

# STAR WARS® AGE OF REBELLION™

## Starfall



Adventure Module

STAR  
WARS®  
ROLEPLAYING

# STAR WARS

## STARFALL

It is a time of GALACTIC CIVIL WAR.

Escorting on the Rebel's top engineers,  
WALEX BLISSEX, a group of Rebels find  
themselves trapped on a STAR DESTORYER.

The pride of the IMPERIAL NAVY, the Star  
Destroyer represents the might of the evil  
GALACTIC EMPIRE, and is a prime target for  
Rebel strike forces.

One such strike force has engaged the starship that  
our heroes are aboard, crippling it and leaving it dead  
In space as they go to refuel and re-arm, soon to return  
and finish off the crippled vessel for good ...

INT: VICTORY STAR DESTROYER *SUBJUGATOR*: DETENTION CELL  
**Six Rebels lounge around a sparse cell**

1st Rebel: **\*Looking around the detention cell\*** Well, all things considered, it could be worse.

2nd Rebel: We're locked in a detention cell in the middle of a *Victory*-class Star Destroyer with no equipment and no weapons. How could it *possibly* be worse?

3rd Rebel: We could be dead.

GM: **\*a voice crackles over the comlink\*** Attention prisoners. Interrogation will begin shortly. We hope you will be as uncooperative as our last "guests."

4th Rebel: I'm not so sure that would be worse.

5th Rebel: I've got a bad feeling about this ...

6th Rebel: Maybe if you had this "bad feeling" before convincing us to volunteer for this mission we might not be in this mess..

3rd Rebel: Yeah, when an Imperial Governor sends holodiscs all over the galaxy to contact a well-known Rebel, it should set off a few warning lights.

5th Rebel: The Governor sounded sincere to me. Just a guy who's wife was dying, and her last wish was to see her father before she took the Final Jump. What's so unusual about that?

6th Rebel: The fact that said father just happens to be Walex Blissex, designer of the *Victory*-class Star Destroyer for the Galactic Republic and now important member of the Rebellion against the Empire.

2nd Rebel: Speaking of Blissex, where do you think they've taken him?

1st Rebel: I think he's still somewhere in the detention center. I overheard some guards talking about it.

3rd Rebel: Well there's not a whole lot we can do about it just now.

4th Rebel: What do you mean? We've got to escape!

5th Rebel: That's right. Those Imperials just warned us that they're on their way ...

2nd Rebel: And they'll probably have an interrogator Droid with them!

4th Rebel: But what can we do about it? They outnumber and outgun us, and that Captain Kolaff character sounds like a real Rancor.

1st Rebel: Yeah, the way he calmly "invited" us all aboard his ship back at Kwenn kinda gave me the creeps.

6th Rebel: Listen, we've still got Dr. Blissex on our side, if we can find him.

5th Rebel: Right. If we do break out, he might know a way to get out of this Imperial monstrosity.

3rd Rebel: Wait a minute! You want us to go up against an entire Star Destroyer?

2nd Rebel: I like the odds ...

# INTRODUCTION

This is a story of triumph and tragedy, of heroes and villains, of courage in the face of overwhelming odds. This is another adventure in the galaxy of the Star Wars Roleplaying Game. If you want to be a player in *Starfall*, read no further. The information in this book is for the gamemaster (GM) only. Players who read on will ruin the adventure for everyone involved.

In this adventure a group of Rebel agents find themselves aboard a battle-torn Star Destroyer. With them is one of the Rebellion's top engineers, Walex Blissex, designer of the *Victory*-class Star Destroyer. They must make their way through the ruined ship to the hangar bay, in hopes of finding an escape craft. The only ob-

stacles between them and freedom are legions of Imperial Troops, 900 meters of twisted wreckage, and a ruthless Imperial captain bent on their destruction.

The Rebels soon discover that their lives and the life of their charge are not all that hangs in the balance. The Star Destroyer, recently pounded by a Rebel Strike fleet, is not as wounded as it appears. It has one last weapon to use against the returning Rebel ships. It has itself.

Set to self-destruct, the ravaged engines still contain enough power to obliterate the shattered Star Destroyer and its approaching enemies. Can a handful of Rebels save the unsuspecting fleet before time runs out?

## ADVENTURE OVERVIEW

The Galactic Republic was the republic of legend. Under its stability a galaxy flourished. It was a time of great accomplishment. Of those people that contributed to the prosperity was the brilliant engineer, Walex Blissex, designer of the *Victory*-class Star Destroyer. During the years following the Clone Wars, this mighty vessel was the pride of the Navy, and the chief proponent of peace.

With the tightening control of the Empire, vessels of peace were quickly replaced by weapons of war. As the last remnants of the old Republic collapsed, Walex Blissex disappeared. He decided it was better to go into hiding than be forced to create instruments of destruction. As the fledgling Rebellion came into being, Blissex found a cause worth joining.

The Empire quickly found someone to replace the engineer, however. His daughter Lira, a brilliant engineer in her own right, married a regional governor named Denn Wessex and quickly became a rising star in the military machine. Using her father's work as a basis, Lira Wessex designed the *Imperial*-class Star Destroyer.

Now, after years without any contact, Walex has received a message from his daughter. She claims to be

sick and near death. The screams "trap" with every word, but Blissex will not be deterred. If it isn't a trap, he could not live with himself if he refused this last chance to see his daughter before she died.

## RECENT EVENTS

Imperial Governor Denn Wessex sent holodisk messages throughout the galaxy, hoping that at least one would reach a member of the Rebel Alliance. The tape contained a message from the governor, beseeching Walex Blissex to take this offer of free passage and return to the Relgim sector. His daughter, Lira Wessex, was dying, and her only request was that she get to see her father one last time in order to make amends for their long years apart. If accepted, a ship would be waiting at Kwenn Space Station to transport Blissex to Relgim for the sad reunion.

Rebel High Command was naturally skeptical. This smelled like an obvious trap, but Walex Blissex refused to be swayed. He needed to see his daughter and make things right before it was too late. If he refused to take this chance and she did die, he doubted he could live with himself. So, with due reservation, High Com-

mand agreed to let him go.

There was no reason not to take a few precautions, however. After all, Blissex was valuable to the Rebellion and a good friend to everyone who knew him. It was this reason that a small Rebel team was sent with Blissex to Kwenn Space Station, assigned to safeguard the engineer against any obvious dangers.

At Kwenn, things got worse. The *Victory*-class Star Destroyer *Subjugator*, a vessel currently assigned to the Relgim sector, waited patiently within the dry dock. The ship's commander, Captain Kolaff, greeted Blissex and invited him aboard the massive vessel. Naturally, the Rebel team would not let the engineer go alone. Once aboard the Star Destroyer, the Rebels and the old engineer were taken prisoner by stormtroopers and escorted to the ship's detention block.

No, without weapons or equipment, the Rebel heroes feel the mighty vibrations that signal the Star Destroyer's departure. Trapped, without any hope of escape, they can only contemplate their fate as the powerful vessel roars away from the space station and into deep space.

## IMPORTANT CHARACTERS

- **Walex Blissex:** Blissex, an important figure from the Old Republic, is best remembered as the father of the *Victory*-class Star Destroyer. Now a respected member of the Rebellion, Blissex retains a measure of authority and an aura of aged wisdom. In this adventure, he is most concerned over his daughter's condition. Heedless of the danger, Blissex wants nothing more than to reconcile with Lira before it's too late.
- **Lira Wessex:** The daughter of an Old Republic idealist and the wife of an Imperial governor, Lira presents an enigma both to the Rebel heroes and her father, Walex Blissex. She rejected her father's beliefs and embraced the ideologies of the New Order. Her faith in the Emperor led her to marry into the Imperial hierarchy and use her skills as an engineer to turn Blissex's ship of peace into a war machine known as the Imperial Star De-

stroyer. Something in her father's design eluded her, however, causing problems that could one day doom the Imperial Star Destroyer project. While she can replicate the technology that created the massive ships, she cannot do it as efficiently or inexpensively as her father did. To rectify the situation, Lira has used her husband's influence to find Walex Blissex. The trap, so carefully orchestrated, not only brought her father out of hiding, but could also provide information about the Rebellion that will enhance her family's position within the Empire.

- **Captain Kolaff:** Assigned to command the Imperial fleet protecting the Relgim sector, Kolaff reluctantly agreed to Governor Wessex's order to accompany his wife to Kwenn. He dislikes the fact that he must participate in a trap, preferring to engage an enemy in honorable combat, but he does like the idea of capturing a Rebel traitor. He will go along with Lira Wessex until it serves his own purpose not to - to achieve a promotion out of the and onto an Imperial (or even Super) class Star Destroyer. From such a post, he knows he could distinguish himself in battle against the Rebellion.

## ADVENTURE SUMMARY

### EPISODE I: BLIND MAN'S BLUFF

The adventure opens with the PCs trapped in the detention block of the dying *Subjugator*. With the fortuitous loss of power stemming from the ship's attack, the PCs have a brief window of opportunity to escape their cell and rescue the engineer, Walex Blissex before making their way towards the hangar and possible freedom.

### EPISODE II: A JOURNEY TO THE CORE

Having escaped the detention area, the PCs find themselves in the engineering section—and facing a

deadly peril as the ship begins to die. While trying to circumvent the hazards produced by the crippled Star Destroyer, they must try and figure out what exactly has happened, and what awaits them once they get free.

### **EPISODE III: ENGINE CORE ATTACK**

Now in the central engine core, they find themselves assaulted while attempting to turn the remains of the *Subjugator* against the Empire. In the process, they discover information that ups the ante for everyone.

### **EPISODE IV: A DANGEROUS TREK**

Having escaped the assault in the core, the PCs must face the dangers of the damaged sections of the Star Destroyer, making their way from the fiery core to the cold vacuum of the vented areas of the ship on their way to the hanger decks.

### **EPISODE V: THE A CLASH WITH KOLAFF**

As they arrive at their destination, the PCs must face Captain Kolaff himself in a final duel that will determine the fate of the PCs once and for all!

### **EPISODE VI: THE FINAL ESCAPE**

As the PCs make good their escape, they must also warn the approaching Rebel fleet of the trap prepared for them by Kolaff as they fight the true enemy of this adventure ... time!



Walex Blissex, designer of the *Victory-Class* Star Destroyer

# GUIDE TO THE SUBJUGATOR

**B**ecause running an adventure in a setting as vast and intricate as a *Victory*-class Star Destroyer presents unique problems and challenges, this guide is presented for ease of play.

The storyline follows the most logical route for the PCs to take through the Star Destroyer. It is also the route suggested by Walex Blissex. This path is detailed with mood, descriptions, encounters and events. If the PCs decide to deviate from this route, let them. In order to fully describe every corridor and chamber in the *Subjugator*, however, we would need a book many times larger than the one you are now reading. Instead, this gamemaster's guide present some general descriptions about the Star Destroyer, taking into account its condition at the start of the adventure.

One further note. If your players do deviate from Blissex's route, you will still need to use the encounters and events presented in the adventure, as those advance the story. Just have them occur wherever the PCs wander.

One of the drawbacks of providing players with such an open area to explore is that they feel obligat-

## HANDLING THE CURIOUS PLAYER

ed to wander every which way. While PCs should be free to roam far afield, excessive wandering can slow an adventure's plot to a dead crawl. That isn't in the spirit of Star Wars. In this adventure, we have built in a number of "plot devices" to prevent excessive wandering. One plot device is the pressing time constraints the PCs operate under. Not only is the Star Destroyer falling apart around them, but the Rebels quickly discover that the vessel has been set to self-destruct (which will destroy the PCs and the approaching Rebel fleet). These time constraints are constantly brought to mind by NPCs and "cutaways" throughout the adventure.

Some of the more curious players may still wish to explore a good deal of the giant Star Destroyer, however. In this case, you should let them - to an extent. Troop concentration, heavy damage, or simple inaccessibility should keep the PCs away from places you

don't want them to go. For example, if a particularly gung-ho group decides that they want to take over the *Subjugator's* bridge, they will almost definitely meet with more resistance than they can handle. Keep in mind that, as heroes, they should always be left with a chance to succeed, no matter what the odds.

The following guide serves as a basic overview of *Subjugator's* inner workings and overall status in its

## THE GUIDE

damaged state. The descriptions given here are general, and you should add greater detail whenever possible. Try to use your imagination to embellish the descriptions of specific locations. The troop concentrations given should be adjusted according to the party's size and condition.

The sections described below are clearly marked on the full-color map.

Aside from the various technicians, mechanics and systems operators occupying the Star Destroyer,

## PERSONNEL

*Subjugator* also has combat personnel that the PCs interact with the most. The Age of Rebellion core rulebook has many NPC's available in the Adversaries section that will help in profiling these various opponents. Specifically, Imperial Navy Troopers, Imperial Army Officers, and Naval Engineers will be seen throughout the downed Star Destroyer, attempting to organize repair efforts and coordinate the work-crews, while Imperial Vehicle Corps and TIE Pilots may be encountered around the Hangar areas. Of course, Stormtroopers and Stormtrooper Officers will be encountered as well, the shock troops of the Empire are on full alert throughout most of the adventure.

Because of the lack of manpower, Captain Kolaff has converted most of the MSE-6 general purpose Droids (or "mouse Droids") to simple patrol duty. Basic

Basically, they have been programmed to record activity throughout the damaged ship, especially in areas no longer occupied by the crew. When these menial Droids run into the PCs, the PCs have one round to react. The mouse Droid comes to a complete stop, briefly records the disturbance that stopped its programmed patrol course, then zooms back the way it came. Once it begins to flee, the Droid transfers its information to the security officer on the bridge for analysis, then resumes a secondary patrol pattern.

### Imperial MSE-6 General Purpose Droid (Minion)



**Skills (Group Only):** Perception.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

**Equipment:** None.

## COMMAND SECTION & SYSTEMS CONTROL

Since the attack and subsequent damage sustained by *Subjugator*, most of the ship's personnel have congregated in the command section. Control over most of the ship's systems has been taken over by the undamaged computers in the system's control section, but many of these tasks are being handled by backup machinery that is having trouble rerouting so many systems at once.

Normally, command personnel and staff monitor systems operations all over the ship these levels. Now they are actually handling tasks that they previously only supervised.

The largest contingent of troops can be found in these connected areas. Patrols of three Stormtroopers wander the corridors on regular intervals, while other troops are stationed at important intersections

and access ports..

The communications station monitors broadcasts coming from the Rebel fleet, as well as any Rebel inter-ship communication. This station is guarded by 14 Stormtroopers with a Stormtrooper Sergeant, and 6 Imperial Navy Troopers.

20 Stormtroopers and a Stormtrooper Sergeant guard the access to the bridge. All turbolifts that still operate in the area stop at a transfer station that has been converted to the bridge access guard station. At this transfer area, those people who want to proceed to the bridge must switch to the one lift that leads to the aft bridge section - provided they can get past the Stormtroopers.

In addition, wherever possible, Captain Kolaff has closed and locked blast doors. These can be opened using control panels positioned next to each door, if a person knows the access codes. Without the codes, it takes 10 rounds to blast through the door and will consume an entire energy cell from the blasters used. Otherwise, a slicing check is needed to open the door. If using the Slicing Encounters section from Special Modifications, consider this to be a Starship Network slice with a Security Program activated. Kolaff has multiple system admins monitoring the *Subjugator* as well. Consider any attempts to slice a system on board the *Subjugator* to be opposed by one of these admins; they have 1 rank of Defensive Slicing. If you aren't using the rules from Special Modifications, then consider the difficulty to be a **Daunting** ♦♦♦♦ **Computer check**.

Physically, the area is almost completely intact. Very little damage can be perceived here. Power is at 70 percent throughout the command and systems control sections, and any equipment accessed by the PCs should be functional.




