

# STAR WARS AGE OF REBELLION™

## Rebel Breakout



Adventure Module

STAR  
WARS  
ROLEPLAYING



# STAR WARS

## REBEL BREAKOUT

It is a time of GALACTIC CIVIL WAR.

Under the oppressive rule of the evil  
GALACTIC EMPIRE, its reach nearly boundless  
heroes strive to make a difference by banding  
together to fight against the tyranny of the evil  
EMPEROR PALPATINE and his minions.

A small group of these heroes have come to  
desolate place known as MESA 291, a series of  
long deserted Iridium mine on the world of LOTHAL,  
deep in the OUTER RIM.

Hoping to meet with an agent of the REBELLION  
named TIREE, our heroes make their way in the deep  
shadows of the mine, where only the light of their glow  
rods illuminate the darkness ...



1st Rebel: I have a bad feeling about this ...

2nd Rebel: Look at all these old power cables and control wires! And these magnetic rails! This mine must be huge!

3rd Rebel: Yea, so no sightseeing. We could get lost forever in here!

4th Rebel: It looks like it's been abandoned for decades. Who know what kinds of creatures have moved in?

5th Rebel: Animals are all we have to worry about. It looks like some of these power cables are still charged! One touch ...

6th Rebel: Yea, well, this tunnel isn't in the greatest shape. Hear that rumble? This whole mine is a cave-in just waiting to happen.

1st Rebel: Knock it off! This place is creepy enough without you guys working on my confidence.

3rd Rebel: Let me get this straight. We're supposed to meet Tiree here and fly out in a shuttle to join the Rebel Alliance?

4th Rebel: Well, unless you want to sprout wings we're not flying anywhere. In case you haven't noticed this isn't exactly a shuttle hangar.

2nd Rebel: The main tunnel looks big enough, but you'd have to be crazy to fly a shuttle in here!

6th Rebel: What do we know about this agent, Tiree anyway? We've each only met him once. This whole thing could be a trap!

5th Rebel: For what? All where doing here is trespassing. We aren't even carrying any blasters!

2nd Rebel: Yeah, but Tiree already knows enough about each of us to get us 10 years hard labor in Kessel spice mines.

3rd Rebel: If this was a trap they'd have jumped us already. Let's wait a couple of minutes.

GM: You turn and carefully make your way down a pitch black branch tunnel to the chamber where you are supposed to meet Tiree. You get there and discover that, except for a few crates, the room is absolutely empty. Agent Tiree isn't there.

1st Rebel: I'm telling ya, I have a bad feeling about this.

4th Rebel: So much for our glorious career in the Rebel Alliance. There's a galactic war going on and we're playing hide & seek.

GM: Suddenly, an R2 droid rolls in and whistles. Its head spins around to look at each of you. It seems nervous and whines softly, "Oooooo."

5th Rebel: Great! Just what we need ... a cave droid.

GM: The droid beeps a few times, then its projector snaps on and a tiny holographic image of Tiree appears. He says, "Welcome to Mesa 291. I'm sorry I can't greet you myself."

6th Rebel: Not as sorry as we are.

GM: "Somehow, the ISB - Imperial Security Bureau - tracked me down. They must have your names too, so no turning back now."

1st Rebel: This deal is getting worse all the time!

GM: "It may only be hours until they catch me, and they'll come after you next!"

2nd Rebel: Great, I wanted a welcoming committee, but this isn't what I had in mind.

GM: "I'll lead the Imperials away as long as I can to give you time to escape. I left some equipment and weapons for you. I hope you won't need them."

3rd Rebel: What we really need is a ship!

GM: "The shuttle is in the next level down. This astromech droid, R2-D0, knows the way there. I hope you can fly the craft, because I might not make it back."

4th Rebel: WE can fly it, but where to? We're wanted as traitors now!

GM: "Deo holds the navigation and hyperspace jump coordinates to a Rebel base. You must not let this droid fall into Imperial hands or they'll learn where the base is. If you have to, I'm sorry Deo, destroy the droid. Good luck - and May the Force be with You." The message ends and the R2 unit jumps in surprise. It beeps loudly - "uh-ooo woop woop!" - as it hops around. Then it eyes the doorway.

5th Rebel: Let's not waste any time. If I know the ISB, they won't wait until they get Tiree before they come after us.

GM: A sudden clatter of battle armor echoes through the tunnel. You hear a stern, muffled voice bark, "Weapon team, secure the entrance; first squad, check the branch tunnels. Stay alert, the Rebel scum may be armed!" You hear the click of many blaster safeties as footsteps start moving towards you.

6th Rebel: Stormtroopers! We could be killed. Where are those weapons?

1st Rebel: Somebody remind me why I volunteered for this?

# INTRODUCTION

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

**Rebel Breakout** is a Star Wars adventure for two to six players and a gamemaster. Gamemasters should read the entire adventure before play begins so that the action and storyline can progress naturally, 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** Rebel agent named Tiree told the player characters to meet him at Mesa 291 on Lothal. He promised to meet them there and fly them in a shuttle to the Rebel base where they can join the Alliance. Unfortunately, the Imperial Security Bureau (ISB) broke Tiree's cover. Alert to this threat, Tiree left his trusted astromech droid, R2-D0 ("Deo") and some supplies in the mine for the PCs. Then, with the ISB only moments behind him, Tiree flew off in the shuttle to the Imperial forces away from the mine.

Explosions continually rock the mine that once extended over 500 levels beneath the planet's surface. In fact, only the top five levels remain accessible. Below the second level the mine becomes extremely unstable; portions could collapse at any moment.

## ADVENTURE BACKGROUND

Tiree bought time for the PCs, but not much. A cunning ISB agent named Barezz guessed that Tiree was recruiting Rebels. Barezz immediately led a squad of stormtroopers to the mine to capture any Rebels he found. Naturally, they arrive just after the PCs do. To survive this adventure, let alone join the Rebel Alliance, the PCs must elude the stormtroopers and find their escape ship somewhere in the mine.

