

STAR WARS
AGE OF REBELLION

THE CORE OF CORRUPTION



DAWN OF DEFIANCE SERIES

ADVENTURE #06

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STAR WARS
ROLEPLAYING

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CREDITS

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STAR WARS

STAR WARS: DAWN OF DEFIANCE

Episode VI
THE CORE OF CORRUPTION

The Nazren uprising is over. Out of the chaos, Senator Organa's agents return to the starship Resurgence with new data essential to discovering the origins of the mysterious Sarlacc Project.

Fearing that swift Imperial action will invalidate the compromised information, the Imperial traitor Admiral Varth has reassembled Organa's agents for a dangerous trip to the heart of the Empire. There they must continue their desperate search for the Sarlacc Project, under the oppressive gaze of the Empire itself . . .

THE CORE OF CORRUPTION

Background

This adventure assumes that you have run your heroes through the previous Dawn of Defiance adventures, particularly the fifth adventure, The First To Strike. The heroes should already be acquainted with Admiral Varth and the Alderaanian starship Resurgence. The events on the planet Nizon should be fresh in their minds, since they have had little downtime since their return to the Resurgence. The heroes also should know that they returned with significant intelligence, and they should be awaiting its analysis with great interest.

If you aren't running Dawn of Defiance but would like to use this adventure in your home campaign, you may adapt it to your own needs. First, replace the Sarlacc Project with a goal integrated into your campaign. This might be a person to be saved or an object or information to be retrieved. In any case, it is something that must be found on Coruscant. It should also be something worthy of the Inquisitors' interest, since the final encounters force to heroes to take the Inquisitors head-on. If you ran the previous adventure, The First to Strike, perhaps the goal could be to find a captured Gamemaster character—or even a player character, such as a Jedi.

It is highly recommended that you read the entire adventure thoroughly before running it. Much of the adventure focuses on investigating the location of the Sarlacc Project and allows the heroes to move around Coruscant as needed to follow leads. Because there is no set progression between the sources they may choose to investigate, the heroes will likely jump around from encounter to encounter in Part 2.

Adventure Summary

While on the planet Nizon, the heroes obtained intelligence related to the origins of the Sarlacc Project. Upon returning to the Resurgence, the data is analyzed, prompting Admiral Varth to recall them to the mission briefing room and fill them in on the details. It seems that the engineers of the Sarlacc Project are in an Imperial facility on Coruscant, and the heroes must seek them out.

Admiral Varth provides the necessary codes and permissions for the heroes to enter the Coruscant system. They must slip through Imperial security undetected, secure a landing pad, and establish a base of operations. Using a multitude of skills, contacts, information gathering and scrounging, the heroes must pinpoint the location of the project's architects and engineers. Above all, they must not attract attention from the ISB or any other Imperial organization. Their investigations may include the underworld, Imperial computer networks, Alderaanian contacts, and a little help from the Force.

Eventually, the heroes discover that the designers are located in an unfinished skyscraper. They must ascertain a method of entry and ascend to the highest levels of the structure. Upon locating the designers, the heroes soon realize the warped and horrific design process in place. However, before they can do much about it, the project's true managers appear—the dreaded Imperial Inquisitors. The Inquisitors cannot afford for the project to be revealed and fight to the death if needed. When defeat seems imminent, they trigger a self-destruct, forcing the heroes to find their way out of the collapsing building. Even after they have escaped, the heroes must elude Imperial security and emergency rescue teams until they can flee the scene.

Ultimately, the heroes learn the details of the Sarlacc Project. The Empire is constructing a massive new starship many times larger than a Star Destroyer, which is an early prototype (though not the final version) of the Super Star Destroyer. The new vessel will serve as the flagship of the Imperial fleet, and the Sarlacc Project nears completion.

THE CORE OF CORRUPTION

Episode I Into the Core

In The Core of Corruption, the heroes learn the significance of the data that they received on Nizon, prompting them to take the search for the Sarlacc Project to Coruscant. They have had very little downtime since their return to the Resurgence and the conclusion of their previous adventure. It takes only a day or two for Admiral Varth and the Resurgence crew to analyze the data. Upon learning its results, the Admiral wastes no time in reassembling the heroes in the briefing room to give them their next assignment. If the heroes did not participate in the events on Nizon, they need only be told that the information was obtained by another group of agents during the recent Nazren uprising on Nizon.

The heroes have had little time to heal or recover. Due to the sensitive nature of the data, speed is essential. Any heroes who may require extended healing, repair, or recovery will find that they must patch up themselves and their equipment as best as they can before they go. They have time to meet with anyone who is already aboard the Resurgence, but they are not allowed to communicate with anyone outside of the ship

The Briefing

Admiral Varth calls the heroes to the briefing room within 24 to 48 hours after they return to the ship. The Admiral is impatiently awaiting their arrival, along with the now-familiar yellow and silver astromech assisting droid. Resurgence Captain Verana is also in attendance. Read the following text aloud:

As you enter the stark white briefing room, Admiral Varth waits impatiently for you to take your seats. The Admiral looks extremely tired and sleep deprived. It takes you a moment to realize that Captain Verana sits nearby, near the familiar assisting astromech droid. Admiral Varth begins.

“Congratulations. The data you obtained on Nizon is very revealing, so much so that I fear that once the Empire realizes it has been compromised, they will take steps to invalidate it. I’m afraid that time is not on our side.

“Thanks to you, we now know the origin of the Sarlacc Project, if not its final purpose.” The Admiral signals the droid, and the holoprojector activates, showing a very familiar city planet. “I suppose we should not be surprised that the project’s origin and design team resides on Imper ... I mean, Coruscant. I do not believe that the entire project is housed there, given the casualty figures I have seen in my former Imperial life. However, it is apparent from the new data that the project is controlled from somewhere in this area.”

The Admiral waves at the droid, and the view zooms to the planet’s surface, highlighting a large district that includes some of the Empire’s most important governmental structures, such as the Imperial Senate. “Unfortunately, we do not have an exact fix on the building or agency directly responsible for the project. The leads we have are impossible to pursue remotely. Therefore, we must send you in as soon as possible.”

Captain Verana speaks in a serious tone. “Before we delve into the details, you should know that our benefactor has fully authorized this mission, and he wanted me to personally assure you of its importance.”

The holoprojector zooms out to show thousands of starships, space stations, and satellites orbiting or approaching Coruscant.

“Coruscant is, of course, the center of the Empire. If you have not been to the system since the days of the Republic, the amount of traffic and the level of security may astound you. Peace and order, even under an oppressive government, have brought new opportunities to corporations and individuals throughout the galaxy. Between the prosperity of the Core Worlds and the rebuilding of the planets damaged by the Clone Wars, traffic to Coruscant has increased many times what it was only a few years ago. Security has also increased, so it will be vital that you have the proper documentation and permits to approach the system and land at a suitable port. I will provide this for you.”

With that, the Admiral finally takes a seat, leaving the holoprojector on as a nearly silent reminder of your final destination. “Now, I’m sure you have additional questions.

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The following questions should be answered by the Admiral; however, Captain Verana may interject when needed.

Why should we do this for you?

“We would hope that by now you are fully dedicated to discovering and stopping this project. However, we have been authorized to provide you with 5,000 credits each and equipment and weaponry available from the Resurgence’s stores to replace those that you lost on Nizon. We may also repair your ship, if required.”

When do we leave?

“As soon as you’re ready—hopefully, within the next 24 hours.”

How do we get to Coruscant?

“You should take your own ship. If your ship is unavailable for some reason, we can provide you with an unarmed small light freighter. In either case, we will provide the required licenses. Any borrowed ships must be returned to us.”

The provided freighter is a battered YT 1300 called the Onderon Sky; use the statistics of a standard YT-1300 (minus the laser cannon).

What should we expect when approaching Coruscant?

“You should expect tight security when approaching the planet. You must enter the system near a designated hyperspace buoy and contact Imperial Center control immediately. Remember to call it Imperial Center. They will direct you to an approved spacelane to your requested starport. Do not deviate from this flight path. Assume that you are always under surveillance, even though it is unlikely to be focused on you. With the credentials we’re providing, you should not expect any trouble. However, it is always possible that Imperial customs will see fit to inspect the vessel, either by sensors or singling you out for boarding. I highly recommend that you do nothing to draw attention to yourselves. There are literally thousands of Imperial military vessels in the system, so any combat is likely to end swiftly and extremely badly for you.”

How good are our credentials, licenses, and papers?

“Between my own expertise and resources of Captain Verana, we have assembled all the proper licenses and permits, altered for your specific vessel. Our highly placed contacts will enter this data into the BoSS systems before you depart. If you’re using your own vessel, we must make a couple of alterations to your sublight drive to make sure the transponders match. The alteration should be detectable only if someone actually physically examines your transponder. All licenses will be in your proper names, or in alternative identities if you already have ones that can withstand direct Imperial scrutiny.”

What were you (Admiral Varth) going to say instead of 'Coruscant'?

(in the boxed text)

"Sorry, but some habits die hard. I was about to refer to Coruscant as Imperial Center, which of course is its formal Imperial name." (This is a minor hint as to Varth's ultimate loyalty.)

How will we know the benefactor's agents if they contact us?

Admiral Varth says, "I'm not exactly sure. I'm told that it may be somebody you have worked with before." Sometime after the briefing when the Admiral is not around, Captain Verana tells the heroes that **Tero Reskan** will be their contact. He also gives them a comlink code and the sign/countersign "We broke our droid./ I hope you meant to." The Captain makes it clear that this information is extremely sensitive, and the heroes are not to reveal the name or passwords to anyone, including the Admiral. There is always the possibility of Imperial spies aboard the Resurgence.

Where will we stay on Coruscant?

"We arranged docking at the Cloudscape Platforms, a private starport used by Core World travelers and small-scale merchants. I highly recommend finding some accommodations elsewhere. That way, if you draw the attention of the ISB, they may not immediately locate your ship."

How do we find the source of the Sarlacc Project?

"An excellent question. The best we can provide is several starting points. For instance, we've discovered that the Sarlacc Project data is broadcast in a specific frequency range. You may be able to locate the source, but it will not be easy. It is likely a tight-beam transmission to some sort of messenger droid or secret receiving station. We have also identified individuals whose names have shown up on communiqués and delivery reports. One is **ISB Agent Lesan Dos**, whose exact connection to the project is unknown. It was also discovered that routing codes pertaining to a **protocol droid called CZ-3T6** have been discovered on many outgoing messages. The final possibility is a Sullustan called **Resh**, who was a former associate of Darga the Hutt and tied into the Hutt's material delivery services. If you can locate one or more of these individuals, they may be able to lead you in the right direction."

What do we do when we find the source of the Sarlacc Project?

"You must find and infiltrate the source, discover exactly what the project is, and learn where it is located. Relay any vital data through our benefactor's contacts on Coruscant, then send what you can back to the Resurgence."

CORUSCANT

Astronavigation Data: Coruscant system, Corusca sector, Core region

Orbital Metrics: 368 days per year / 24 hours per day

Government: Imperial dictatorship

Population: 1 trillion (humans 78%, other 22%)

Languages: Basic

Terrain: dense, multilevel, planetwide urban cityscape

Major Cities: Imperial City

Areas of Interest: Imperial Palace (formerly the Jedi Temple), Galactic Museum, Imperial Senate, Column Commons, Monument Plaza, The Works

Major Exports: culture

Major Imports: foodstuffs, medicinal goods

Trade Routes: Corellian Trade Spine, Perlemian Trade Route, Namadii Corridor

Special Conditions: none

Background: Coruscant is among the most ancient of the galaxy's civilized worlds. Coruscant's life and civilization predate the Republic, as well as the ancient Rakata Infinite Empire, by tens of thousands of years. As the system of hyperspace routes grew

across the galaxy, Coruscant benefited significantly from its location. Coruscant's political and economic power and influence became dominant. It grew to become the capital of the Republic, a world that every galactic government must ultimately control to be considered legitimate.

THE JEDI TEMPLE

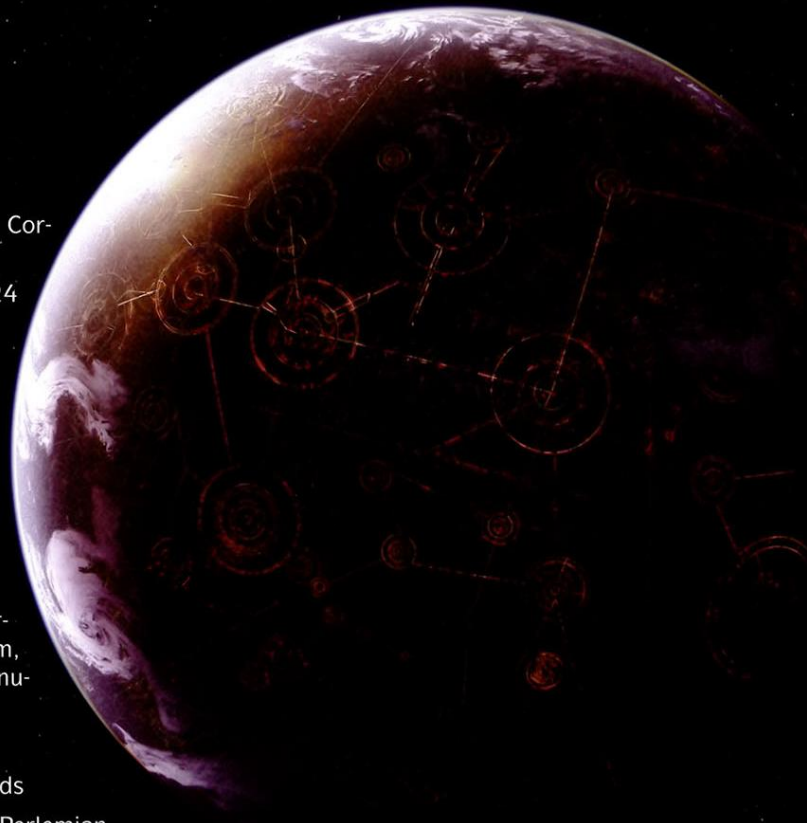
For centuries, the Jedi Order maintained its headquarters on Coruscant. The Jedi Temple was an impressive and imposing structure topped by five lofty spires. Within it, the Jedi trained their younglings and Padawans, maintained the histories and resources of their Order, and meditated on the mysteries of the Force. The temple was the heart of the Jedi Order—and one of the first places targeted by Emperor Palpatine when he set out to destroy it.

At Palpatine's command, Darth Vader led an army into the temple and slaughtered everyone he found. Now, Imperial banners hang from the temple's walls, and to make his victory complete, the Emperor has turned the Jedi Temple into his palace. Few know what goes on within its walls, though what is certain is that few enter the Imperial Palace without the Emperor's blessing, and even fewer leave alive.

As the planet developed, the needs of the economic powerhouse and galactic government brought with it a massive boost in population. The world was already covered by layers of urban cityscape, and it kept growing. As the city stretched higher into the sky, the population stratified. The wealthy and powerful literally rose to the top, leaving the lower levels to the poor.

As the seat of Imperial power, the planet is protected by formidable fleets of Star Destroyers, numerous orbital defense platforms, and powerful planetary shields. The Emperor rules from the Imperial Palace, and many of Coruscant's districts house the machinery of Imperial bureaucracy.

In general, the citizens of the mid and upper levels are among the staunchest Imperial supporters in the Empire. Most benefit daily from Imperial economic activity, from the largest of suppliers to maintenance workers and others living on Imperial wages. Rebel activity is to be feared, and associating with Rebels risks damage to reputation as well as Imperial arrest.





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Arrival

Despite the Admiral's ominous warnings, the heroes' jump to Coruscant starts without any issues. The navigation data is excellent (less than one week old). Once the heroes arrive in-system, an unusual combination of circumstances might make them uncomfortable and a bit nervous. You should play this up at any opportunity.

When the heroes arrive at hyperspace buoy IC-772, a quick scan (**Hard** [◆◆◆] **Computers check**) reveals a scene much like what was on the holoprojector. Hundreds of ships are in the area, following specific spacialanes from the buoy to their ultimate destinations. The standard Message to Spacers (METSOP) directs incoming ships to immediately contact Imperial Center control. If they linger too long, they receive a stern hail from one of the space traffic control droids requesting identification and destination, after which the heroes are ordered to Imperial Center Approach Vector ICAV-7A, lest they become an obstacle for incoming ships. In fact, the heroes should realize that a new ship drops from hyperspace near the buoy once every few minutes.

As the heroes approach the spacialane, their ship's collision warning abruptly sounds. An enormous Action VI bulk transport drops out of hyperspace out of position and crosses their path at an odd angle. An immediate **Formidable** [◆◆◆◆] **Piloting space check** is required to avoid a glancing collision off the ship's stern (the ship is treated as a mobile hazard in starship scale. If the ships collide, the heroes' ship takes 8 points of damage, plus one per un-cancelled ▼. A collision also attracts the attention of a nearby Imperial System Patrol Craft, which stops both ships to scan for damage and take a report from each.

Whether or not they collide, the sudden strain on the heroes' sublight drive is enough to blow out multiple couplings and motivators. A **Formidable** [◆◆◆◆] **Mechanics check** reveals that the control systems are damaged, but they can be repaired in flight. A [●◆◆◆◆] **Mechanics check** temporarily bypasses some of the damage. Periodic **Formidable** [◆◆◆◆] **Piloting space checks** are required to keep the ship on course while repairs are made. Repairs require a [●◆◆◆◆] **Mechanics check** and take about an hour and a half. Stopping the ship won't save a significant amount of time.

Approach

The heroes follow the prescribed path transmitted to their navigation system (**Hard [◆◆◆] Computers check**). It takes two hours to get to Imperial Center orbit. Along the way, pairs of TIE fighters and Imperial customs ships occasionally sweep the spacelane, scanning ships of interest. If the heroes' ship deviates during the approach by failing a Pilot check, a customs ship investigates. It hails the heroes, scans their ship, and electronically verifies their transponder and licenses. Unless the heroes do something foolish, they should pass without incident. If the heroes manage to start a fight, eight TIE fighter reinforcements arrive in 2 rounds and an Imperial Star Destroyer begins to head their way, though it is too far away to do anything for several minutes other than demand their surrender.

About halfway into their journey, the Star Destroyer *Assiduous* drops from hyperspace nearby and proceeds at maximum sublight speed toward Coruscant. The heroes (and all other ships) are immediately ordered to halt while the ship passes. When the ship passes briefly within 100 km, force sensitive heroes must make an **opposed [◆◆◆◆] Discipline check** to resist being detected by another Force user. Do not tell them if they succeed or fail, but they should be left questioning who might have been aboard the Star Destroyer. (Remember that most citizens do not know of the Inquisitors' existence, and no one knows about the Emperor's true dark side power.) The ship leaves their range before any heroes can use the Sense Force power to try to determine what is on board it. Increase their unease by having a customs ship or TIE fighter patrol do a fly-by afterward. Ideally, this encounter will encourage the heroes to keep a very low profile.

Once the heroes' ship reaches orbit, Imperial Central control orders them into Landing Vector ICLV-0192R. They follow it down to one of the many skylanes jammed with traffic.

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Cloudscape Platforms

Using the skylanes, the heroes must follow their directions (**Formidable** [◆◆◆◆] **Computers check**) to reach the Cloudscape Platforms. No fancy flying is allowed, and if anyone does anything outrageous, an airspeeder patrol quickly pursues them and orders them to land at a nearby garrison, where the ship is thoroughly searched, their IDs are scrutinized, and the captain is fined 15,000 credits. It is late evening as they approach the platform. Read the following aloud:

As you pass through the infinite cityscape of Imperial Center, the sun glows red as it drops behind the horizon. You see its burning red reflection off of thousands of speeders and ships crisscrossing the sky in unending lines. Impossibly tall metal and glass skyscrapers glow with a firelike intensity in the setting sun.

Following the skylane, you approach a tall spire flanked with dozens of vaguely cloud-shaped exterior landing platforms at a multitude of levels. Each is a massive cantilevered structure, which also forms a single bridge to the spire itself.

In stark contrast to the central control droids, a female Human voice politely greets the heroes as they approach and invites them to land at platform CP32L. Even though this is a private facility, Imperial customs agents still inspect almost every vessel that passes through, and the Cloudscape admin tells them as much, if asked. When the ship lands on an outdoor circular platform about twice its size, Imperial Customs Agent Talee is impatiently waiting nearby, flanked by four stormtroopers. Although this is standard procedure on Coruscant, the heroes may not know it, and it should put them on edge.