While these areas have functional work stations, they can serve as traps for the PCs. Whenever a work station or computer terminal is accessed without inputting the proper security code, the system administrators on the bridge are alerted to their presence. This also will occur if Ⓢ or Ⓣ is generated by the intruding slicer ( or if using the Slicing rules from Special Modifications, see table 3-19: Narrative Dice Results and Slicing in that sourcebook).





If informed, the system administrator will inform Captain Kolaff as to the intrusion, who will proceed to send the nearest Stormtrooper patrol to investigate the situation.

## ENGINEERING SECTION

Naval Engineers constantly bustle about this area in an effort to keep the *Subjugator's* power online. Upon entering the engineering section, the PCs are likely to be perceived as fellow technicians and asked to lend a hand in the repairs. Imperial Navy Troopers are posted at critical systems stations only, and the Rebels should be able to wander this area somewhat freely, provided no one becomes suspicious of them.

The engineering section is a fairly dangerous place, however, as violent equipment collapses or radiation leaks may occur without warning. For as long as the PCs remain in this area, random rolls should be made periodically to determine whether or not they are affected by these occurrences. A roll of a  on a Challenge  die represents an equipment collapse, a roll of a  represents a radiation leak.

In the case of an equipment collapse, have the PCs make a **Hard**  **Athletics check** to avoid the falling/exploding/failing device. Failure indicates being caught under the falling device or in the wake of its explosion or electric meltdown. Those caught will take 6 damage.

In the case of a radiation leak things get trickier. A character exposed to a radiation leak without protection from a sealed environmental suit will suffer 3 wounds each round of exposure (unsoakable). Moreover, unless the character succeeds in a **Hard**  **Resilience check** they become **staggered**.

Built around the Star Destroyer's giant engines and power cells, this area is irregularly designed, and has many hidden corners, passageways, crawl spaces and compartments in which to hide. Walex Blissex can help the PCs find these places in moments of crisis. Near the engine control core, many of the numerous catwalks necessary for gaining access to certain sections have collapsed or are hanging on by the merest of threads. Consequently, movement is slow and perilous, and whole sections have been or are in

danger of being cut off entirely.

## HANGAR DECKS

The hangar entry port opens into a large hollowed flight compartment. The walls of the flight compartment are lined with variously-sized hangar bays, ranging from small Starfighter bays to large shuttle holds. The bays connect to vehicle maintenance shops that cover the bottom levels of the hangar decks, and to huge vehicle storage facilities that fill the top levels. Levels are connected by giant lift platforms that rise and lower from deck to deck, and by repulsorlift shafts for direct movement.

This is the second most heavily guarded area of the ship. Imperial troops patrol the hanger decks with relative frequency, moving in groups of four to nine Imperial Navy Troopers. Once Kolaff becomes aware that Rebels are loose on his ship, this area goes on total alert. Anyone without proper clearance and the right uniforms will be attacked on sight.

The upper levels of the hangar decks have sustained major damage, resulting in the loss of most of the stored vehicles. Virtually all ships were lost in the space battle or in the resulting damage to *Subjugator*. These storage decks provide a twisted landscape of bent corridors, crushed walls, and shattered equipment. Rising out of the rubble are the shadowy forms of damaged shuttles, pulverized AT-ATs and ruined TIE fighters. Little in this area is of use to the PCs. With some concentrated searching, the Rebels can

### Special Modifications

Much of this adventure (like the Black Ice adventure) deals with sabotage and slicing. This naturally makes the Special Modifications sourcebook for Technicians a valuable resource. Throughout the adventure notations will be made when the opportunity to use the rules in that book present themselves.

find four speeder bikes, two light laser cannons, and a cache of three blaster pistols.

The hangar bays themselves, however, are another matter. While many bays have sustained damage and many of the carried craft were lost in the fighting, some things remain in working order. One bay contains a flight of TIE's (four starfighters) one holds an Imperial shuttle, and yet another contains four AT-ST scout walkers.

Maintenance shops on the lower level suffered a similar fate as the top levels. Being on the outer edge of the ship, these areas consequently took the brunt of the Rebel attack. One chamber remains intact in this area. It contains an AT-AT walker, standing and facing the entrance. With the diminished lighting and damaged ship infrastructure, the AT-AT should startle the PCs if they enter this level, but the walker itself is in a state of repair, with many circuits and power modules lying about as its overhaul was interrupted by the battle.

## LIVING QUARTERS

*Subjugator* has three main areas for living quarters. The modest crew living section, the spacious officer's row, and the combat personnel quarters. Damage in these areas ranges from light but noticeable to heavy and almost impassable. The crew and combat personnel living areas are made up of large barracks connected by small, twisting corridors. The apartments in officer's row consist of three person chambers and large single person studios.

Many displaced crew members, cut off from their posts during battle, have fled to their quarters in the intermittent quiet. There are no troops stationed in any of the living quarters, but any soldiers cut off from their posts may be roaming these corridors.

Power has been reduced in these areas due to greater needs elsewhere in the ship. Some areas are totally without power, creating cold, dark pockets throughout. Members of the crew have very little in terms of personal belongings, but should the PCs explore the officer's quarters, they will find quite a wealth of personal treasures including exotic equipment, credit vouchers, and black market items.

## DAMAGED AREAS

Gaping battle scars tear across almost the entire surface of the crippled *Subjugator*, sometimes ripping a gash four or five decks deep. These areas are extremely hazardous to travel, but may be the only way for the fugitive Rebels to elude their pursuers.

Visually, these damaged areas are shocking. The torn and twisted superstructure juts out in all directions, thrusting massive pipes and slabs of hull up through decks from floor to ceiling. Certain sections are so thoroughly destroyed they are completely inaccessible. Others may have gaping holes ripped through them, exposing the vacuum of space. Still others have caved-in floors or ceilings. Travelling through damaged areas is painstakingly slow as obstacles must constantly be circumvented. The PCs will find themselves scaling huge chasms ripped through multiple decks, climbing through partially collapsed corridors on their hands and knees, and even dodging still falling debris. In addition, breath masks must be used in certain areas. As they move close to a damaged section, the PCs notice the air becoming thinner. Fortunately, masks can be found hanging on the walls in all of *Subjugator's* outer decks for just such an emergency.

There are numerous hazards which make traveling damaged areas ill-advised. In many spots, the partially collapsed superstructure may be unstable. Both ceiling cave-in and floor collapse present a constant threat. Walex Blissex will be a tremendous help, as his engineering skills may be able to detect many unstable spots. The PCs can detect things as well, succeeding on appropriate **Hard** ◆◆◆ **Perception** or **Mechanics checks** with advantages allowing them to ascertain more about what type of damage or hazard they are facing. Still, the PCs may not always have a choice, and may often be forced to cross an unstable area.

Severed power lines, radiation leaks, and the constant explosions that rock the ship from somewhere deep within the engineering section create additional dangers as well.

As GM, use these hazards to enhance the mood and atmosphere of the adventure. For example, a

character should not be killed without warning by a sudden floor collapse. Rather, have the disaster appear whenever ⚙ or ⚡ appear on a skill check, forcing the character to receive setback dice as they are forced to duck or maneuver around fire or sparks, or (in the case of a ⚡ result) they must make a **Hard** ♦♦♦ **Athletics** or **Coordination** check to leap a perilous pit or balance on a piece of scaffolding as it tears free from the wall.

## OVERALL SHIP STATUS

*Subjugator* is at battle-alert condition. The mighty Star Destroyer, its power vastly depleted, operates on two of its six power cells. All shields have been damaged or destroyed. The powerful DeLuxFlux hyperdrive has suffered irreparable damage. Captain Kolaff has diverted most of the remaining energy into the weakened sublight engines, shutting the rest down completely in an effort to make *Subjugator* appear more heavily damaged than it is.

Inside the ship, chaos abounds. Many crew members are trapped or displaced, and Kolaff has paid

them absolutely no attention. Blast doors all across the ship have automatically closed, sealing off many of the decks completely.

The ship's internal comlink system constantly crackles with orders, some of which may occasionally help the PCs, such as "rifle squad P-36 to the detention center." Also, the constant blaring of the battle-alert klaxon helps to mask most sounds the PCs may make.

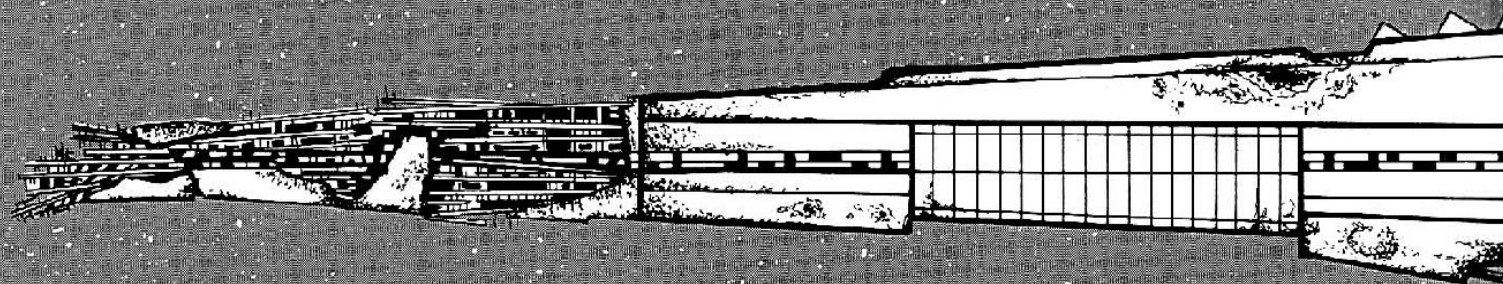
Strangely, most of the Star Destroyer's Droid population is missing. Conversations pertaining to this rattle among crew members, and an occasional reference to this can be heard over the comlink system.

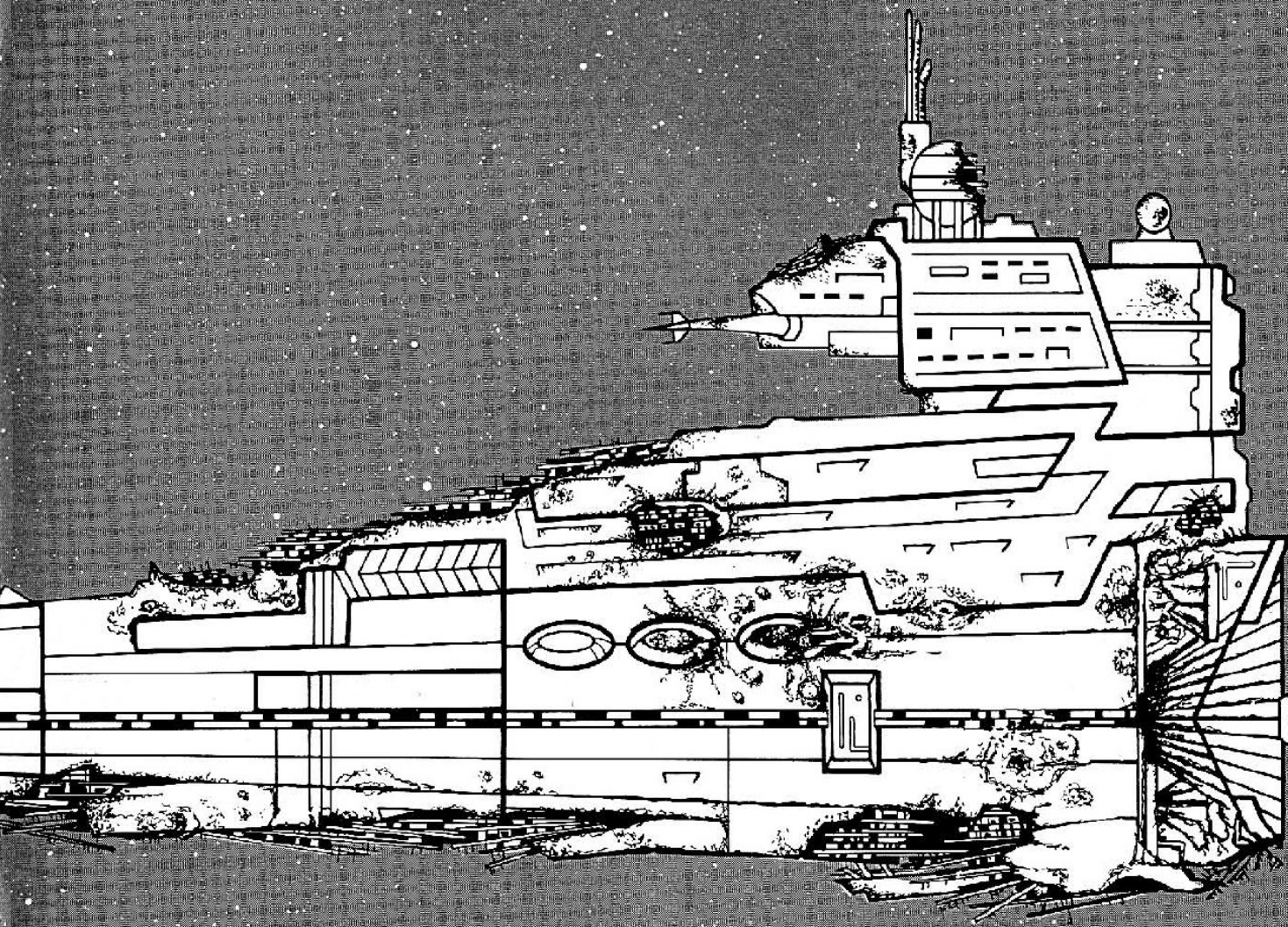
Despite the devastating damage and loss of life sustained by *Subjugator*, the crew remains remarkably upbeat. They have seen their captain holds his own against the odds, and morale is high. Left with so few troops, Kolaff has decided not to spread his forces too thin. Instead, he concentrated his troops in critical areas, and assigns "search and destroy" teams to dispatch the annoying fugitives, once he becomes aware of their activity.



**GAMEMASTER DIAGRAM:**

***VSD Subjugator Battle Damage***





# EPISODE 1: BLIND MAN'S BLUFF

Hand out copies of the adventure's script, found at the front of the module, and assign each player a part. The parts are labeled "1st Rebel," "2nd Rebel," and so forth. If you have six players, each player reads one part. If you have fewer players, assign additional parts as necessary. Begin with the "Read Aloud" section, then pick up the action with the adventure script as "1st Rebel" begins to read.

## EVENT 1: BLACKOUT!

As soon as the players finish the script, read the following passage out loud:

*A deafening explosion rocks the giant ship, knocking you and your friends to the cell floor. More explosions follow, violently shaking the ship back and forth. Somewhere close by you hear the terrible sound of metal scraping metal, the tearing of plastisteel walls, and the hissing of escaping atmosphere. The floor of the cell lurches wildly and a battle-alert klaxon rings out. Then the lights cut off and you are plunged into total darkness.*

The PCs must make **Average** ◆◆ **Perception checks** to navigate to the door in the darkness. With the power down, the magnetic seal has been broken, however the actuators on the automatic door are also out. It will take a **Daunting** ◆◆◆◆ **Athletics check** to open the door, and only two PCs may attempt to work together on the check.

As an added incentive if the PCs decide to sit around in the dark, explain how the air begins to get thinner as time passes. Without power, the air circulation system isn't working. With so many PCs in one cell, it won't take long for the air to go bad. Also, periodic explosions from somewhere far away occasionally rock the cell block, hastening the urgency of the situation.

