notice the odor, but suffer no ill effects until the battle. If the generator is destroyed, then there is no mist to worry about. Effects of the death mist are described in Episode 5.

The Remaining Rebels on Stronghold

If the PCs do not find the hidden Rebels and fail to encounter the group of youngsters and free the captive soldiers, then you must find another way to introduce them to Markos Tor and the Alliance forces.

This isn't particularly difficult. The Alliance forces aren't needed until the Charon launch their attack, and once the Charon do so, they cease patrolling the base. At that point, the Alliance forces begin making cautious reconnoiters of the base and surrounding areas. They can then run into the PCs in the base, on the surface, or at the shipyard itself.

The meeting can be very dramatic indeed, if the time to coincide with the appearance of the Charon on the field of battle.

Finding the Shipyard

It is entirely possible that the Charon will find the shipyard before the PCs do. If the PCs have met

Markos Tor by then, he can tell them where it is. If they have not, however, things get more difficult.

Use the cut-away to alert the Rebel PCs to the danger. If their next action takes them to the Computer Command Center or the Cascade, simply assume that the Charon battle preparations took longer than expected and allow the PCs to reach the shipyard before the Charon launch their assault. If the Rebels are more or less at a loss and seem unlikely to go anywhere useful, then have them run into a group of Rebels as in the "Remaining Rebels" section previous.

BRINGING IT ALL TOGETHER

Here's a summary of the sequencing, so that you can make sure everything comes together in the most dramatic way:

The Charon discovery of the shipyards triggers Episode 4; Episode 4 ends when the battle is ready to begin. In Episode 4, the PCs meet and organize the Alliance forces and find the shipyard. They can reach the shipyard in about the same time as the Charon forces do; if the PCs are already there, the Charon forces (and Stronghold Rebels if necessary) arrive when there is 15 minutes to go on the self-destruct.

The storm rages on up above as battle suited figures and hundreds of fighters line up on both sides, then

BATTLE BEGINS

Once the Rebels hear the optional cut-away, or observe the Charon attack forces moving toward the shipyards, they must defend the shipyard (or attack from the rear) or all is lost. Allow a few moments for the players to make battle plans, but no too long: they'll have more time to plan while you explain the battle.

Finally, before moving to Episode 5, allow the characters to attempt healing (both regular and Force assisted if available) or to perform any other important last minute activities such as communicating with Alliance High Command. Then go to the battle.



EPISODE 5: THE BATTLE BEGINS

In this episode, the player characters and the Rebel forces battle the Charon warriors for possession of the shipyard. This battle can be run as a standard scenario, or, if you have access to the *Age of Rebellion Game Master's Kit*, you can use the Squad and Squadron rules to resolve the epic conflict.

LEADING INTO BATTLE

The final battle is the climax of this adventure. If the players have done well, their characters should be able to triumph with a modicum of good planning and a little luck. If, however, they have failed to accomplish the objectives of the first four episodes, the battle will become a desperate struggle against long odds.

It is important for you to set the stage so that the battle can be the focus of attention, rather than having to switch back and forth between the battle scene and other PCs off doing something else.

BRINGING IT ALL TOGETHER

If, as the battle is beginning, PCs are still wandering the corridors of Stronghold, or examining the wreck of Desolate, or hiding in the hills, or attempting to bring their ship into battle ... it may be difficult to run the multiple actions at the same time.

Complete the separated actions as much as feasible, then bring them into the battle later if the situation warrants. For example, if some PCs split from the group to go and retrieve their ship (hoping to use its weapon systems in the battle) complete their trek to the ship and warmup, then switch to the battle. Halfway through the battle the ship can make a dramatic arrival to save the day.

Or suppose a group of PCs are still in Stronghold, trying to destroy the red mist generator. Run that entire encounter, then start the battle. Have the mist begin tapering off as the battle goes on, and then have the separated PCs encounter the sneak attack in the tunnels when you introduce it. If at all possible, it is best to get all the PCs back to the battle scene

before the battle starts.

Note that, under any circumstances, the Rebels will be forced into a confrontation. Even if they decide the best tactic is to close up the shipyard doors and hide, the Charon will simply array their forces in front of the doors, batter them down, and swamp the Rebels in the tight quarters of the shipyards with overwhelming numbers. The Rebels will have no chance against the superb infighting skills of the Charon in the enclosed spaces of the shipyard. If the PCs seem intent upon such a suicidal course of action, Markos Tor strongly urges against it, citing his previous experience and losses in hand to hand skirmishes with Charon.