Mesa 291 is a long-deserted lidium mine that was destroyed in a terrible disaster two generations ago. To this day, plasma fires rage throughout the low-

## IMPORTANT CHARACTERS

- **Tiree:** A human male, Tiree appears via hologram to open this adventure, and will serve as a main character in a future module, *The Game Chambers of Questal*. A member of the famed Gold Squadron, Tiree is a good pilot and loyal friend. Sadly, he will be slain during the assault on the first Death Star.
- **R2-D0 "Deo":** Artoo Deo is a wonderful device for providing hints, direction, and information to the players. He also adds comic relief to the entire situation. Deo gives you a way to lead the PCs through the mine, into and out of danger, and from one encounter to another. Deo is bright, but stubborn and hard-headed. Astromech droids don't speak, but instead they



- communicate through noises. He feels a wide range of emotions, and expresses them through assorted beeps, whistles, whines and shrieks. When portraying Deo make lots of sounds, such as a long whine to express fear or a number of quick beeps to show excitement. He will never do anything to hurt the PCs or endanger himself, though if forced by threats or indignation, he may well charge into a pack of stormtroopers if the PCs don't heed his advice. In addition to leading the PCs to battle, Deo can also do some other important things. Through computer ports scattered around the mine, he can use the mine's public announcement (PA) system, display a partial map of Mesa 291 (though only small sections at a time), and open closed blast doors. With his built-in sensors, he can track nearby stormtroopers, jam comlinks, and estimate the depth of the main shaft. He can also control winches at the shaft, operate any automatic emergency systems that still function (sprinklers, etc) and communicate with the PCs via computer port video screens.
- **ISB Agent Mar Barezz:** Successor to Agent Kallus, Barezz commands the ISB on Lothal, and its stormtroopers. While some encounters specify the number of stormtroopers you will encounter, others are less detailed. Generally, Barezz will always have a minion group of 3 stormtroopers for each PC. He has ordered the stormtroopers to capture the PCs if possible. He wants to interrogate, not bury them. The location of the Rebel base is far more important to the Empire than a handful of would-be Rebels. On the other hand, the troopers will do whatever is necessary to stop the PCs from escaping. If at any time all the PCs are unconscious, killed or captured, the adventure ends with another victory for the Empire.

## ADVENTURE SUMMARY

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

### EPISODE I: DEO'S ROUTE

This episode introduces the PCs to Mesa 291 and the desperate situation they find themselves in. It also introduces R2-D0, "Deo" for short, Tiree's astromech droid. Deo is the main NPC in this adventure. He provides humor, frustration, the navigation coordinates to a Rebel base, and he knows the way to the hidden escape shuttle - he thinks.

### EPISODE II: A DANGEROUS TOUR

In this episode the PCs face attack by Mynocks, cross the sights of a blaster cannon, get caught under a cave-in, trade shots with stormtroopers, and ignite a plasma firestorm. While these encounters are fraying the PCs' nerves, Barezz harasses them with threats over Mesa 291's PA system. Finally, they reach the edge of one of the deepest man-made holes in the galaxy.

### EPISODE III: ACROSS THE CHASM

Three of the biggest challenges of this adventure occur in this episode. First, the PCs must find a way to descend a seemingly bottomless pit to the second level of Mesa 291. Then they must figure out how to cross the gaping chasm to reach the cavern that contains their escape ship (as well as a couple of surprises). While all of this is going on, the PCs must contend with the remaining stormtroopers and the ISB operative, Barezz.

### EPISODE IV: FINAL FIGHT

This is it! With Stormtroopers at their heels, the PCs rush through the opening blast to discover - a wrecked shuttle and a wounded Tiree?!? What do they do next? Whatever it is, they better do it quickly, because there are two Imperial walkers - AT-ATs - closing in on the cavern!



# EPISODE 1: DEO'S ROUTE

## START THE ADVENTURE

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

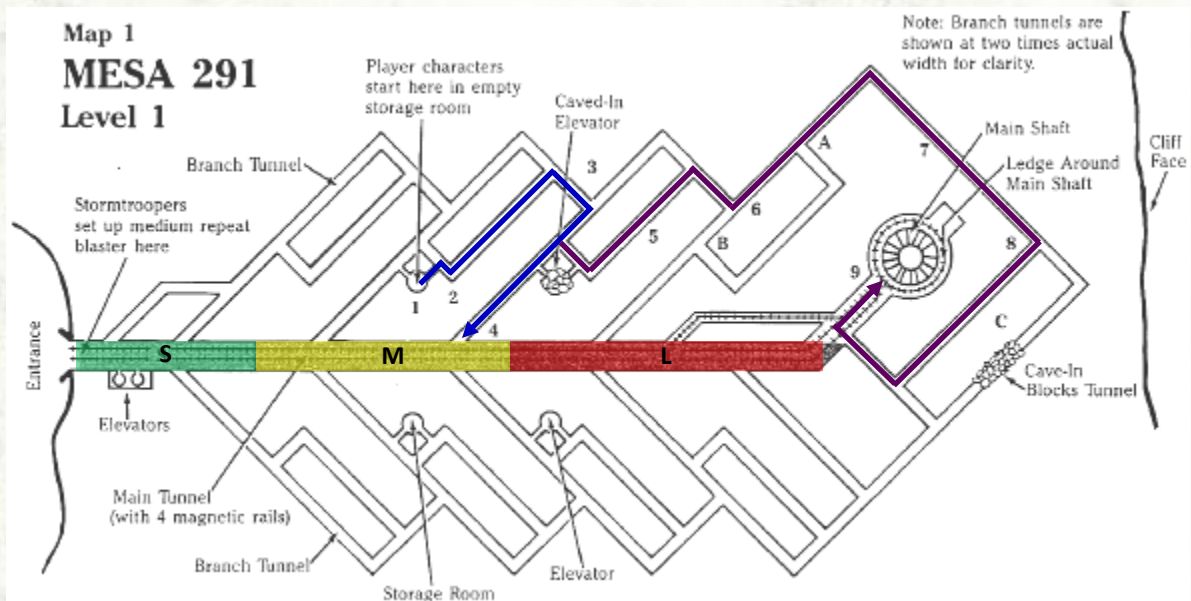
## EVENT 1: STORMTROOPERS!

The PCs start at area "1" marked on the map. Give the players a few minutes to figure out what they want to do, but keep them nervous by occasionally making stormtrooper sounds. Searching the tunnels carefully, the troopers will take about 10 minutes to reach them. During this time, the PCs may plan a defense, set an ambush, find a place to hide, start looking for their shuttle, or do anything else they can think of. The PCs should realize that the stormtroopers vastly outnumber them, and their only hope for survival is to make it to the shuttle and escape.