Talee's demeanor is cold and professional. He's dedicated but otherwise very average. He demands that everyone disembark while the stormtroopers sweep the vessel. He inspects the heroes' personal IDs and licenses (for weapons and such) as well as those belonging to the ship. He personally inspects any cargo and compares it to the manifest. Make Perception rolls versus the heroes' Stealth checks for any items they may have attempted to hide on their person or in the ship.

ISB Agent Talee

Talee asks questions regarding any irregularities, fishing for more information. This is a good opportunity for nobles or other noncombat characters to attempt to smooth over rough spots or divert attention from troublesome issues. Talee issues fines for infractions regarding the ship or personal licenses. These fines range from 500 to 1,000 credits each and must be paid via credit account to Imperial Customs within four hours, not directly to him. He is by the book and accepts no bribes.

If any hero shows up in the computer system as wanted, Talee orders that hero to be arrested by the storm-troopers. If the heroes resist or make any trouble, backup lands on the platform after 20 rounds (see the Rapid Response Force encounter, page 29), assuming that Talee is able to call for help. Essentially, the heroes should be nervous about the inspection and perusal of their paperwork, but unless something is really wrong, they will probably get off with a few fines and a lot of wasted time.



ISB Agent Talee

2 <small>BRAWN</small>	2 <small>AGILITY</small>	3 <small>INTELLECT</small>	2 <small>CUNNING</small>	3 <small>WILLPOWER</small>	3 <small>PRESENCE</small>
2 <small>SOAK</small>	12 <small>WOUNDS</small>	- <small>STRAIN</small>	0 0 <small>DEFENSE</small>		0 0 <small>MELLEE RANGED</small>

SKILLS: Astrogation ●●● Perception ●●●
 Vigilance ●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Medium]; Stun Setting
 Hand Scanner

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Episode II The Heart of the Empire

Having taken care of their bureaucratic obligations, the heroes are free to explore the city. This section of the adventure is nonlinear, allowing the heroes to follow leads using their best skills and ideas. They likely will attempt several methods at once, with different characters gravitating to their strengths. If possible, you should encourage them to focus on one lead at a time for simplicity, rather than letting them split up the party. All characters should contribute to the investigation somehow, perhaps by using a skill, meeting with a contact that nobody else has access to, or simply providing muscle when investigating the less savory levels of Coruscant. The heroes must learn the following:

- A new tower called the Imeici Spire houses the Sarlacc Project (learned from Resh, from CZ-3T6, or by detecting Sarlacc Project transmissions from the tower)
- An ISB code cylinder is required to access the tower (learned from Resh)
- How to enter the tower and acquire the equipment needed to do so (learned from Resh and investigating the building itself) In addition, the heroes must obtain the code cylinder from Agent Dos.

The heroes must first see to their ship. A Cloudscape administrator meets them immediately after the customs inspector is done. Docking fees are 1,000 credits per day plus any additional services they desire, such as refueling. The ship remains on the platform unless the heroes wish to upgrade to an internal hangar for quadruple the cost. Security is quite good, especially with stormtroopers on the premises. The heroes may stay aboard their ship, but they should find that a hotel closer to transportation hubs is more convenient and less public. If needed, they can locate a ship's parking platform in the mid levels at half the cost by making a **Daunting [◆◆◆◆] Streetwise or Computers check.**

MOST LIKELY PROGRESSION

The most likely path of progression through the investigation part of the adventure is as follows:

- The Heroes meet Tero Raskin who tells the players of Etoa Ro's links to Resh.
- Etoa Ro gives up Resh's location in exchange for money / assistance.
- Resh informs the players the project is based at the Spire as thanks for saving his life. He also reveals Agent Dos works at the Spire and that they will need his code cylinder to gain access.
- The players track Agent Dos to the Outlanders club (using whatever means necessary) and retrieve his code cylinder.

MAKING TROUBLE

Heroes making trouble on Coruscant should expect a swift Imperial response. Most citizens quickly report any irregularities, especially on the upper levels of the city. The public ignition of a lightsaber or the obvious use of a Force power is a virtual death sentence and triggers a major manhunt. At your discretion, dispatched Imperials may be regular stormtroopers, Coruscant Guards, or a Coruscant “Rapid Response Force”.

Any characters who are arrested or captured by the Imperials are held in detention facilities for the remainder of the adventure, essentially treated as dead characters per the campaign standards. Escape or rescue is not possible. Depending on the circumstances, Senator Organa may quietly arrange for their release at the end of the adventure, if doing so will not expose his true loyalties. Captured Jedi are especially problematic, since they are sent directly to the Inquisitorius and are beyond the reach of even an Imperial Senator. However, they are held in the Imeici Spire and may be rescued in Part 3 of this adventure. If you wish, the player of a captured Jedi may create a new character, playing as an aide to Tero Reskan until the end of the adventure. This is also a good way to introduce new players or characters to the game, if needed.



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Accommodations

There are essentially three levels of accommodation available, with quality equating to their level on Coruscant. Luxury hotels are on the upper levels, start at 500 credits per day for a basic room, and quickly increase in price. Hotels with names such as The Imperial provide almost any service to the wealthier beings of the galaxy. Aliens are unwelcome here, and privacy is obtained only through bribery. In the mid levels, chain establishments such as Sleep Center are tolerant of alien guests, and their upscale rooms start at 200 credits per day. Finally, in the lowest levels of Coruscant, rooms generally start at 100 credits per day, though meager accommodations may be found for 50 credits per day. In either case, security is poor, aliens are common, and establishments such as Gert's Low Street Hostel take little interest in its guests.

Transportation

The heroes likely will want to use their own airspeeder. If they didn't bring one along, they may rent or buy one at triple the usual galactic price. When flying through Coruscant, they must stick to established traffic lanes or draw the attention of the traffic patrol.

Through the course of their investigation, they should discover that obtaining a "Class III Restricted" transponder would allow them to legally roam free of the sky lanes in all but the military and most restricted areas of the planet. Of course, it is difficult to acquire such a transponder.

Their best bet is to try to find one in the lower levels from Eetooa Ro or another shady agent (**Formidable** [●◆◆◆]) **Streetwise check**, downgrade the difficulty twice for noble characters who are considered 'well connected'). The starting bid for the device is 30,000 credits. Alternative transport may be found in the form of taxis or personal transport services starting at 50 credits an hour. Public mass transit is the most economical and slowest option and includes speeder buses, sliding sidewalks, tube trams, and high-speed speeder trains. Weekly passes start at 200 credits.

Contacting Tero Reskan

One of the first things the heroes should do is contact Tero Reskan. When they call the comlink code given to them by Captain Verana, an automated response asks them to leave a message. Once they do so, Tero returns the call but does not offer the secret sign. Instead, he waits for the heroes to say it (“We broke our droid”) and follows it up by giving the countersign (“I hope you meant to”). He then insists on meeting the heroes in person at a public facility of their choice in the upper levels (triggering the “No Aliens” encounter). He does not accompany them during the investigation, as he has other affairs to attend to, but he is available when needed for information.

Tero is a short, older, dark-skinned Human male with long white hair and a short trimmed beard. He is familiar with all levels of Coruscant and has contacts scattered around the planet. He looks at home in almost any setting. He wears a reversible cloak and carries a short cane, which he can alter to appear as a symbol of high Coruscant fashion (for when he visits the upper levels) or as a cheap stick (for when he is on the lower levels). His mannerisms also change subtly depending on his audience. He despises the Empire, blaming them for nationalizing his interstellar shipping business that used to run to the Deep Core and forcing him out. Use Tero to hint at other avenues of investigation when the heroes get stuck.



Tero Reskan

3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3		13		14	
SOAK		WOUNDS		STRAIN	
3		13		14	
			DEFENSE		
			0 0		
			MELEE RANGED		

SKILLS:

Charm	●●●●	Coercion	●●●●
Deception	●●●●	Ranged [Light]	●●●●
Melee	●●●●	Streetwise	●●●●
Vigilance	●●●●		

TALENTS: None

ABILITIES: None

EQUIPMENT: Encrypted Datapad, Secure Commlink
Light Blaster Pistol
Ranged [Light]; Damage 5; Critical 4;
Range [Medium]; Stun Setting

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Following Leads

Each major lead given in the mission briefing is summarized on the next few pages. Some may be achieved through the use of skills and require the heroes to search out certain contacts or locations. Visiting some levels of the city triggers certain encounters. See the encounter “No Aliens” (page 33) when the heroes investigate the upper levels. Similarly, see “Rodian Fuming” (page 35) when they go to the lower levels of the factory sector known as the Works.

Failed skill checks or indiscreet investigations may alert the Imperials. Given the variety of methods the heroes may employ, you must judge if immediate Imperial involvement is warranted. Use the encounter “Rapid Response Force” when immediate force is required; run it at least once during the adventure. General triggers are listed below, and specific triggers are listed in the skill checks included with each lead.








Contacts: Heroes working with their own established contacts should not fear betrayal to Imperial authorities. However, there is always the possibility that an informant works with their contact, so the heroes should be discreet. Contacts can warn the heroes if they are not keeping a low profile.

The Force: Lesser uses of the Force, especially those out of public view, normally pass without notice. Failing a Force power check may make the target or nearby observers suspicious, depending on the Force power used. Imperial supporters may alert the ISB, which is unlikely to respond immediately unless the incident is recorded on video or observed and reported by a large number of people. Using the Force around the Imeci Spire may attract the attention of the Inquisitors (see below), especially if the check generates   or .

INVESTIGATIVE HEROES

The first part of the adventure is an ‘investigation’. While the Heroes were given a number of leads, and the name of a contact to get the investigation going, feel free to let them depart from this if they feel they wish to.

There are also a number of investigation based career specialisation with talents and abilities that could aid them. Give such Heroes opportunities to use those abilities during this investigation, making them feel that investing in those talents was worthwhile.

Streetwise: Streetwise checks that generate  or tips off an Imperial informant. Failing a check and generating  results in low-level suspicion among those from whom the hero attempts to gain information. Multiple failures at this level, or a single failure that generates  or , eventually alerts the ISB, which assigns an agent (use the agent from “Imperial Pursuit, Part 1” on page 55) to follow the characters.



If the agent observes highly suspicious activity, he calls in an Imperial patrol (triggering the “Rapid Response Force” encounter). Observant heroes should get a chance to notice and deal with the agent before he takes action.

Technology: The use of technology does not attract attention unless the characters devise a method of active surveillance or scanning that may be detected or observed. For instance, using sensors to scan a government building will alert Imperial systems, and a squad of Coruscant troopers are dispatched to the area to investigate immediately.

Computers: The public computer network on Coruscant is one of the most heavily monitored in the galaxy. Imperial government and military networks are notoriously difficult to slice. In either case, if the heroes fail a Use Computer check by 5 or more when attempting to improve access to a hostile computer, fail by 10 or more when attempting to improve access to an indifferent computer, or fail by 20 or more when attempting to improve access to a helpful computer, their connection is isolated and unusable for 24 hours.

An ISB agent (use the agent from “Imperial Pursuit, Part 1” on page 55) and a squad of stormtroopers are sent to investigate within 10 minutes (or within 5 minutes in a public place). Failing checks to access specific information will not trigger alerts unless multiple failures on a given subject are detected within an hour or from a single location over the course of a day. When accessing computers and networks on Coruscant for Computers checks, see the following table check difficulties and numbers of successes required.

CORUSCANT COMPUTERS

Location:	Defense	Successes Needed (No Cylinder)	Successes Needed (With Imperial Code Cylinder)
Public Terminal:		2	1
Imperial Terminal:		4	2

At the GMs discretion, accessing Imperial Terminals can be an encounter in itself, using the rules for hacking encounters found in “Special Modifications”. This can really increase the tension of the scene, but does put the spot-light strongly on the Tech centred Hero(es).

THE CORE OF CORRUPTION

ISB Agent Lesan Dos

The Basics: Dos is an up and coming mid-level ISB agent. He uses his prestigious ISB position to intimidate his targets. He is best known for “exposing” so-called alien plots to influence the Imperial Senate. It is widely believed by anti-Imperial activists that his investigations are at best massive distortions of the truth and at worst outright fabrications, but they are very effective in eliminating or arresting political dissenters.

Secrets: The truth is a little of both, especially when he arrests bureaucrats for discovering too much about matters related to the Sarlacc Project. Agent Dos’s priority is to prevent the discovery of the Sarlacc Project by the Senate or anyone else. As such, he has extensive contact with the Inquisitors, and the access codes to the Imeci Spire are stored in his code cylinder something the heroes will eventually discover they need to access the building.

Dos is brash, arrogant, and prideful. He enjoys using his position and power, and he is much sneakier than some give him credit for. He uses his reputation and visibility to his advantage. Because he has become recognizable in some circles, he uses a stand-in when working undercover to give himself an extra layer of protection. He’s currently working anti alien leads in the Outlander Club, and he can be found there most evenings.

Intelligence Agent

3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	13	14	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED

SKILLS:

Charm	●●●	Coercion	●●●●
Deception	●●●	Ranged [Light]	●●●●
Melee	●●●	Streetwise	●●●●
Vigilance	●●●		

TALENTS: None
ABILITIES: None

EQUIPMENT: Encrypted Datapad, Secure Commlink
Light Blaster Pistol
Ranged [Light]; Damage 5; Critical 4;
Range [Medium]; Stun Setting

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INVESTIGATION METHODS

Contacts: Tero or another contact can give the basics on Dos because his exploits show up on the local newsnets from time to time.

The Force: Powers such as Seek expose nothing until the heroes meet Dos in person, and by then it will be too late unless they lose him in the chase in the Outlander encounter.

Streetwise: A **Hard** [◆◆◆] check using generally available sources reveals the basics about Dos (described above) and takes 4 hours. A **Formidable** [●◆◆◆◆] check and 5,000 credits in bribes to low-level officials or underworld information brokers reveals that Dos often is found in the Outlander Club in the evenings. The check takes 8 hours.

Technology: There is no way to track Dos through technology, unless the heroes are able to tap into the Outlander security system or otherwise locate and follow him from there.

Computers: On a public system, a **Daunting** [◆◆◆◆] check reveals the basics in 10 minutes. A **Formidable** [●●◆◆◆] check takes 4 hours and reveals speculation among low-profile dissidents that Dos is protecting something big, though they don't know what. The search also turns up a picture of Dos at the Outlander, stashed away in a copy of a defunct city entertainment newsnet, Talkstar One. It turns out that the newsnet was ordered shut down the day after the picture was released in its last update for "security" reasons. On an Imperial network, a **Formidable** [●●◆◆◆] check reveals Lt. Dos's investigation of suspected alien dissidents at the Outlander.

THE CORE OF CORRUPTION

Protocol Droid CZ-3T6

The Basics: CZ-3T6 is an unremarkable CZ-series communications droid that served for many years in the Republic Senate's master communications center. 3T was one of hundreds of droids routing and organizing Senate communications of all types. When the Senate was reorganized into the Imperial Senate, the communications center was revamped, and CZ-3T6 was reassigned.

Secrets: 3T now controls the main communications node in Imeici Spire. The droid was selected due to its Senate communications center experience, which it now uses to help cover up the Sarlacc Project and the Inquisitors' actions in general. There is no way to contact the droid other than at Imeici Spire. The droid is loyal to its masters, and selective memory wipes keep it from developing too much of a personality while allowing it to retain its vast knowledge of senatorial contacts, their habits, and their methods. Getting to 3T isn't actually required. He is a weakness in the Imperial bureaucracy, and tracking him down will lead the heroes to the spire's location, which they may deduce is that of the Sarlacc Project. If the heroes seek him out on level 188 of Imeici Spire, he proves to be an efficient, loyal droid that mindwipes itself and the communications node rather than let its information fall into the heroes' hands.

DROID SERVICES

If the heroes investigate Droid Services in person, they find an enormous, well-kept, multi-story industrial building with thousands of droids being refurbished at any given time. Security is tight, with private security patrols backed up by sensor-based alarm systems.

The staff at the Droid Services Customer Satisfaction office is willing to discuss general information about the place and its droids. They will not willingly reveal privileged client information, such as the assignment of specific droids. Such information can be accessed through their computer system, assuming the heroes gain access to a terminal.

When the computer is accessed from within the building, it is possible to learn all of the information described under Computers Check (for Protocol Droid CZ-3T6). Use stats from the "Acquisitions" encounter (page 65) for Droid Services personnel and security if needed.

CZ-3T6

1	1	3	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	13	14	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE		
			MELLE	RANGED	

SKILLS: Charm (3), Xenology (3), Perception (3), Education (3), Negotiation (3)

TALENTS: None

ABILITIES: Droid, Etiquette and Protocol

EQUIPMENT: None

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INVESTIGATION METHODS

Contacts: None of the heroes' contacts knows 3T.

The Force: Powers such as Seek reveal nothing about the droid unless the heroes meet it in person, after which the Foresee Power may reveal the basics and secrets listed above.

Streetwise: 3T is unknown to available sources. A **Formidable** [●◆◆◆] **check** taking 4 hours reveals that Republic governmental departments frequently used CZ units, but many were reassigned when newer units were phased in shortly after the Empire's establishment. Once the name Droid Services is known (see the sidebar), a **Daunting** [◆◆◆◆] **check** reveals the location of the company.

Technology: There is no way to track 3T directly through technology available to the heroes.

Computers: **Daunting** [◆◆◆◆] **check** reveals the basics in 10 minutes. A **Formidable** [●◆◆◆] **check** that takes 4 hours reveals that all CZ units from the Republic Senate were handed over to a government contractor simply named Droid Services for refurbishment and reassignment. A **Hard** [◆◆◆] **check** taking 5 minutes reveals that the company is located in the upper levels in the Collective Commerce District, better known as CoCo Town.

Access to Droid Services may be attempted remotely. An **Average** [◆◆] **check** must be made to connect remotely. If successful, there are 3 levels of encryption (each requiring their own checks) the Hero must bypass before any meaningful information can be accessed, but failure causes the system to break the connection. Since Droid Services is a commercial (not Imperial) facility, authorities are not alerted unless three attempts are failed. If that occurs, an ISB agent and a squad of stormtroopers are sent 12 hours later to the heroes' location to investigate.

Once the heroes are able to access a friendly system, a **Formidable** [◆◆◆◆] **check** reveals that 3T was refurbished at Droid Services and assigned to a government communications node in the Imeci Spire four months ago. Unlike droids reassigned to other government offices, CZ-3T6 was removed from the company's service contract immediately after delivery, and no further information is available.

THE CORE OF CORRUPTION

Resh

The Basics: Resh is one tough Sullustan. Stocky, mean-spirited, and aggressive, Resh was a trusted lieutenant of Darga the Hutt. After Darga's death, Resh attempted to take control of the Hutt's organization on Coruscant, but it quickly fell apart. Wanted by both the Empire and Darga's old enemies, Resh hired himself out as an independent enforcer. Recently, he has dropped from view, leaving some to speculate that he finally found a way to smuggle himself off the planet.

Secrets: With the death of Darga and the collapse of his organization, Resh discovered that he had little to no influence, and his Imperial contacts dropped him. Resh became paranoid when an Imperial bounty of 10,000 credits was placed on him a few months ago. He is hiding in the lowest levels of the factory sector known as the Works and searching for someone to smuggle him off the planet through information brokers, primarily Eetoa Ro. They also alert him of anyone looking for him. After the heroes meet Eetoa Ro and attempt to meet with Resh in person, run the encounter "The Works Labyrinth" (page 41), followed by the encounter "Resh's Warehouse" (page 43).

Resh communicated with the Sarlacc Project through a droid at a specific comlink number, but the link has been disabled. He knows that the ISB actively hides the project, partially through Agent Lesan Dos, who has considerable access. He also knows that Darga once told him that the entire operation was to move into a new building called Imeici Spire, now under construction in CoCo Town. He bets that Agent Dos has access to the building with his code cylinder. Resh believes the project is run by a secret Imperial department, but he doesn't know who it might be. If the heroes ask about Inquisitors, he says the only one he ever knew about was Valin Draco, but he fears that others may find him. He will not help the heroes enter the building and refers all requests for other materials or contacts to Eetoa Ro. He wants nothing to do with the project and wants to get the heroes away from him as soon as possible.