Having never planned a military engagement before, your players may not know how to set up for the battle. If they seem at a complete loss, allow them to make **Hard ♦♦♦ Knowledge (Warfare) checks**, with each success amongst them accumulating their battle knowledge as below:

- **1 Success:** The Charon will attack en masse, attempting to break into the shipyard to secure the hyperdrive ships
- **2 Successes:** As above, plus: If battle armor is working, the battle armor will be in front to soften the defenders. The Charon will also rely on death mist to weaken the Rebels. Hiding in the shipyards is a bad idea; the Charon are terrific hand to hand combatants. Once they batter the doors down, the Rebel soldiers are in serious trouble
- **3 Successes:** As above, plus: The warriors and bioscientists have no ranged weapons, but can move with amazing speed to close into melee range. Since the enemy must attach, keeping just outside their optimal range and conducting a fighting withdrawal is key to victory
- **4 Successes:** As above, plus: The Charon will not break regardless of casualties taken, unless their leader is destroyed. Concentrate fire on their leader is the best bet.

- **5 Successes:** As above, plus: It is possible the Charon have found the secret entrance to the shipyard be now. If so, they may be planning a flanking attack through the tunnel while the surface attack progresses. Smart credits leave a contingent in the shipyard to deal with that threat

RUNNING THE BATTLE

If you are running the battle as a standard scenario, here are some guidelines to help speed the battle up.

Each round, the Rebel forces and the Charon engage across the field of battle. Describe the scope of the battle to the players; the rain, the lightning, the thump of Charon battle armor, the sizzle of blaster bolts, and so on. If the PCs did well in the early encounters and found all the Rebels in time to arm them and so forth, describe how the Rebels begin to get the upper hand as the battle goes on. If the PCs didn't do so well, describe how the Charon are beginning to overwhelm the defense. See "PCs in the Battle" below for tips on how make the battle dramatic and exciting.

If you are running the battle using the Squad rules from the *Age of Rebellion Game Master's Kit*, there will be 10 squads of Charon warriors in this battle, consisting of 9 Young Charon warriors and a single leader that is a Charon Warrior. If the PCs didn't rescue the Rebels, then there are also 5 squads of Charon Bioscientists, each made up of 5 Hasty Constructs with a Bioscientist leader. If the PCs didn't destroy the battle armor in the Armory, then there are also 5 Charon warriors in Battle Armor. Finally, there is Ravik himself.

The Rebels number from 2 to 10 squads of Rebel Infantry. If the PC's rescued the Rebels from becoming Constructs, then they have 8 squads, each squad Alliance Infantry of 5 members with a single SpecForce Infiltrator leading them. They also have Markos Tor and his 9 men, and a 5 man squad of the scratch guard. Should the PCs have developed a plan that allows for a fighting withdrawal, the Rebel squads will each have 6 rounds of fire in which the Charon will not be able to return fire. If the PCs planned poorly, then this will drop to 2 rounds.

To help visualize the battle, set up a map or piece of paper that shows the arrayed Charon and let the PCs mark the Rebel positions on the map. This is invaluable for allowing the PCs to shore up weakening fronts and to keep track of the various strengths of the squad.

Keep in mind that if the PCs left no one to guard the secret tunnel, they won't know a Charon squad is there.

THE PC'S IN BATTLE

To involve the PCs in the battle without getting too bogged down in detail, let them face individual foes on the battle field as they see fit. The terrain is mostly flat, lightly covered with boulders and small rocks, providing poor cover and good for the defenders. Allow them to use their free maneuver to move to any of the forward Charon groups with abandon. If not using squad rules, then the same set up (i.e 9 Young warriors and a Charon warrior) can be used, forming a single minion group with a Rival "escort."

Run the fight to its conclusion, then use your judgement to decide whether the Rebels are winning or losing. Encourage your players to make daring, heroic plans, such as attempting to get Ber'asco near Ravik, acting as bait to draw open a seam in the enemy lines for Ber'asco to get through, or single-handedly delaying a squad of warriors long enough for a Rebel squad to get into a flanking position. If the PCs attempt something heroic, throw a lot more of the stronger warriors at them in the mix, but if they succeed, let the tide of battle swing dramatically in their favor.