They should also examine the crates of equipment that Tiree left for them, though you may need to remind them. A good way to do so is to have Deo roll over and begin chirping at the crates. When the PCs

Open them, they find the following;

- **7 Flight Suits:** Bright orange and white flight suits. While changing clothes now is asking to be captured, they could come in handy as decoys, slings, nets, etc.
- **6 Headset Comlinks:** Anyone wearing one of these sets can talk to everyone else wearing one within 10 kilometers. The stormtroopers can't pick up this special frequency and the PCs can't overhear the troopers' comlinks. However, an inspired PC may be able to modify a headset to intercept the troopers' comlinks by making a **Daunting ♦♦♦♦ Mechanics check** and three minutes to rewire the headset.
- **5 10-meter Ropes:** Each rope has a removable grapple hook at one end. The ropes can snap together and each can support 1,000kilograms, more than all the PCs and Deo combined.
- **4 Glow Rods:** Each light illuminates about 20 meters of tunnel. One of them burns out the first time its used. Roll a single ♦ for each one the first time it's used, a ⚙ result reveals the faulty glow rod.
- **6 Blaster Pistols:** See Age of Rebellion page 173. The serial numbers are removed.



- **20 Blaster Ammo Packs:** These are designed for use with the blaster pistols in the crate.
- **4 Smoke Grenades:** Each fills 10 meters of tunnel with thick black smoke. Neither the PCs nor the stormtroopers can see through the smoke, as they are designed to have particles that interrupt the thermal vision in powered armor. When used, all ranged attacks have 2 setback dice ■■ added.
- **4 Frag Grenades:** See Age of Rebellion page 173.

Let the PCs divide up the gear, and make sure that they mark what equipment they take on their character sheets. Don't spend too long doing so, remind them that the stormtroopers are growing closer every second.

## EVENT 2: INTO THE TUNNEL

Once the PCs have divided up their equipment, the action really begins. Whether they ask the droid which way to go, stand around trying to decide on their own, or attempt to rush off in a haphazard direction, Deo says something about it. If the PCs charge off he'll follow them, but if they ask for directions or mill about, read the following;

*The droid stands in the middle of the chamber, turning his domed head slowly to look at one dark tunnel and then the other. With a quiet, "whoop dee doo," Deo tilts back, dropping his retractable leg to the ground. He rolls over to the tunnel you entered from, but stops as muffled stormtrooper voices echo down the tunnel. With a frightened "Ooooo!" Deo quickly scoots into the other tunnel. From the darkness he beeps impatiently, clearly waiting for you to follow.*

The droid knows one sure way to the hidden shuttle - via the elevators at the tunnel entrance. The route he follows is marked on the map in blue. The rest of the

encounters in this adventure take place along that route; if the PCs take a different route, move the encounters so they occur in roughly the same order, but wherever the PC are. In Event 4, Deo and the PCs discover the stormtroopers have set up a heavy repeating blaster right in front of the elevators! After that, Deo happily leads the PCs along the purple route through the tunnels towards the main shaft, showing only occasional signs of confusion and indecision. From then on he is, of course, guessing how to get to the cavern.

### The Stormtroopers of Lothal

Lothal has long been a source rebel activity. As such, the Stormtroopers of Lothal have been under the direct authority of the Imperial Security Bureau ever since Minister Tua was implicated in a Rebel plot.

When Mar Barezz took charge, he immediately began a regimen of tactical training he felt his predecessor, Agent Kal-lus lacked. Use the stats below for any encounters the PCs have with the Stormtroopers unless otherwise specified.

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

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

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads. Individuals or groups of two may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1).



# EPISODE 2: A DANGEROUS TOUR

As the PCs make their way through the dying mine they become the target of more than Barezz's stormtroopers. Facing dangers from all sides, the PCs make their way to the lower levels - if they can survive!

## EVENT 3: THE MYNOCK NEST

Cables and exposed power lines hang down in this section of tunnel like the guts of some wounded beast. Energy flashes and crackles once every few seconds, showing that plenty of power still courses through the dying mine. Formex pillars and beams shore up the ceiling and walls, casting strange shadows (if the PCs are using glow rods). Deo pauses, filling the tunnel with a soft "Oooooo." Then he begins to roll forward slowly, scanning nervously from side to side his infrared receptor.

The PCs surprise three Mynocks nesting in this portion of the tunnel. These silicon-based parasitic creatures look like giant manta-rays. They are one of the few creatures that can live in outer space. They often attach themselves to exposed power lines on passing starships. These Mynocks are feeding on the power cables in Mesa 291. The Mynocks attack instinctively to protect their territory - and to obtain new power sources: Deo and the PCs blasters! One Mynock swoops toward the droid, another attacks the first PC into the tunnel. The third waits one round, then attacks the next PC during the confusion. Read as the first PC enters the tunnel section;

*With a loud, piercing shriek, two creatures swoop down from the ceiling in a shower of blue sparks! Their black, leathery wings beat powerfully as they attack Deo and the first of you in line.*

The Mynocks treat Deo as a starship/vehicle, inflicting strain on him until he is drained of energy. They additionally can snatch the PCs blasters as well using their energy parasite ability. Once they have grabbed a weapon in this way, the blaster's power pack will be drained of energy after 2 rounds.

## Opportunistic Mynocks (Minion)

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

**Skills (group only):** Brawl, Coordination.

**Talents:** None.

**Abilities:** Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (mynocks can make an **Average** (◆◆) **Coordination** check to latch onto any starship or vehicle they are engaged with. Ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1), Flyer (mynocks can fly, see page 202), Helium Allergy (when exposed to helium, mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

**Equipment:** Sucker-mouths and claws (Brawl; Damage 4; Critical 5; Range [Engaged]).

## EVENT 4: HEAVY BLASTER BLUES

Eager to reach the elevators near the entrance, Deo leads the PCs back to the main tunnel. Of course, he doesn't know the stormtroopers have set up the heavy repeating blaster cannon there. Whoever enters the tunnel first finds out in a hurry, though! You can use this encounter the first time the PCs enter the main tunnel from any branch tunnel, not just at area 4 on the map.

If the PCs send Deo out first, he zips back into the branch tunnel. When the first PC looks out, read;

*The tunnel you're in opens into the side of the main tunnel. Four magnetic rail tracks that once guided repulsorsleds run down the length of the main tunnel. Suddenly, a blaster bolt flashes by! The stormtroopers have set up some kind of blaster cannon near the entrance of the mine - right in front of the elevators!*



The heavy blaster cannon is designed for assaulting vehicles, and as such its range is far greater than the PCs. For determining range difficulties, add 2 range bands to the colored chart on Map 1 (meaning Medium range for the Heavy Blaster Cannon would be Extreme Range for the PCs blaster pistols). Additionally, the cannon is set up with cover, providing the crew with 2 Defense. If the PCs engage the crew at the heavy blaster cannon, the sound will alert the stormtroopers in the tunnels as to their location and in 6 rounds the stormtroopers will circle behind them and trap them, a fact that Deo will try to convey should the PCs start fighting.