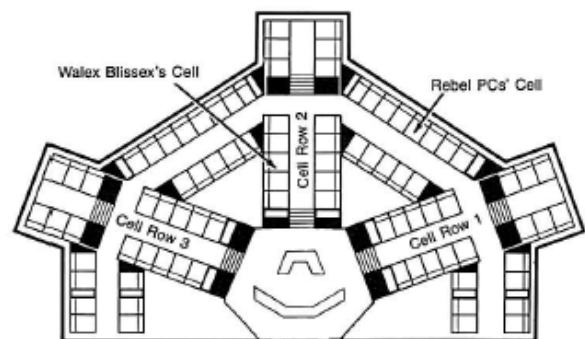
Once they open the door, the PCs find themselves

in the dark central corridor of the detention block. They have no weapons, no armor, and no source of light. See the map below that shows which cell held the PCs and which cell holds Walex Blissex. The PCs have a moment to gain their bearings, then ask for **Hard** ◆◆◆ **Vigilance checks**. Remember that the darkness is near total and the PCs have no light sources, so all checks which require sight (this included) ■■ will get added to the check. If anyone succeeds, read the following passage out loud. If no one succeeds, go on to "A Shot in the Dark" below, wherein the PCs are caught by surprise by the detention block guards.

*There is a change in the darkness. Off to your left you see a glow that steadily gets brighter. You hear the clang of boots echoing upon the metal floor, the whisper of sharp conversation. Someone approaches from a turn in the corridor, their light cutting a path through the thick blackness.*

Detention block guards approach from the control room using Cell Row One. Whether the PCs are aware of them or not, proceed to "A Shot in the Dark" on the next page.

### Detention block 241 (Cells 241.1-241.88)




## EVENT 2: A SHOT IN THE DARK

As the detention block guards turn the corner, read the following aloud:

*At the far end of the corridor, you see four uniformed men outlined in the glare of a glow rod. Thick smoke billows around them, suggesting great damage in the cell block beyond.*


If the Rebels failed to make the check to spot the guards, the detention block guards have spotted them first and begin firing immediately. In addition to a surprise attack, the minion group will have the first Initiative slot for the combat, and gain a second Initiative slot at the end of the round. Read;


*Without warning, a blaster bolt illuminates the hallway as it zaps past you.*

If they did manage to succeed in their check, the PCs have a moment to prepare. The Rebels best chance of surviving is to remain hidden and jump the guards when they get close enough. Alternatively, they may head the other direction from the approaching guards. If they do so, they may make a **Stealth check** against the  Perception of the guards to get out of sight in a doorway or around the corner. From these hiding places, they can grapple with any passing guards.

If they have been spotted, or choose to be reckless, PC's engaging the guards from range will be forced to charge the guards under fire, dodging blaster bolts as they close range. The PCs begin at Long Range from the guards, and so will have to spend both maneuvers on the first round just to close to Short Range (barring Force power usage). This means that they will most likely have to weather an entire round of shooting without the chance to retaliate.

Luckily, the darkness of the hallway hinders the guards significantly, as these are not Stormtroopers with helmets that can compensate, merely Navy Troopers with blast helmets. Since the illumination from the glow rods only extends to Short Range, on their initial attack (unless the PCs made their Vigilance checks)

the guards will be firing into the darkness. Any attacks made beyond Short Range will have  applied to the check for the darkness.

When the PCs do close with the guards, they will be forced to use their Brawl skill until they can get a weapon, while the guards will use their Blaster Pistols. If the PCs successfully ambush the guards, their attacks will gain  due to the surprise.

After the battle, the PCs have either dispatched the guards and acquired their gear or they have been defeated and returned to their cell. As this is the opening scene in the adventure, give your players every opportunity to succeed, but never make them think they have it easy. Wounds, close calls, and desperate battles are the heart of dramatic adventures. If the PCs win out, in addition to the guards standard equipment they recover 4 glow rods and 4 stimpacks. Due to the chaos of battle, however, each guard has only the ammo cell load-

### The Detention Block

The detention block aboard *Subjugator* and other *Victory*-class Star Destroyers is actually made up of many interconnected cell blocks. The detention block shown represents one individual block of 88 cells. This block, in turn, connects to other cells that stretch out along this deck and span a number of decks above and below.

Tubrolifts are located throughout, connected to each block by a short hallway. Six blocks attach to each turbolift bank, creating block clusters of 528 cells.

*Subjugator* carries only Walex Blissex and the PCs in its detention block. Energy in this area has been lost due to a direct hit on the section's power coupler. Six detention block guards remain in the vicinity, four of which meet the PCs in "A Shot in the Dark." The other two stay at their posts in the control room until the PCs reach them. While the PCs were jammed into one cell, Blissex has been placed by himself in a cell on Row Two. When the PCs reach him, he being administered to by a deadly Interrogator Droid.

ed into the blaster. In this adventure, supplies will be tight, so be sure to track it and use when able to cause ammo shortages!

### Imperial Navy Trooper (Minion)



**Skills (group only):** Perception, Ranged (Light).  
**Talents:** None.  
**Abilities:** None.  
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak).

## EVENT 3: DEMON IN THE DARK

With the four guards defeated, the PCs must now escape the cell block and find Walex Blissex. They get a clue to help their search. Read:

*The light from the glow rod shows an open cell, its dark interior exposed to the empty hall. Inside, slumped across the bench on the far wall, is Walex Blissex. In the dim illumination he appears unconscious and ragged. Nothing else in the area moves.*

A **Hard** Perception check will tell the PCs that the cry came from the direction of Cell Row Two. In fact, it came from Walex Blissex, who is in the cell marked on the map on page 12. When they arrive, the cell is open, as, unfortunately, Blissex is not alone. When the PCs approach the cell, read the following section aloud:

*As you enter the cell to examine Blissex, you hear the unmistakable hum of a repulsorlift generator. It sounds extremely loud in the small cell. Behind you, a small spherical Droid rises from a dark corner. Shining black and shaped like a globe, the Droid possesses multiple appendages each tipped with delicate instruments. It moves towards you, menacingly extending a needle-tipped arm.*

The Droid can be bluffed into believing the PCs are detention block guards, provided at least one of them is wearing the uniform of the guards subdued earlier, and a **Hard** Deception check is passed. Otherwise, the Droid tries to do what it does best - interrogate prisoners. However, since the Rebels aren't behaving like normal prisoners, it tries to stun them to render them more "cooperative."

### IT-O Interrogation Droid (Rival)



**Skills:** Coercion 4, Medicine 3, Perception 2, Ranged (Light) 3.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hoverer (interrogation droids have repulsorlifts that allow them to hover slightly off the ground; when hovering, they do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

**Equipment:** Built-in acid jet (Ranged [Light]; Damage 5; Critical 2; Range [Short]; Burn 2), built-in sonic torture device (Ranged [Light]; Damage 5; Critical -; Range [Short]; Concussive 3, Slow-Firing 1, Stun Damage), built-in interrogation drug syringe.



## EVENT 4: WALEX AND THE LAST GUARD

Walex Blissex suffers from stun damage inflicted by the interrogation Droid. He slowly returns to good health, but not until the specified moment in Episode 2: Journey to the Core. Until then, he needs help getting around and will be able to provide little information. He does say the following before the PCs decide to move on:

*Blissex groans as you bend to help him up. In a weak voice he mutters, "Asked technical questions ... about Star Destroyers ... makes no sense ... ship must have been attacked ... our chance to escape ..." The effort obviously weakens the old man, and he lapses into a semi-conscious state.*

As the PCs make their way towards the detention block control room, more blaster shots ring out. The remaining two guards have stationed themselves behind the control consoles, using them for cover. They fight to the death. The room itself is filled with a thick, billowing smoke that issues out of a crack in the floor. Between their cover and the smoke, any ranged attacks made at the guards will have ■■ added to the check, and be upgraded once. The guards themselves do not suffer the penalties, as they have set up markers on their consoles to create fire lanes.

If the PCs search the guard station, they find a storage box filled with rations, two stimpacks, two comlinks, 50 meters of syntherope, and a glow rod.

## EVENT 5: OUT OF THE CELLS AND INTO THE FIRE

Beyond the control room doors lies a short hallway that leads to a turbolift tube. Since there is no power in this section of the Star Destroyer, the Rebels must open the doors manually. This requires a **Formidable** ♦♦♦♦ **Athletics check** to pry open the door, and up to three characters may cooperate on the ac-

tion. Opening the doors, however, may be the least of their problems. Upon success, read:

*With great effort you slide the doors to the turbolift open, but your glow rod's beam doesn't fall upon a lift car. Instead, it reveals the gaping emptiness of the giant turbo shaft. The darkness seems to stretch infinitely up and down, and you feel as though you are standing on the threshold of an unending pit. Without a lift car, the only way out is to climb, or fly .... Or fall!*

The PCs must decide which way they want to go at this point. They can climb through the shaft using ladders on each side attached to the shaft wall, or they can use the rope if they found it in the control room. Climbing up leads to the command section of the ship, down to the engineering section. Blissex, if asked, suggest proceeding down. In his semi-conscious state he tries to explain that down is safer and probably more accessible than the upper tower of the Star Destroyer.

### Where's Our Stuff?

Much of the theme of this adventure is the desperate escape and long odds of the PC's situation. Beginning in prison, any equipment would have been taken from the PCs prior to being placed in their cells, and to accentuate the disaster survival theme of the adventure, won't be available to them.

While necessary to set up the story, it isn't fair to take the PCs gear in such a manner, so if asked, explain to the PCs that their gear is still on their ship back at Kwenn Space Station. Because this was meeting with his daughter, Blissex would have insisted the PCs dress casually and leave their weapons behind. When they were subsequently met by Captain Kolaff and his Stormtroopers, they never had time to go back and get their gear before being captured.

Whichever way they decide to go, build the scene with the appropriate bits presented here. Climbing the shaft ladders is an **Average ♦♦ Coordination check**, while using the rope is a **Hard ♦♦♦ Athletics check**. The PC helping Blissex will have whichever check they make upgraded once, with a ☹ result indicating they've dropped him! During the climb, a particularly jarring explosion rocks the shaft. When this happens, everyone on the ladder must make another roll of their chosen method with ■■ applied to the check. Anyone who fails this roll begins to fall down the shaft. Falling PCs can catch a protruding ladder rung by making an **Average ♦♦ Coordination check**, followed by a **Hard ♦♦♦ Resilience check** to avoid injury. Anyone who fails the Resilience check will take 1 unsoakable wound, while anyone who fails the Coordination check will fall to their death. A falling PC (or Blissex) can be caught by another PC by making a **Hard ♦♦♦ Coordination check**, upgrade a number of times equal to the Silhouette of the falling PC, as they must balance both their own hold and catch the falling party member. Failure on this roll means that they cannot catch the falling PC, and a ☹ result on the roll means they lose their grip and begin falling themselves!

Once the Rebels have climbed for a dramatically appropriate amount of time (complete with various suspenseful bits) they reach a working section of the shaft. The players shouldn't be told this outright. Instead, they should be told descriptive elements that hint at the changing situation. Lights further long the dimly illuminate their section of the shaft. Wind and a distinct whooshing sound can be heard up ahead. Probably the most telling difference occurs when the PCs enter the working section of the shaft itself and experience the floating sensation of emerging into a repulsorfield. They can now propel themselves through the shaft much the same way a landspeeder floats on a cushion of repulsor energy. However, being in a working shaft means they must now watch out for lift cars. Dodging these cars requires everyone to make **Average ♦♦ Athletics checks** as they "swim" through the repulsor field.

With this final obstacle overcome, however, the PC's reach a set of doors that can be opened using a convenient control panel to the side of the shaft's lad-

der. Read:

*The door swooshes open, revealing an empty, lighted corridor. It stretches to your right and left, and no dangers seem present. Somewhere in the shaft another explosion sounds, but that is all behind you as you let the doors shut.*

## Cut Away to the Subjugator's Bridge

INTERIOR: SUBJUGATOR'S BRIDGE:  
*Standing before the massive viewports of the command bridge, a high-ranking officer looks out upon the damage his ship has sustained. His eyes slide slowly across the deep gashes and twisted superstructure, resting momentarily upon a black scar that slices the forward hull. An explosion rips through the wounded from somewhere inside, throwing the crew from side to side, but the officer stands firm before the viewport.*

*"It doesn't look promising, does it Captain Kolaff?" asks the woman who now stands beside him. She wears the regal garb of an Imperial official, retaining an air of authority even though the outfit is stained and torn.*

*"Promising, my lady?" replies Kolaff, "We are about to win a great victory against our enemies."*

*The official laughs, but there is no humor in it. "Victory? Captain, that pirate fleet caught you off guard and devastated your vessel. I do not see running away as a victory."*

*A dangerous gleam sparkles in Kolaff's piercing eyes, "Not running, my lady, tactically retreating. They have damaged us beyond repair, that is true, but I have a surprise being readied for these pirates. They will find the price of dealing with Subjugator to be more expensive than they can afford ..."*

*Fade to ...*

INTERIOR: SUBJUGATOR CORRIDOR  
AND A SMALL GROUP OF REBELS

## EPISODE 2: JOURNEY TO THE CORE

The Rebels flight from the detention block has led them to the upper levels of the engineering section. With Walex Blissex's help, they begin a journey that will take them to the heart of the Star Destroyer - to the engine control core! On their way, however, they must circumvent the collapsing engines and other hazards, while trying to ascertain exactly what is going on outside the dying ship.

### EVENT 6: BLISSEX'S PLAN

Once the Rebels safely reach the empty corridor outside the turbolift shaft, Blissex comes out of the semi-conscious state induced by the drugs from the interrogator Droid. He takes a moment to get his bearings and says:

*Blissex groans as you bend to help him up. In a weak voice he mutters, "Asked technical questions ... about Star Destroyers ... makes no sense ... ship must have been attacked ... our chance to escape ..." The effort obviously weakens the old man, and he lapses into a semi-conscious state.*

Blissex eagerly wants to hear what the Rebels have to say about the situation, but he also believes that since he knows the interior design of the *Victory-class* so well, his plan is best. At least until they reach a computer and gather more data.

If the PCs choose to accept Blissex's plan, he leads them to a blast door. Behind the door is the emergency entry into the engineering section. Blissex explains:

*Behind this door we will find a staircase leading down into one of the smaller sublight propulsion units. From there, if the damage isn't severe, we should be able to find a computer work station that we can borrow.*

Blissex will try to open the blast door, however he finds the door locked. He we explain he isn't efficient in slicing, so the PCs must crack the security lockdown. To open the blast door, a PC must use the access port beside the doorway to get into the lock override program. Use the rules for slicing on page 7 and if successful, go on to "The Burning Engine."

If the PCs decide to take a different route, use the gamemaster guide to help describe locations. Just make sure to use the events presented in this episode no matter what route they take.

### EVENT 7: THE BURNING ENGINE

When the PCs open the blast doors to the engineering section, they are greeted by a terrible sight. Read:

*The blast doors slide open and a burst of hot air forces you back. You see a twisted metal staircase that descends into a raging inferno! The large area beyond the blast door is a sublight propulsion unit shaft, and the cylindrical sublight engine itself is burning. It appears that the staircase can be used to reach a suspended catwalk which opens onto a work station.*

The Rebels must climb down the twisted staircase, using two **Average ♦♦ Athletics checks** to reach the catwalk. Pause between each roll, building the suspense as the chamber shakes and small explosions play across the burning engine column. Once three PCs have crossed the catwalk and reached the work station, another explosion rips the catwalk loose from the wall. Anyone on it must make a **Hard ♦♦♦ Coordination check** to stay atop the swaying walkway. Now, hanging on by the merest of fasteners, the catwalk presents a hazard for those still on it and those yet to cross it. PC's must now

Make two **Average ♦♦ Athletics checks** and two **Average ♦♦ Coordination checks** to successfully reach the work station. All of these checks will have ■■ added to the check due to the rickety catwalk. Those who fail have one last chance to catch themselves before falling to their deaths by making a **Daunting ♦♦♦♦ Coordination check**. Once they all reach the work station, continue on to event 10.