THE CLIMACTIC MOMENT

The battle climaxes when the PCs face Ravik himself. At first, Ravik stays out of the fighting as much as possible, using his rocket pack to move behind the lines, keeping his forces moving forward as rapidly as possible. If the Rebels are losing, he eventually tires of waiting for the warriors to crush the last kernel of resistance (the PCs) and moves forward to take care of it himself. If the Rebels are winning, then he leads his remaining forces in a last, desperate charge, scattering the Alliance forces in his path, moving inexorably towards the shipyards, until all that stands in his way are a small group of Rebel heroes...

As the PCs get nearer to Ravik, tell the players that the storm has grown more fierce, the battle more intense. All that they have done here, all the pain and suffering that the Alliance forces have gone through, it all boils down to this:

Ravik must be destroyed.

First, the PCs have to deal with his body guard. The size of the bodyguard is determined by the success the Rebels have had up until point. If they are winning, they must face a bodyguard of 6 Charon Warriors – the last ditch Charon defense. If they are losing, Ravik is accompanied by only three warriors, the others are all off helping secure the victory.

When the PCs meet Ravik, they can either try to overpower him with conventional weapons, or allow Ber'asco to close alone if he is with them. Run the encounter normally, ... be sure to describe the swirl of battle all around them, the rain, the death mist, and Ravik's roaring battle cries as he contests the PCs. When Ravik is nearly defeated (flipping a Destiny Point if necessary) or Ber'asco confronts the armored figure, the climax occurs.

BER'ASCO CONFRONTS RAVIK

If the PCs have brought Ber'asco with them, read the following when Ber'asco confronts his enemy:

Through smoke and rain, the hated Ravik approaches, ready to destroy the last group of Rebels standing in his way.

"You fought well, my young friends!" his voice rings out, his madness plain for all to hear. "But now it is time to join the Void. Come. I will be merciful. You will die quickly."

Suddenly, the figure of Bane Nothos stands up and strides towards Ravik. Ravik stares, then laughs, wildly, evilly.

Is there no getting rid of you, Ber'asco? I thought I had seen the last of you when I stole your body and locked you in the computer. Oh, I was quite surprised

"when you turned up alive and tried to reclaim the Desolate - but I was SURE you died in that unpleasant crash landing! My, you are a hard spider to kill, aren't you? Wee, if at first you don't succeed ..."

Ber'asco reaches Ravik, and the construct wraps his huge arms about the smaller figure, seeking to crush it in an obscene embrace. Then, Ber'asco attacks Ravik with his mind, attempting to wrest control of Ravik's body. Both figures freeze.

An eternity passes. Across the battlefield, all fighting ceases, as both sides strain to see the outcome of the battle.

Silence. Then:

"You lose again, my friend." It is Ravik! You hear a sharp crack as he crushes Ber'asco's spine.

Ber'asco screams, then, with his last ounce of strength, reaches up and slams an angry fist into the rocket pack control panel on Ravik's battle armor. There is a flash of light and a shower of sparks as the rockets ignite in an uncontrollable burnout, sending the two figures arching over the battlefield, trailing smoke, flame, and Ravik's shouts of surprise and pain.

High in the sky, the two figures separate. One continues on its cometary path, racing through the air out of sight beyond the hills. The other falls to the ground near you, a shapeless bundle of blood, and tissue and bone. Seconds later there is a bright flash of light and the ground shakes.

Then, nothing.

PC'S FIGHT RAVIK

If the PCs fight Ravik on their own, without Ber'asco, use the following ending:

Through smoke and rain, the hated Ravik approaches, ready to destroy the last group of Rebels standing in his way.

"You fought well, my young friends!" his voice rings out, his madness plain for all to hear. "But now it is time to join the Void. Come. I will be merciful. You will die quickly."

Continue the battle. Ravik moves forward rapidly, seeking to crush the Rebels to death in his lethal embrace. When the Rebels incapacitate or score a hit that would result in a lethal critical injury, read the following:

Your shot slams into the rocket pack control panel on Ravik's battle suit! There is a flash of light and a shower of sparks, then the rockets ignite in an uncontrollable burnout, sending your opponent high into the air, trailing smoke, flame and Ravik's shout of surprise and pain.