Now that the only route he's sure of is blocked, Deo becomes almost frantic, spinning around and driving from wall to wall. However, he soon decides he can find another way to the cavern where Tiree hid the shuttle. Impatiently, he heads back the way they came.

While the PCs are deciding what to do, Barezz surprises them with another weapon in his arsenal - psychological warfare. By broadcasting messages over Mesa 291's old public address system, Barezz hopes to demoralize and frighten the would-be Rebels. The PA system proves unreliable, so Barezz only manages a few sporadic announcements during the adventure, rather than the constant deluge he would prefer. Read;

*For the first time in decades, ancient speakers throughout the tunnel crackle to life. A grim, heartless voice announces, "Attention, Rebels! This is ISB officer Mar Barezz. I hold Imperial warrants charging you with treason. Give yourselves up now and the law of the Empire will go easy on you. Resist, and we will hunt you down like womp rats!"*

*A loud crackle follows, then the mine falls silent once again.*

## EVENT 5: CAVE-IN

Wary of being ambushed, the stormtroopers slow their pursuit as they near the collapsed elevator shaft,

allowing the PCs to draw ahead. Although they don't know it, area 5 on the map is so unstable even the vibrations from a few Rebels sneaking past will trigger a cave-in. As old as these caverns are, it's a wonder they haven't all collapsed!

When the PC's reach area 5, read the following text to the players;

*A low, terrifying rumble resounds from the rock all around you. Pebbles and stones fall from the ceiling, showering the tunnel. Deo whoops a warning and an instant later formex and plastisteel supports give way, crackling and groaning. The tunnel is caving in! As cables and pipes tear apart, sizzling and spewing steam, tons of rock and dirt cascade down, quickly filling the tunnel.*

The whole cave-in only lasts a few seconds, from the first falling pebble to the eerie silence that follows. Each character must make an **Average ♦♦ Coordination check** to avoid falling as the cave-in begins. Each person still standing only has a second to run or be buried alive. To reach a clear section of tunnel, each character must make an **Average ♦♦ Athletics check**. Any character to fails either check is knocked down and then buried by falling debris which inflicts a total of 10 damage to both strain and wounds. Miraculously, a few minor dents aside, Deo manages to navigate through the collapse unharmed, though the tunnel behind is now blocked.

Any characters who remain conscious may attempt to dig out the others. Taking the appropriate time to make sure another cave-in doesn't occur, it takes 15 rounds for a single character to clear another character from the rubble. Each person assisting a character reduces this by a factor (2 = 1/2, 3 = 1/3, etc) rounding down. Characters using tools can be awarded additional reductions in time, but never below 1 round.

Should the characters take an especially long time freeing each other (20 rounds or more) then the minion group of three stormtroopers from Event 6 show up to investigate; if that happens, then the PCs will need to finish digging their friends out during the firefight.



## EVENT 6: FIREFIGHT

A minion group of three stormtroopers round the corner (at position “A” on Map 1) to face the PC’s. One of the troopers immediately yells, “Rebels, blast ‘em!” Each trooper fires a blaster burst, then dives out of sight into the side passage.

The stormtroopers are at medium range, and use the side passage to grant 1 Defense against the Rebels in the tunnel. After two rounds of combat, a minion group of 2 gunnery stormtroopers and the stormtrooper sergeant will have flanked from position “A” to position “B” on the map. At short range to the PCs (unless they have moved towards “A”) they will begin opening fire on the PCs starting on round three.

The first time that a minion group rolls an advantage 🎲 on their shot, a stray shot from a stormtrooper hits exposed pipes on the tunnel wall near the PCs. The pipe ruptures, spraying streams of hot steam into the tunnel. Not only does it make it harder to see (add an obstacle ■ die to all the PCs ranged attacks - the stormtroopers helmets compensate for this so they are unaffected) but the steam injures any PCs who don’t make an **Easy** ♦ **Resilience check** for 3 wounds.

During the firefight, Barezz broadcasts another announcement;

*Over the roar of the steam, the PA speakers crackle to life. The same heartless voice gloats, “Too late, Rebel scum! We found your escape craft and ensured the Emperor’s justice was meted out! There is no point in continuing this senseless game of hide and seek! Surrender, and face your destiny!”*

Of course, Barezz is lying through his teeth; he doesn’t even know if the PCs have a ship or secret escape route.

### Stormtroopers (Minion)



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

**Talents:** None.

**Abilities:** None.

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

### Gunnery Stormtroopers (Minion)



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

**Talents:** None.

**Abilities:** None.

**Equipment:** light repeating blasters (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1); stormtrooper armor (+2 soak), utility belt, extra reloads.

### Stormtrooper Sergeant (Rival)



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

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

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

**Equipment:** Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Engaged Pierce 2, Vicious 1), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, stormtrooper armor (+2 soak), utility belt, extra reloads.



## EVENT 7: SUBTERRANEAN EXPLOSION

Far underground, perhaps 30 or 40 levels down, a long burning plasma fire ignites a tremendous explosion. Although this explosion doesn't hurt the PCs or cause any cave-ins on their level, use it to remind them of how dangerous Mesa 291 is. When you describe the explosion, don't let the players know they aren't in danger. This will build a sense of urgency and help keep the action moving quickly.

*Far below, a massive explosion sounds, rumbling on as the floor begins to quiver. Dust and crumbling rock rain down from the ceiling and walls all along the tunnel. Then silence returns, leaving the air thick with tension. Deo chirps softly, then continues on into the darkness of Mesa 291.*

After the subterranean explosion, the PCs pass a decrepit computer terminal with a built-in PA speaker and control panel. If they think of it, the PCs can use Deo to tap into the PA system. Every time a character makes a **Hard ♦♦♦ Computer check** they may make an announcement over the PA system. The PCs can conduct their own psychological warfare against the stormtroopers!

## EVENT 8: FIRESTORM

When the PCs reach area 8 on Map 1 they find the tunnel blocked by a heavy blast door. There is a computer port here. Characters can attempt to open the door by making an **Average ♦♦ Computer check** or they can ask Deo to open it. If the droid performs the action, a power surge in the old port shocks the little fellow until someone pulls him free. A few moments (and grumbling beeps) later, though, the door snaps open to reveal quite a nasty surprise;

*The blast door swooshes open in a shower of sparks as it drags along its tracks. An instant later the ceiling of the tunnel ahead erupts into a raging inferno. As a wave of intense heat blasts out, you hear stormtroopers calling to each other not far behind you. The floor of the tunnel ahead is clear, but heating up quickly. To navigate under the flames, you must crawl across the rough, stone floor.*

A quick check down the next corridor shows the only other route is blocked by a cave-in ("C" on the map). Reluctantly, Deo decides that the path under the flames is the only way. As the firestorm rages about a half-meter over Deo's domed head, the Droid can roll through unscathed. The PCs must crawl, however, making **Easy ♦ Resilience checks** to withstand the heat. Any PC who fails will pass out from the heat around halfway and must be dragged the remaining distance (increasing the check of the helping PC to a **Hard ♦♦♦ Resilience check**).