Resh

4	3	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	16	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED

SKILLS: Ranged [Heavy] 4/5, Perception 3/4, Vigilance 2/3, Melee 3/4, Survival 3/4

TALENTS: None

ABILITIES: None

EQUIPMENT: Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; stun setting), Combat Knife (Melee; Damage 5; Critical 3; Range [Engaged])

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INVESTIGATION METHODS

Contacts: After 24 hours of investigation, a contact in the Coruscant underworld (probably Tero Reskan) directs them to infochant Eetoa Ro (see page 39).

The Force: Seek cannot be used to locate Resh directly. However, if a Foresight attempt is focused on Darga the Hutt, the heroes see a scene from the past: The Hutt is speaking with Resh in person and directing him to establish a safehouse in Commerce Guild Warehouse NW-99c, a long-abandoned warehouse in the Works district. Using Seek or Foresight on one of Resh's information merchants reveals the merchant receiving Resh's direct comlink code from the Sullustan personally, along with instructions to find someone who can smuggle Resh off the planet. Once the heroes have met Resh, Visions may reveal the basics or secrets described above.

Streetwise Check: A **Hard** [◆◆◆] **check** reveals that Streetwise checks regarding Resh must be made on the lower levels of the Works district. A **Daunting** [◆◆◆◆] **check**, made in the "Works" and taking 4 hours reveals Resh's basics and the Imperial bounty on him. A second check (**Formidable** [◆◆◆◆◆] **check**) taking 4 hours puts the heroes in contact with infochant Eetoa Ro (see the sidebar on page 39).

Technology: There is no way to track Resh through technology unless the heroes locate his direct comlink number. With that, they may attempt to track his movements to his comlink. However, to do so, they must gain access to the Works area comlink network, which requires a **Formidable** [◆◆◆◆◆] **Computers check** to access the network's controllers remotely, then a **Formidable** [◆◆◆◆◆] **Computers check** to locate Resh. If successful, it shows he is in the Works hideout. If unsuccessful, Imperial authorities are alerted, and a Coruscant Rapid Response Force is sent to the heroes' location, arriving 5 minutes after the attempt fails.

Use Computer Check: News and records on Resh are few. A **Formidable** [◆◆◆◆◆] **Computers check** taking 4 hours reveals that a 10,000-credit bounty has been posted by the Empire for capturing Resh dead or alive. It also reveals a local newsnet story reporting a dramatic public shootout between "an unknown Sullustan and a criminal gang" in the lower levels of the Works. The attached video clip shows the Sullustan (presumably Resh) brazenly charging and gunning down a small gang of Humans in just a few seconds.

THE CORE OF CORRUPTION

The Imeici Spire

The Basics: The Imeici Spire is a 200 story tower clad in black glass and metal at one end of the high level Crystalline Plaza—or at least, it will be, once completed. Right now, the tower is an exposed framework of alloy and ultracrete structure. It is unusual in that levels seem to be completed from the top down, rather than the bottom up. The upper 14 levels appear almost complete, but only the bottom 5 levels appear to have an exterior skin. The remaining levels are much less finished. The official explanation is that the upper levels had to be completed first to allow for the immediate installation of skylane control and Imperial communications equipment. The spire will house Imperial departments of lesser importance, as well as CoCo Town governmental offices, plus some ISB and COMPNOR offices.

Secrets: Although the building will include new offices, it already has specialized facilities specific to the Inquisitors' needs. Their levels are already in use, exclusively for the Sarlacc Project. The security around the building is relatively discrete for a new Imperial structure, but it is very tight on the Inquisitor levels. However, with some investigation, the heroes should be able to discover the building's vulnerabilities. See Episode III for additional information.

Accessing Imeici Spire

Investigating the tower turns up two possible entry points: the upper construction delivery zone at level 185, and the construction HQ at plaza level.

The heroes must choose how to enter the spire. They may try to infiltrate the building by disguising themselves. All workers require special passes and only approved speeders are allowed to approach and land. Contacts such as Eetoo Ro and Tero Reskan can point them to Core Craft as the primary contractor and supplier on the project, which enables the heroes to get the required passes and equipment. See the encounter "Acquisitions" (page 65). Ultimately, they will probably choose to land at level 185, which is closer to their final goal.

If the heroes try to disguise themselves as Imperial agents, stormtroopers, or Coruscant guards, they discover that they must bluff their way past the construction workers if they don't have the proper codes. They also may be challenged by other Imperials that they meet along the way, risking discovery because they won't know the proper protocols or current standing orders.

INVESTIGATION METHODS

Contacts: Tero Reskan and other contacts know the location of the spire but believe it to be simply a cog in the bureaucratic Imperial machine.

The Force: Force Sensitive Characters automatically sense a disturbance in the Force when within 1 km of the building. The Inquisitors' activities have tainted the tower, adding to the sense of unease felt by many who work on or near the building. Using the Force in this area is very dangerous. The Inquisitors are on constant watch for any remaining Jedi or other Force users. They will attempt to mask themselves from anyone trying to detect their presence, and they regularly try to sense Force users in the area. When this occurs (no more than twice a day), Force-sensitive characters in the area must oppose a **Formidable** [◆◆◆◆◆] **Discipline check** to conceal their presence.

Streetwise Check: An **Average** [◆◆] **check** reveals the location and basics of the tower in 30 minutes. A **Formidable** [◆◆◆◆◆] **check**, which takes 4 hours and requires 2,000 credits in bribes, reveals that many believe the building is to be used for other purposes once construction is complete. Speculation is rampant, but some believe the ISB has something to do with it. The construction workers are sworn to secrecy, but rumors abound about secret deliveries made late at night to the building site. **Formidable** [●◆◆◆◆] **check** (along with 5,000 credits in bribes to construction workers) gives the heroes a good description of the building material staging area and some ideas about how to access it. The check also reveals that they must have the proper code cylinder to move through the tower itself, and construction worker cylinders won't access the completed levels.

Technology: Using modified scanners or receivers, the heroes may be able to detect transmissions in the suspected Sarlacc Project frequency range when within 5 km and line of sight of the building. They must make a **Formidable** [●●◆◆◆] **Computers check** to detect the broadcast; heroes trained in Knowledge (Military) may make a **Daunting** [◆◆◆◆] **check** in that skill to reduce the difficulty of the Computers check to **Formidable** [◆◆◆◆]. Once the heroes detect the transmissions, they may pinpoint the broadcast from the communications array at the top of the spire. The transmission is encoded in a manner completely alien to even skilled slicers.

Computers Check: At a public terminal, a **Hard** [◆◆◆] **check** reveals the location and basics of the tower in 5 minutes. Schematics and building plans are restricted, as they are with all Imperial buildings. At an Imperial terminal, they can confirm that the ISB is heavily involved with the spire, and they can learn about future plans for completing the remaining levels, but they discover nothing about the upper levels.

THE CORE OF CORRUPTION

Rapid Response Force

This encounter may occur almost anywhere on Coruscant, possibly more than once, when Imperial force is needed immediately. If the incident takes place outside, use the encounter map on the first occurrence, with the heroes near the center of the map. If the encounter is triggered elsewhere or more than once, create your own map to match the circumstances. This force may also be used when backup is called in other encounters or if the heroes attract undue attention.

The encounter begins with the arrival of a rapid response force that has been ordered to investigate a disturbance in the area. If combat is not already in progress when they arrive, the Coruscant Guard Veteran attempts to communicate with the heroes, ordering them to halt and surrender for questioning. If combat is already in progress, the rapid response force dives into the fray. They should arrive by airspeeder. However, if they are responding to an ad-hoc call for help or an interior encounter, they arrive on foot (in this case, replace the airspeeder with one additional Coruscant Guard Veteran).

When either the heroes or Imperials enter the combat area (depending on the exact situation), read or paraphrase the following:

If arriving by airspeeder:

The high-pitched whine of an airspeeder engine suddenly engulfs the area. Within seconds, a battle gray Imperial speeder swoops in from above, its doors sliding open as it descends. Its guns swivel toward you threateningly as Coruscant Guards jump out, fully armed and battle ready.

If arriving on foot:

You hear the all-too-familiar sound of heavy boots and clattering armour that usually means one thing storm-troopers! In a moment, the armoured troopers appear, but instead of the familiar white and black armour, you see the red and black armour of the dreaded Coruscant Guard!

Coruscant Guards

Coruscant Guards are elite stormtrooper units created specifically for police duty on the capital world. They have great authority to search any structure as well as to detain virtually any individual when investigating criminal or subversive activities. The number of Coruscant Guards has grown over the past few years, but they are still seen mainly around important facilities, primarily on the upper and mid levels of the city.

Coruscant Guards carry out their duties aggressively and with an undeniable air of authority, even when faced with the most powerful or well-connected beings on the planet. They take advantage of cover and coordinated attacks. Unless otherwise ordered, they act as a police force first and combat troops second, using stun settings and stun grenades unless their opponents begin to use lethal force.

Coruscant Guard Veteran

Coruscant Guard Veterans are experienced troopers who often serve as leaders in smaller guard units. Coruscant Guard Veterans fight much like regular Coruscant Guards. They take the lead in any situation, combat or otherwise. In melee combat, they use their staffs to try to separate and corner an opponent.



Coruscant Guard

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MILEE	RANGED
5	10	-	0 0		

SKILLS: Athletics (2), Melee (2), Resilience (2), Discipline (2), Ranged [Heavy] (2), Vigilance (2)

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Stormtrooper Armour [+2 Soak], Heavy Blaster Rifle + Reloads, 2 Stun Grenades

DoD

Coruscant Guard Veteran

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MILEE	RANGED
5	15	-	0 0		

SKILLS: Athletics (2), Leadership (2), Ranged [Heavy] (2), Resilience (2), Discipline (2), Melee (2), Ranged [Light] (2), Vigilance (2)

TALENTS: Adversary 2

ABILITIES: Tactical Direction

EQUIPMENT: Stormtrooper Armour [+2 Soak], Heavy Blaster Rifle + Reloads, Electrostaff, 2 Stun Grenades

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THE CORE OF CORRUPTION

Imperial “RaDAir” Rapid Deployment Airspeeder

The Imperial-gray airspeeder looks something like an angular, wingless version of the clone trooper gunships that were so common during the Clone Wars. The cockpit is fully enclosed, the pilot impossible to see through the mirrored canopy. A pair of turrets, one chin mounted, one dorsal mounted, tracks their targets. A large door on each side pops out and slides back toward the aft of the vehicle, revealing the troopers inside, ready for a fight.

Based on the ubiquitous LAAT/i Gunships of the Clone Wars, the Rapid Deployment Airspeeders (commonly called “Raiders”) are regular fixtures

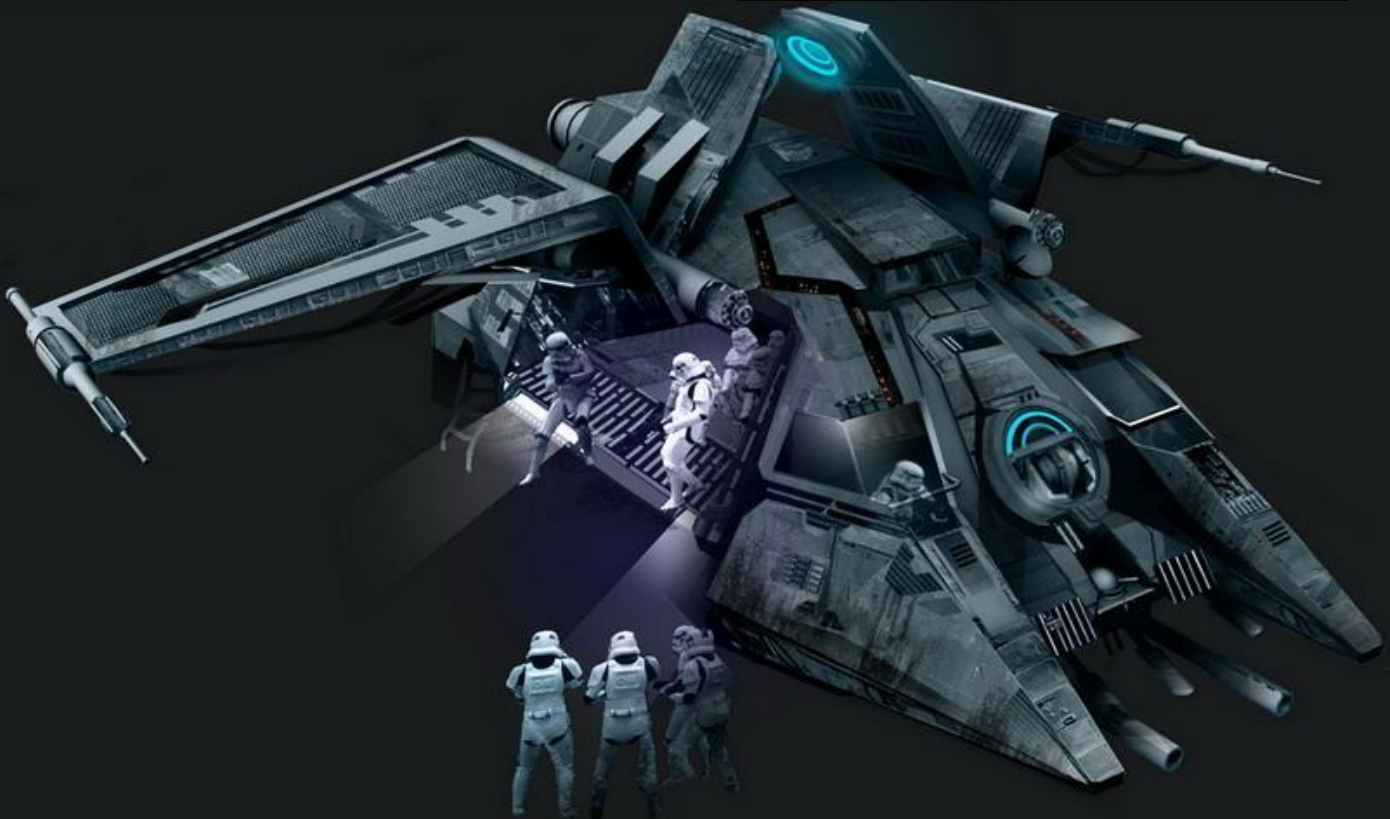
of the Coruscant skyways. They are primarily used to quickly transport small numbers of troops or agents to a trouble hotspot. Though inspired by the LAAT/i, the raider carries fewer passengers and is more lightly armed and armored.

Rapid Deployment Airspeeder

3	4	-1	2	DEFENSE 1	FORE
SILHOUETTE	SPEED	HANDLING	HARD POINTS	PORT	STARBOARD
HULL TRAUMA 15	ARMOR 2	SYSTEM STRAIN 12		AFT 1	

Hull Type/Class: Repulsorlift
Hyperdrive: None
Navicomputer: No
Sensor Range: Short
Ship's Complement: One pilot
Encumbrance Capacity: 10
Passenger Capacity: 6
Consumables: Two days
Manufacturer: Rapid Deployment Airspeeder
Cost: 50,000

Rarity: 4
Weapons: Twin Double Laser Cannon
(Fire Arc Forward);
Damage 5; Critical 3;
Range [Close]; Linked 1;





CONCLUSION

If the heroes defeat the rapid response force, they should leave the area before additional troopers arrive. Combat is likely to draw further Imperial attention. If the fighting or encounter lasts more than 5 minutes without a clear winner, a second speeder or rapid response force shows up. If the heroes are defeated, they risk capture and arrest (at best). In most areas of Coruscant, there should be ample opportunity for fleeing heroes to lose themselves in a crowd or complex corridors or city streets (using opposed Stealth checks).

THE CORE OF CORRUPTION

No Aliens

The upper levels of Coruscant have become unwelcome to most aliens over the past few years. Elements of COMPNOR (Committee for the Preservation of the New Order) actively encourage aliens to move to the lower levels or, better yet, off world. Whether this is officially sanctioned is unclear.

When non-Human heroes begin investigating leads on the upper levels, they attract the attention of a COMPNOR intimidation team. The team picks a relatively secluded street to spring a surprise attack on the heroes, attempting to intimidate them. The team has no idea that this time, they've picked a group that can fight back. If the heroes have no non-Humans in their party, the intimidation team instead attacks after the heroes visit non-Human contacts or vendors on the upper or middle levels. Heroes begin near one end of the encounter map. Their attackers should approach from doors behind and to the sides of the heroes' path of travel, trying to surprise them.

If the heroes state that they are vigilant, allow them to make Perception checks versus the attacker's Stealth checks (add ■ for favourable circumstances) to gain a moment's warning. Read or paraphrase the following when the enforcers attack:

Suddenly, a gruff voice says, "Haven't you aliens learned to stay off this planet yet? I'd say you need another lesson!" With that, several Humans carrying batons rush from the surrounding openings, charging your group from three sides.

Compnor Supporters

The attackers initially charge the heroes. Their intent is to intimidate, not kill, so they begin with stun batons, moving up to blasters on stun if needed. If lethal force is used against them, they try to escape, resorting to deadly blaster fire if needed to survive.

Compnor Agent

2	2	3	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	12	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED

SKILLS: Coercion (2), Deception (2), Discipline (2), Ranged [Light] (2), Computers (2), Knowledge [C/Worlds] (2), Knowledge [Warfare] (2)

TALENTS: None

ABILITIES: None

EQUIPMENT: Disruptor Pistol
Ranged [Light]; Damage 10; Critical 2;
Range [Short]; Vicious 4
Military Comlink

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Conclusion

The street or passageway is isolated enough that a fight won't attract the authorities, and anyone else will leave the area quickly. Attackers who are reduced to one-quarter of their hit points or who take more than one critical injury to flee on foot, running into a nearby building to lose their pursuers. They may attempt to use Deception to create a diversion to hide. If they are captured, they claim to be supporters of the New Order, with no agenda other than intimidation. They also carry COMPNOR propaganda.

With the COMPNOR dealt with, the heroes meet up with Tero Reskan. He confesses to not knowing much about the Sarlac project, other than the efforts the Empire is making to keep it completely secret. However word on the street is that a Sullustan named Resh, Darga the Hutt's Lieutenant for the project is looking to get off world and that a young infocant named Etoa Ro has picked up the job. Etoa is based in an industrial part of the city called "The Works".

FEATURES OF THE AREA

The ambush takes place in an exterior street dotted with abandoned crates, equipment, and other items the attackers may use for cover. Stairs lead from the main thoroughfare to side alleys and hallways. Railings protect several chasms that are dozens of stories deep.

THE CORE OF CORRUPTION

Rodian Fuming

As the heroes poke around the Works, looking for leads on Eetoa Ro, they come to one of the many narrow bridges. While crossing the bridge, a group of Rodians appears at each end, trapping them in the middle. The Rodians are desperate thieves, trapped on Coruscant without a way out. They want anything the heroes have on them and are willing to kill for it.

When the heroes reach the midpoint of the bridge, allow them to make **Formidable** [◆◆◆◆] **Perception checks** to detect the Rodians approaching the ends of the bridge through the fumes. Read or paraphrase the following:

A shadowy figure steps from the fumes at the far end of the bridge, pointing a large pistol at you. Beyond, you see similar silhouettes taking up positions behind crates and massive pipes. A voice in poor Basic calls out "You. Halt now. Drop weapons. You give us everything now, we let you live. If you don't, we don't." You hear distinctly Rodian laughter erupt from those in front of you, and from the other end of the bridge behind you. You realize that the narrow metal bridge gives very little cover. It's about 10 meters to the bottom of the chasm, and thin but noxious fumes are wafting up from the decrepit pipes and machinery below.

Rodian Thieves

The Rodian attackers aren't very impressive, but they've obviously seen a lot of action. They're covered with the grime from the constant fumes of the lower Works, and their clothing is mismatched.

The Rodian thieves are desperate for cash, equipment and just about anything they can sell. They're trapped on Coruscant, thanks to Imperial rule, and cannot seek help from their own kind because their clan is currently fighting with most other Rodian clans.

The thieves negotiate only as long as it appears that they might get what they want. They are impatient and skittish, and they open fire at the slightest hint that the heroes are about to attack. They will use Devastating Attack and Rapid Shot as often as they can.