Ravik tears through the sky, arcing over the hills and out of sight. Seconds later there is a bright flash, and the ground shakes.

Then, nothing.

BATTLE AFTERMATH

If the Rebels win the battle, it is a sad victory, for some valued friends have fallen during the fighting. Describe the continued sullen rain, the utter stillness of the field of battle. The Rebel forces are subdued as they tend the wounded and gather up the dead. Use the following section to "wind up" the adventure.

HUNTING CHARON

There are still Charon in the tunnel system (and most likely the surface, since survivors fled after Ravik's death), but they are disorganized and demoralized. A group of Rebels volunteer to enter the tunnels and hunt stray warriors; the PCs may join them if they wish. You can use this as a time filler to end the evening if necessary. When the evening is about over, the last Charon is killed and the Rebels return to say their farewells.

GOOD-BYE TO MARKOS

The Rebel heroes make their farewells to Markos Tor. He promises to keep in touch, and to make sure that Alliance High Command is made aware of how valuable the PCs help was. You can use Markos again in later adventures as a "known" NPC Rebel. If any PC particularly befriended Tor (remember that he is married), Tor gives him or her a deluxe, high memory datapad (this adds 1 to any Knowledge checks the character makes).

TRANSITION TO EPISODE 6

Episode 6? The adventures over, right?

Wrong. It's important, though, that your players think it is. That way, they'll truly be shocked by the exciting conclusion to *Otherspace II: Invasion!*

KEEPING THE SECRET

One way to keep the secret is to give out the adventure awards now. Update the characters Duty and Contribution scores, handle Conflict and Morality gains/losses if you have Force users, and allow the PCs to get their experience awards.

After giving the awards, end the evening. Tell your players you'll handle the expenditure of experience next session. Use the cut-scene on the next page to "wrap things up" for the night.

REBEL FORCES

Markos Tor (Rival)



Skills: Cool 3, Gunnery 2, Piloting (Space) 3.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, astromech droid.



Rebel Scratch Guard (Minion)



Skills (group only): Melee, Ranged (Heavy), Vigilance.
Talents: None.
Abilities: Covering Fire (may spend a maneuver to add +1 ranged defense to up to three allied characters or minion groups within short range until the end of the next round; this does not stack with multiple uses).
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), blast vest (+1 soak).

SpecForce Infiltrator (Rival)



Skills: Melee 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Stealth 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Stalker 2 (add to all Coordination and Stealth checks).
Abilities: Shadowed (when in darkness or deep shadow, add to all Stealth checks), Swipe 1 (spend during melee combat to cause an engaged opponent to suffer 1 strain).
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), reinforced blast vest (+2 soak), encrypted comlink.

Cut Away to Rebel Vessel

EXTERIOR: REBEL VESSEL: *The camera rests on the Rebel flight crew, who are grinning and shaking the hands of the Rebel heroes as they prepare to board their ship.*

CREWMAN 1: Good journey. May the Force be with You.

CREWMAN 2: We've fueled her up and checked her over. Everything's in good condition. I hope to see you again one day.

Fade to:

INTERIOR: REBEL VESSEL: *The camera peers through an observation port, as the world of Stronghold slowly fades way until it is a tiny point of light.*

Cut to ...

CREDITS AND CLOSING THEME



Rebel Infantry Soldiers (Minion)

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W THRESHOLD 5		M/R DEFENSE 0 0	

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

Talents: None.

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

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

Incom T-16 Skyhopper

2	4	+3	0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
			TIT THRESHOLD 4		SS THRESHOLD 6		

Vehicle Type/Model: Air Speeder/T-16 skyhopper.

Manufacturer: Incom Corporation.

Maximum Altitude: 300 kilometers.

Sensor Range: Short.

Crew: One pilot.

Encumbrance Capacity: 12.

Passenger Capacity: 1.

Cost/Rarity: 7,500 credits/2.

Customization Hard Points: 3.

Weapons: Forward Mounted Light Repeating Blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

Ber'asco/ Commander Bane Nothos (Rival)



3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W THRESHOLD 15		M/R DEFENSE 0 0	

Skills: Discipline 3, Knowledge (Warfare) 2, Ranged (Light) 2, Vigilance 2.