The other end of the corridor is also blocked by a blast door, and this time Deo wants nothing to do with computer port! A PC must now attempt an **Average ♦♦ Computer check** to open the portal. If the PCs don't make the check in 5 rounds, the stormtroopers catch up and begin firing at them, at which point Deo

### Improvising Equipment

Mesa 291 is full of old equipment and supplies the PCs can use. The many tunnels and chambers contain pieces of metal and plastic of almost any size, hydrosplanners, vibrosaws, beam drills, power prybars, cables, pipes, hinges, servomotors, halon fire extinguishers - just about anything if they hunt long enough. Creative players will find all sorts of ways to use these items, though anything the PCs find in this ancient mine will work sporadically at best. Use this opportunity for characters to test their technical skills.



plugs into the port as a last resort and opens the blast door.

Once the door is open, it takes a round for PCs who were overcome to get back to their feet. While they are recuperating, Barezz broadcasts yet another message.

*The speakers switch on yet again, and the now familiar voice fills the mine. "Rebels, I grow weary of this hunt. You have 30 minutes to throw down your weapons and surrender. After that, I will seal every entrance to this mine and watch cheerfully as it collapses in upon itself - with you trapped inside!" The PA system clicks off.*

Deo whistles nervously, looking from one PC to another with his infrared receptor, then heads for the main shaft.





# EPISODE 3: ACROSS THE CHASM

As the PCs get ready to descend to the second level of Mesa 291, the stakes get raised and Agent Barezz pushes harder to get his hands on Deo and the secrets the little droid holds in its memory banks!

## EVENT 9: THE MAIN SHAFT

When the PCs reach the main shaft, area 9 on the map, describe what they see by reading the following text aloud;

*The final few meters of the main tunnel end at a huge, ominous hole, 20 meters wide. No railing or wall guards this pit; the crumbling edge of the formex floor just drops away into one of the deepest man made holes in the galaxy. Gusts of smoky wind rise up from the depths, released from raging flames 10 or 20 levels down. Noises, too, drift up: humming power cables, bursts of steam, electric sizzles and sparks, groaning steel beams, crackling fires and booming explosions.*

*Flickering orange, red, and yellow lights from the fires cast strange shadows on the shaft's walls and ceiling. Cables hang from winches down into the shaft along the side nearest you. A broken winch and frayed cables hang on the opposite side. Pipes, cables, ropes, wires, vents, and grills of all kinds cover the smooth walls of the main shaft. Cargo nets sway over the chasm from large clips and spikes in the walls.*

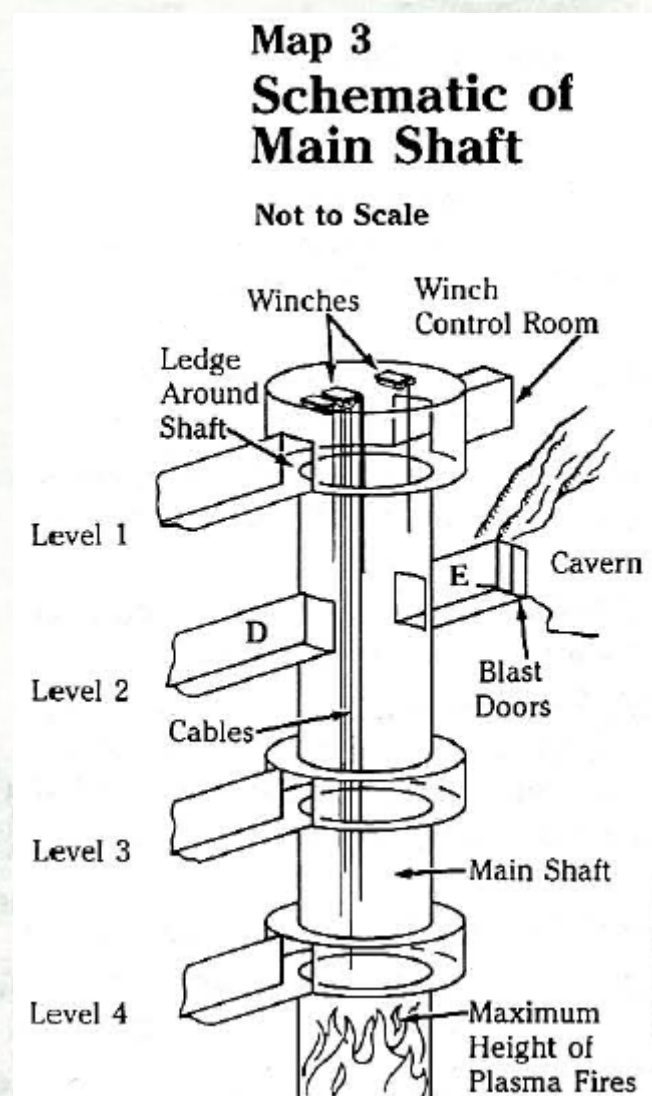
*A ledge completely surrounds the hole.*

This is the main shaft of Mesa 291. It plunges down kilometer after kilometer into the depths of Lo-

thal. Every 20 meters of the shaft cuts through another level of the mine. Map 3 provides a side view of the top few levels of this shaft. Show it to the players if necessary to explain the layout to them.

If the PCs took Deo's route (in purple on Map1) they must descend to level 2 and cross the shaft to reach the cavern where their escape ship waits. If they are already on level 2, they just need to cross the shaft. Note that characters can walk all around the hole on level 1 because of the ledge. Level 2 has no ledge.

Throughout the encounter, raging plasma fires and explosions slowly climb towards the top, level by level until they reach level 5.





The droid beeps ecstatically when he nears the main shaft. He recognizes it as the way to the cavern where the escape shuttle is supposed to be. Even the PCs recall from Tiree's message that the ship is in the cavern, they may not realize the cavern is behind the giant blast door on level 2 (though the enormous door should be a clue). Without a computer screen to plug into, Deo may not be able to explain, though he tries.

However, Deo soon changes his tune when he realizes that not must he go near the hole, but he must go down it! A quirk of not having been memory wiped (a process that Tiree disapproves of) is that Deo has developed a peculiar fear of heights. He does have jets to lower himself, with, but don't tell the PCs this, as the true problem is that he has developed a fear of heights.