Rodian Thief

2	3	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE RANGED	
2	12	-	0	0	

SKILLS: Charm (3), Ranged [Light] (3), Skulduggery (3), Vigilance (3), Cool (3), Piloting [Space] (3), Streetwise (3)

TALENTS: Adversary 1, Skilled Jockey [Remove ■ from pilot checks]

ABILITIES: None

EQUIPMENT: Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting)

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Chokoo Thool

The Rodian leader wears the tattered remains of a uniform from Rodia Consolidated Refineries, a defunct Works corporation once run by a Rodian conglomerate, before the Dark Times. He stands ready to negotiate, either by words or by blaster, and you don't think he cares much as to which.

Chokoo Thool leads the Rodian thieves with marginal success. The Empire hasn't captured them yet, but they are in desperate need of funds just to get by.

Chokoo will negotiate if given the chance, and an enormous sum of money might even buy him off. However, talking is unlikely to go far before one of the thieves gets jittery and opens fire at the slightest provocation.



Chokoo Thool

3	2	2	3	2	2
<small>BRAWN</small>	<small>AGILITY</small>	<small>INTELLECT</small>	<small>CUNNING</small>	<small>WILLPOWER</small>	<small>PRESENCE</small>

4	12	-	0 0
<small>SOAK</small>	<small>WOUNDS</small>	<small>STRAIN</small>	<small>MILIE RANGED</small>

SKILLS: Coercion
Cool
Ranged [Light] ●●●●

ABILITIES: Dual-Wield

EQUIPMENT: Heavy Clothing [+1 Soak]
2 Modified quick-draw Blaster Pistols
Ranged [Light]; Damage 6; Critical 3;
Range [Medium]; Stun Setting. May be drawn as an incidental

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Conclusion

The thieves fight until they have been reduced to one-quarter of their hit points or have been moved 3 steps down the condition track, after which they flee into the Works, using the fumes as cover. They loot any hero who has collapsed to the deck, trying to take anything of value that they can grab in a round or two. They have little to offer the heroes if captured, though they can point the way to Eetoa Ro if they realize that the heroes need information.

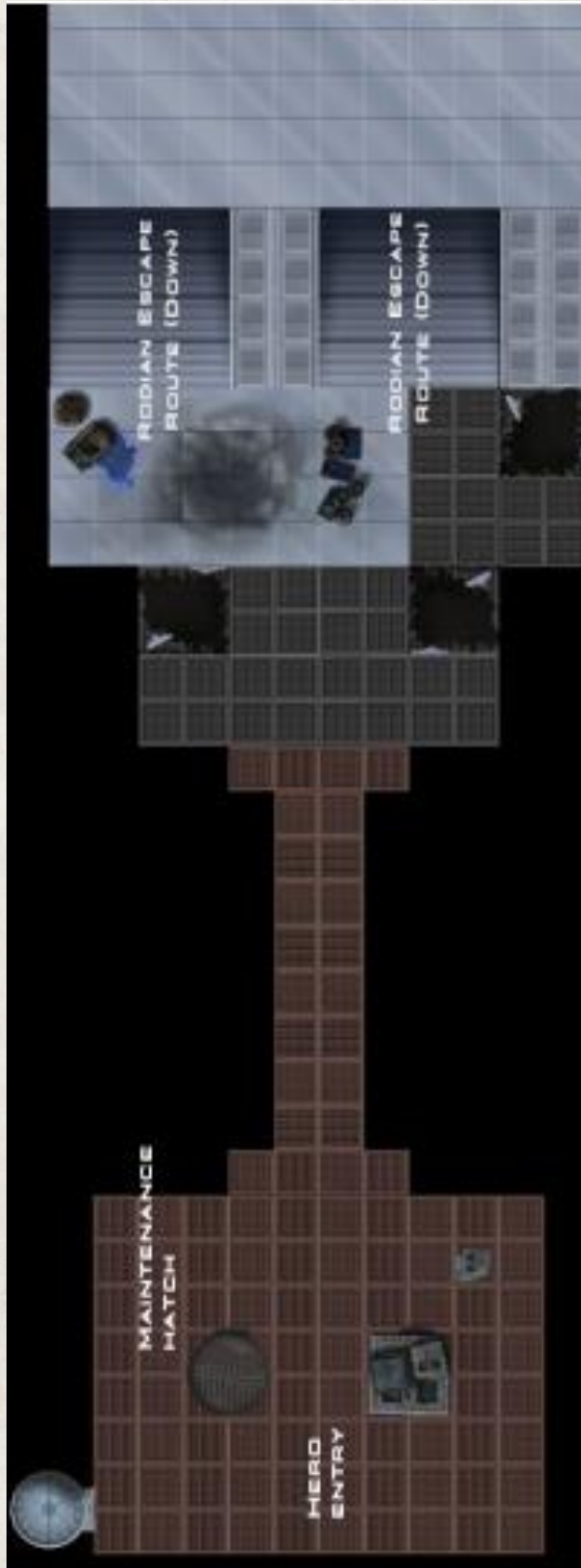
Any non-Rodian trying to use a Rodian breath mask finds that it doesn't fit and can be used only by holding it in place by hand. While in combat, attackers try to disable or knock away any breath masks worn by the heroes.

FEATURES OF THE AREA

Buildings and equipment block the sides of the platforms on the map. However, the "canyon" under the bridge extends for several kilometers in each direction.

This section of the Works is filled with drifting clouds of noxious fumes. Characters at either ends of the bridge gain concealment (but not total concealment) from the fumes and smoke. On the bridge, the fumes from below are much thinner and don't provide concealment. However, characters on the bridge without a breath mask begin to suffer ill effects after 2 rounds of exposure. Each round thereafter, exposed heroes must pass a [●◆◆] Resilience check, taking two damage per ▼. If the check generates ☒☒ or ☒, the hero suffers a critical injury from choking.

A maintenance hatch on the platform links through a series of crawlways to a similar hatch below the bridge. It takes 2 rounds to move from one to the other. There is also a broken turbolift that is jammed shut and nonfunctional.




THE CORE OF CORRUPTION

Etoa Ro

Although only in his late teens, the fast-talking, self-confident Eetoa is enormously street smart and has vast knowledge of the Works underworld. If the heroes negotiate successfully, they may use him as an additional contact in their investigations, though he knows much less about areas outside of the Works.

Eetoa may be reached by comlink to arrange a meeting. He directs the heroes to the landing platform of the Galaxy IV Coolant Refinery, which has been abandoned for decades. When they arrive at the large, rusty platform, Eetoa appears from behind decrepit equipment and zips up to them on an unarmed, banged-up speeder bike. He wears a red and blue flight suit that is faded and torn. He negotiates from the speeder bike while the engine is running. If he feels threatened, he zips off at high speed, using his knowledge of the area to lose his pursuers in the refinery's tangled pipes and passageways.

Eetoa is cashing in on both sides. Resh is paying him to arrange passage off the planet; however, Eetoa also charges the heroes 5,000 credits (starting) for information. He tells them that Resh needs a way off the planet, and if the heroes convince Eetoa that they can help (and pay the fee), he gives them Resh's location at a warehouse hideout deep within the Works Labyrinth (see the encounter "The Works Labyrinth" on page 41). For an additional 500 credits, he'll also let them know that bounty hunters are looking for Resh.



74-Z SPEEDER BIKE

2	3	+1	2	0
SILHOUETTE	SPEED	HANDLING	HAND POINTS	DEFENSE
2	0	4	0	0
HULL TRAUMA	ARMOR	SYSTEM STRAIN	PORT	STARBOARD

Vehicle Type/Model: Speeder Bike/74-Z
Manufacturer: Aratech Repulsor Company
Maximum Altitude: 25 meters
Sensor Range: Close
Crew: One Pilot
Encumbrance Capacity: 5
Passenger Capacity: 1

Cost: 3,000 credits
Rarity: 4
Weapons: Forward mounted light repeating blaster - this weapon's profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto Fire, Pierce 1).



Etoa Ro

2	2	4	3	3	3
<small>BRAWN</small>	<small>AGILITY</small>	<small>INTELLECT</small>	<small>CUNNING</small>	<small>WILLPOWER</small>	<small>PRESENCE</small>
2	12	-	0	0	
<small>SOAK</small>	<small>WOUNDS</small>	<small>STRAIN</small>	<small>DEFENSE</small>	<small>MILER</small>	<small>RANGED</small>

SKILLS: Deception ●●● Knowledge (All) ●●●●
 Perception ●●● Vigilance ●●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Holdout Blaster
 Ranged [Light]: Damage 5; Critical 4;
 Range [Short]: stun setting
 Encrypted Datapad
 Comlink

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THE CORE OF CORRUPTION

The Works Labyrinth

The Works Labyrinth is a sprawling tangle of ancient, decayed machinery, enormous pipelines, holding tanks, and catwalks. Clouds of noxious gases leaking from the area make travel very hazardous. The heroes must traverse this zone via airspeeder to reach Resh's hidden warehouse hideout. As the heroes approach the coordinates of Resh's warehouse and see the labyrinth for the first time, read or paraphrase the following aloud:

Following the coordinates you received, you soon approach an area several kilometers square that appears to be a massive tangle of pipes, machinery, tank farms, and decaying structures. Ominous clouds of noxious colored fumes and smoke encase the area in an unhealthy fog. Your navigation charts indicate that the building you're looking for is in the deepest levels of the area.

While the heroes know the location of the building, they must find a path through the labyrinth, a task made more difficult by a number of hazards. Have the heroes make a **Formidable [◆◆◆◆] Computers or Perception check** to locate a likely entry point using sensors, maps, and visual observation. Success leads them into the middle of the labyrinth; failure allows them to enter the labyrinth, but the path ultimately deadends in a tangle of pipelines, forcing them to exit

and try again. When the heroes first enter the labyrinth and its surrounding cloud, they encounter the toxic atmosphere hazard (see the sidebar). In each section of the labyrinth, each failed attempt takes 6 rounds to complete, and a successful attempt takes 4 rounds (assuming that nothing causes the heroes to turn back sooner). Increasing the speed reduces the amount of time required, but it also increases the chances of striking an obstruction (see the obstructions hazard in the sidebar).

Once they reach the middle of the labyrinth, the heroes must make two [◆◆◆◆] **Computers or Perception checks** to find a way to descend into the lower labyrinth. All heroes who can see out or who have access to the navigation system or sensors may combine actions to aid in this effort. Once again, failure leads to a dead end, forcing them to return to the middle labyrinth and start again. Each time they enter the middle labyrinth, they encounter the dense smoke hazard (see the sidebar). As the heroes exit the smoke in the lower labyrinth, they are immediately attacked by the power coupling hazard (see the sidebar).

CONCLUSION

Once the heroes make it through the power coupling hazard, the smoke quickly dissipates, and they may fly to the warehouse without further difficulty. The warehouse is at the lowest level and has a landing pad on the roof. See the encounter "Resh's Warehouse" (page 43)

FEATURES OF THE AREA

The labyrinth is filled with dangerous hazards. Each of the following occurs as noted.

Toxic Atmosphere Hazard:

The toxic air of the upper labyrinth is hazy but not dense enough to provide concealment or hinder vision. Each round the heroes spend in the toxic atmosphere they must pass a [●◆◆] **Resilience check**, taking two damage per ▼. If the check generates ☄☄ or ☄, the hero suffers a critical injury from choking. Heroes who wear a breath mask or similar apparatus or who have a self contained air supply suffer no ill effects. Most fully enclosed airspeeders do not have sufficient filters to block out the atmosphere, but closing the vents cuts the number of attacks to one every other round.

Dense Smoke Hazard:

The dense smoke of the middle labyrinth obscures vision, provides concealment, and is toxic to breathe. Heroes take damage similar to the toxic atmosphere hazard above, but at a [●●◆] **Resilience check**. Because dense smoke is a physical obstruction, low-light vision does not counter the concealment. Objects within short range have concealment, and objects greater short range away have total concealment.

Factory Power Coupling Hazard:

As the heroes exit the smoky middle labyrinth, they fly too close to a massive malfunctioning power coupling. A huge electrical charge attacks their speeder, If has a Ranged Heavy skill of [●◆◆◆] Damage 2; Ion. The attack is opposed by the pilots Piloting skill.

Obstructions Hazard:

Massive pipes, structures, and other obstructions make flying through the labyrinth more dangerous. On each attempt to penetrate each section of the labyrinth, the pilot must make a **Formidable** [◆◆◆◆] **Piloting Planetary check** to avoid obstructions. Moving at half speed reduces the check to **Hard** [◆◆◆], while moving at double speed increases it to a [●◆◆◆]. In dense smoke, add no penalty at speed 2 or less, add ■ at speed 3-4, add ■■ at speed 5, and ■■■ over speed 5. Failure indicates a collision.

THE CORE OF CORRUPTION

Resh's Warehouse

Resh's warehouse is an ancient, bunkerlike structure in the depths of the Works Labyrinth. A lake of a black, oil-like substance surrounds the structure, and the primary way of entry is through the landing platform on the warehouse roof. The heroes should land at the platform and make their way into the warehouse to find Resh.

As the heroes approach the warehouse, they see another large airspeeder that crashed and skidded across the platform. Bounty hunters have come to get Resh, but their speeder was damaged by the power coupling from the previous encounter. Read or paraphrase the following aloud:

The warehouse appears to be an ancient, bunkerlike structure with a hardened exterior that is pitted and beginning to crumble. The building and other structures in the area are surrounded by a gurgling oil-like substance, which is leaking from nearby storage tanks the size of large buildings. Compared to the air above, the atmosphere at this level is relatively clear.

On top of the warehouse, you see a large landing platform with massive cargo lifts. You also see a large airspeeder that recently crash-landed onto the platform, skidded into one of the cargo lifts, and is still smoking. You do not see anyone moving about.

There is more than ample room for the heroes to land. They may investigate the smoking speeder, but it is almost consumed in the flames and sending more smoke into the air. They see no signs of bodies or markings on the speeder. The cargo lift it is on is damaged beyond use. The other cargo lifts and turbolifts do not respond and appear to have no power. The only way into the warehouse is through a staircase at one end.

As the heroes descend the stairs, have them make **Daunting** [◆◆◆] **Perception checks**. Those who succeed hear distant voices, as if from a heated conversation outside the base of the staircase, but they can't make out any details. Once the heroes make it to the mezzanine level at the bottom of the stairs, they can hear what appears to be an argument between a Sullustan and a Devaronian speaking Huttese. The Devaronian is demanding the Sullustan's surrender. If the heroes take a moment to listen to the conversation, read or paraphrase the following aloud:

You hear a Devaronian yell, as if calling to somebody some distance away, "Come on, Resh, enough games! You've already cost me one speeder and made us fly into this stinking hole. I'm about to forget that the bounty is higher to take you alive. Seems like it will cost me less in the long run to shoot you now."

Despite the talk, Sisle, the Devaronian bounty hunter, would prefer to take Resh alive. As the heroes move away from the stair door, they can better see their surroundings. Read or paraphrase the following aloud:

You exit the stair on a mezzanine made of decaying heavy metal grating. Through the grate, you see the same ominous black liquid you saw outside covering the floor of the warehouse to an unknown depth 10 meters below you. The mezzanine is filled with old crates and boxes in various states of disintegration. The lighting is very dim, with only scattered light fixtures and the occasional beam of light peeking in through a discolored window. The ceiling appears to be at least 10 meters above you, but it is lost in darkness. Through the crates, you can make out two more catwalks extending through the roof trusses from the mezzanine out into the warehouse. The argument seems to be taking place at the other end.

As the heroes cross the mezzanine, have them make Stealth checks opposed by the bounty hunters' Perception checks. Additionally, they should make Perception checks of their own versus the bounty hunters' Stealth checks, as two are concealed within the stacks of crates near the catwalks. The heroes' Perception checks are at a ■ penalty due to the poor lighting, but the hunters' low-light vision negates the problem for them. If they detect the heroes and are close enough, the hunters engage in melee; otherwise, they open fire with their blasters.

Their leader, Sisle, is at a platform at one end of the catwalks, arguing with Resh, who is on a separate, higher platform. The only way up to the platform appears to be to climb the structure supporting it from each catwalk, and a bounty hunter is climbing up from each catwalk while Sisle forces Resh to keep his head down. The hunters' armour is slowing them down. The platform is 5 meters above the catwalks and climbing it requires two **Daunting [◆◆◆◆] Athletics checks**. If a climber fails a check, he falls into the black oil covering the floor below but takes no damage (since it is deep enough to cushion his fall). Anyone in the oil who makes a **Average [◆◆] Athletics check** can swim to a piece of debris or crate large enough to support him. When the heroes arrive, the climbing hunters have just made their first Athletics checks.

THE CORE OF CORRUPTION

Sisla's Hunters

The Devaronians wear worn gray armor that has seen a lot of action. Each appears to carry an array of weaponry, including a vibro-ax, a blaster rifle, and something that looks suspiciously like grenades.

Sisla's hunters are a group of Devaronians out for some adventure while making a few credits. They have traced Resh for too long to give him up.

Once the bounty hunters are aware of the heroes, they open fire, trying to keep one eye on the heroes and one eye on Resh. The Sullustan initially keeps his head down, but if it appears that the heroes are winning, he takes potshots from the platform at the bounty hunters.

The two hunters at the ends of the catwalks engage the heroes first. The two climbing hunters attempt to reach Resh's platform. Even if they do, they won't be able to get the Sullustan immediately, since he has locked himself in an armored room and is firing at the hunters through a gunport. At this point, one hunter turns and opens fire on the heroes while the other returns fire at Resh, just to keep him busy.



Sisla's Hunters

3	3	2	3	2	2
<small>BRAWN</small>	<small>AGILITY</small>	<small>INTELLECT</small>	<small>CUNNING</small>	<small>WILLPOWER</small>	<small>PRESENCE</small>
5	15	-	0	0	0
<small>SOAK</small>	<small>WOUNDS</small>	<small>STRAIN</small>	<small>DEFENSE</small>		<small>MELLE RANGED</small>

SKILLS: Brawl (3), Coordination (3), Ranged (Light) (2), Vigilance (2), Coercion (3), Ranged (Heavy) (3), Survival (3)

TALENTS: Adversary 1, Lethal Blows 1

ABILITIES: None

EQUIPMENT: Lamine Armour [+2 Soak]
 Heavy Blaster Pistol
 Ranged [Light]; Damage 7; Critical 3; Range [Medium]
 Blaster Rifle
 Ranged [Heavy]; Damage 9; Critical 3; Range [Long]

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Sisla

The lead Devaronian bounty hunter wears heavily scarred and dented battle armor of a type more popular in the Outer Rim than the Core Worlds, with an enclosed helmet designed for his species. He carries a very large rifle, similarly worn and battered.

Sisla is a tough bounty hunter unafraid of chasing his quarry to any planet in the galaxy, including Coruscant. He leads a group of other Devaronians in a life of adventure. His pursuit of Resh has cost him more credits than the bounty may be worth, but he's not about to give up now. He's also not about to let someone else get away with his bounty.

Once Sisla is aware of the heroes, he opens fire, yelling that they won't steal his bounty. He initially uses Double Attack. If he can't hit the heroes, he tries to blow holes in the catwalks around them, hoping to drop them through. He does not climb after Resh until the fight is over.