## EVENT 10: ACCESSING THE COMPUTER

In the work station, the Rebels find a computer access terminal. There are a number of these throughout the Star Destroyer that work, but they only provide the information presented in the section they appear in. If the PCs ask Walex Blissex to access the computer, he tries but without success - he just

doesn't have any aptitude in computer programming.

If not using the slicing rules from Special Modifications, the character that is elected to access the computer must first succeed on an **Easy ♦ Computer check**. If they succeed, display for them the full color map of the *Star Destroyer Technical Readout*. If they wish to continue, have them make an **Average ♦♦ Computer check** with one upgrade due to the system being monitored. A ☹ result indicates that they have been spotted by the system monitor. In this instance Captain Kolaff will be alerted to the intrusion and he will send the nearest Stormtrooper patrol to investigate. Success will grant the PCs the data readout below.

Once they get to examining the data they have received, they should realize that the engine control core is the next place they should proceed to. Blissex says that he can turn the self-destruct program against the Imperials if he can reach the main control

:VSD Subjugator \* \* \* Priority Command D-113 \* \* \*

:Restricted Access \* \* \* Security Code D-1228-H

:Command Clearance Only

:From: Captain Kolaff, Commander, VSD Subjugator

:To: Chief Engineer Juren \* \* \* Your Eyes Only

:Effective Immediately

Readings on bridge indicate 67% power loss throughout ship. Two of six power cells operational. Main and auxiliary deflector screen generators destroyed. Power available to remaining weapons systems nominal. Starfighter complement 97% depleted. Crew casualties 64% and rising.

It is therefore my decision to reroute all available power to engine control core. Main and auxiliary hyperdrive and sublight engines to be rigged for self-destruct. Three-hour delay posture. Implosion sequence will be programmed from bridge and transmitted for reception and implementation by you at engine control core. Clear engine control of all personnel not essential to this operation. This is a priority command. I want no leaks. I am holding you personally responsible for the success of this operation.

:Transmit Priority Command D-113

:Priority Command D-113 \* \* \* Time: 03.00.00 and counting \* \* \*

:Kolaff out.

station in the core.

*"No one knows the working of this ship better than I do," explains Blissex, "I can manipulate the self-destruct mechanism to explode one hour earlier than the Imperials expect. That should take out the remaining crew and this vessel, while still providing enough of a buffer to reach the hangar bays and escape. Follow me!"*

An Average Perception check uncovers enough breath masks for everyone. While these will protect the Rebels in near vacuum conditions, they do little should the PCs be exposed to hard vacuum.

## EVENT 11: TRIP TO THE CORE

Blissex leads the Rebels through a door in the work station. Once they reach the corridor beyond, a gigantic explosion in the sublight engine shaft throws them to the floor. If they open the blast doors to look back, read the following;

*The far side of the engine column has ruptured, piercing the outer hull from the inside. You see flames and smoke boiling off of the shattered engine and rolling out into the exposed vacuum of space. Already the air thins and freezes, forming another dead chamber in the dying Star Destroyer. Walex warns you to come away and seal the door before more atmosphere is lost.*

Now Blissex takes them through corridors and shafts that have suffered some damage, but not to the extent of some places they've seen. They proceed down levels towards the core with little trouble. They do, however, run into an MSE-6 Droid (see the gamemaster's section for suggestions on how to run the encounter). Feel free to add any other encounters pertaining to the wrecked ship that you would like,

such as corridors of near-vacuum or exploding walls that seal the path ahead or behind. When you have had enough fun with these types of encounters, go on to the next event.

## EVENT 12: MEETING CAPTAIN KOLAFF

As they move through the massive vessel, the Rebels enter an area that is strangely quiet. The corridor that they are moving through is wide and low, with intersections about 30 meters apart. With shocking suddenness, a minion squad of six Stormtroopers appears in the intersection behind the Rebels and open fire. There is no cover, but the troopers are at medium range.

The first Rebel to reach the next intersection is in for a devastating surprise. The Imperials have positioned one tri-mounted E-Web heavy repeating blaster. The military grade tripod completely eliminates the Cumbersome (it is considered to have both mods to reduce the 5 Cumbersome of the E-Web). The E-Web is manned by the remaining 3 members of the squad plus their Stormtrooper Sergeant. An **Average** ♦♦ **Perception check** allows the most attentive PC to notice that a blast door control lies on

### Morality of Blissex's Plan

Should any of the PCs have the Morality trait, then they may take umbrage with Blissex's plan to sabotage the self-destruct sequence. The death of the crew of the Subjugator may well strike them as cruel or evil, and cause conflict.

While the reality of the situation is that tens of thousands will die, this is not the fault of the PC with Morality. While a GM may assign 1 conflict for knowing inaction should the PC not even question the purity of the action, any PCs challenging Blissex on his choice will show that they are pure in their motives. Blissex will explain that the remaining crew on board the ship are all military personnel who are choosing not to abandon the doomed vessel. They intend no less than maliciousness by remaining here. He will acquiesce to stop the self-destruct if the PCs are against it though.

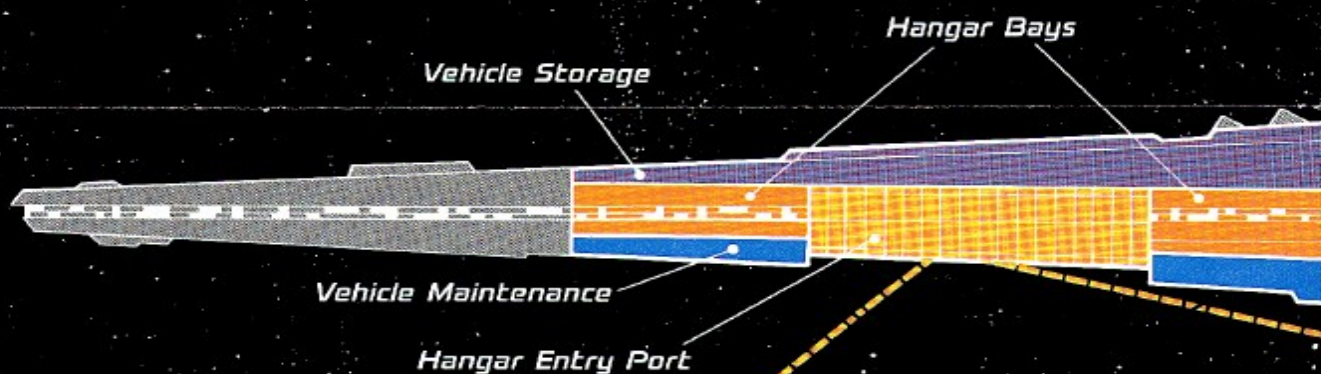
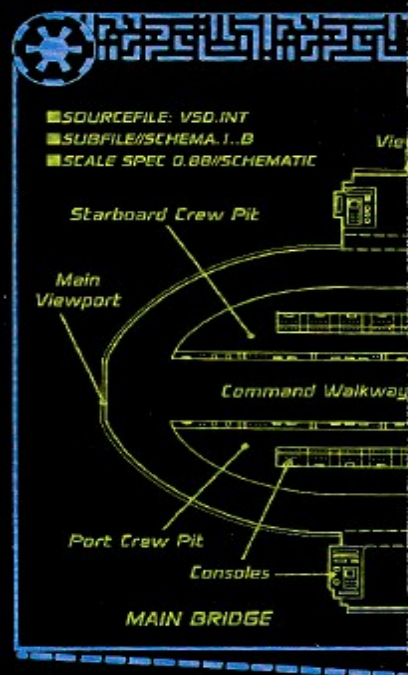
# STAR WARS

## Starfall

For use with *Star Wars: The Roleplaying Game*

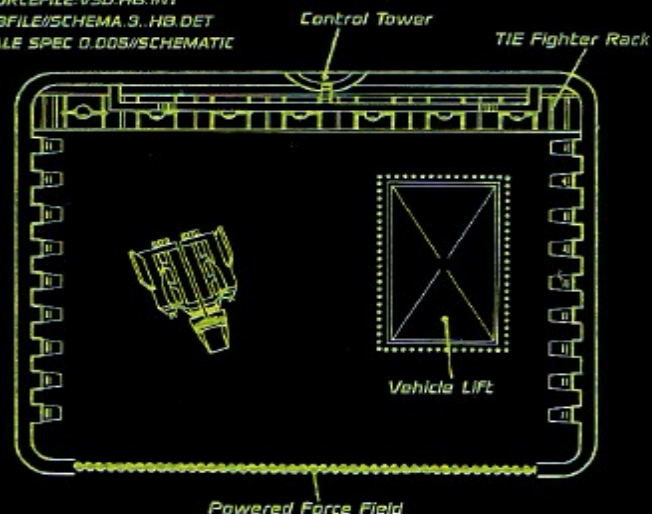
### Victory-Class Star Destroyer

- DATA SEARCH
- PROG40016
- SOURCEFILE: VSD
- FILEPATH BB11/DBP//VSD.INL//RG
- SCALE SPEC 0.95//SCHEMATIC



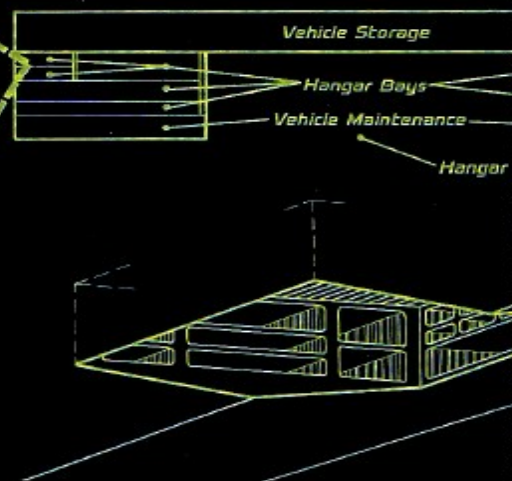
#### HANGAR BAY 276/3B

- SOURCEFILE: VSD.HB.INT
- SUBFILE//SCHEMA.3..HB.DET
- SCALE SPEC 0.005//SCHEMATIC



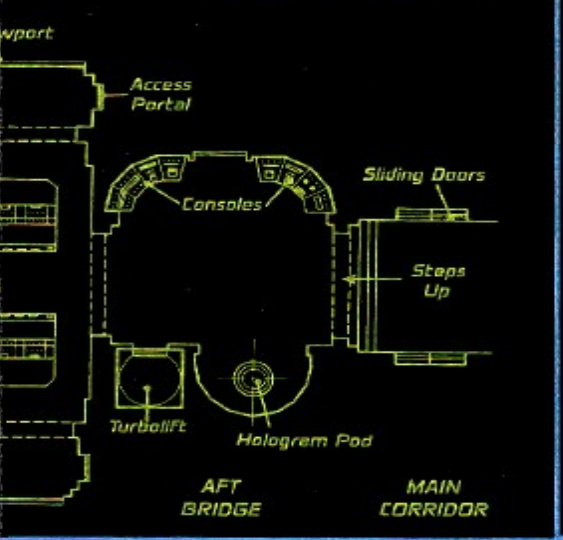
#### HANGAR BAYS

- SOURCEFILE: VSD.INT
- SUBFILE//SCHEMA.3/3..HB
- SCALE SPEC 0.50/0.64//SCHEMATIC



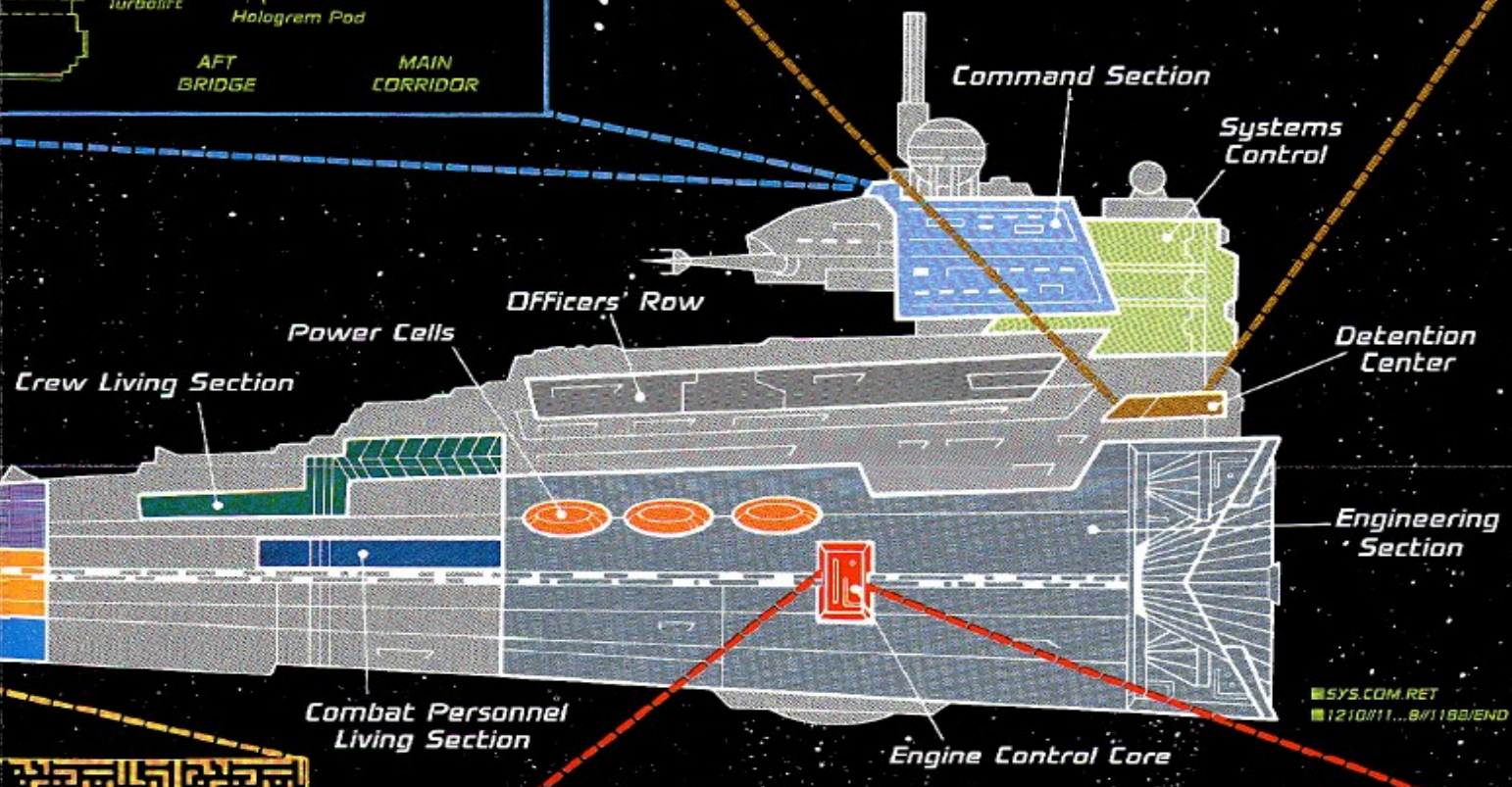
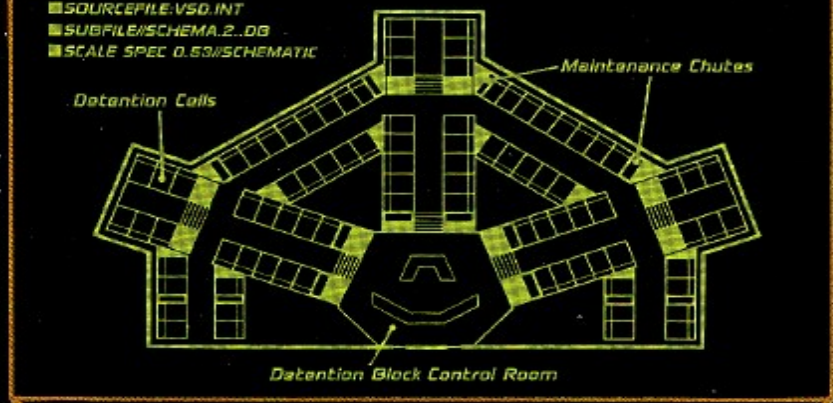
# BRIDGE