When the PCs direct his towards the shaft, the obstinate droid will whistle shrilly and vigorously shake his dome back and forth to clearly indicate, "No way, no how." No amount of persuasion or fast talk will change his mind. The PCs can force him to go at blaster-point though, or just push him along by brute force.

The PCs will probably try and figure out a way to lower Deo to the blast door on level 2, but bear in mind he weights several hundred kilograms and will not cooperate until accident, blaster shot, or stormtroopers persuade him otherwise. If the PCs or danger gets him into the hole itself, he'll extract his jets and float gently down to the doorway, whimpering and beeping protest the whole time (much to the frustration of the PCs most likely).

## DESCENDING INTO THE DEPTHS

There are two obvious ways to get down to the second level. The PCs can climb down the nearest cables to location "D" on Map 3, or they can walk around the shaft and climb down to location "E." To get to "E" they must provide their own rope.

The cables to location "D" are old and rusted. Many appear as though they might snap under the slightest weight. Create a little tension and suspense in the players by describing creaking, fraying cables, and moaning, snapping winches. For example, tell the players that the best cables "look like they *should* support you, but you won't know for sure until you try one..."

Let the PCs reach the second level will little difficulty if they make a successful **Easy ♦ Coordination check**. Getting Deo down is another matter. If they try and attach the winch to him, the droid shrieks and whistles, as whatever configuration they attempt will force the PCs to wrap the winches around Deo's retractable jet thrusters in his legs. Unless they have worked out a way to connect Deo to a computer panel in order to understand him, however, his reaction will most likely be misinterpreted to be more complaining. Regardless, his protestations are sure to draw the stormtroopers attention, if they aren't already on their way. An **Easy ♦ Mechanical check** (from the control panel) will then get the winch working to lower the cargo (PC or Deo).

Getting down to "E" proves to be more difficult. An **Average ♦♦ Mechanical check** is needed to attach a rope or cable to the broken winch, and an additional **Average ♦♦ Mechanical check** is needed to actually get that winch working. When they do get the winch working, roll a d10 and consult the chart below for a result;

Roll	Effect
1-5	<i>Winch works.</i> It whines, smokes, and shudders, but performs perfectly.
6-7	<i>Clutch slips.</i> Without warning, the cable starts unwinding faster and faster, dropping anything attached three levels before stopping just above the flames. An <b>Easy ♦ Mechanical check</b> is needed to get it working again.
8-9	<i>Winch shorts out.</i> The entire mechanism fails, leaving whatever is attached hanging half way between level 1 and level 2.
0	<i>Winch breaks free.</i> The mechanism snaps loose from its ceiling track, but catches in a tangle of cables. It sways precariously, but can be used safely.

## STORMTROOPERS ARRIVE

After Deo or two PCs reach level 2, 12 stormtroopers arrive down the center of the main tunnel on level 1, led by Agent Barezz. They fire at any PCs they see, but keep their distance and use the side of the tunnels for cover. Barezz stays back and out of sight, calling for the Rebels to surrender ("We have you trapped now, Rebel scum!"). Barezz doesn't know about the hidden ship below. He thinks the PCs are



just retreating to a new hiding place. As such, he is no extreme hurry to finish them off here. He is confident that they are slowly running out of places to go and it is just a matter of time before he catches them.

If one of the minion groups of three stormtroopers is defeated, the rest fall back to regroup. While Barezz rallies them, the remaining PCs can get down the shaft.

## Agent Barezz (Rival)



2	3	4	3	4	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	N/R DEFENSE		
2	13	16	0 0		

**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 any Coercion or Deception checks), Supreme Inspiring Rhetoric (as a maneuver, may make an **Average** [◆◆] **Leadership** check. Each ☆ removes one strain or wound from one ally in short range. Each ☹ removes an additional strain or wound from an affected ally. All affected allies add □ to all checks for four rounds).

**Abilities:** None.

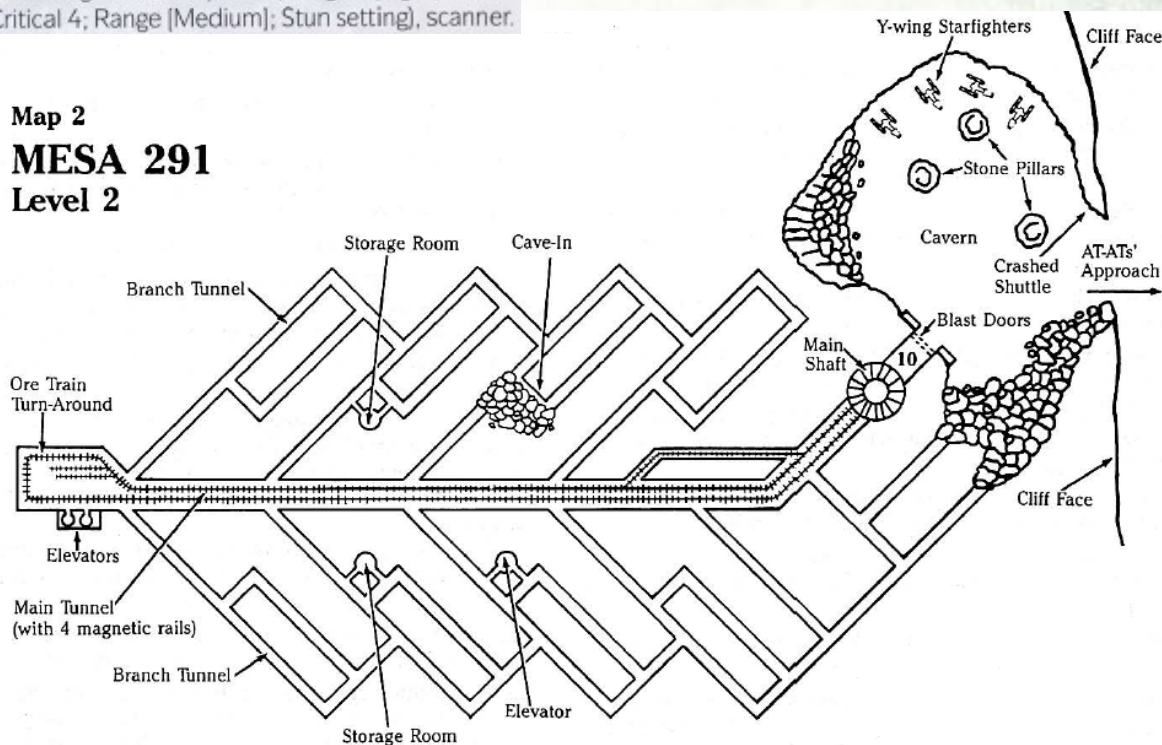
**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), scanner.