Sisla

4	4	3	3	3	3
<small>BRAWN</small>	<small>AGILITY</small>	<small>INTELLECT</small>	<small>CUNNING</small>	<small>WILLPOWER</small>	<small>PRESENCE</small>
6	20	13	1	1	
<small>SOAK</small>	<small>WOUNDS</small>	<small>STRAIN</small>	<small>MILIEE</small>	<small>RANGED</small>	

SKILLS:

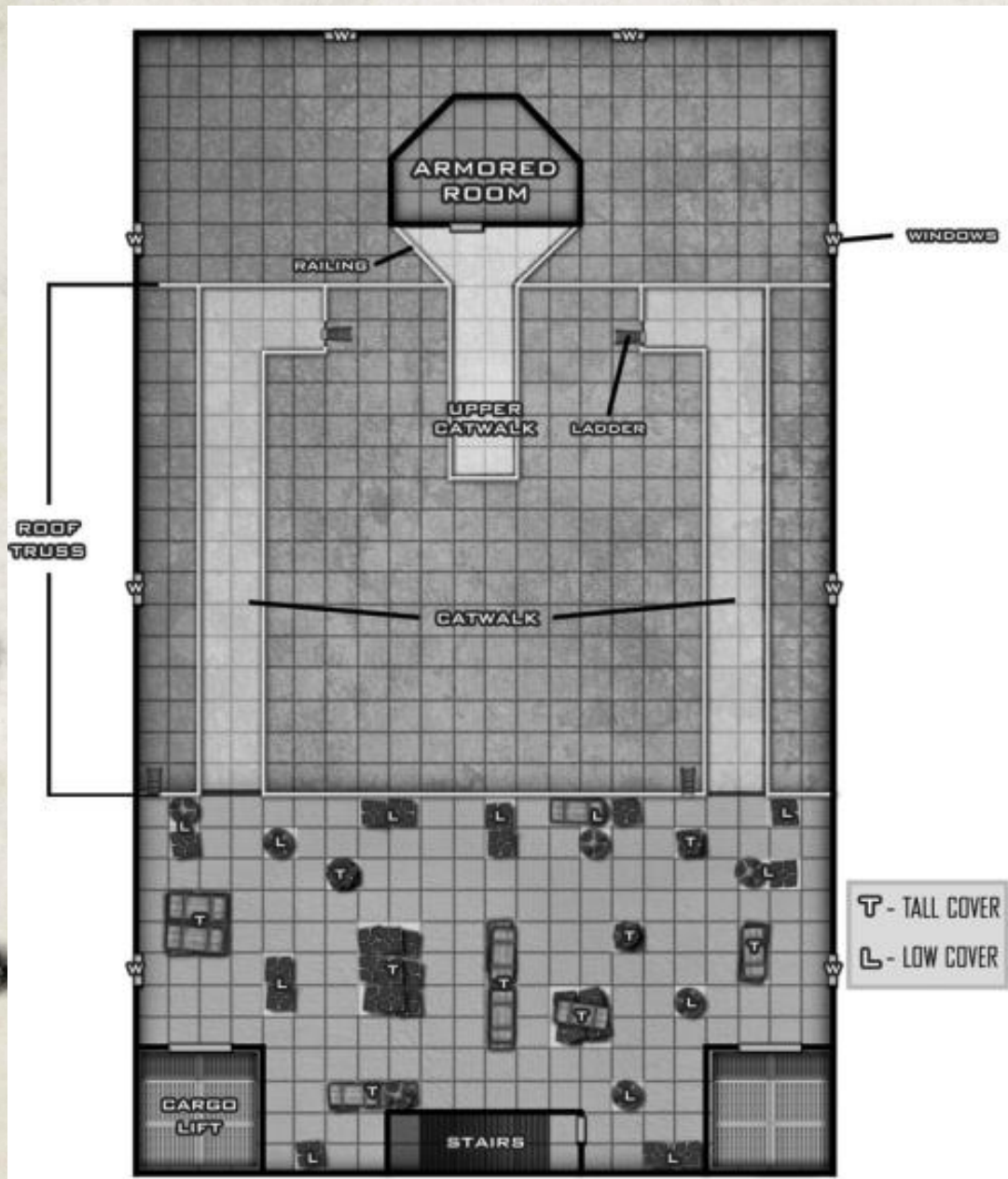
Brawl	●●●●	Coercion	●●●●
Cool	●●●●	Ranged [Heavy]	●●●●
Melee	●●●●	Ranged [Light]	●●●●
Perception	●●●●	Piloting [Space]	●●●●
Stealth	●●●●	Vigilance	●●●●

TALENTS: Adversary 2, Lethal Blows 2, Deadly Accuracy 3, Stalker 2 (on Coordination and Stealth checks)

EQUIPMENT: Heavy Battle Armour [+2 Soak, +1 Defence]
 Modded Heavy Blaster Rifle
 [Ranged [Heavy], Damage 13, Critical 3, Range [Long], Auto-Fire, Cumbersome 3, Pierce 1]
 Vibroknife
 Melee, Damage 5, Critical 2, Pierce 2, Vicious 1

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FEATURES OF THE AREA

The catwalks are in poor shape. Each 1.5-meter square of plating or half meter length of structure has 15 hit points and a soak of 5. Damage beyond this blows a 1-meter sized hole in the surface or railing. Focusing fire on a single area could damage a catwalk enough to separate it or even drop a section into the oil covered floor below. Some railings are weak enough to collapse under the weight of fighting characters. The black oil is not immediately hazardous, but it coats anyone who falls into it. Until they wipe the oil off their hands and feet, it imposes a penalty on their attacks, Athletics, and all Agility related skill checks. Those coated in oil also are denied their Defense bonus. Several damaged ladders lead from the oil-covered floor back up to the catwalks (**Hard** [◆◆◆] Athletics check after the penalty).

Resh

Resh is one tough Sullustan. Stocky, mean-spirited, and aggressive, Resh was a trusted lieutenant of Darga the Hutt. After Darga's death, Resh attempted to take control of the Hutt's organization on Coruscant, but it quickly fell apart. Wanted by both the Empire and Darga's old enemies, Resh hired himself out as an independent enforcer.

Recently, he has dropped from view, leaving some to speculate that he finally found a way to smuggle himself off the planet.

With the death of Darga and the collapse of his organization, Resh discovered that he had little to no influence, and his Imperial contacts dropped him. Resh became paranoid when an Imperial bounty of 10,000 credits was placed on him a few months ago. He is hiding in the lowest levels of the factory sector known as the Works and searching for someone to smuggle him off the planet through information brokers, primarily Eetoa Ro. They also alert him of anyone looking for him.

Resh communicated with the Sarlacc Project through a droid at a specific comlink number, but the link has been disabled. He knows that the ISB actively hides the project, partially through Agent Lesan Dos, who has considerable access. He also knows that Darga once told him that the entire operation was to move into a

new building called Imeci Spire, now under construction in CoCo Town. He bets that Agent Dos has access to the building with his code cylinder. Resh believes the project is run by a secret Imperial department, but he doesn't know who it might be. If the heroes ask about Inquisitors, he says the only one he ever knew about was Valin Draco, but he fears that others may find him. He will not help the heroes enter the building and refers all requests for other materials or contacts to Eetoa Ro. He wants nothing to do with the project and wants to get the heroes away from him as soon as possible.

At first, Resh stays out of the fight, unsure of the heroes' intentions. However, if they appear to be winning, he joins in by laying prone on the platform and firing down at the bounty hunters. He retreats to the safety of his armoured room if anyone reaches the platform, firing at them from a gunport.

Resh

4	3	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	16	-	0 0		

SKILLS: Ranged [Heavy] 3/3/3, Perception 3/3/3, Vigilance 2/2/2, Melee 2/2/2, Survival 2/2/2

TALENTS: None

ABILITIES: None

EQUIPMENT: Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; stun setting), Combat Knife (Melee; Damage 5; Critical 3; Range [Engaged])

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Outlanders

The heroes have tracked Lt. Lesan Dos to the Outlander Club (where ObiWan Kenobi and Anakin Skywalker tracked down Zam Wesell in Episode II). The Outlander is one of many vibrant lower-level clubs in the entertainment district. The heroes have little to go on other than the fact that Dos is carrying out some sort of investigation at the club. This may strike them as odd, since his anti-alien stance would seem to make it nearly impossible to carry out any secret investigation.

The heroes should get to the club via airspeeder, preferably one they own or control. They may find parking places on an adjacent street (see Imperial Pursuit, Part 1 on page 55). When the heroes arrive at the club, they find security keeps a close watch on all doors, and they are encouraged to use the main entrance.

When the heroes enter the Outlander, read or paraphrase the following:

The neon framed entrance to the glitzy Outlander Club gives way to a huge multistory circular room, packed with beings from across the galaxy. Clearly, the Empire's anti-alien leanings haven't harmed business here. A large circular bar in the center of the room offers just about any drink you can think of. Huge viewscreens at the perimeter walls show racing and sporting events of dubious legality.

Signs indicate that gambling halls and other entertainments are available on the balcony levels above. Five circular turbolifts and adjacent one-person lifts in clear tubes give access to other floors. The place is well lit, loud, crowded, and lively.

Once inside, allow the heroes to make **Hard [◆◆◆] Perception checks**. A success quickly indicates the variety of legal and illegal entertainment available. If the check generates 🌀🌀🌀 or 🌀 they spot someone who looks like Lt. Dos, dressed in bright blue civilian clothing, standing at a tall table near the video screens. It's actually Nonul Weran, the lieutenant's double and decoy. Lt. Dos is staging a sting operation, trying to draw his non-Human enemies out in the open so he can arrest or eliminate them. As an ISB agent, his presence is not normally tolerated at the club, but he is blackmailing the owners to allow him to carry out his operation. Someday, he hopes to shut the place down, but for now, he uses it for his own schemes. However, he knows that he can't rely on the club's security to back him up, so he usually tries to get the attackers outside so he can call in superior numbers.

The operation has been underway for some time, with limited success. Nonul plays the part of Dos, having a good time in the club, while the agent, disguised in a breath mask and a worker's jumpsuit, observes from a balcony above.

If the heroes don't spot the decoy right away, they may continue to make Perception checks while they search the room. Once they approach the decoy, read his text aloud:

You approach a young adult Human, dressed in a trendy bright blue jumpsuit with white trim. He stands at a table adjacent to the racing betting kiosk, glancing between his betting datapad and a number of viewscreens while he subtly scans the crowd.

When the heroes get within a few meters of Nonul, let them make an additional **Hard [◆◆◆] Perception check**. Success allows them to notice that he is following three different swoop races on the viewscreens and glancing at his gambling datapad. Generating 🗎🗎 also tips off the location of his two informants that are his immediate backup. A result of 🗎 also tips them off that this may not be Dos but someone made up to look like him. Grant the heroes ■ bonus on the check if they have more than the newsnet picture of Dos (see page 21) to go on.

THE CORE OF CORRUPTION

Nonul Weran

Nonul Weran is an ISB undercover specialist that Dos has manipulated into serving as his double and decoy for this operation. Nonul is comfortable at the Outlander, but on his guard. He's been attacked entering, leaving, and occasionally even within the club. He mimics Dos reasonably well, though he's not quite as arrogant.

Nonul keeps his eyes open and is ready for trouble. If the heroes attempt to sneak up on him, let him make Perception checks. If they engage him in conversation, he responds arrogantly and goes on about racing until he's sure they're really after him. If they directly ask his identity, he claims to be Lt. Dos. Use Deception checks opposed by Perception checks to guide the conversation. Nonul knows that his only backup is two informants and Dos himself. He goes along with almost any scheme that doesn't directly threaten him so that he can get the heroes in a position where Dos, the informants, and possibly other backup can arrest them outside of the club. He even leads them out, if needed. If forced to fight, he relies on his hold-out blaster, attempting to surprise the heroes with a quick draw. He knows nothing about the Sarlacc Project.



Intelligence Agent					
3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PERCEPTION
3	3	13	14	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED
SKILLS:		Charm	Coercion	Deception	
		Melee	Ranged [Light]	Streetwise	
		Vigilance			
TALENTS:		None			
ABILITIES:		None			
EQUIPMENT:		Encrypted Datapad, Secure Commlink			
		Light Blaster Pistol			
		Ranged [Light]; Damage 5; Critical 4;			
		Range [Medium]; Stun Setting			

Lt. Lesan Dos

Lt. Dos hides in plain sight behind his breath mask and worn, rumpled jumpsuit. Built into the mask is a comlink tuned to the decoy's comlink, through which Dos can hear all conversations with Nonul. He can even issue brief orders to Nonul and the informants, if needed. Dos is sneaky but arrogant and overconfident. If the heroes look at him with interest, not just in passing, read or paraphrase the following:

You see a young humanoid male in a worn and rumpled jumpsuit common to workers throughout the lower levels. Despite his humanoid appearance, he wears a breath mask often worn by visiting species. Though he carries a drink, he appears to be alone, moving from table to table and observing the crowd in general from the upper level.

Lt. Dos will direct and manipulate the situation once the heroes contact the decoy or one of the informants. He will order his conspirators to go along with whatever plan the heroes propose, within reason, and encourage them to find an excuse to get the heroes outside into the alleyway (see Imperial Pursuit, Part 1, on page 55). If a fight breaks out, Dos uses his talents to help without drawing attention to himself, if possible. He directly engages the layout.

heroes once he is in a position to try to lead them outside. If Lt. Dos is discovered at any time, or if he ever hears the Sarlacc Project mentioned, he actively tries to usher the heroes outside, calling for backup along the way. If the heroes observe him directly, allow them to make Perception checks versus his Deception check to attempt to penetrate his disguise.

Lt. Dos will not go quietly and tries to avoid capture, even fighting to the death. However, if the characters succeed in capturing him, they may quiz him on the Sarlacc Project. He will resist as long as possible and isn't willing to give up information on the project he works so hard to keep secret. However, if the characters figure out a way to get it out of him, he reveals that his code cylinder allows access to the Imeici Spire up to level 189. He can give the heroes a basic rundown of the building, but he actually knows few details beyond the

Intelligence Agent

3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

3	13	14	0	0
SOAK	WOUNDS	STRAIN	MELEE	DEFENSE
				RANGED

SKILLS:

Charm	●●●	Coercion	●●●
Deception	●●●	Ranged [Light]	●●●
Melee	●●●	Streetwise	●●●
Vigilance	●●●		

TALENTS: None

ABILITIES: None

EQUIPMENT: Encrypted Datapad, Secure Commlink
 Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Medium]; Stun Setting

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THE CORE OF CORRUPTION

ISB Outlander Informants

You see a young man leaning against a nearby table, toying with a glass of hazy orange liquid. He is clearly dressed for a night in the club. He seems to be deliberately moving about, keeping people or objects between himself and Agent Dos.

The informants work to conceal themselves as much as possible in the crowd. If the heroes approach the decoy, they begin to move closer, using Improved Stealth and Hidden Movement to take up positions at nearby tables in case the decoy needs help. If forced to fight, they rely heavily on their shooting talents and Running Attack. If questioned, they have little to offer beyond the basics of Dos's sting operation, and they know nothing about the Sarlacc Project.



Military Informant

1 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK 1		WOUNDS 11		STRAIN -	
DEFENSE 0			DEFENSE 0		
MELEE			RANGED		

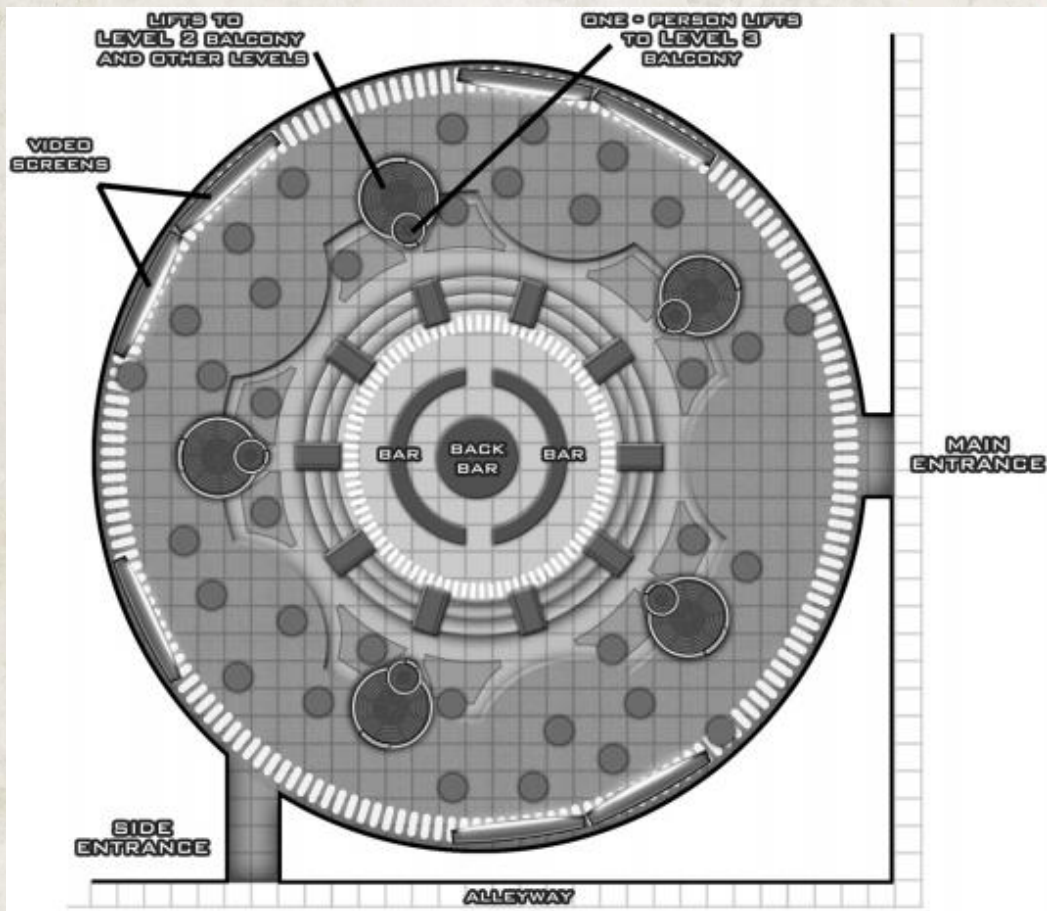
SKILLS: Computers ●●● Stealth ●●●
 Deception ●●● Vigilance ●●●

TALENTS: Indistinguishable 1


ABILITIES: None

EQUIPMENT: Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Medium]; Stun Setting
 Disguise Kit
 Disassembly-Capable secure military Comlink

AOR 420



FEATURES OF THE AREA

The club is crowded, and the lower floor is filled with patrons constantly moving about or standing in groups, talking, watching the viewscreens, or drinking. As such, the crowd provides cover for those using stealth to sneak around the club. For the encounter map, include approximately 15 extra people, scattered around the room. If a fight breaks out, the crowd tries to clear the area, but many get in the way. While this occurs, treat any combatants as though they were in melee for the purposes of ranged attacks. Additionally, a shot that misses and generates  strikes a viewscreen, piece of furniture, or member of the crowd. The heroes may attempt to clear the crowd more quickly by making Persuasion checks to intimidate them or by using another nonlethal method

CONCLUSION

Ultimately, the heroes should encounter the decoy and the informants, likely struggling with them or encouraging them to go outside. Any fight that breaks out inside the Outlander is allowed to continue for 5 rounds before security demands that they take it outside. However, security will not directly get involved in the fight, not wanting to risk harm to save the hated ISB agent and his companions. The crowd will clear the area and become a hazard to the heroes (see the Features of the Area sidebar). If the agents manage to get the heroes outside, (by deception or by baiting the heroes into chasing them out the door), use the map from Imperial Pursuit, Part 1 (page 55) to continue the encounter. However, the Imperials from that encounter don't arrive until the heroes have a chance to deal with Dos and the others.

THE CORE OF CORRUPTION

Imperial Pursuit Part #1

One way or another, the heroes end up in an alley outside the Outlander Club, with or without Lt. Dos, his decoy, and the informants. If they are here with any of those characters, allow the heroes to finish dealing with them before beginning this encounter. The heroes may be anywhere in the area but preferably are near the club door when this encounter starts. The first thing they may see is a nearby surveillance droid attempting to observe the action without them noticing.

When ready to begin, have the heroes make Perception checks versus the surveillance droid's Stealth check. If they see it, read its read-aloud text first, then read the following 2 rounds later. If they don't see the droid, wait about 2 rounds and go ahead with the following:

As you begin to make your way through the alley away from the Outlander, you suddenly hear the unmistakable sound of armored troopers. They appear almost immediately, several stormtroopers led by a uniformed ISB agent. The agent spots you and yells "All of you, halt now!"

One ISB agent and five stormtroopers initially arrive on foot from the direction of the main entrance. The skirmish should go quickly, since the stormtroopers are outmatched. During the fight, allow the heroes to make occasional Perception checks to notice the droid, if needed. When the stormtrooper force is reduced to one-quarter of its original strength, the Raider drops from above, filled with five more stormtroopers and another agent. It drops off the troopers and agent, then attempts to cut off fleeing heroes.

FSD-6D Flying Surveillance Droid

In the distance, you see a small, dark gray spherical droid hovering, partially hidden by the corner of a nearby building. Its surface is covered in sensorlike devices, and a lenslike object extends outward for a better view. It is looking directly at you.