Note: Dotted lines represent arched openings



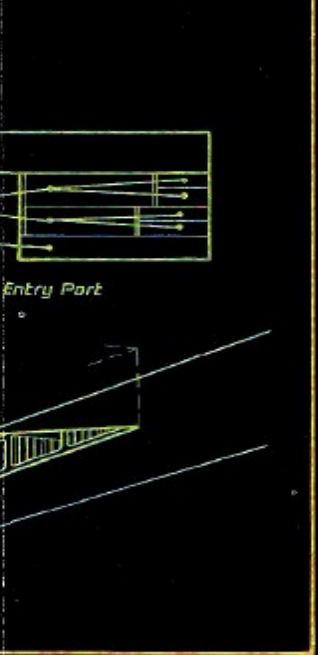
# DETENTION BLOCK

SOURCEFILE:V50.INT  
 SUBFILE//SCHEMA.2.DB  
 SCALE SPEC 0.53//SCHEMATIC



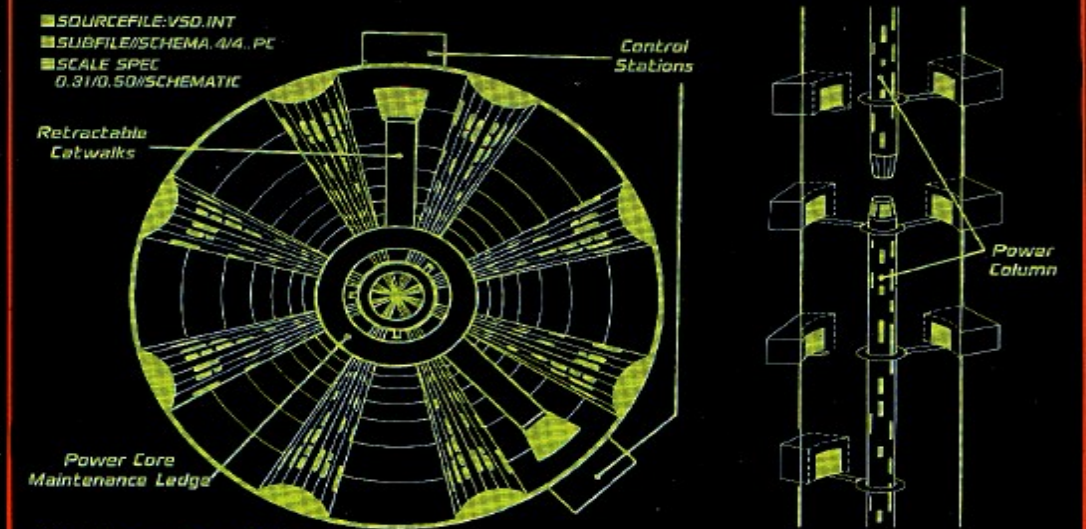
SYS.COM.RET  
 1210//1...8//1168/END

# ENTRY PORT



# ENGINE CONTROL CORE

SOURCEFILE:V50.INT  
 SUBFILE//SCHEMA.4/4.PE  
 SCALE SPEC 0.31/0.50//SCHEMATIC



Note: Power column omitted for clarity

R. Balducci

The other side of the intersection. If it can be reached, the Rebels can seal the corridor behind them, giving them time to get away. Reaching the blast door, however, means crossing the intersection, and crossing the intersection means getting past the E-Web.

One combat round after the PC's discover the E-Web, read the following aloud;

*As the deadly blaster fire thickens, the ship-wide comlink crackles to life. A smoothly sarcastic voice adds itself to the din of battle. "Are times so trying in the Rebellion that they have armed moisture farmers and used-Droid salesman against the might of the Empire? Must they leave it to me to train you as soldiers? So be it. Your first lesson is called 'Neutralizing a Crossfire Position.' Do try not to panic."*

This is the voice of Captain Kolaff. A Rebel who makes a Hard Perception check remembers the voice of the Imperial captain who greeted them at Kwenn. Kolaff uses the comlink as a psychological weapon, trying to make the Rebels believe that he is in total control of the situation and merely toying with them. Actually, both the forces at his command and his methods of surveillance have been greatly depleted. He has only become aware that they escaped when they accessed the computer (or when they ran into the mouse droid).

The Stormtroopers behind the Rebels move in and focus fire at the fugitives. Due the extreme width of the corridor, the E-Web will be able to fire twice at a target moving across. The PC's may spend strain or sacrifice their action for an additional maneuver, in which case only a single attack can be made, but the E-Web crew is trained to target the slow-moving, and will fire on PC's who are not making additional maneuvers before those that do. Try to make it clear that there is no cover here, and they must act quickly to avoid being cut to pieces.

Once the blast door access panel has been

reached, use the rules presented on page 7 to slice the door controls. Once closed, the Stormtroopers will need to call the bridge to have the blast doors reopened, giving the PC's adequate time to escape.

## EVENT 13: BACK TO SCHOOL

Before long, the Rebels reach a blocked corridor, but an open blast door leads into what seems to be a repair facility. Racks of engine parts line the far wall, and dismantled sublight modulators lie on a central table. Another door across the shop leads into what seems to be a clear corridor. This is the only way to go unless the PCs want to retrace their steps and risk running into the Stormtroopers. A second door on the far wall is closed. Blissex says that the passage through the repair shop isn't the most direct route, but it will be quicker than back-tracking. As the Rebels enter the repair shop, read the following aloud;

*You enter the deserted shop, noting how equipment seems to have been left in the middle of use. You hear the scrape of an armored boot across the metal floor and spin to meet whoever approaches. A flash of light explodes in front of you, blinding you with its brilliance. When your eyes clear, your vision remains obscured as the room fills with thick grey smoke. More armored footsteps sound, and a familiar voice resonates from the ship-wide comlink. "So good of you to find us. Welcome to lesson number two. I call it 'Stacking the Deck.' I suggest you refrain from coughing, so as not to attract undue attention."*

A squad of ten Stormtroopers (1 group of 5 minions and another of 4 plus a Rival Sergeant) have entered through the once-closed door across the room. Due to the equipment in their helmets and respirators, they suffer no ill effects from the riot-control smoke. Rebels not wearing breath masks will need to



**Hard** ♦♦♦ **Resilience checks** each round that they remain in the room. Failure on the roll indicates that he or she succumbs to the riot smoke and is **Staggered** for the remainder of the round from coughing.

The Stormtroopers split into teams and fan out in the room, attempting to cover as much space as possible. The smoke limits what the PCs can see (see the sidebar below) but begins to dissipate in six combats, with normal visibility resuming on the seventh. Once the cloud dissipates, the Stormtroopers retreat back into the corridor from which they emerged, shutting the blast door behind them. The open passage that Blissex wanted to take remains clear.

PC's can retrieve blasters from any of the Stormtroopers who fall during the fight, but none of them are equipped with additional ammo packs. The purpose of Kolaff's lessons are to drain the resources of the PCs and weaken their numbers by one or two with each encounter, until such a point as they can be overwhelmed.

## EVENT 14: A WELCOME REPRIEVE

The corridor beyond the repair shop passes one of the many medical stations scattered throughout the Star Destroyer. Read;

*This large chamber is obviously a medical station, and it appears strained under the weight of a ship full of casualties. Twelve bacta tanks fill the center of the chamber. Three of these have been shattered due to the damage the ship has sustained, their life-giving fluids splashed across the metal floor. Other tanks though, are intact, each filled with a wounded crewman. The beds and examination tables likewise are filled and other wounded crew members lie on gurneys that spill into the crowded corridor.*

Give the PC's a moment to decide their next course of action. If they enter the medical station, they are met by 41-B, the chief medical droid. Read;

*A frantic medical Droid pops out from behind the tanks and says "None of my assistants answered my duty alert, so you'll just have to wait! So many wounded, so many dead..."*

The Droid is programmed to tell sick or wounded from healthy, not Rebel from Imperial, so the PCs are safe here. While none of the bacta tanks are available, the medical droid will use his built-in supplies to heal any Rebels who need it (provided they are cooperative and don't blurt out they're the enemy). The droid won't stop the PCs unless they attempt to destroy the equipment or harm the other patients. Should the PCs search they area, with a successful **Hard** ♦♦♦ **Perception check**, they can find two stimpacks and a med-kit.

After the Rebels are satisfied that they've found everything (or you feel they're spending too much time off task) Blissex will remind them of the time and suggest they continue on to the engine core.

### Smoke on the Battlefield

Smoke and other battlefield environments such as darkness and rain obscure targets, making them virtually invisible in some conditions. Firing at a fully obscured target provides ☐☐☐ to any attacks made against them. Should the target have been spotted (because the attacker let them shoot first then aimed at the blaster flash, for example) then the bonus is reduced down to ☐☐ instead. Stealth attempts provide ☐ equal to the number of setback dice an attacker would have in the smoke as well.

Stormtrooper helmets are equipped with MFTAS (Multi-Frequency Targeting and Acquisition Systems) as part of their armor sensor array. MFTAS allow Stormtroopers to ignore the penalties of smoke and darkness which would obscure their opponents.

# EPISODE 3: ENGINE CORE ATTACK

**T**he Rebels finally reach the engine control core, but their plan to turn the self-destruct program against Kolaff fails due to an unexpected development. The battle to escape the core proves deadly, and time itself turns against the Rebels when they discover yet another clue by accessing the Star Destroyer's damaged computer banks.

## EVENT 15: THE ENGINE CONTROL CORE

After finishing the Cut Scene, the Rebels reach the end of a corridor, marked by a closed blast door. The door, once opened, empties into a small control station of some kind, though the chamber is vacant and all of the equipment here has been destroyed. Another door, however, brings them face-to-face with the engine control core. Read the following aloud;

*The floor ahead of you ends and you find yourselves upon a huge cylindrical shaft that surrounds a pulsing power column. Energy streams crisscross the shaft, crackling between the column and power conductors in the shaft walls. These deadly, dancing beams create a ballet of many-colored light. Across from you, midway through the shaft, the power column splits in two. The top half continues upward as far as you can see, the bottom half drops into the bowels of the Star Destroyer. Between the two halves, a solid beam of energy sparkles with unimaginable colors. At this juncture, a circular platform provides access to a central control console. Three gray-clad technicians busily work the controls, changing the mix of colors in the beam.*

Walex Blissex gleefully announces to the PCs that they are looking at the engine control core. All of the energy provided by the ship's power cells and created by the ship's engines passes through the core. From here, it is directed to various power stations throughout the ship for use. Blissex explains that he must get to the control console if he is going to be able to alter the self-destruct order. To get there, the PCs will have to repair the control panel that extends the connecting bridge while Blissex gathers tools from the damaged control station. See "The Bridge" on the following page.

### Cut Away to the Attacking Fleet

INTERIOR: LIBERTY BRIDGE: *The camera slowly pans across a battered Mon Calamari Cruiser, zooming in to look upon the bridge. Sparks fly from a freshly-welded control panel as crew members bustle in and out of the frame. The shot finally comes to rest upon the stoic figure of Captain Torrie, a commander of the fleet that attacked the Subjugator. A medical droid bandages a bloody wound on Torrie's right arm.*

"Repair status?" orders the captain.

"Almost there, sir," an aide responds. "Power is up to 50 percent in the remaining ships, we have basic sublight drive capability, and all but one ship have minimal shields."

"And Subjugator?"

"No discernable improvement," replies the aide, "She seems almost dead in space."

A sturdy smile creeps across the captain's face as he engages the fleet-wide comlink.

"Task Force Starfall, this is Starfall leader. Prepare to attack. I repeat, prepare to attack."

Wipe to ....

INTERIOR: SUBJUGATOR ENGINEERING SECTION

## EVENT 16: THE BRIDGE

A successful **Hard** ♦♦♦ **Mechanics** check will allow a Rebel player to repair the controls, and an **Average** ♦♦ **Computer** check will allow them to use it to extend the bridge.

Regardless of whether or not the Rebels are clad in Imperial uniforms, they are allowed to approach the platform without being questioned. This is simply because the personnel currently on the platform are too thoroughly engrossed in their work to pay the Rebels any attention.

Crossing the bridge is not as easy as it looks. The bridge is only one meter wide, with no railing. In addition, the pulsating light can have a dizzying effect to the unwary. Have each Rebel crossing the bridge make an **Average** ♦♦ **Resilience** check. Failure indicates they are overcome by vertigo, and must immediately make an **Average** ♦♦ **Coordination** check. Failure does not result in a deadly fall, but rather a close call, with a random bit of equipment falling from the clumsy character and plummeting into the surging energy below. Blissex is used to the effect and ignores the roll.

As the PCs near the end of the bridge, they hear the all too familiar sound of a mouse Droid merrily beeping around them. It scoots back the way it came, and the PCs have one chance to stop it before it disappears through the door. Even if they do destroy the droid, the violent action causes the four technicians to take a good look at their visitors and sound the alarm. Either

the MSE-6 or the technicians alert Kolaff to the location of his quarry.

### Imperial MSE-6 General Purpose Droid (Minion)



**Skills (Group Only):** Perception.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

**Equipment:** None.

### Imperial Navy Engineer (Minion)



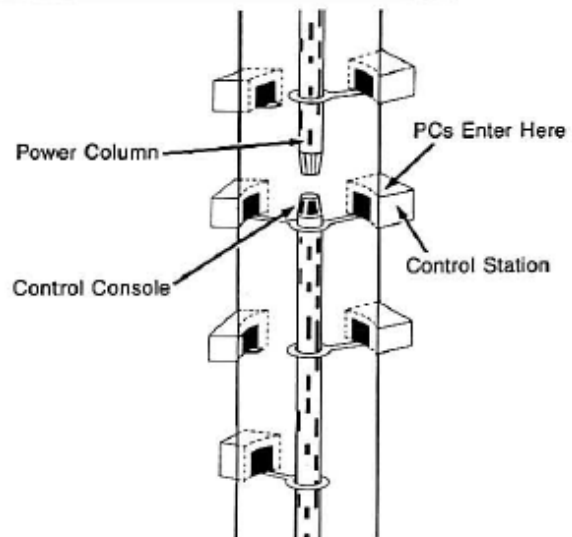
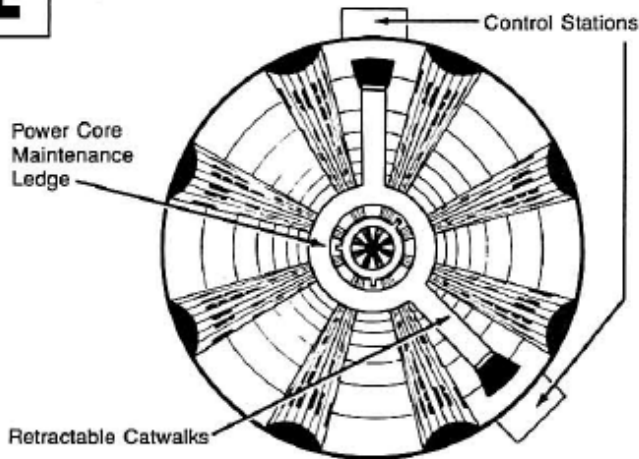
**Skills (group only):** Computers, Mechanics.