## CROSSING THE CHASM

If the PCs lower themselves to location "D" on Map 3, they still have to cross the Chasm. There is a computer port here from which Deo can explain that they're on the wrong side - the ship is behind the blast door across the shaft! If asked for a suggestion on how to get across, Deo activates his jet thrusters and flies across. Allow the PCs a moment to express their frustration with the droid before they see Deo plug into the computer port on the other side and activate the level 2 safety net. The net unfolds from the shaft wall and reaches across to the other side. However the net has deteriorated with age and now features large, gaping holes, frayed plastisteel cables, and bent and dented supports. It may not be real safe, but the characters can cross it.

Just staying on the net requires so much concentration that any character who tries to do anything other than climb across must reduce add an obstacle die ■ to all dice rolls. It takes three rounds to cross the shaft along the net. Each character must make an **Easy** [◆] **Coordination** check each round. Even if they make their check, build suspense and excitement by describing the hair-raising climb as cables fray and snap, causing the net to sway and dip as the flames below grow closer and closer. Should the stormtroopers still be above and shooting, if a PC is hit they must make an **Easy** [◆] **Coordination** check

### Map 2 MESA 291 Level 2





to remain on the net, otherwise refer to the "Falling Into the Pit" sidebar.

## STORMTROOPERS AGAIN

While the PCs are attempting to cross the shaft, the remaining stormtroopers and Barezz attack again. Characters on the net or swinging across on cables make very exposed targets, adding one boost  die to the stormtroopers attacks.

If any PCs return fire from the other side, the stormtroopers again retreat back from the edge. As the last PC makes his way over, Barezz jumps out, wielding a thermal detonator! Allow the PCs one shot at him before he throws the grenade towards location "E." Allow one of the PCs a chance to kick the thermal detonator off the edge with a **Daunting**  **Athletics check** before it explodes.



### Falling Into the Pit

No one wants to fall into a bottomless flame filled pit, especially would be Rebels. The PCs should make every effort to avoid plunging into it, but accidents do happen - especially when hot blaster bolts are flying thick and fast. Give the PCs every chance to save themselves if they wind up falling - after all, they *are* the stuff heroes are made of!

Characters who fall over the edge can try to grab one of the many pipes or cargo nets dangling from the shaft wall. After falling one level, they must attempt an **Easy**  **Athletics** or **Coordination** (their choice) **check**. Each level increases the difficulty by one step, anyone failing after the fourth level is engulfed in flames - their adventure is over.

Characters who fall past the third level but manage to catch themselves find climbing back up nearly impossible, but Episode 4 explains how to rescue these PCs from the shaft.



# EPISODE 4: FINAL FLIGHT

**F**rom here on move the adventure faster and faster, rushing toward the ending. Build tension and excitement steadily so you players catch on. When they see that escape is in sight they, too, will speed up. Here are some ways to build the adventure to an exciting conclusion.

- **Ignore the Details.** Don't describe as many details or ask players to explain their actions at length. Stick to the main actions and important results. For example, a PC shoots at a crowd of stormtroopers climbing down the main shaft, don't ask which one, assume the PC selects a good target.
- **Decide Quickly.** Don't spend lots of time figuring out results or actions - choose the simplest solution or the first one to come to mind. Making a fast decision is better than waiting to make the best one.
- **Pressure Players.** Make your players decide quickly what their characters are doing. Ask, "Okay, what are you doing?" if you don't get an immediate answer, say "You're just thinking about what you're doing this round as you continue on." Then immediately ask the next player what their character is doing.

## EVENT 10: THE CAVERN

As soon as the PCs who can move reach the ledge in front of the blast doors leading to the cavern (area "E" on Map 3), the giant doors begin to open.

*The blast doors draw open slowly, revealing a large cavern. Slumped in a heap beneath a computer port on the other side of the door is Tiree. He wears a smoldering flight suit and appears to have suffered grievous injuries.*

Give the PCs a moment to decide if the rush to Tiree or if they continue looking around. If they move to get him, he motions with a finger to the following, if they continue to look around, they also see the following;

*Beyond Tiree is a large opening in the cavern that leads outside! Near the opening lies the wreckage of what was once a shuttle - your ticket out of here! Through the opening, you can clearly see steady approach of two AT-AT walkers, still in the distance but moving ever closer ...*

Pressure the PCs to act fast. Barezz and the remaining stormtroopers don't waste any time starting down after the PCs. The flames and explosions in the shaft seem to be building toward a climactic explosion. The AT-ATs begin taking sighting shots, even though they're still out of range.

A quick examination of Tiree reveals that he needs more attention than the PCs can give him here and now. However, a **Hard ♦♦♦ Medicine check** accompanied by the supplies in a medpack rouses him enough to walk on his own. He explains that after eluding the ISB agents chasing him, he circled back to see how the PCs were faring. As he approached Mesa 291, the two AT-ATs opened fire and damaged the shuttle. It was all he could do to crash land in the cavern.

## THE CAVERN

Three massive stone pillars support the roof of this huge cavern. The whole south side caved in long ago, leaving huge boulders and rubble strewn from floor to ceiling. Brilliant sunlight streams through a large opening in the wall opposite the blast door. The opening looks out from the cliff side of the open mesa over a long valley. Tiree's smoldering shuttle lies crumpled at one edge of the opening. Over the years, shrubs and small trees have grown in the opening and now conceal it from view, but they don't obstruct the view out.

Despite the light from the opening, the cavern is so big the PCs cannot see much in the darkness beyond the stone pillars.

## ESCAPE SHIP

The PCs expect to find a working shuttle in the



cavern, not a smashed wreck. After describing the wreckage and the empty cavern, pause for a second to let the full implications sink in. Without a ship, the PCs have no chance to escape and have struggled in vain.

They may decide to search the edges of the cavern which they can't see. They soon discover not a shuttle, but four Y-Wing starfighters sporting Gold Squadron markings! The fighters are covered with camouflage netting. If Deo is with them, he spots the Y-Wings, lets out an exultant whoop, and charges straight towards them. Otherwise, an **Average** ♦♦ **Perception check** is needed to spot the hidden fighters.