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

Abilities: Tactical Direction (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free maneuver or add to its next check), Overwhelming Fire (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free combat check action).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), long range comlink.

CHARON FORCES

**Ravik
(Nemesis)**



**Charon Warrior
in Battle Armor
(Nemesis)**



5	3	4	3	4	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
10	30	20	1 1

Skills: Charm 3, Coercion 4, Cool 3, Deception 4, Discipline 3, Knowledge (Core Worlds) 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Plausible Deniability 4 (remove ■■■■ from all Coercion or Deception checks), Supreme Inspiring Rhetoric (as a maneuver, may make an **Average** (◆◆) **Leadership check**; each ☆ removes 1 strain or wound from one ally in short range; spend ♣ to remove 1 additional strain or wound from an affected ally; all affected allies add ■ to all checks for 4 rounds).

Abilities: None.

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), two stun grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun damage), bolas (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), armored shell (+1 defense, +4 soak), jetpack, utility belt.

4	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
8	19	10	1 1

Skills: Coercion 3, Computers 4, Gunnery 5, Mechanics 3, Melee 3, Ranged (Heavy) 5, Ranged (Light) 5, Piloting (Planetary) 3, Piloting (Space) 3, Vigilance 2.

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

Abilities: None.

2	2	0	DEF. FWD/PORT/STARBORD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	3
			HT THRESHOLD	SS THRESHOLD
			6	5

Vehicle Type/Model: Charon Walker

Manufacturer: Charon Bioscience

Sensor Range: Close.

Crew: One pilot.

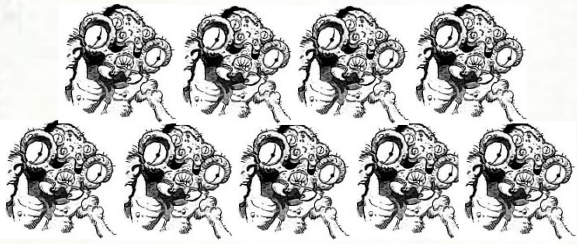
Encumbrance Capacity: 15.

Passenger Capacity: 0

Cost/Rarity: 50,000/ 10

Customization Hard Points: 1.

Weapons: Forward Mounted Twin Light Blaster Cannon (Fire Arc Forward, Damage 4; Critical 4; Range [Close]; Linked 1), Forward Mounted Concussion Grenade Launcher-this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward, Damage 10; Critical 4; Range [Extreme]; Breach 1, Blast 8, Limited Ammo 20).



Young Charon Warriors (Minion)

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 5		M/R DEFENSE 0 0	

Skills (group only): Brawl.

Talents: None.

Abilities: **Cunning Ambusher** (opponents add ■ to Initiative checks), **Neurotoxin** (If a target is successfully hit by the Charon's melee attacks (whether or not he suffers damage), the target must make an **Average** (◆◆) **Resilience check**. The target suffers 5 wounds if he fails, plus 1 strain per ☹️. ☹️ means the target must check against the poison again at the start of his next turn).

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).



Hasty Construct (Minion)

3	2	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 5		M/R DEFENSE 0 0	

Skills (group only): Brawl.

Talents: None.

Abilities: None.

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

Charon Warriors (Rival)



3	3	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 16		S. THRESHOLD 12	
				M/R DEFENSE 1 1	

Skills: Athletics 2, Brawl 3, Melee 1, Resilience 2, Vigilance 1.

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

Abilities: **Cunning Ambusher** (opponents add ■ to Initiative checks), **Neurotoxin** (If a target is successfully hit by the Charon's melee attacks (whether or not he suffers damage), the target must make an **Average** (◆◆) **Resilience check**. The target suffers 5 wounds if he fails, plus 1 strain per ☹️. ☹️ means the target must check against the poison again at the start of his next turn).

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

Charon Bioscientist (Rival)



2	2	4	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills: Astrogation 1, Computers 1, Mechanics 2.

Talents: Gearhead 1 (remove ■ from Mechanics checks).

Abilities: None.

Equipment: Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

EPISODE 6: AFTERMATH

In many movies, the climax appears to have been reached, but a final shocker awaits the audience mid-credits. As we all know (from being scared out of our seats) this can be a very effective cinematic technique. Unfortunately, this can be quite difficult to achieve in a role-playing adventure, since it is usually obvious that there are more pages to go. In this adventure, however, with any luck, your players will be completely unprepared for the final encounter.