**Talents:** None.

**Abilities:** None.

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

## Engine Control Core



## EVENT 17: ANOTHER COMPUTER CLUE

Sometime during this episode, while the PCs are working the computer console, they may decide to get an update on the condition of the Star Destroyer. If not using the slicing rules from Special Modifications, the character that is elected to access the computer must now make a **Hard ♦♦♦ Computer check** with one upgrade to get into the system this time due to the heightened monitoring. A result again indicates that they have been spotted by the system monitor. In this instance Captain Kolaff will be alerted to the intrusion and he will send the nearest Stormtrooper patrol to investigate. Success will grant the PCs the data readout below. This provides the group with a further update on the time they have left, as well as revealing that the fleet that attacked the *Subjugator* is from the Alliance. It also reveals, if the PCs examine the information closely, that the Alli-

ance fleet will be in attack range again - the exact moment that *Subjugator* has been set to explode! Kolaff's insidious trap should become clearer, and this should provide the Rebels with further motivation to either stop the explosion or somehow warn the fleet before it gets too close.

## EVENT 18: AT THE CONTROLS

Once given clear access to the controls, Walex Blissex goes to work. First, he begins to turn various dials, changing the colors in the beam. The energy patterns in the shaft flux and change as the old man works, drowning the room with a new flood of dazzling color. Once finishing this, he slowly turns to the large computer console on the power column. The once-confident Blissex hesitates, looking nervously to the PCs. Taking a deep breath, the old man meekly addresses them;

:Priority Command D—113 \* \* \* Time: 02:03.45 and counting \* \* \*

:VSD Subjugator Battle Report 1283

:Logged by: Captain Thaddeus Kolaff, Commander, VSD Subjugator

Enemy force encountered outside Kween system. Originally believed to be pirate raiding group, now confirmed as Rebel Task Force by intercepted communications.

Makeup of enemy force: 1 Rebel Star Cruiser (MC80), 1 Rebel Escort Frigate (Nebulon B), 4 Rebel Corvettes (CR-90). First aggression: Rebel. Motive for attack: Unknown. Possible relation to prisoners, but unlikely. Action taken: Standard defensive posture. Enemy Response: Heavy bombardment from all ships. Action taken: Return bombardment, concentration on Cruiser. Enemy response: Cruiser retreat. Action taken: Advance on Frigate. Enemy response: Crossfire from corvettes. Action taken: Controlled ramming of Frigate, tractor beam focus on Corvette #2. Enemy response: attempted retreat. Action taken: Corvette propelled into Cruiser. Enemy response: Combined fire from all ships. Action taken: Standard tactical retreat. Enemy response: Retreat and Regroup. Conflict evaluation: Inconclusive.

Current Battle Status: Enemy approaching at sublight speed after effecting repairs. Probably at-tack range in 02:03.45. Preparing effective response while playing dead-in-space (see Priority Command D-113). Report logged and readied for probe droid launch as we remain under communications blackout.

:Priority Command D—113 \* \* \* Time: 02:03.45 and counting \* \* \*

*"I'm afraid I've been misleading you, my friends. My refusal to operate computers thus far hasn't been entirely by choice. It's just ... well, I've never learned to use one. There. I've said it. You see, for years my daughter and others have done all of my computer work for me. Covering for a stubborn old fool who's simply been too proud to admit his ignorance I am truly sorry. However, there is still hope. If I can have the assistance of one of you, I should be able to ... talk you through the sequencing."*

Drying his moistened eyes, the humbled engineer explains that there are a total of six steps required to alter the self-destruct sequence. For each step, the PC chosen to operate the computer under Blissex's discretion makes a **Computer check**. To add a bit of life, before each roll have Blissex explain the step and even coach the programmer/ For example, "That was brilliant, my boy! Now we've got to polarize the primary intercoolant trans-flux capacitors!"

Starting with an **Easy Computer check**, and increasing with each new step, the difficulty climbs until finally reaching a **Formidable check** with an upgrade on the final roll. Blissex will combine actions with the PC at the computer, hopefully allowing the PC to use their Ranks in Computer to add to Blissex's 5 Intellect. After the last roll has been achieved, Blissex jumps back from the computer in disbelief;

*"This is impossible! Someone has set the self-destruct sequence that only I know! I built it into the ships design as a failsafe but never revealed it. It's an option that can't be altered! To tamper with it further would result in the ship's immediate destruction! Who could have set it? The only other person in the galaxy possessing the knowledge is...my daughter!"*

Before the Rebels can contemplate the significance of that revelation, "The Trap" is sprung. Go on to the next event.

## EVENT 19: THE TRAP

At this precise moment, eight doors opening on this level of the control core slide wide simultaneously. A wall of Stormtroopers stand in each doorway, effectively blocking off all exits from the room. The painfully familiar voice of Captain Kolaff echoes through the huge shaft:

*"How very disappointing. Just when I was beginning to think you might have a micro-bit of soldier in you, you play directly into my hands (yawn). Bantha herders ... Very well. Here is your next, and quite probably last, lesson. I call it ... "Dying."*

### Creative Escapes

Moments like this tend to bring out the best in players. As GM you should encourage creativity. Try to use everything you are given here to play up the drama. Wounded Stormtroopers plummeting down into the energy field, Kolaff echoing over the ship comlink, dramatic near misses on the Rebels, etc.

The PC's can work the bridge controls from the console, and a Hard Computer check stops the extension of a bridge. They can only attempt to stop two bridges a turn, and it takes 3 turns for a bridge to fully extend.

Unorthodox methods of escape should become obvious to your players (such as using a rope to swing down to the next level). In these cases, make the best calls you can for ruling using the skills in the Core Book for guidance.

If the PCs are still in trouble after seven combat rounds have passed, use "Walex's Suggestion" on the next page.

As Kolaff's bellowing chuckle fades, the Stormtroopers open fire. There is a minion group of five Stormtroopers at each entrance, firing and extending the bridges. Once a bridge is extended, a second minion group made up of the remaining 4 Stormtroopers and the Stormtrooper Sergeant begin making their way across the across the bridge to the PCs while the five at the door will keep guard over it. Keep in mind that the Stormtroopers who've entered through the same entrance as the PCs will already have the bridge extended for them (thanks to the PC themselves) and begin approach immediately. The Stormtroopers are trained to fight in the Star Destroyer and between their training and the optical enhancements on their helmets, they may ignore the dazzling effect of the beams.

The Stormtrooper Sergeants will use the Skirmish formation when crossing the bridges under fire from the PCs, and use the Close formation when they are not under fire. The five Stormtroopers at the doors will follow the regular rules for Minion groups. Keep in mind this will be a test for the group, as even with the benefits of the Minion and Squad rules, as there can still be up 16 groups of enemies facing the PCs (1 in each of the 8 doorways, and 1 on each of the 8 bridges) at once! They will use stun settings and fight to the death.

## EVENT 20: WALEX'S SUGGESTION

Walex snaps his fingers and shouts, "Of Course!" He grabs one of the more technically minded PC's and explains;

*"We can change the energy field created by the crisscrossing beams! You must manipulate the computer just so to alter the energy into a repulsorlift field. Then we can leap into the shaft itself, using it as a turbolift!"*

While he quickly explains the process to the PC, the other Rebels will need to continue to hold off the Stormtroopers. Using a combined action with Blissex,

the PC must make a **Daunting** ♦♦♦♦ **Computer check**. Then, Blissex moves to the edge of the platform and non-chalantly dives off, disappearing into the energy field below. Blissex and the PCs must make **Average** ♦♦ **Coordination checks** to maneuver in the now safe energy field and reach a door a few levels below.

The Stormtroopers don't immediately recognize what's happening, thinking instead that the Rebels committed suicide instead of risking capture. The Rebels escape once again.

Regardless of how the Rebels escape, proceed to Episode 4.

## Stormtrooper Squads and their Tactics

Though the rules for Squads can be used anywhere, they are especially appropriate in the Control Core fight, and as such are presented in abbreviated version here. Full rules for squads can be found in the Age of Rebellion Gamemaster's Kit.

Any Rival or Nemesis may make an **Easy** ♦ **Leadership check** to form a squad with an allied Minion group at Engaged range. For the purposes of this scenario, all Sergeants will already have made these checks prior to appearing. Once formed, the minion group no longer receives a check in combat nor rolls for initiative. The groups Silhouette is considered 1 higher as well. While leading a squad, the leader may redirect one hit to any member of his squad instead, just as if they were a minion themselves. The Stormtrooper squads will adopt one of two formations, **Skirmish** while crossing the bridge, or **Close** while attacking the PCs.

**Skirmish Formation:** Add ■ to any Vigilance checks for Initiative or any Perception checks to spot enemies. Additionally, enemies must use 1 additional 🔍 to activate the Autofire or Blast special qualities when targeting the Squad

**Close Formation:** Concentrating fire on a single target, any attack made by the Squad adds ■ to its check.

# EPISODE 4: A DANGEROUS TREK

**T** heir escape from the engine core leads the Rebels into a new set of hazards and adventures. The first obstacle encountered as they begin their dangerous trek is a deadly power cell storm that engulfs the lower levels of the ship. A brief rest in a supply room uncovers more of Kolaff's plan and their best hope for escape - the location of a shuttle being prepared for departure! The location, however, is in a far distance hangar bay and to get there the heroes must get past renegade Droids, make their way through the twisted underside of the damaged vessel, and survive a zero gravity fight with yet more Stormtroopers.

## EVENT 21: THE POWER CELL STORM

The PCs exit the engine control core into another work station. Read;

*This empty engineering work station is dark and quiet. There doesn't seem to be any power running through the computer terminals or other equipment. The far door offers a strange sight, however. The upper part of the blast door glows red hot, and portions of the metal have begun to liquefy and drip.*

Beyond the door lies one of the power cell casing tubes. Unfortunately, the power cell it holds is a damaged one. Instead of being dead, however, this cell explodes with energy, engulfing the tube in an energy storm! The Rebels must proceed through this storm or find another way out of the area.

An **Average** ♦♦ **Perception check** uncovers a maintenance chute that drops even deeper in to the dying vessel. If the PCs discover this path, they can dive into the chute much the same way that Luke Skywalker and his group used the garbage chute in *A New Hope*. The chute leads to the supply room in "A Moment's Rest," dumping the PC's through a ceiling

grate an onto the floor.

They could also decide to go back out into the engine control core, but the Stormtroopers are 15 minutes behind them, following Kolaff's orders to recover the Rebel's bodies from the depths of the ship. In addition, the troopers have adjusted the repulsor field to work in only one direction - down. The PC's in they use the field, find that they can only descend deeper into the Star Destroyer's depths, eventually reaching the supply room in "A Moment's Rest."

The other option is to forge ahead through the energy storm. Once the door is pried open via an **Average** ♦♦ **Athletics check**, read:

*The blast doors reluctantly slide apart, releasing a wave of hot air into the work station. Once you recover, you see a raging energy storm that fills the cell casing tube before you. Twice as wide as the control core, this hollow tube encases one of the six giant power cells that provide energy to the Star Destroyer. Unfortunately, this cell is damaged, spewing its power into the tube in clouds of energized particles. A meter-wide ledge runs around the tube wall, disappearing behind the curve of the power cell.*

Blissex explains that sever power outages can cause cells to overflow with energy. While rare, such overflows generally spell the death of a cell as all its power boils out. The resulting energy storms can last for years, though, usually requiring the cell to be jettisoned into deep space.

The pathway around the tube is safe enough, but the storm can provide some hazards. As the PCs make their way around the tube, a cloud of energy bursts forth from the power cell and rolls towards them. As it smashes into them, the cloud explodes

with intense heat (inflicting 10 damage on all caught in the blast). Those that make a **Hard** ◆◆◆ **Knowledge (Education) check** recognize the danger immediately and can warn the others. If warned, characters can make **Average** ◆◆ **Coordination checks** to avoid the cloud.

One other danger presents itself inside the tube. One particularly violent portion of the storm explodes along the last 30 meters to the exit. Here, beams of energy fire from the power cell, smashing into that area of the ledge with frightening regularity. Characters must make three **Average** ◆◆ **Coordination checks** as they cross towards the exit. For every roll that is failed, the character gets blasted by an energy bolt that does 7 damage, inflicting a single critical injury for every ☉☉ generated on the **Coordination check**.

When the Rebels reach the door, they exit into a safe corridor. Go on to Event 22: A Moment's Rest.

## EVENT 22: A MOMENT'S REST

Whether the Rebels have fallen down the maintenance chute, lowered themselves through the control core, or crossed the storm-filled power cell tube, they finally arrive at a supply room off of a quiet and deserted corridor. This room contains plenty of blaster pistol ammo (from this point on you do not have to keep track of reloads), nine glow rods, three coils of syntherope (each 15 meters in length), two grappling hooks, food and water, and 8 stimpacks.

There is also a computer terminal the PCs can access for information and an update on the Stra Destroyer. A Hard Computer check yields the readout below. This bit of information shows that time is running out and the Star Destroyer will soon self-destruct. It also reveals that Kolaff is having a shuttle readied in hangar bay G-12. This gives the Rebels a destination and an added sense of urgency.

:Priority Command D-113 \* \* \* Time: 01:27.21 and counting \* \* \*

:Restricted Access \* \* \* Priority Code D-1228-I

:Command Clearance Only

:From: Captain Kolaff, Commander, VSD Subjugator

:To: Hangar Deck Officer Lieutenant Klito \* \* \* Your Eyes Only

:Effective Immediately

Prepare command shuttle for departure, hangar bay G-12. Time of departure, 00.47.00 minutes. Shuttle crew and two squads of troops to be ready and waiting at time of departure. Three units of reserve fuel, three months consumables and two astromech Droids to be loaded aboard as well. Clear hangar bay G-12 of all non-essential personnel. This is a priority command. I want no leaks. Do not fail me.

:Kolaff Out.

:Priority Command D-113 \* \* \* Time: 01:27.21 and counting \* \* \*



Blissex quickly outlines a way to the hangar bay. His route calls for the Rebels to travel through the very lowest levels of the Star Destroyer, thus avoiding most of the major guard patrols. "We will use the Droid access corridors along the bottom of the ship," he'll explain, "at best, we shall only meet up with servant and maintenance Droids along that route."

As they prepare to once again embark into *Subjugator's* corridors, read "Cut Away to Kolaff" out loud.

## EVENT 23: RENEGADE DROIDS

Blissex leads the PCs into a cramped corridor that serves as a passageway for maintenance and other common labor Droids that work on the Star Destroyer. They travel for a good distance before they hear a noise coming towards them from a connecting passage. Read;

*The silence of your journey through the dark Droid tunnels shatters. The noise of a mixture of various servomotors assaults your senses as dozens of Droids start pouring into the corridor behind you from a connecting passage. There are all kinds of Droids in the group; medical Droids and laborers, repair Droids and administrative assistants. They walk, waddle, glide and roll into the tunnel, moving as quickly as they can towards you.*

These Droids have joined together, abandoning their posts in an effort to escape from the deteriorating ship. They fear discovery by their Imperial masters and that fear will be reflected when they see the Rebels. Any living beings are instantly recognized as "Imperial masters" by the Droids. Their fear lends speed to their escape and they charge past the PCs in a stampede of metal and plastic. A **Hard** ◆◆◆ **Leadership check** will stop individual Droids, but nothing will prevent the stampede as a whole. Once stopped, these Droids beg forgiveness and plead not

to be melted down or sent to the spice mines.

The greatest danger in this scene remains the crushing number of Droids determined to keep on moving until they find a means of escape. The Rebels must make increasingly more difficult **Athletics checks** to avoid being dragged along with the rush of robots. Each round they must make a check, beginning at **Easy** ◆ and increasing by one difficulty with each check until the PCs have made a **Formidable** ◆◆◆◆ **Athletics check**. After each roll is made, PCs who fail take a single hit for 5 damage, with each ▼ after the first increasing the damage taken by one and each ☒ causing a single strain. Once all the checks have been made (regardless of pass or failure) read the next passage aloud before

### Cut Away to Kolaff

INTERIOR: *SUBJUGATOR* BRIDGE:  
*Framed against a sea of stars, Kolaff peers anxiously out the giant viewport. At his right, the female official scowls impatiently.*

"They're coming," *the captain* says, "I can feel them drawing closer."