The FSD-6D is a common Imperial surveillance droid, used wherever general surveillance is required for law enforcement and lesser military operations. It is fast, observant, and well programmed in surveillance and stealth techniques. Most of its sensors are mounted on its spherical body, but one sensor pack is mounted on a 1 meter extendable stalk that allows the droid to look around corners. However, the droid is so common that the camera is easily recognized if noticed.

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FSD-6D Flying Surveillance Droid

1 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK 1	WOUNDS 3	STRAIN -	DEFENSE 0 0		MELÉE RANGED

SKILLS: Perception
Vigilance ●●●

ABILITIES: Droid
Hoverer
Silhouette 0

EQUIPMENT: Recording Holocam

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THE CORE OF CORRUPTION

ISB Special Agent

The uniformed ISB Agent wears a white Imperial uniform. He's relatively young, but he commands the stormtroopers as though they were merely tools of the ISB. He advances, pistol in hand, using the stormtroopers and nearby objects as cover.

ISB Special Agents often provide direct backup for agents in the field. As such, they occasionally command stormtroopers or Imperial forces ordered to give them aid in pursuing suspects. However, they are better suited to taking on their opponents directly through stealth and ranged attacks.

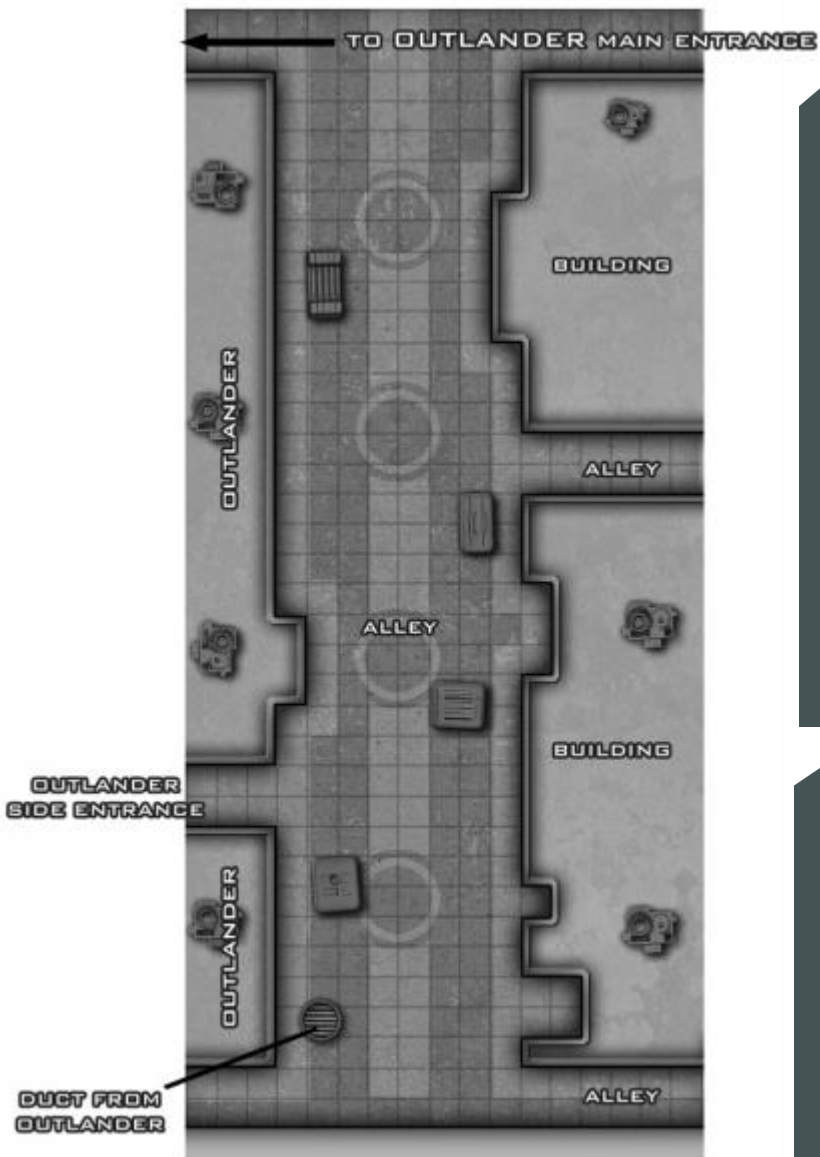
The Special Agents use their troops as cover, trying to use Sniper and Keen Shot effectively against the heroes. They demand that the heroes surrender and arrest those that they can. However, arrest and capture are only secondary goals, and the agents defend themselves as needed. They know nothing about the Sarlacc Project.



Intelligence Agent

3 BRAWN	3 AGILITY	3 INTELLECT	3 CUNNING	3 WILLPOWER	3 PRESENCE
3 SOAK	13 WOUNDS	14 STRAIN	0 0 DEFENSE MELEE RANGED		
SKILLS:		Charm	●●●	Coercion	●●●
		Deception	●●●	Ranged [Light]	●●●
		Melee	●●●	Streetwise	●●●
		Vigilance	●●●		
TALENTS:		None			
ABILITIES:		None			
EQUIPMENT:		Encrypted Datapad, Secure Commlink Light Blaster Pistol Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting			

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CONCLUSION

Most of the encounter should occur in the alley, but it might carry over into nearby streets if the heroes make a run for it. If the heroes surrender or are captured, they are arrested and hauled off to detention in the speeder. If the heroes flee on foot, the Imperials follow. If the heroes flee in a speeder, the Raider and surveillance droid give chase, soon joined by others (see Imperial Pursuit, Part 2, on page 59). No further Imperial forces arrive, except as noted in Imperial Pursuit, Part 2.

RAIDER TACTICS

The Raider approaches the heroes' position quickly, dropping in from above. The side doors pop open just before the speeder reaches the ground, allowing carried troopers to jump out and advance on their enemies quickly. Once the troopers have been dropped off, the doors close, and the speeder tries to cut off escaping heroes.

Imperial Stormtroopers

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	5	-	0 0		
		MILE		RANGED	

SKILLS: Groups Only
Athletics
Melee

EQUIPMENT: Stormtrooper Armour [+2 Soak]
Blaster Rifle
Ranged [Heavy], Damage 9, Critical 3, Range [Long], Stun Setting
Vibroknife
Melee, Damage 4, Critical 2, Range [Engaged], Pierce 2, Vicious 1
2 Frag Grenades
Ranged [Light], Damage 8, Critical 4, Range [Short], Blast 6, Limited Ammo 1
Utility Belt, Reloads

ES1E #404

Rapid Deployment Airspeeder

3	4	-1	2	1
SILHOUETTE	SPEED	HANDLING	HARD POINTS	DEFENSE
HULL TRAINING	ARMOR	SYSTEM STRAIN		
15	2	12		
		MILE		ATT

Hull Type/Class: Repulsorlift
Hyperdrive: None
Navicomputer: No
Sensor Range: Short
Ship's Complement: One pilot
Encumbrance Capacity: 10
Passenger Capacity: 6
Consumables: Two days
Manufacturer: Rapid Deployment Airspeeder
Cost: 50,000

Rarity: 4
Weapons: Twin Double Laser Cannon (Fire Arc Forward); Damage 5; Critical 3; Range [Close]; Linked 1;

THE CORE OF CORRUPTION

Imperial Pursuit Part #2

As the heroes leave the area, the Imperial pursuit continues. If they flee on foot, the surveillance droids give chase. If the heroes leave by speeder, the droids show up one at a time over 3 or 4 rounds along the way, shortly after they take off. Two pursuit speeders join the droids not long afterward. The chase through Coruscant is on. If the heroes' escape route is entirely on foot or does not include a speeder under their own control, replace the pursuit speeders with two more surveillance droids.

A few minutes after the heroes leave the immediate area of the Outlander Club, have them make Perception checks versus the surveillance droids' Stealth checks. If successful, the heroes detect their presence. Read or paraphrase the following:

As you zip through the busy sky lanes, you make out the distinctive silhouette of a surveillance droid pursuing you, hanging back in the distance. It's fast, agile, and quick to adjust to your course changes.

The droid is likely to be slower than the heroes' airspeeder and will resort to all-out movement, using its Sprint talent to try to keep up at times. If the heroes get beyond 1 km (about 660 squares) from the droid, or out of line of sight for 5 rounds, it breaks off the chase.

Once all three droids are after the heroes, the pursuit speeders drop from a nearby skylane 3 rounds later. They attempt to force the heroes' speeder down. The heroes must find a way to take them down or lose them. As the pursuit continues, the heroes will have to deal with certain hazards or may opt to use certain approaches noted in the Features of the Area sidebar.

CONCLUSION

The heroes must use a combination of combat and maniacal piloting skills to deal with the droids and airspeeders, creating a chase that goes on for many kilometers, districts, and altitudes. However, once they shake all pursuers, they are in the clear—as long as they do not stay in the air very long afterward. If the heroes shake the droids too easily, one or two others may engage later in the chase.

Imperial HSP-10 Pursuit Airspeeders

You see a narrow, dartlike speeder peel off from a nearby skylane and head directly for you. It has a central ball-shaped armored glass cockpit that gives the pilot views in most directions, and it appears to carry an array of forward-mounted weapons. Its markings indicate that it is a patrol speeder. Before long, it hails you and orders you to put down at the nearest platform.

The HSP-10 Pursuit Airspeeder is a fully enclosed, one-man armed airspeeder used primarily for air patrol duties. It is armed with laser cannons and ion cannons and is agile enough to pursue most criminals.

Each pursuit speeder attempts to close in on the heroes' speeder and force them down by hitting them with blasts from its ion cannon. Losing the pursuit speeders is difficult, as central control can update each pilot with reports from hundreds of traffic sensors. In fact, while the heroes may believe that they have shaken their pursuers, they might be surprised when a speeder suddenly shows up from a different direction, or many rounds later.



HSP-10 Pursuit Airspeeder

2	4	-1	1	0
SILHOUETTE	SPEED	HANDLING	HARD POINTS	DEFENSE
5	2	6	<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin: 0 auto;">-</div> <div style="font-size: 8px;">PILOT</div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin: 0 auto;">-</div> <div style="font-size: 8px;">STARBOARD</div> </div> </div>	
HULL TRAUMA	ARMOR	SYSTEM STRAIN	0	0
			AFT	FORE

<p>Vehicle Type/Model: Airspeeder / HSP-10</p> <p>Maximum Altitude: 100 km</p> <p>Sensor Range: Short</p> <p>Crew: One pilot</p> <p>Encumbrance Capacity: 12</p> <p>Passenger Capacity: 2</p> <p>Manufacturer: Dromor Motors</p> <p>Cost: 40,000</p>	<p>Rarity: 6</p> <p>Weapons: Forward Mounted Twin Blasters Cannons (Fire Arc Forward); Damage 4; Critical 4; Range [Close]; Linked 1</p> <p>Forward Mounted Light Ion Cannon (Fire Arc Forward); Damage 5; Critical 4; Range [Close]; Ion</p>
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THE CORE OF CORRUPTION

FSD-6D Flying Surveillance Droid

Each droid continues to follow the heroes for as long as possible. If detected while following the speeder, it tries to conceal itself by using other speeders in the skylane as cover. If the heroes are on foot, it attempts to use its blaster set for stun to disable them. If it loses the heroes, it attempts to calculate the most probable path to reengage.

FEATURES OF THE AREA:

Use the following hazards and features as the heroes follow their desired path through Coruscant airspace.

Building Shields: Coruscant buildings are typically protected from errant airspeeder traffic by force fields. The buildings adjacent to busier skylanes have shields that are constantly engaged, while buildings farther from the traffic patterns have shields that are activated only at the last moment before a crash. In either case, the shields have a partial cushioning effect to minimize damage to the speeder. If the speeder collides with a shielded building after a failed Avoid Collision Pilot check, reduce the final collision damage by one half.

Crowded Skylane: Busy skylanes pose a hazard to speeders traveling at a much greater rate of speed or in a different direction. These vehicles are treated as mobile hazards. The pilot may attempt to avoid collisions with a **Hard** [◆◆◆] **Piloting Planetary** check, inflicting ■ for Large vehicles, ■■ for Huge vehicles, or ■■■ for Colossal vehicles.

Exhaust Vent: A massive exhaust vent spews a huge jet of steam into the air. This provides concealment for speeders passing through or along the jet.

FSD-6D Flying Surveillance Droid

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELIC	RANGED
1	3	-	0 0		

SKILLS: Perception
Vigilance ◆◆◆

ABILITIES: Droid
Hoverer
Silhouette 0

EQUIPMENT: Recording Holocam

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FEATURES OF THE AREA:

Floating Holograms: Huge floating holograms provide news and advertisements for passing craft. They may be used for concealment, but not cover. Speeders may pass through them without difficulty.

High-Speed Dive or Ascent: High-speed dives or climbs typically are not allowed on Coruscant, as they are extremely dangerous and run counter to the skylane patterns. Passing through a skylane in this manner increases the chances for a collision, upgrading the difficulty of the pilots roll to avoid collision twice. (see Crowded Skylane, above).

Light Beams: Extremely bright beams of light shine up from the lower levels or from a nearby building. These beams do not cross a major skylane; however, speeders traveling in open airspace may encounter them. When crossing through a beam, there is a chance that the pilot could be blinded temporarily.

Any character who can see directly out of the front windscreen must take a **Hard [◆◆◆] coordination check** to avoid their gaze in time. If unsuccessful, the effect blinds the victim for 5 rounds minus a number of rounds equal to the number of ranks the victim has in Resilience.

Skybridge: Skybridges, pipes, and other hazards that span the space between buildings require **Daunting [◆◆◆◆] Piloting planetary checks** to navigate, with a failure resulting in a collision (the damage from which may be reduced with a Pilot check, as usual).

Skytunnel: Skytunnels allow speeders to pass through massive buildings and are treated as crowded skylanes (see above). Building shields protect the sides of the tunnel (see above).

Speeder Truck Convoy: The heroes may attempt to hide among a passing convoy of massive airspeeder trucks or bulk freighters descending from orbit, or they might use the convoy as cover. If attempting to hide, the pilot must make a Pilot check in place of a Stealth check, opposed by the pursuer's Perception check. A collision in the convoy may trigger a chain reaction accident.

Surface Power Coupling: If the heroes wish to attempt to use a substation power coupling against their pursuer (as Zam did against the Jedi in Episode II), they must first descend to the same level as the coupling, then make a successful **Daunting [◆◆◆◆] ranged attack**, dealing at least 15 points of damage while flying through the "tongs." The resulting charge attacks the pursuer, automatically incapacitating them. On a miss, the pursuer takes half damage.

THE CORE OF CORRUPTION

Episode III Spire of Darkness

Infiltrating an Imperial government tower (even an incomplete one) on the capital world of the Empire should be an intimidating task. If the heroes fail and are captured, it is likely that they will be interrogated and sent to an Imperial prison planet; Tero Reskan should remind them of this possibility. Although tower construction continues at all hours, there are somewhat fewer workers in the building overnight. Upon completion, the spire will have levels as follows:

SPIRE FLOORPLANS:

Level 200	Communications Array
Level 195-199	Security Surveillance Array
Level 190-194	Skylane traffic control equipment
Level 189	Restricted (Inquisitor level, incomplete)
Level 188	Restricted (Sarlacc Project level, incomplete)
Level 186-187	Restricted (communications node, incomplete)
Level 185	Upper construction delivery zone/hangar level
Level 151-184	ISB local offices
Level 126-150	Imperial information offices
Level 076-125	COMPNOR local offices
Level 002-075	Collective Commerce District Government Offices
Plaza Level	Main entry and lower construction HQ
Sublevel 1-10	Building Support Services
Sublevel 2	Service Entry
Sublevel 11-15	Restricted (speeder tube station)
Sublevel 16	Building Security
Sublevel 17-20	Utility supply links emergency power station

Approaching the Spire

Once prepared, the heroes depart for the tower. Their exact approach depends on the entrance selected. If they are making the trip by airspeeder, the trip is uneventful until they drop from the skylane into an approach vector. At that point, a Human voice from tower construction control demands that they state their destination and transmit their permit to land. The heroes don't know it, but all permits have been changed since they acquired their permit. However, if they monitor the construction traffic, they find that they are not the only ones. All speeders without the correct permit are put into a holding pattern orbiting the spire. One by one, they are allowed to approach. The heroes must persuade the controller to let them land (**Daunting [◆◆◆◆] Charm or Negotiation check**). If they fail, they may try again, but for each subsequent attempt, upgrade difficulty once. Once approval is given, the heroes are told they must wait for 60 minutes and to stay in the pattern. Additional **Daunting [◆◆◆◆] Charm or Negotiation checks** may earn them permission to land within 10 minutes.

If the heroes arrive on foot, they arrive at the enormous Crystalline Plaza, which, true to its name, is dotted with intricate crystal sculptures and structures from around the galaxy. Beyond that, the plaza's main use is as a public thoroughfare and transit stop. The ominous spire looms over the plaza. Pairs of Coruscant Guards patrol the area at widely dispersed intervals, requiring the heroes to make successful Deception checks against the guards' Perception checks; failure means that a pair of guards questions their activities. The heroes may attempt to persuade the guards into letting them continue about their business. If they fail, the guards try to drive them from the plaza with their staffs, thinking that the heroes are run-of-the mill troublemakers.

As the heroes approach the tower, characters with ranks in Knowledge Education may make a **Daunting [◆◆◆◆] Knowledge Education check**. Success means that they notice that the building employs a construction technique using prefabricated rooms. Entire rooms could be completely fitted out in a factory in advance, then added to the massive superstructure without anyone observing what is inside.

THE CORE OF CORRUPTION

Acquisitions

Read or paraphrase the following when the heroes approach the spire.

As you approach the spire, you see that the upper stories appear almost complete. Several levels at the base are also enclosed, but the vast majority of the tower is only a skeletal structure, with elevator cores and other shafts connecting the floors. The tower is octagonal, with wedge-shaped towers at every other side, extending to become a complex antenna array above the top floor.

Dozens of workers and construction droids work on all levels. White-hot flashes of welding dot the structure, and the bangs and whines of construction tools and machinery are loud enough to penetrate your speeder's cabin. A variety of speeders and equipment sit on the hangar deck you are approaching, and a construction worker directs you to the proper landing place. Once you are down, the tough-looking Human points you to the superintendent's office and moves on to his next task.

Run this encounter if the heroes have decided to infiltrate the tower as construction workers and need the appropriate attire, equipment, and permits. They've been directed to Core Craft Staging Area 70 from a contact or as a result of Streetwise or similar checks. Many materials destined for the Imeici Spire are stored at the staging area, which is the entire 70th floor of a massive warehouse on the outskirts of CoCo Town. The heroes may try to sneak in and steal the required items or bluff their way past the administration staff. Their goal should be to get in and out without attracting attention; otherwise, their disguises may be questioned at Imeici Spire.

As the heroes approach Core Craft Staging Area 70, read or paraphrase the following aloud:

Ahead, you see Core Craft's skyscraper warehouse, a hundred stories tall. Your information indicates that the staging area is the entire 70th level. Each level has a landing platform that is enclosed on three sides, two for the warehouse and one for the office. Enormous cargo speeder trucks constantly deliver goods to most levels. You spot the main administrative platform for level 70, where the staging office is.

If the heroes opt to bluff their way through, they should head for the staging office, where they may land without question. If they wish to sneak in, they should try to enter through one of the material hangar bays. On approach, they are hailed by a Core Craft tech, asked their business, and easily given permission to land at the administrative platform. Only vendors or delivery trucks may land at the warehouse platforms. If the heroes enter the main office, read or paraphrase the following aloud:

You enter a surprisingly quiet office where four techs work efficiently behind a long counter separating the waiting area from the office area. Off to one side, you see an office marked "Chief Administrator," where a much older man works at a large desk. He's clearly keeping an eye on the staff and counter through a wide window in the adjoining wall. One of the Human female techs, dressed in a Core Craft coverall, approaches the counter and asks, "May I help you today?"