In this episode, the PC's must defeat Ravik, who has hidden aboard their ship, making one last attempt to kill those who have foiled his well laid plans.

PREPARING FOR THE FINAL ENCOUNTER

To maintain the suspense and surprise element of Ravik's attack, it is important to prepare for the final encounter without giving away the fact that something is about to happen, while at the same time giving the players a chance to influence the outcome.

LEADING INTO THE "NEXT" ADVENTURE

If you run adventures that are consecutive time-frames, the final episode can be integrated smoothly into your campaign. Simply give your players whatever preliminary information you usually provide, and pick up as they travel in hyperspace back to Alliance High Command.

If, on the other hand, you are in the habit of running disjointed adventures (those with lapses of time or those that typically begin *in media res* like these adventures) then a little more work will be needed. In this case, a little preparation and misdirection may be handy.

A LITTLE MISDIRECTION

Do everything you normally would for a session; have the next adventure module or notebook on the

table, if you (like I do) make the next script available before the game, give out the script for the next adventure as you normally would. Do everything in your power to give the appearance that you are moving on to the next adventure in the queue.

You aren't moving on though. Make either a photocopy or just jot down the stats for Ravik in this section. In advance of the session, photocopy the actual mid-credits script from the next page and have a copy ready for yourself and each player. With these steps done, you should be ready to surprise your players. Put these in the opening of the next adventure and wait patiently for the players to start.

SPRINGING THE SURPRISE

If your players are anything like my players, they're going to want to spend their XP, and they won't let you forget it. When they ask to do so, spring the trap. Explain there is just one more thing to take care of before they spend experience, and then hand out the mid-credits zinger script to everyone!

Ravik's Flight

This information is for you, the GM.

Pain!

He did not remember such pain, ever. There had been pain of a different sort when he first contested Ber'asco, but never like this!

The Rebel scum had brought pain to the very core of his being. He had not given into the pain, as they must have expected of him, so he had triumphed in a way. The thought brought strength to him.

He slowed his flight carefully, moved silently among the rocks, drawing ever closer to his quarry. Food and water were not necessary; his body could operate for long periods without. He had time. He knew where the hated ones' vessel was. He would board it, and when the time was right, they would die.

GM: Interior: The Credits cut to a Rebel vessel in hyperspace. Camera pans across six Rebels busily working the controls of their vessel, then focuses on one of the Rebels, who sits smiling at the controls, looking at a holo-image of a relative. A small light begins flashing on the instrument panel. He looks curiously at it.

CAST

1st Rebel: That's odd. The hyperdrive motivator is showing an error. Looks like you didn't bolt it down as well as you thought.

2nd Rebel: Oh no, I torqued it to the recommended specs!

3rd Rebel: Yeah, but nothing works at the "recommended spec" on this bucket of bolts.

GM: Cut back to the first Rebel, who looks hurt.

1st Rebel: Hey, she's not a bucket of bolts. She's 'highly tuned.'

4th Rebel: (softly) She's definitely highly something, all right.

5th Rebel: (laughing) All right, all right, I'll go check it out.

GM: Interior : Rebel Vessel's Maintenance Area: Camera follows the Rebel as they enter the Maintenance Area. A burst of steam shots from a grated plate on the floor, filling the chamber with a cloudy haze.

5th Rebel: Wow, when this ship breaks she really breaks!

1st Rebel: (through comlink off screen) Ha ha, just tell me what's broken and I'll send down the parts for repair.

5th Rebel: (opening the panel and looking at the twisted mess in the maintenance crawlspace) That's not good.

1st Rebel: (through comlink off screen) What's not good?

5th Rebel: (quietly) Someone wrecked the motivator - I'm not alone down here ...

GM: A roar heralds the arrival a dark, looming figure in the mists. The Rebel turns to see the hulking form of Ravik bearing down on them!

Ravik: And now, Rebel, you will die!

THE FIGHT

Be sure that the reader of “5th Rebel” is the member of the party that scored the final hit on Ravik. Ravik has been waiting, biding his time in order to get revenge on the PC that ended his campaign on Stronghold. He has been waiting to get the Rebel separated from the others in order to launch his strike.