"The Rebel fleet does not concern me," *snaps the official*. "Only Walex Blissex interests me."

"Blissex and his Rebel cohorts are dead. I am sorry for the inconvenience this will cause you, but even now my Stormtroopers search the lower levels for their corpses."

*The official smiles coldly*, "You fool. They are not dead. They simply escaped your foolish trap. You are a pathetic commander who must rely on wild schemes and inane plottings to make up for your lack of military competence."

*Without turning to face her, Kolaff calmly replies*, "Assuming that you have done what I asked of you and done it correctly, you will soon see what military competence is. As for Blissex and the others, if they have survived I will have them back in custody before time expires."

"I hope so, captain," *her answer drips poisonously from her scarlet lips*, "for your sake."

*Cut to ....*

INTERIOR: *SUBJUGATOR* DROID ACCESS  
CORRIDOR

continuing on.

*The press of Droids gets increasingly greater until you are swept up in the rush. It takes all your strength to remain out of the way of the grinding limbs of these frightened mechanicals. Faster and faster you are carried, crushed between protocol and sanitation Droid, rolling head over heels as the digital voices cry out for help. With your last bit of stamina, you pull yourself up, getting your head clear of the metallic bodies. Soon, your strength gives out and you slip, sliding back down into the sea of mechanicals. Somewhere up ahead an explosion sounds, but you barely notice it above the noise of the Droids, but the Droids do notice it. You fall to the cold floor as the wave of robots turn down a side passage, moving away from the source of the last explosion.*

Calculate any damage the PCs may have sustained and then describe how the Droids disappeared down a side passage, though not all the Droids are gone...


## EVENT 24: MEETING T-3PO

The Rebels now encounter T-3PO, an Imperial protocol Droid with a female vocal pattern and an air of superiority. The Droid remains, watching the Rebels while its compatriots continue their trek. It offers its services to the Rebel group, claiming that it can help them. "I can translate over four million forms of communication and retain knowledge concerning this Star Destroyer that you might find useful."

While T-3PO doesn't like life forms, particularly Rebel life forms, it does want to survive. It sees a greater chance of survival at the side of these life

forms than it does with the renegade Droids. If the PCs ignore the Droid, T-3PO comments on their obvious lack of intelligence and begins belittling them. Blissex warns the group that time is running out and indicates the doorway they were looking for. Then, two things happen. Read:

*The door ahead is suddenly blocked when a blaster cannon lowers from the ceiling and begins firing at you. "It's an automatic defense of some sort," yells Walex over the din of the blasts. "It was obviously added by the Imperials since it's not part of my original design." Before you can respond, another noise cuts in - the familiar sound of a mouse Droid! You see it on the floor beneath the laser, its optical sensor fixed on you. "You have three point six seconds to interrupt it before the MSE-6 reports on your location," cuts in T-3PO calmly.*

The automatic defense blaster fires shots randomly into the corridor each round unless a target charges it, in which case it fires at the charging figure. The blaster cannon's targeting system has a Gunnery skill of  and the planetary scale weapon does 4 damage with a critical of 4. It has a Hull threshold of 4, and a System Strain of 3. It is always considered to be at short range of the PCs (due to planetary scale) however the PCs begin at Medium range to it on a personal scale.

The PCs have one round to eliminate the MSE-6 Droid before it reports to Kolaff, but even if they do destroy it, the activation of the blaster cannon will alert Kolaff to activity in the lower levels.

If the PCs are having a hard time with the cannon, T-3PO can speak to its Droid brain and convince it to stop firing. This could be a good way to earn the Rebels' trust, after all.

Once the blaster cannon and mouse Droid are defeated, move on to Event 25: The Dangerous Trek.

## T-3PO (Rival)



1	1	3	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		10		0 0	

**Skills:** Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), etiquette and protocol (protocol droids allow allies to add  to any Negotiation checks or other checks made to negotiate or mediate).

**Equipment:** None.

T-3PO has served aboard the *Subjugator* for many years and it is infinitely familiar with many of the service levels and Droid access chutes. She has a keen hatred of humans in general due to the treatment she has received while in Imperial service, but her programming remains loyal to the New Order. She joined the Droid rebellion to find a way off the Star Destroyer and hooked up with the Rebels in a further attempt to save her metallic skin.

## EVENT 25: A DANGEROUS TREK

The door opens onto the shattered underside of the Star Destroyer. The PCs can actually see the atmosphere boil away through large holes in the torn hull, but enough of the corridor remains for them to travel. As the Rebels proceed through the twisted wreckage have them make **Coordination checks** to navigate through collapsed passages, **Athletic checks** to avoid flying debris, and **Survival checks** to stay on the right path and not get turned around. None of these mini-encounters should be deadly, but they should serve to keep the group on their toes and maintain the suspense. Modify your favorite bits from the great disaster films, adapting them to the space environment.

When the journey begins to lose impact, read the

following aloud;

The Y-Wing pilot and his gunner have not survived the crash, and the ship itself cannot be used. Even the communications equipment has been destroyed, which the PCs can discern with an **Average ♦♦ Mechanics check**. The turret however does work, which could prove useful.

Making their way past the Y-Wing, the Rebels find themselves in a particularly devastated section of the corridor. The Rebels move into an area of exposed superstructure. The floors and ceilings of several decks are blown away here, bending massive chromium girders inward to create a torn landscape of criss-crossed girders and jutting metal. As the Rebels move further, they are quite suddenly lifted off of their feet. It's obvious this section of the ship has been deprived of gravity.

Blissex points out an opening at the far end of the corridor, some 60 meters distant, as the direction the group must take. Floating through the air, characters have little control of direction and must make an **Average ♦♦ Coordination check** to travel 10 meters in a desired direction.

As the characters begin to cross the giant chamber, read:

*A long gash in the floor ahead opens into space. Your rate of travel should take you well past the danger, but the view is spectacular. Especially the six stars, gleaming white that seem to move closer and closer. Wait, these aren't stars, those are Stormtroopers! They rise up from the open wound, each a full head and shoulders taller than a normal Stormtrooper, all carrying large weapons that looks to be a nightmare mix of rotary cannon and missile tube.*

These are the frightening Dark Troopers of the Imperial Military. Designed to fight in any environment, and benefitting from being Droids, these troopers have been patrolling the exterior hull for some

time now, originally sent by Kolaff to look for any Rebel scouts. When Kolaff became alerted to activity on the lower levels, he sent the Dark Troopers to investigate.

Fighting in Zero-G is complicated, which is one of the many reasons why the Dark Troopers were created. A PC fighting in Zero-G cannot move and shoot, as making a **Coordination check** to launch oneself and firing a weapon are both actions. This means that the average combatant is only 50% effective in a space environment. To get around this, the Dark Troopers movement is calculated by their internal targeting computer, in effect making their motion part of the firing solution. An internal jetpack renders them a Silhouette 1 vehicle, so their movement is covered by a single maneuver each turn as normal. PC's however, will need to choose between the two.

The Dark Troopers will maintain their advantage in the vacuum of space by keeping to medium range. Any PCs attempting to close with them will need to be in environment suits to survive in the vacuum of space (and then will need to figure out a way to get back inside the Star Destroyer once combat is over).

This puts the PCs in the difficult position of either fighting the Troopers or weathering their fire for the 6 rounds required to cross the expanse. Take the opportunity to increase the chaos by having T-3PO shout to the Troopers, explaining that she has been taken prisoner by the "Rebel womp rats" and pointing out the location of any Rebels attempting to hide.

The PCs can also return to the Y-Wing and use their **Gunnery skill** to man the turret, adding valuable firepower and protection against the Dark Troopers. In either case, once the PCs are across the chasm, the Dark Troopers return to their patrol after reporting to Kolaff. Kolaff knows the only route will take them to the Hangar and he has already prepared for his final confrontation with the Rebels.

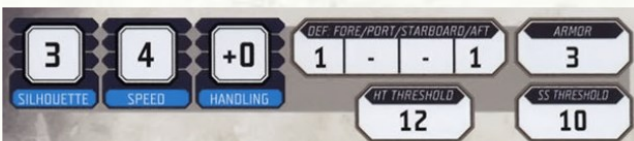
T-3PO will apologize for her behavior, stating that it was "old programming" that activated and promising it wouldn't happen again. If the PCs done believe her, she snuffles and wanders down a side passage.

## Dark Trooper (Rival)



**Skills:** Brawl 2, Gunnery 4, Perception 2, Vigilance 2.  
**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once).  
**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), Enhanced Senses (add automatic to all Perception checks).  
**Equipment:** Missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6), plasma shell assault cannon (Gunnery; Damage 10; Critical 2; Range [Long]; Auto-fire, Breach 1, Concussive 1, Cumbersome 4, Inaccurate 1), power armor (+2 soak, +1 defense), jetpack, internal comlink.

## 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).

# EPISODE 5: A CLASH WITH KOLAFF

**W**ith time running out and a ship full of angry Stormtroopers behind them, the Rebels reach the hangar bays - but realize they are in the wrong one! To get one level down to the main bay they want, the Rebels must face perhaps the most deadly challenge of this adventure. They must face off against Kolaff who awaits them in an AT-ST scout walker! The fate of both the PCs and the approaching Rebel fleet hangs in the balance.

## EVENT 26: THE FINAL EXAM

The Rebels finally arrive at the entrance to the hangar bay and close the door behind them. An **Average ♦♦ Computer check** will allow them to lock the door. As the PCs turn to examine their surroundings, read;

*Smoke fills this small bay, obscuring vision in all directions. Some distance to the right, four large objects can be seen through the smoke, but no details can be gleaned.*

The smoke in the hangar bay is a cloying, choking vapor which issues from a smoldering Dygian coolant pool in a particularly bent portion of the left wall. The effects of this smoke are the same as the riot control gas in Event 13. Walex informs the PCs that they are a level above the shuttle hangar bay, but that this bay should have a cargo lift. A **Hard ♦♦♦ Perception check** will find the edge of the lift in the smoke, revealing the lift to be on a lower level. Blissex points out the control station against the wall, from there they can raise the lift platform.

A squad of nine Stormtroopers and a Sergeant are waiting in the smoke as well, though they have orders to wait for the trap to be sprung before engaging. A **Daunting ♦♦♦ Perception check** by any inquisitive PC will spot the Stormtroopers, and, if spotted, they will begin firing immediately. Otherwise, they will wait until the lift is activated to open fire.

The same perception check that is needed to spot the Stormtroopers will identify the four large shapes as AT-ST in a powered down state. These begin at Medium range from the PCs, the same as the Stormtroopers, though in a different direction. Kolaff has given orders to allow the Rebels to board the AT-ST's so the Stormtroopers won't fire at anyone making a break for them.

Blissex will move towards the lift station immediately, even if alone and begin raising the lift. Once the lift is activated, it will take 5 rounds to reach the hangar bay. The lift however, carries a surprise; Kolaff in his own AT-ST! Any Rebels at the controls will notice that there are environmental controls on the panel as well, allowing them to evacuate the smoke from the hangar. This will clear the smoke on round 3.

When Kolaff arrives, he will begin destroying the AT-ST's until there is only one left, starting with whichever one is closest to the Rebels. He will allow them to board the last one, however. The Stormtroopers for their part will do their best to capture the Rebels, using Stun settings and focus firing down one target at a time. When the Rebels do clamber inside an AT-ST, read;

*The AT-ST's holoprojector hums to life. The image of a man's face appears before you. He is wearing a sleek black command helmet, which seems to complement the stringing grin racked across his face. A painfully familiar voice speaks, "Welcome, my students, to your final exam." The confident Kolaff slides a pair of dark goggles over his eyes. "This is a fight between soldiers. Soldiers in the skins of titans. Or should I say, farmers in the skins of soldiers, in the skins of titans, hmm?" With that, the AT-St on the lift tips its cockpit toward you in salute, and then opens fire.*

As the battle wages on, let Kolaff's voice break over the comlinks every so often to complement a good move or chastise a bad one. The battle ends when the PCs defeat Kolaff and the Stormtroopers or when they are defeated themselves.

Once the haze of battle clears, the PCs can use the lift to lower themselves to the hangar bay that holds the shuttle. Go on to Episode 6.

### Captain Kolaff (Nemesis)

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

**Skills:** Discipline 3, Knowledge (Warfare) 2, Ranged (Light) 2, Gunnery 2, Piloting (Planetary) 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.



### AT-ST

3	2	+0	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	3
			HT THRESHOLD				SS THRESHOLD
			15				12

**Vehicle Type/Model:** Reconnaissance Walker/AT-ST.

**Manufacturer:** Kuat Drive Yards.

**Sensor Range:** Short.

**Crew:** One pilot, one gunner.

**Encumbrance Capacity:** 18.

**Passenger Capacity:** 0.

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

**Customization Hard Points:** 1.

# EPISODE 6: THE FINAL ESCAPE

In hangar bay G-12 the Rebels must defeat the final guards, deal with the mysterious Imperial official, warn the approaching Rebel fleet to turn back and escape the Star Destroyer before it explodes. Hold on to your flight helmets as time becomes the true enemy in the closing minutes of *Starfall!*

## EVENT 27: THE SHUTTLE

The vehicle lift easily lowers the PCs to the proper hangar bay. If they go down in an AT-ST, they stand a better chance of success. Waiting for them is a minion group of 2 TIE Pilots. Also in the hangar is a fully stocked and ready-to-fly *Lambda*-class shuttle. As the lift descends, read;

*You descend into hangar bay G-12, noticing the two pilots and the shuttle waiting to depart. In the control tower, a single figure watches your descent. IT appears to be a person in Imperial robes, perhaps an official or dignitary of some sort. A hood is drawn over the figure's head, hiding any recognizable details. Then over the ship-wide comlink, you hear, "Priority Command D-113. Time: Five minutes and counting ..."*

Lira Wessex watches from the control tower. The moment the PCs do anything to suggest that they aren't Kolaff, she orders the pilots to attack. The attack should be quick, with the mechanical voice counting down in the background. Blissex points out that the control tower should be operational and with it they can warn the Rebel fleet.

While the others battle the pilots, a PC or two should charge the tower. As they do, Lira pulls a blaster and starts firing, retreating by climbing onto the catwalk towards the far door. If someone gives chase, go to Event 28: Lira's Escape.

With an **Average ♦♦ Computer check**, a PC can operate the comlink transmitter to warn the fleet. This will also require a successful **Average ♦♦ Charm** or **Deception check** to convince them this isn't an Imperial trick.

## EVENT 28: LIRA'S ESCAPE

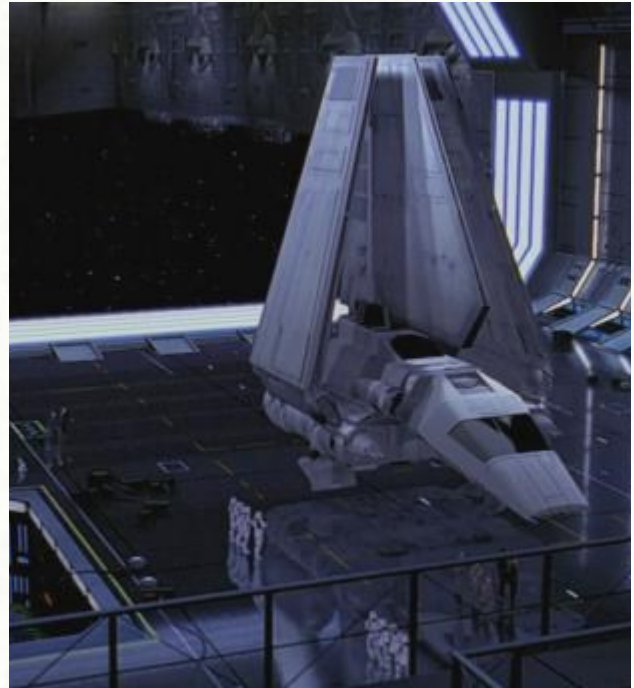
Her identity still hidden beneath her Imperial robes, Lira dodges through the door into the corridor. If any PC's chase her, they catch up to her in the hall. Read;

*Standing about 10 meters from you in the center of a corridor intersection is the Imperial official. The official throws back her hood to reveal a beautiful yet dangerous looking woman. Your caution increases as she pulls a thermal detonator from the sleeve of her robe. She smiles, "Rebel fool. Did you think to defeat Lira Wessex as easily as you did that incompetent named Kolaff?" She prepares to toss the grenade when Walex Blissex appears beside you. She hesitates, then smiles and winds up to throw. You both hear the sound of repulsors and servomotors from the connecting passage. A wave of Droids, apparently the same frightened renegades you met earlier, smash into Lira. She quickly disappears beneath the metallic crush, but you notice the grenade bounding towards you. You catch a glimpse of a silvery protocol droid just before the explosion seals the corridor with tons of debris.*

The only thing to do now is to get into the shuttle and take off.