The heroes must decide how they want to try to get the goods. Deception may work on the tech and the chief administrator. Bribery may work on the tech, but they'll have to hide it from the chief administrator he can't be bribed, and if he discovers the

heroes trying to bribe a tech, he calls security to detain them. (Due to the sensitive nature of the spire, the staff is touchier than usual.) If the heroes can convince the techs that they are legitimate Core Craft personnel, they may obtain permits, uniforms, and a speeder transport. If the heroes enter the warehouse, read or paraphrase the following aloud:

You enter an enormous open space two stories tall and over 40 meters across. There are no intermediate columns. Construction materials and crates are stacked at various heights all around the floor. Automated delivery speeders and cargo droids methodically transport goods through wide aisles to and from the perimeter landing platforms. You also see armed civilian guards patrolling the area on catwalks high overhead.

If the heroes disrupt the flow of traffic or otherwise alert the sentries, a voice booming from the loudspeakers orders them to halt, and two sentries take aim with their blaster rifles (though they are at long range). If the heroes do not comply, the sentries open fire. If a fight continues for more than 10 rounds, a Rapid Response Force arrives at a nearby platform to arrest the heroes, and other sentries make their way to the area.

THE CORE OF CORRUPTION

Core Craft Technicians

The techs appear to be highly competent workers, but the longer the heroes observe them, the more they get the feeling that they really dislike their jobs. They also tend to keep an eye on the chief administrator's whereabouts.

The Core Craft staff are highly trained, and some of their best people are on this project, due to its sensitive nature. Though they are reasonably dedicated, they are also underpaid and dislike the chief administrator, giving the heroes possible openings.

If a fight breaks out, the techs fight back only in self defence, and not very well at that. Aside from combat, they are highly trained, so bluffing and deception may not work as easily as the heroes expect. While they may be deceived or bought off, they will not aid the heroes in ways that endanger themselves.



Core Craft Technicians

2	2	3	3	2	2
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	12	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MILLE	RANGED

SKILLS: Astrogation ●●● Computers ●●●
Mechanics ●●● Knowledge [U/World] ●●●
Streetwise ●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Heavy Hydrospanner
Melee; Damage 5; Critical 4;
Range [Engaged]; Inaccurate 1
Tool Kit

AoR #426

Core Craft Chief Administrator

The chief administrator is an older Human in decent shape with short gray hair. He's dressed in a Core Craft uniform, complete with a formal jacket emblazoned with the Core Craft logo on the front. He projects an air of discipline and sternness that clearly rubs the techs the wrong way.

The chief administrator is an older Human male who is a strict adherent to company policy. He doesn't think much of his staff, and they don't like him.

The administrator stays in his office, watching through the window for any sign of improper actions. If he suspects something is up, he rudely barges into any conversation taking place between the techs and the heroes. If needed, he calls two sentries in to help remove troublesome individuals. He carries a blaster pistol in a holster in his jacket, and he'll use it to defend himself if needed.



Core Craft Administrator

2 <small>BRAWN</small>	2 <small>AGILITY</small>	4 <small>INTELLECT</small>	4 <small>CUNNING</small>	3 <small>WILLPOWER</small>	3 <small>PRESENCE</small>
SOAK 2		WOUNDS 14		STRAIN 13	
DEFENSE MELEE 0 RANGED 0					

SKILLS:

Charm	●●●	Coercion	●●●●
Cool	●●●	Deception	●●●●
Ranged [Light]	●●●	Perception	●●●●
Streetwise	●●●●	Vigilance	●●●●

TALENTS: Adversary 1; Nobody's Fool; Plausible Deniability

ABILITIES: Core Craft Leader
Core Craft staff add ● to all Vigilance and Perception checks when in the characters presence

EQUIPMENT: Light Blaster Pistol
Ranged [Light], Damage 5, Critical 4, Range [Medium], Stun Setting
DataPad
Comlink

En1E
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THE CORE OF CORRUPTION

Core Craft Sentries

The sentry wears a black Core Craft uniform and carries a long blaster rifle with a scope, a blaster pistol, and what appears to be a stun baton.

Core Craft sentries are professional civilian guards. Trained in long distance shooting, they patrol the main warehouses from catwalks and gantries high above the floor.

In the warehouse, the sentries shoot from their catwalks, taking advantage of their rifles' range. If a fight breaks out, the second sentry tries to move stealthily from the far end without detection, hoping to catch the heroes in a crossfire. If the sentries are called into the office, they use their stun batons if trouble starts, switching to pistols if lethal force is used.



Core Craft Sentries

4	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	15	-	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED

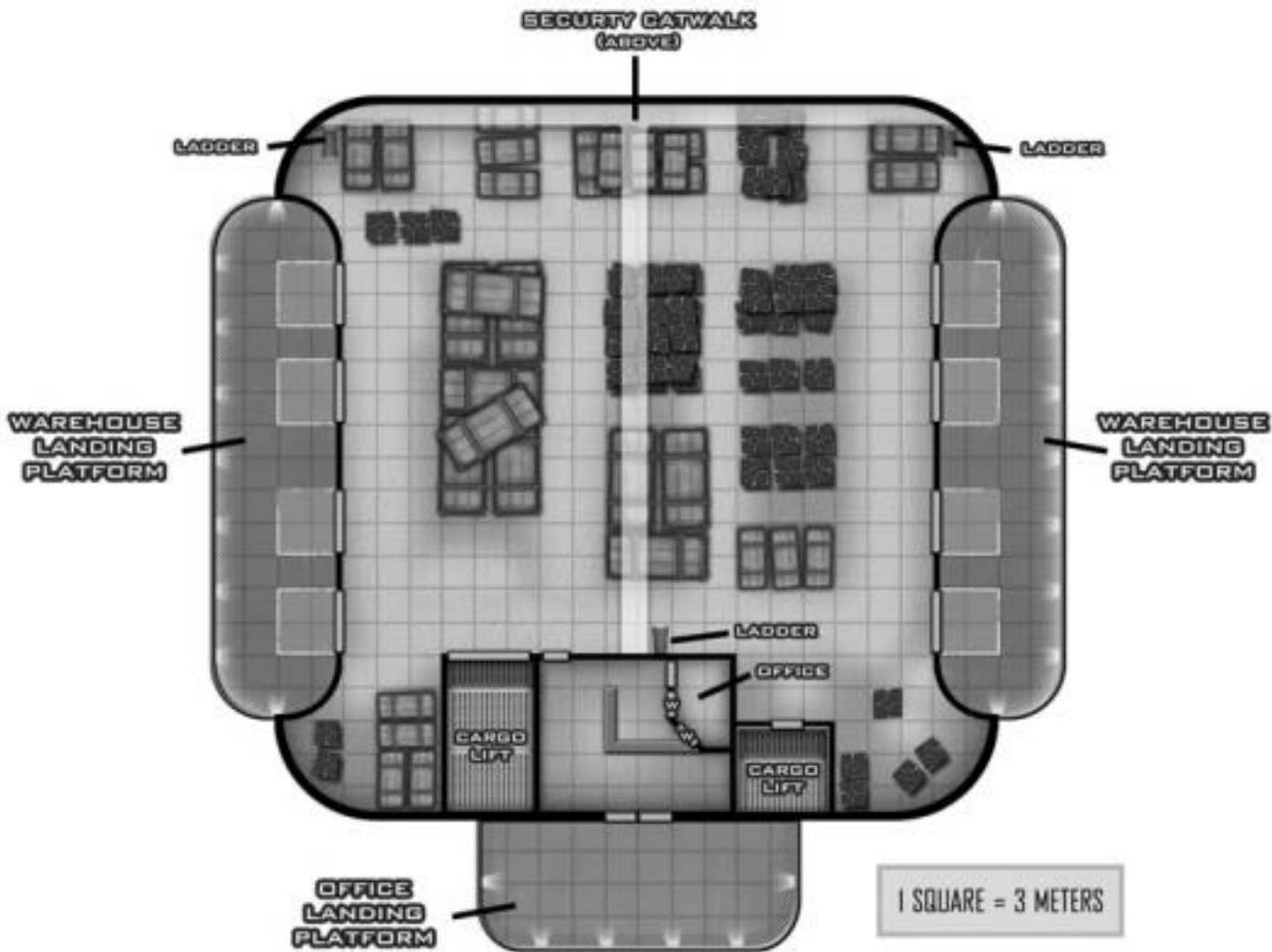
SKILLS: Discipline (2), Melee (3), Ranged [Light] (2), Vigilance (2)

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Sentry Armour [+2 Soak], Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), Stun Baton (Melee; Damage 6; Critical 5; Stun 2)

RaGP 39



FEATURES OF THE AREA

The office has few features, just a handful of desks, the main counter, some chairs in the waiting area, and so forth. The warehouse is filled with supplies of every kind, which are packed into enormous shipping crates or pallets wrapped in heavy plastic. Removing items requires breaking into the packaging without alerting the sentries or the cargo droids. Cargo areas are stuffed with crates and goods, making it difficult or impassable terrain. Two enormous cargo lifts lead to other floors.

CONCLUSION

Ideally, the heroes obtain their items without combat. However, if a fight breaks out, they must leave before the sentries arrive in force 20 rounds later. If the Imperials arrive on the scene, the heroes might have to run for it. If identified, they may need to create a new plan to enter the building.

THE CORE OF CORRUPTION

The Control Room

All incoming personnel are directed to the control room. Fortunately for the heroes, they are the only ones arriving for some time. Although it is assumed that the heroes enter the tower at level 185, the encounter may be used at the plaza entrance.

The heroes have been directed to the control room. Upon entering, the construction techs expect the heroes to coordinate their activities through them. The heroes need to access the computer system and gain access to the spire itself. All the techs are at their control stations. Two senior techs are at the central holographic projector, and the third, Celor Teon, approaches the heroes when they enter.

When the heroes enter the control room from the hangar, read or paraphrase the following aloud:

You enter the construction control room. Six techs work at stations around the room, many talking with workers in the field via comlink. Most of the computer screens and holoprojectors show schematics of various levels, plus the speeders in the local air traffic pattern. Three older and tougher-looking Human techs oversee all activity. One turns to you immediately and says, "Well, what was so important that you had to land this instant? We run the show here, not you. You're just lucky my assistant allowed you to land. I would've let you buzz around this building till your wings fell off!"

The unexpected permit changes have thrown the project into disarray, and the entire staff is irritated. No one knows why it was ordered, just that it came from higher up the chain. Although there is a chance that the heroes may talk their way into the building and possibly even gain access to the computer system, the senior techs are sharp. If they suspect that something is up, they move to trigger an alarm to bring in security—which, in this building, means Coruscant Troopers.

Core Craft Construction Techs

The construction techs are dressed in Core Craft coveralls. They're strong-looking Humans who look like they've spent more time in the field than in the office. They carry no weapons and are focused on their individual tasks at the moment.

The construction techs are well trained for their jobs. However, they are also tough workers who once held other jobs or fought in the Clone Wars. Though unarmed, they are skilled combatants.

The techs pay little attention to the heroes unless a fight breaks out. If that happens, they dive into the fray using unarmed combat. One goes for the security alarm on the central panel near the main holoprojector.



Incom Engineer

2 BRAWN	2 AGILITY	4 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
2 SOAK	10 WOUNDS	- STRAIN	0 0 DEFENSE MELLEE RANGED		

SKILLS: Astrogation ●●●● Computers ●●●●
 Mechanics ●●●●

TALENTS: Gearhead 1
 [Remove ■ from Mechanics checks]

ABILITIES: None

EQUIPMENT: Holdout Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Short]; Stun Setting
 Datapad with schematics
 Repair Tools

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THE CORE OF CORRUPTION

Core Craft Senior Techs

The senior techs are middle-aged Human males who look like they've put up buildings in the toughest cities in the galaxy. They bark orders to their staff and keep an eye on every screen in the room. Unlike the other techs, they are armed with blaster pistols.

The senior techs are highly experienced construction workers who have backgrounds as varied as the techs. They are aggressive, no nonsense Humans under great pressure to do their jobs well, and they're not about to let someone else disrupt the project. They are led by Celor Teon.

Aside from Celor Teon, the senior techs largely ignore the heroes when they enter. If a fight breaks out, they draw their blasters and fire, setting their weapons on stun if their own men are in hand-to-hand combat.



Workgang Leader

CHARACTERISTICS

4 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE
4 SOAK	15 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Athletics ●●●● Brawl ●●●●
 Melee ●●●● Coercion ●●●●
 Resilience ●●●● Vigilance ●●●●

TALENTS: Soft Spot
 [After making an attack with a non-starship/vehicle weapon, may spend one Dark side Destiny Point to add 3 damage to hit of a successful attacks]

ABILITIES: None

EQUIPMENT: Space Suit
 3 Vibroknives
 Melee: Damage 5; Critical 2; Range [Engaged]; Pierce 2
 Vicious 1
 Breath Mask; Datapad

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CONCLUSION

If the alarm is raised, it sounds only in the control room (not the entire building), and a squad of Coruscant troopers arrives in 5 minutes from the turbolift. If the heroes secure the room, they may access the computer.

Afterward, they may access the rest of the building. If one of the heroes thinks to pick up a construction code cylinder from the senior techs, it gives them access to the construction lift platforms in certain areas of the spire.

FEATURES OF THE AREA

The control panels and furniture in the room may provide cover. The doors to the turbolift are locked and can be opened only with a construction code cylinder or Dos's code cylinder. Beyond that, the room has few features.

THE CORE OF CORRUPTION

After the encounter, the heroes may access the computer system. They have only about 10 minutes until somebody comes in to take care of business or discover why they lost contact with the control room. If the alarm was raised, a squad of Coruscant troopers arrives in 5 minutes.

Initially, the computer's attitude is indifferent; however, if ISB Agent Dos's code cylinder is used, it instantly changes to friendly. If the alarm was raised in the "Control Room" encounter, the computer's attitude is hostile, but once again, the proper code cylinder changes it to friendly. In any case, the computer's hacking Defence is [●◆◆◆]. From here, the heroes may obtain a readout and schematic of every floor of the building (a **Hard** [◆◆◆] **Computers check**) except levels 186 through 189. The schematics are for the completed structure, so the heroes find that many areas are blocked off or not finished yet.

Levels 186 to 189 require special authorization for entry. A **Formidable** [◆◆◆◆] **Computers Check** reveals that Agent Dos's code cylinder should grant access to those levels using the turbolifts or stairs. Also, construction repulsorlift platforms on level 185 provide access to the incomplete areas of levels 186 to 189. The platforms do not respond to Dos's code cylinder, but they will respond to a construction code cylinder or may be hotwired to override their security protocols, requiring a [●◆◆◆] **Mechanics check**.

Inside the Spire

As long as the building is not in a state of alert, the heroes are free to move about the tower using functioning turbolifts, partially completed stairs, and construction repulsorlift platforms. If the alarm is raised, the turbolifts are locked down, forcing the heroes to take other paths between floors. However, Agent Dos's control cylinder overrides the turbolift lockdown. There is plenty of construction equipment, cutting torches, and lasers scattered around the building to provide cover and conceal movement. The construction workers and droids will report any suspicious activity they see and flee the area if threatened.

Level 188

Level 188 is only partially completed. It may be accessed by stairwell, turbolift, or construction lift from the level below. Once the heroes reach the completed section of the level, they ultimately have to force their way in, and when that happens, events move at a rapid pace.

Level 188 Entry

The heroes have made their way to Level 188 and can enter by stair, turbolift, or a door to the unfinished portion of the level. Regardless, they end up in the same entry area. A guard post blocks their path, and the troopers have a surprise for them. When the heroes enter the antechamber, read or paraphrase the following aloud:

You step through the door into a large, octagonal metal room. The walls are stark gray and cold, and light emanates from long, thin fixtures built into the ceiling. Several doors are immediately visible, as is a large viewport through which you see four Coruscant Guards grabbing their weapons.

If the heroes are dressed as Imperials, the Guards demand (via a speaker in the ceiling) that they identify themselves and give the day's password (which is "Cresh 273," though the heroes have no way of knowing that). If the heroes don't respond appropriately, or if they are not disguised as Imperials in the first place, read or paraphrase the following aloud:

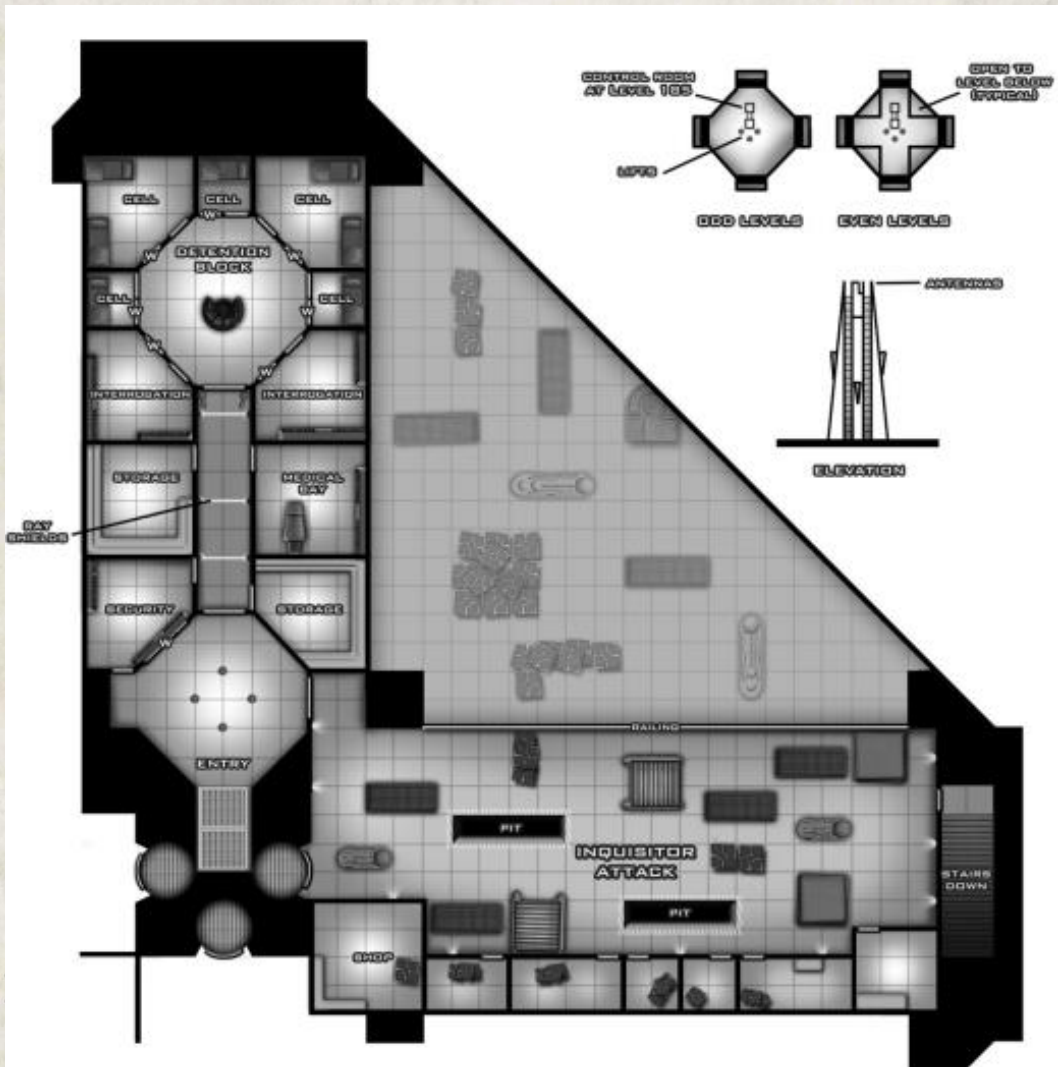
The guard behind the window slams his hand down on a large button. The turbolift controls register lockdown with the doors locked open (or the door to the stair or the door to the outside seals shut). A red gas jets into the room from four nozzles near the center of the ceiling!

THE CORE OF CORRUPTION

Heroes exposed to the gas must make a **Daunting** [◆◆◆◆] **resilience check**, taking 1 strain per failure, and another strain per un-cancelled ▼. If the nozzles are destroyed (each has Soak 5, and 5 hit points), the gas dissipates after 2 additional rounds. The gas may also be shut off from the security control room (**Hard** [◆◆◆◆] **Computers check**).

If the heroes damage the nozzles, the guards open the doors and enter the room. They have special filters built into their helmets to protect them from the gas. The two Coruscant Guard Veterans arrive 5 rounds after the heroes first enter the room, coming down the hallway from the detention block.