Ravik’s plan is to take on the Rebels one at a time until he has incapacitated them all, at which point he pilots the ship to a nearby Imperial base, and the PCs will be captured. Presumably, the PCs will not do along with this plan.

Ravik’s stats have been diminished by the damage to his battle armor from the previous fight, so he has adopted tactics allowing him to attack from surprise, striking in melee using a hydrospanner that he has stolen from the Rebels supplies. Moreover, he has the Rebels tool kit, so repairs to the hyperdrive motivator can’t commence until they defeat him.

If outnumbered and unable to drop a character in one or two rounds of being outnumbered, he tries to retreat and strike with surprise at a later time. If the Rebels try to speak with Ravik, his madness causes all persuasion attempts to be at **Formidable** ♦♦♦♦♦ difficulty to start with.

THE REAL AFTERMATH

After this battle, the adventure truly is over. The Rebels may repair the hyperdrive motivator with an **Average** ♦♦ **Mechanics check**. Once back at Alliance High Command, they can turn over Ravik (if they captured him) and receive their just rewards.

R&R

Alliance High Command, impressed with the PCs performance on the mission, will award the group 25 Duty, if the PCs used the Alliance Command Center to deliver a message in Episode 3, the Alliance High Command had enough time to prepare a counter attack strategy for a possible Charon escape. Such actions were so valuable to future preparation for similar situations, that the Duty score awarded to the group is doubled to 50! This almost certainly will

Ravik (Nemesis)



5	3	4	3	4	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	30	20	0	0	
SCAR MILITARY	IN FORCE STRONG	THIRD STRIKE	NOV OFFENSE		

Skills: Charm 3, Coercion 4, Cool 3, Deception 4, Discipline 3, Knowledge (Core Worlds) 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Feral Strength 2 (+2 damage on all Brawl and Melee attacks), Knockdown (may spend Ⓢ to knock target prone with successful melee attack).

Abilities: None.

Equipment: Heavy hydrospanner (Melee; Damage 10; Critical 4; Range [Engaged]; Inaccurate 1), tool kit.

Final Cut-Scene

INTERIOR: STRONGHOLD CAVERN:
Markos Tor stands in the Rebel Command Center, watching the repair work via the holotable. A woman strides into the chamber and salutes.

SOLDIER 1: The last Charon warrior was captured few minutes ago, sir. Our instruments detect no further enemies in the tunnels.

MARKOS TOR: Good work. (frowning) There may still be some on the surface. Arm all surface patrols and double security at the tunnel entrances until further notice.

SOLDIER 1: Yes, sir. That was a close one, wasn't it, Markos?

MARKOS TOR: (absently rubbing the small scar on his face, looks pensive for a moment, then smiles) Yes it was. But the Force was with us ... as well as a few good friends.

Cut to ...

REMAINING CREDITS

result in the PC's contribution rank increasing, which is appropriate considering the importance of the PCs actions in saving Stronghold.

Additionally, High Command will allow them a brief stint of rest and relaxation on the resort world of Spira. This will give them time to recover from wounds received in the battle with Ravik.

EXPERIENCE AWARDS

In addition to the base session experience, award the players the following based on their actions:

- **5XP:** Not destroying Piet.
- **5XP:** Finding Nothos/Ber'asco and bringing him along
- **5XP:** Rescuing the child soldiers and keeping them safe
- **5XP:** Rescuing the captured soldiers and preventing them from becoming constructs
- **5XP:** Finding the location of the shipyards without assistance from NPCs



STAR WARS AGE OF REBELLION ROLEPLAYING GAME

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

Death stalks the galaxy. The dread Charon, destroyer of worlds, killers of galaxies, have found their way into realspace. If they are not stopped - and soon - the Rebels' galaxy, too, will die.

In a remote, little traveled corner of the galaxy, the Alliance safe-world of Stronghold floats serenely against the bloody backdrop of Rebellion and Empire. Here, families of Alliance warriors hide from Imperial attack.

But something has gone wrong on the safe-world. Terribly wrong.

There has been **no contact** with Stronghold for weeks. No comm reports, no ship traffic. Nothing. It is as though the entire planet has vanished. Six Alliance personnel race to Stronghold to find out what has happened to the planet - and to their friends and loved ones hiding there.

Six Rebels - against the Invasion!