The three BTL-S3 Y-Wings seat two, a pilot and a gunner. The remaining Y-Wing has been converted to its BTL-A4 version and seats only the pilot (its turret locked forward). This is Tiree's personal Y-Wing, and is fated to meet its end in the Trench of the Death Star. All four Y-Wings are fitted with a droid socket, and are designed to house an astromech droid like R2-D0. Deo will roll towards Tiree's Y-Wing, which has a ramp next to it allowing Deo to get into the socket. From here, he can feed the navigation coordinates to the nav computers of the other Y-Wings.

## RESCUING STRANDED REBELS

Once the PCs control even one Y-Wing, the stormtroopers in the mine can't really hurt them. The only weapon they have that stands a chance to hurt the starfighters is the heavy blaster cannon they have set up in the main entrance. The PCs can fly a Y-Wing up or down the main shaft and main tunnel to rescue any PCs stranded there.

To maneuver in the mines, the pilot must make **Average Pilot** ♦♦ **(Space) checks**. Whenever a pilot blows a roll, the Y-Wing crashes into the walls of the shaft, or ceiling or floor of the main tunnel. The fighters shouldn't be going fast enough to sustain any damage other than dents and scratches. Play up any collisions, of course, to keep the PCs worried about whether or not their fighters will hold together.

## INTO THE WILD BLUE YONDER

When all the PCs and the droid are aboard, the two walkers arrive outside the cavern (if he has to, Tiree will fly his Y-Wing). The cavern opening is too

high up on the cliff face for the walkers to look or shoot straight into, but the can shoot anything that flies out over them. The PCs have two choices for escaping; fly out over the walkers, jumping to hyperspace as soon as they clear the atmosphere, or fly up the main shaft and out through the main tunnel. The rules for both the walkers and the Y-Wings can be found in the Age of Rebellion Core Rulebook (pgs 264 and 268 respectively).

If they challenge the walkers, they stand a very good chance of defeating them, but let them think they can fail at any given moment. Describe the dull thump of the AT-AT blasters hitting their shields, the flash of the energy dissipation. Make each roll seem like it might be the last.

Flying out through the main tunnel will challenge any pilot's skill, and can prove to be a satisfying end to the adventure. As the Rebels fly down the tunnels, raising dust and roaring like freight trains, stormtroopers frantically firing and flattening against the walls or floor to avoid being obliterated. Perhaps one or two brave stormtroopers stand defiant, blasting away at the fighters futilely in a mad game of chicken. The heavy repeating blaster gets a good round of shooting before a Y-Wing can fly past it, though.

As soon as the PCs jump to hyperspace, they're safe; in a few hours they'll pop out around the secret Rebel base at Yavin. Soon after landing, Tiree is placed in a bacta tank and the PCs become full-fledged Rebels, especially honored for having delivered the valuable Y-Wings!



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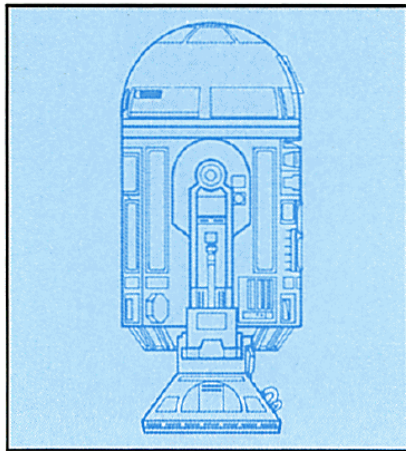
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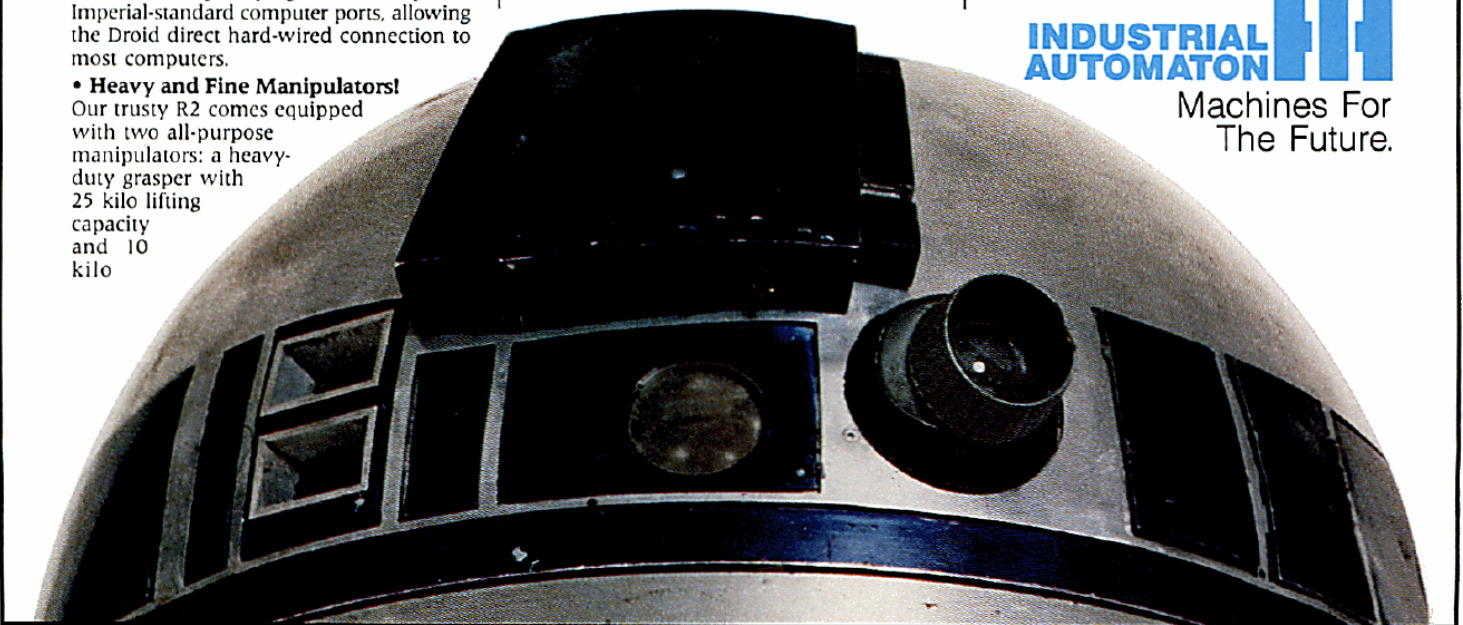
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The background of the entire page is a dark, atmospheric image of a battle scene. In the center, there is a dark grey rectangular box containing the game's title. The title is written in a bold, white, sans-serif font. Below the title, a tagline is written in a smaller, light blue font. The main text of the page is also in a light blue font, set against the dark background. The overall aesthetic is gritty and cinematic, typical of Star Wars media.

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