Any PCs with **Piloting (Space)** can operate the shuttle. It is completely fueled and supplied, as per Kolaff's orders. Still, it requires a **Hard Piloting (Space) check** to navigate the ruined hangar bays and escape into the space outside.

The shuttle's comlink continues to receive the countdown, and as it reaches zero the computer provides one last bit of information. Show the players the computer readout below.



:Priority Command D—113 \* \* \* Time: 00:00.00 and counting \* \* \*

:Sensor Alert \* \* \* WARNING! \* \* \* Volatile energy overload off aft center arc, approximately .35 sublight units distant. Defelctor shields automatically engaged. Brace for impact.

:Shields holding firm. Damage superficial.

:Sensor Alert \* \* \* Vessel detected off of fore left arc approximately .52 sublight units distant. Identification files confirm craft as *Lambda*-class shuttle bearing Imperial markings. Communication detected. Relaying . . .

:To: Governor Denn Wessex, Relgim Sector

:From: Lira Wessex, shuttle Tatium

Escaped unharmed, but mission unsuccessful. My father has escaped me again. Rendezvous at prearranged coordinates in 04:00.00. All my love.

:Lira Out.

:Sensor Alert \* \* \* Shuttle Tatium engaging hyperdrive. Shuttle entering hyperspace. Projected trajectory - unknown.




## Lamda-class Shuttle



**Hull Type/Class:** Shuttle/Lambda.  
**Manufacturer:** Sienar Fleet Systems and Cygnus Spaceworks.  
**Hyperdrive:** Primary: Class 1, Backup: Class 10.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot, one co-pilot, one navigator, one gunner, one comms operator, and one engineer.  
**Encumbrance Capacity:** 200 (without passengers).  
**Passenger Capacity:** 20.  
**Consumables:** Two months.  
**Price/Rarity:** 140,000 credits (R)/6.  
**Customization Hard Points:** 2.  
**Weapons:** Two forward-mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).  
Two forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).  
Aft retractable twin light blaster cannons (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

## REWARDS

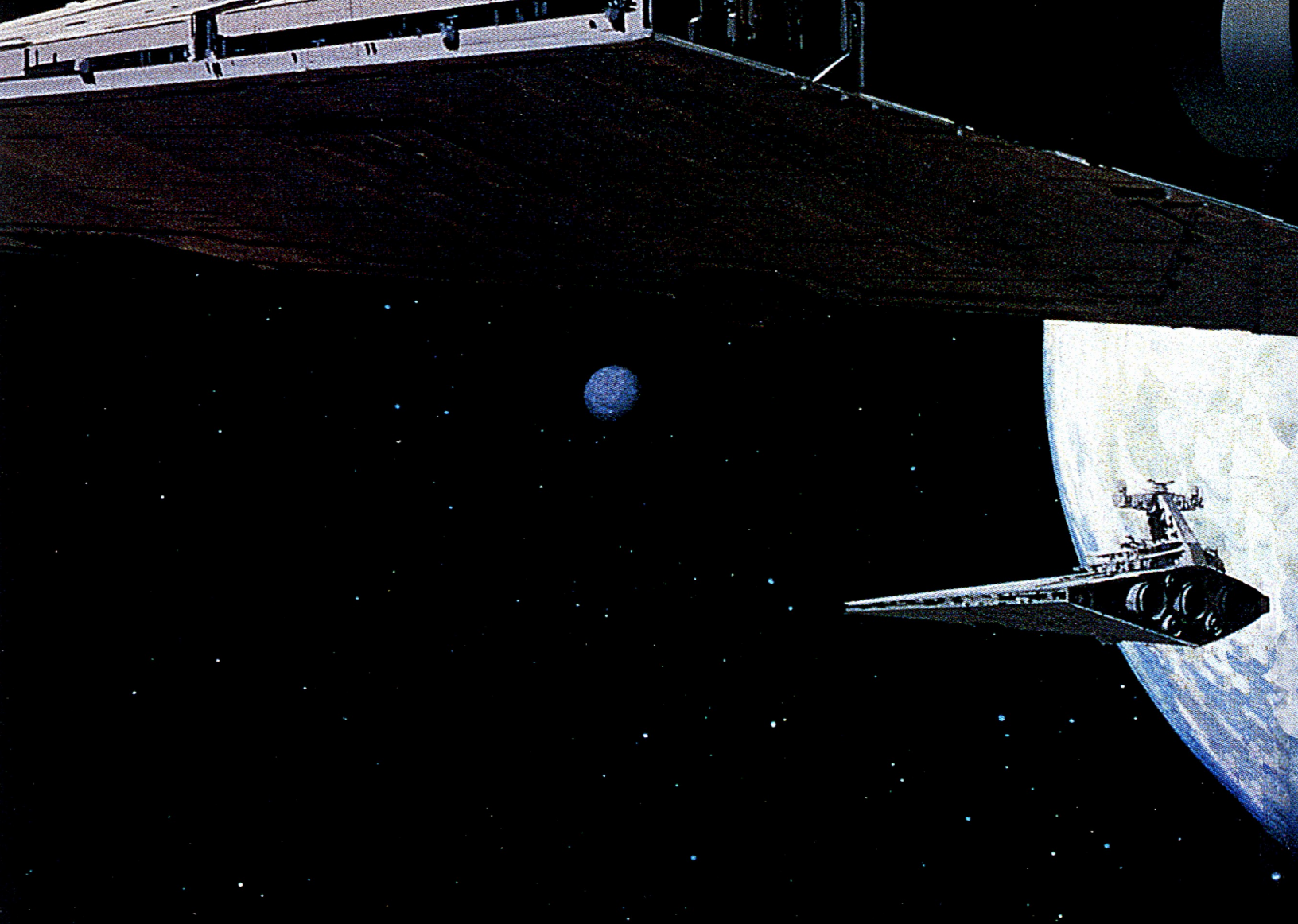
Upon returning to base (with a possible holdover at Kwenn space station to get their ship and gear), the PCs are met by General Dadonna, who ceremoniously promotes each of them, increasing their Contribution scores appropriately. Those not already members of the Rebellion are bestowed the rank of Lieutenant.

For "saving his silly old hide" Walex Blissex designs a special item for each of the PCs. This can be anything you feel appropriate, from a free installation of a modification a PC has been wanting, all the way to a special item that might grant them a Talent that they normally wouldn't be able to get. Generally, these should be small, but meaningful things that provide the equivalent of  or two.

## EVENT 29: OPERATION STARFALL

As the explosion rocks the shuttle carrying the PCs, one last communication crackles over their sub-space comlink. Read;

*Your subspace com-unit crackles to life, and a strong, calm voice addresses you. "This is Starfall leader calling Imperial shuttle. As everything you told us seems to be correct, including the recent destruction of Subjugator, please feel free to come aboard our flagship as my personal guests. May the Force be with you. Captain Torrie out."*

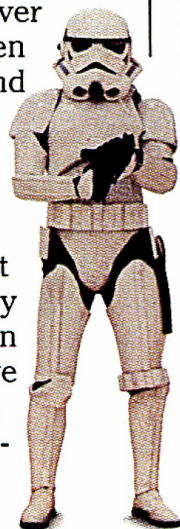


# A CHALLENGE THIS BIG

You're looking for a challenge. One that can prepare you for anything. Where you can work with the best and discover strengths you didn't even know you had. You'll find all that and more in the Imperial Navy.

## Only the Best

The Navy is not for everyone. Only the best meet the stringent entry requirements — even fewer pass the intensive physical and mental challenge of basic train-



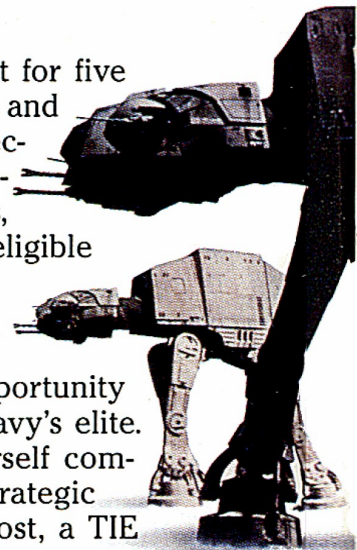
ing. You'll have to be tough, brave, intelligent and loyal to prove yourself worthy. If you have these qualities then you're made of the stuff we're looking for.

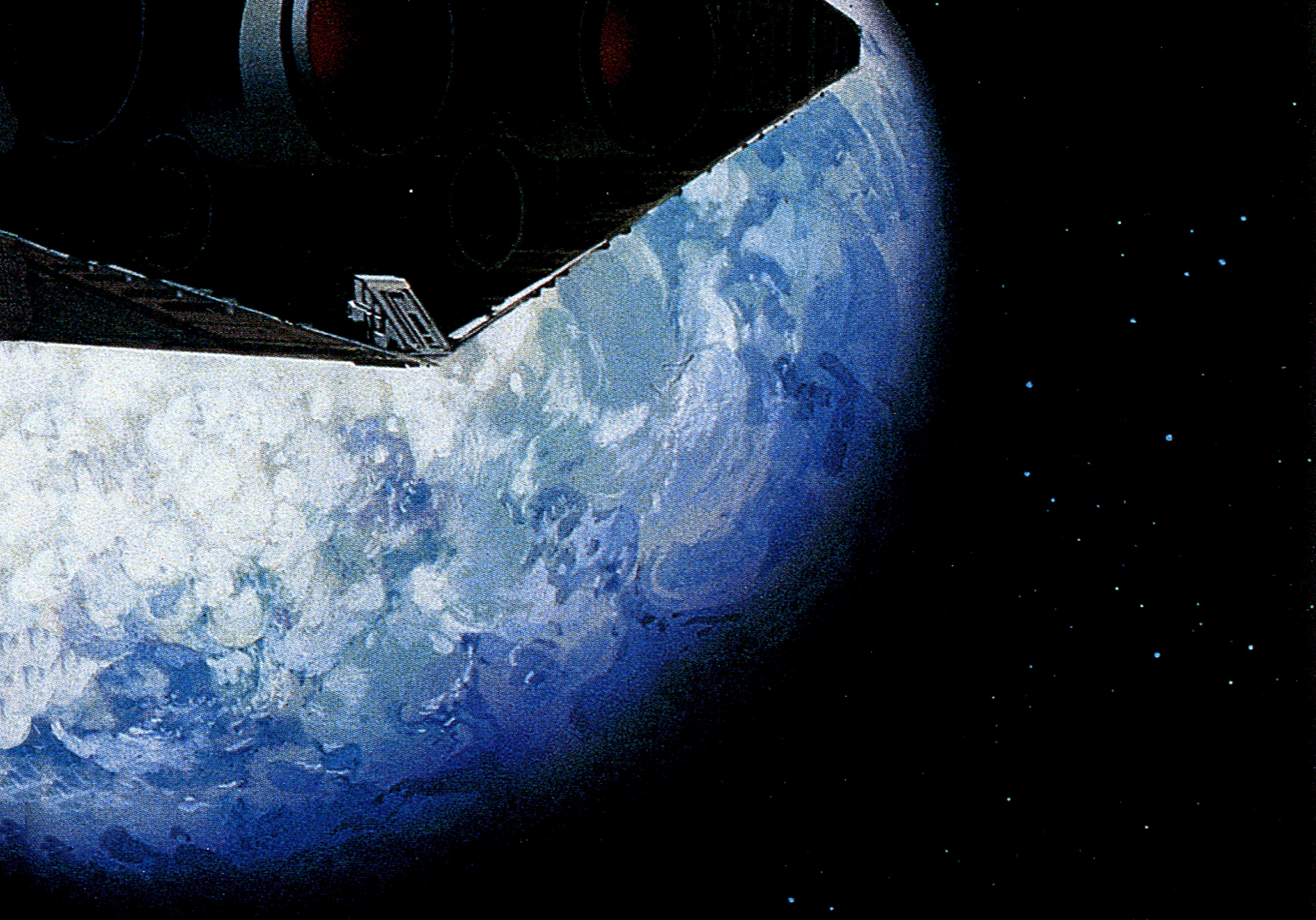
## Excellent Career Opportunities

The Imperial Navy offers a wide variety of excellent career opportunities. If you qualify, you can train in the fields of navigation, engineering, medicine, computers and more. The Navy also offers pilot training in both large and small

spacecraft.

If you enlist for five years or more and have the necessary leadership qualities, you may be eligible for Officers' Candidacy Training: a privileged opportunity to join the Navy's elite. Imagine yourself commanding a strategic military outpost, a TIE fighter squadron, or even a





# IS NOT FOR EVERYONE.

mighty Star Destroyer! The potential for rapid advancement is limited only by your ambition, skill and loyalty.

### **Adventure**

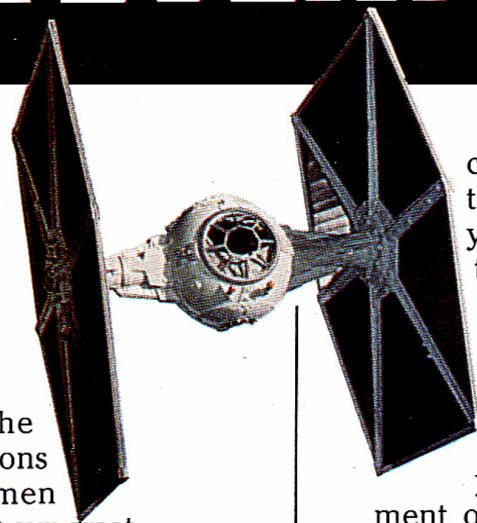
Life in the Navy is full of adventure. You'll have an unequalled opportunity to broaden your horizons. During your tour of duty you will visit many exotic worlds and meet many interesting people.

Wherever you go, you will be admired and respected, because you are one of the best — one of the guardians of order and

justice in the galaxy — one of the valiant men of the Imperial Navy!

### **Join Today**

Across the galaxy, millions of gallant men are defending our great Empire from evil enemies who oppose law and order. Do you have the courage to answer the Empire's



call and join them in this noble crusade? If you've got what it takes to be part of the most powerful military force in the galaxy, contact the Imperial Navy Screening Officer at your local recruitment office. Do it today — and meet the greatest challenge of your life!

# **THE IMPERIAL NAVY**

**A Proud Allegiance**



**STAR WARS**  
**AGE OF**  
**REBELLION**  
ROLEPLAYING GAME

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

Captured by Imperials, a small group of Rebel heroes find themselves trapped within the detention block of a Victory-Class Star Destroyer, but an attack has left the Star Destroyer a battered wreck, its crew scattered and power fading. What dangers await within the smoldering ruins of this once great vessel?

Only those with courage and conviction will attempt to find out. Only those with strength and luck can hope to survive.