Heroes locked out of the room may attempt to reenter by using Dos's code cylinder (which overrides the lockout) or by making a [◆◆◆◆◆] **Mechanics check** to hot-wire the door panel.



Coruscant Guard

Coruscant Guards open fire with their blaster rifles. They may also toss a stun grenade or two if the heroes are close together.

Coruscant Guard Veterans

Coruscant Guard Veterans take on melee combatants with their electrostaves.



Coruscant Guard

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	10	-	0 0	MELEE RANGED	

SKILLS: Athletics (3), Melee (3), Resilience (2), Discipline (2), Ranged [Heavy] (3), Vigilance (1)

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Stormtrooper Armour [+2 Soak], Heavy Blaster Rifle + Reloads, 2 Stun Grenades

DoD

Coruscant Guard Veteran

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	15	-	0 0	MELEE RANGED	

SKILLS: Athletics (3), Leadership (3), Ranged [Heavy] (2), Resilience (2), Discipline (2), Melee (3), Ranged [Light] (2), Vigilance (1)

TALENTS: Adversary 2

ABILITIES: Tactical Direction

EQUIPMENT: Stormtrooper Armour [+2 Soak], Heavy Blaster Rifle + Reloads, Electrostaff, 2 Stun Grenades

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THE CORE OF CORRUPTION



FEATURES OF THE AREA

There is nowhere to hide. The viewport to the guard station has 15 hit points and Soak 2. The doors have 30 hit points and Soak 10.

CONCLUSION

Once the guards are defeated, the heroes may proceed down the detention block corridor (see the "Level 188 Detention Block" encounter on page 80). The guard station has a simple comm station and security console that controls only the entry area doors and the gas trap. With a **Daunting** [◆◆◆◆] **Computers check**, the heroes may use the console to lock the turbolifts (temporarily) and the outer doors in the entry area.

Level 188 Detention Block

After the heroes defeat the entry guards, they may proceed down the corridor to the detention block. The block guards had been reinforced by the Coruscant Guard Veterans, but they left to back up the entry guards in the previous encounter. However, there is another surprise for the heroes as they approach.

Once the heroes move about halfway down the corridor to the detention block, read or paraphrase the following aloud:

As you make your way down the corridor, you see a closed blast door at the end of the hall. Suddenly, two blaster turrets drop from the ceiling on either side of the door and open fire.

The turrets have the range of a blaster rifle settings and can fire in either single or auto-fire mode.

Their stats are:

Ranged Heavy	[●●◆◆]
Vigilance	[●●◆]
Perception	[●●●◆]

They have a soak of 7 and 18 wounds each. The blaster rifle is damage 9, critical 3, stun setting, auto-fire setting; range long.

Once the turrets are defeated and the heroes get through the blast door (see Features of the Area), the guards have one last surprise for them. They ready an action so that when the first hero steps through the door, three ray shields divide the corridor into sections as indicated on the map, hopefully trapping the heroes between them. However, the first hero or two should be trapped in the detention block, allowing the guards to open fire, also using readied actions. Read or paraphrase the following aloud when the heroes enter the detention block.


You enter an octagonal room with a central control station. In each wall except the one you entered through, there is a door next to a window, allowing you to see into cells and interrogation rooms. Five cells hold a number of Humans and other beings. Two interrogation rooms are dark except for tiny coloured lights from some sort of equipment and computers. You have little time to look, though, as the remaining guards open fire.

THE CORE OF CORRUPTION

Detention Block Guards

The shields may be lowered in one of several manners. First, a hero in the detention block may make a **Daunting [◆◆◆◆] Perception check** to determine which panel controls the shields, then destroy it with a successful attack that deals at least 10 points of damage.

Alternatively, the hero may simply turn off the shields with a successful **Daunting [◆◆◆◆] Computers check**. In addition, the trapped heroes may make a **Daunting [◆◆◆◆] Perception check** to realize that they can defeat the shields by attacking the projectors and the walls, which have a Soak of 5, and 8 hit points.

However, misses cause blaster fire to ricochet off the shields. If the check generates , it hits a trapped hero, dealing the base damage of the weapon used).

Beyond the blast door, you see four Imperial detention block guards, blasters in hand, wearing distinctive blast vests and black helmets.

The guards are outclassed, and they know it. They activate all the corridor defences, trying to delay the heroes until reinforcements arrive. Once the heroes make it to the detention block controls, the guards begin a last attempt to stop them.



FEATURES OF THE ARENA

The blast door has 40 hit points and Soak 10. It also may be opened with a successful **Formidable [◆◆◆◆] Mechanics check**.

Detention Block Guards

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	15	-	2 2		
SOAK	WOUNDS	STRAIN	DEFENSE MELEE RANGED		

SKILLS: Discipline ●● Ranged [Light] ●●●
 Melee ●● Vigilance ●●

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Officer Uniform & Shield [+1 Soak, +2 Defense]
 Blaster Pistol
 Ranged [Light]; Damage 6; Critical 3
 Range [Medium]; Stun Setting)
 Stun Baton
 Melee; Damage 5; Critical 5; Stun 2

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Once the guards, shields, and turrets have been defeated, the heroes may search the detention area, free the prisoners, and inspect the computer system. The heroes also may use the medical bay to quickly treat the wounded.

After the encounters, the heroes discover the surprising truth about the Sarlacc Project. The detention block holds five Humans, two Duros, and one Mon Calamari, in several cells. All prisoners are desperate to escape their rooms, but all except one Duros are delusional. That Duros is in better condition and can answer the heroes' questions.

Read or paraphrase the following. If the heroes appear to be Imperials at first glance, the Duros will cower, and the heroes will have to convince the prisoner that they are not part of some Imperial trick.

As you enter the dimly lit metal cell, a beaten and depressed Duros slowly raises his head from the cold metal slab that serves as a bed. It takes a moment for him to focus, but when he realizes that you are not a guard or Imperial, he immediately jumps to his feet.

He turns to the team and pleads:

"Please, you must get me out of here. They are monsters without pity or compassion. I surely won't last another week here. We must escape before they return to deal with you and us."

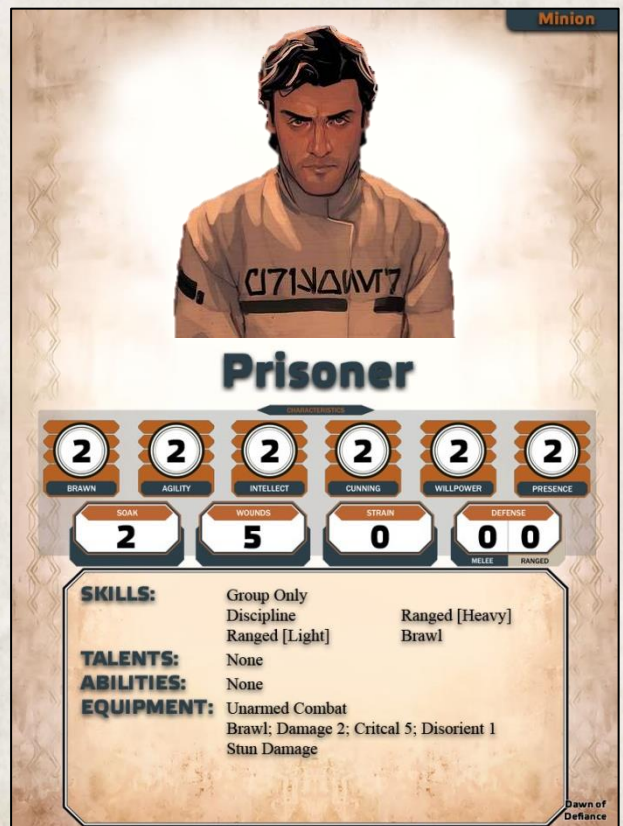
The Duros is named Gelnar Tol, a starship designer who used to work for Kuat before being abducted and brought here about a week ago. He is willing and able to tell the heroes what he knows about the Sarlacc Project (although he doesn't know the project codename or the names of the other designers). This is the heart of the design team for a massive new starship some 12 kilometers long that will dwarf even an Imperial class Star Destroyer (and is a forerunner of the eventual Super Star Destroyer). However, the project is operating in a manner beyond belief. The designers are held prisoner by the Inquisitors, who use "what must be evil dark side powers" to rip data from the designers' minds or to turn them into single-minded machines that work on command, unaware of anything else. Gelnar Tol has no idea why the Empire would design a starship in this manner, but he is desperate to escape.

THE CORE OF CORRUPTION

By accessing the detention area computers (which have a hostile attitude, even with a code cylinder) and making a [🔴🟠🟡🟢🟣] **Computers check**, the heroes may discover that the Inquisitors are transmitting the design data through CZ-3T6 and the communications node on level 187. The information goes to messenger drones and other outlets that pass it on to an unknown construction site.

With another a [🔴🟠🟡🟢🟣] **Computers check**, they discover that the Sarlacc Project is the codename for the massive ship, which will serve as the flagship for the new Imperial fleet, as well as a prototype for future vessels. The Empire plans to use it as a weapon of terror and massive mobile weapons platform. The Imperial Navy and the Inquisitorius are working together to secretly build the ship without alerting the Imperial Senate, which would never approve of such a risky design. The project is strictly off the books, so construction supplies are purchased through alternative means (such as the Tibanna gas bought from Darga the Hutt). They are also using Nazren slaves to build the ship. The files include detailed data on the transactions, which would be useful to Senator Organa.

If the heroes do not have time to check the computer system or are unable to access it, have them make a [🟠🟡🟢🟣] **Perception check** to notice that they could simply take the storage array from the control panels in either interrogation room with them and attempt to slice it later. The array is about the size of a small backpack and weighs 3 kg. It can be removed from the system with a [🔴🟠🟡🟢🟣] **Mechanics check**.



Minion

Prisoner

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	5	0	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED

SKILLS: Group Only
Discipline Ranged [Heavy]
Ranged [Light] Brawl

TALENTS: None

ABILITIES: None

EQUIPMENT: Unarmed Combat
Brawl: Damage 2; Critical 5; Disorient 1
Stun Damage

Down of Defiance

Inquisitor Arrival

The heroes have only about 15 minutes after the end of the level 188 encounters before reinforcements arrive in a big way. When the heroes are ready to leave, they discover that the doors out of level 188 are locked down and their code cylinder has been locked out. They can tell from the security screens in the control room that Coruscant Guards are blocking the stairwell and that the lift has been locked on another floor. They also realize that all of the construction workers are evacuating the structure by whatever means they can. The only way out is to break through the door to the incomplete area. They may physically break through the door (Soak of 10, and a damage threshold 15) or attempt to open it with a [●◆◆◆] **Mechanics check**. If the heroes dally, prod them along by having the computers indicate that many Coruscant Guards are advancing up the stairwells. However, the guards are only there to keep the heroes from escaping. The Inquisitors are coming to take care of the problem personally.

Inquisitor Attack

The Inquisitors have arrived at the spire, intending to take care of the massive security breach personally. Coruscant Guards have trapped the heroes on Level 188, leaving them only one option for escape—the construction zone.

The heroes must cut through the door leading to the construction zone or override the lock with tools and a [●◆◆◆] **Mechanics check**. Once they get through, read or paraphrase the following aloud:

As you enter the construction area, you see stacks of crates and piles of materials such as enormous metal beams and metal plating. Directly ahead, some distance away, you see one of the major staircases of the building. Along the way to the stairs are several doors that lead into the unfinished rooms of this level. You also see two open-sided construction lifts, but neither is stopped at this level. Much of the exterior of this level is unfinished and open, with only a railing providing protection from a great fall. A cold wind whips through the open areas, scattering debris and dust.

THE CORE OF CORRUPTION

Once the heroes get about halfway to the staircase, have heroes trained in Use the Force make an opposed Sense Force roll. Someone (one of the Inquisitor apprentices) is attempting to detect them, and the heroes can try to hide their presence. If the heroes attempt Sense Force in turn, all Inquisitors will resist detection. If the heroes succeed, they detect the approximate direction of that Inquisitor.

Immediately thereafter, have the heroes make **Daunting [◆◆◆◆] Perception checks** to notice that one construction lift is lowering very quickly while the other is rising abruptly. (They notice automatically if they are watching the lifts.) If they notice, read the following aloud:

The construction lifts suddenly begin to move very quickly, one dropping from above, the other rising from the floor below. On each lift is a Coruscant Guard and a Human who is dressed in black and holding an ignited red lightsaber.

Roll for initiative as the Imperials attack. The following round, Inquisitor Nolor appears at the stairway entrance. See their Tactics sections for specific attack methods in the first few rounds of combat.

This encounter should be as cinematic as possible. The Inquisitors throw construction materials and use Force thrust to try to push the heroes over the edge of the building or through a gap in the floor. In most cases, the heroes land on the floor below, taking falling damage. If anyone is thrown out of the building, the automated safety system kicks in (see Features of the Area). See below for other specific tactics.

If the heroes retreat into the detention block area, the Inquisitors pursue them.

Coruscant Guards

The Coruscant Guards open fire with their blaster rifles, using coordinated attacks to take down their target. They cover their Inquisitor, firing at heroes outside of melee combat with the Inquisitor, if possible. They may also toss a stun grenade or two if the heroes are close together.



Coruscant Guard

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
5 SOAK	10 WOUNDS	- STRAIN	0 MELLEE	0 RANGED	0 DEFENSE

SKILLS: Athletics ●●● Discipline ●●●
 Melee ●●● Ranged [Heavy] ●●●
 Resilience ●●● Vigilance ●●●

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Stormtrooper Armour [+2 Soak]
 Heavy Blaster Rifle + Reloads
 2 Stun Grenades

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THE CORE OF CORRUPTION

Inquisitor Apprentice

The lightsaber-wielding Humans wear no insignia on their all-black jumpsuits. Their short hair is neatly trimmed and they carry a blaster at their side. They have a disturbing air of confidence about them.

The Inquisitor Apprentices are new to the Inquisitorius, having been recently recruited, but they are skilled nonetheless.

The Inquisitor Apprentices are new to lightsaber combat and to their own Force powers and abilities. They fight in unison, one using the Force power Bind/Move to knock a target prone, then another using the Move Force Power to attempt to push the target over the edge or into a larger object.



Inquisitor Apprentice

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

3	14	-	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE RANGED

SKILLS: Coercion (3), Lightsaber (3), Stealth (3), Discipline (3), Resilience (3)

TALENTS: Adversary 1, Soft Spot [Spend a destiny point after a successful attack to add 3 damage]

ABILITIES: Dark Side Force User [Force Rating 2], Force Power: Bind, Force Power: Move, Force Power: Enhance

EQUIPMENT: Black Robes [+1 Soak], Basic Lightsaber [Lightsaber, Damage 6, Critical 2, Range Engaged, Breach 1, Sunder]

Inquisitor Nolor

This lightsaber-wielding Human moves with the agility and speed of a Jedi. He is battle-scarred and wears black robes, trimmed in crimson, with no cape or hood.

Inquisitor Nolor was a young Jedi who fell to the dark side while fighting Separatists at the end of the Clone Wars. He narrowly avoided Order 66 and was hunted down by the earliest Inquisitors. They recognized his potential and molded him into an adept interrogator. His skills were ideal for extracting knowledge from the designers of the Sarlacc Project.

When Inquisitor Nolor arrives, he uses his move manoeuvre to appear at the entrance, then uses Move Force Power to throw a beam or metal plate into a group of heroes (or just into one hero with a lightsaber). At the same time, he uses Bind as a standard action to choke another target, and he tries to hold that target the next round. In a following round, he may use the Influence Force Power to attempt to fill one target with terror. He engages in lightsaber combat. However, he uses the Move Force Power to attack the heroes with small objects whenever he doesn't otherwise use his move action.

Nemesis Rules:

For the duration of this encounter, the Inquisitor may spend his manoeuvre to activate a Force power.



Inquisitor Nolor

4 BRAWN	3 AGILITY	3 INTELLECT	3 CUNNING	5 WILLPOWER	2 PRESENCE
6 SOAK		20 WOUNDS		20 STRAIN	
1 MELEE			1 RANGED		

SKILLS:

Deception	●●●	Discipline	●●●●●
Leadership	●●●	Lightsaber	●●●●●
Melee	●●●●●	Perception	●●●●●
Survival	●●●●●	Vigilance	●●●●●

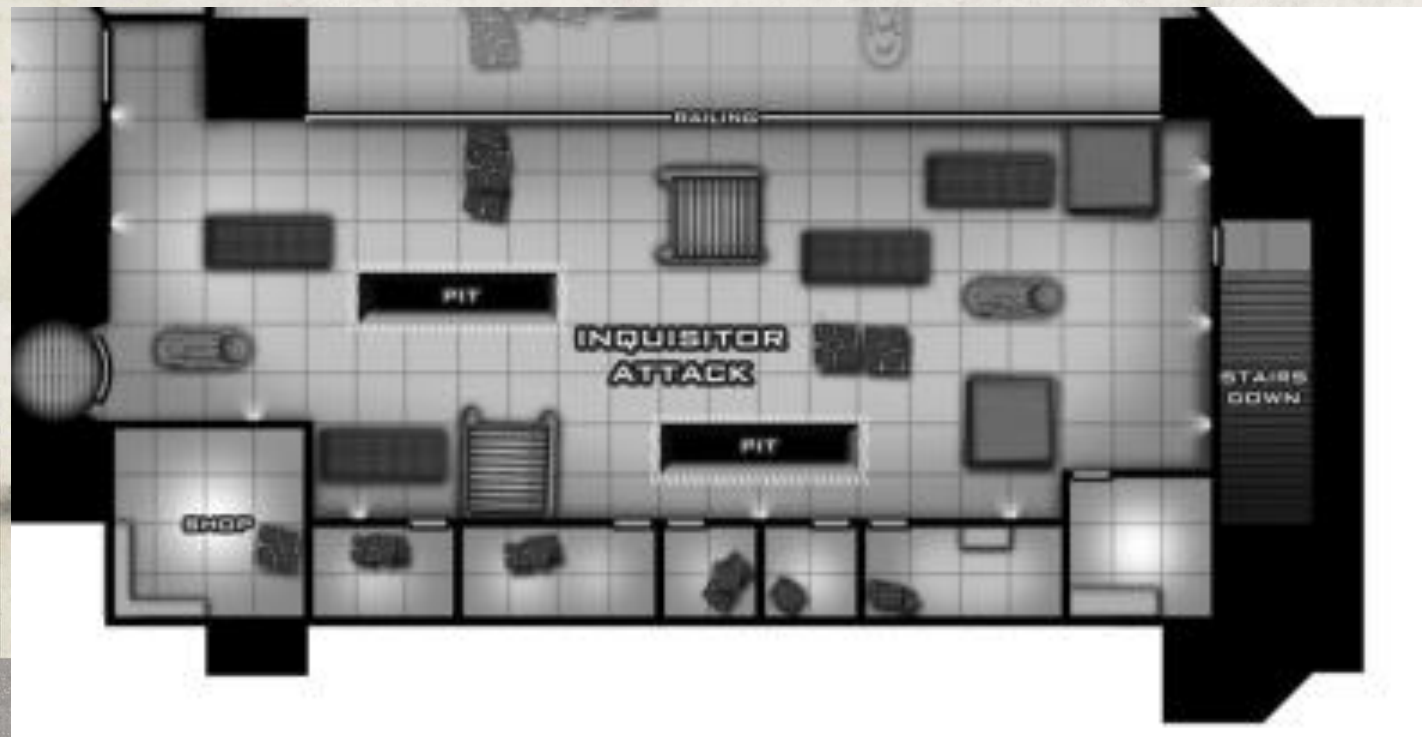
TALENTS: Adversary 3, Reflect 4

ABILITIES: Dark Side Force User [Force Rating 3]
Imperial Valor
Force Power: Bind
Force Power: Harm

EQUIPMENT: Armoured Robes [+2 Soak, +1 Defence]
Lightsaber
Lightsaber, Damage 6, Critical 2, Range Engaged, Breach 1, Sunder

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CONCLUSION

Just as Inquisitor Nolor is about to be defeated, he (or the last Inquisitor standing) triggers the building's self-destruct and fights to the death. See the "Collapse and Descent" encounter (page 91). Captured Inquisitors are highly dangerous and will not reveal anything useful. They are killed in the building collapse in the next encounter.

FEATURES OF THE AREA

The construction zone is littered with building materials of all sizes, including large-sized long metal beams, large plates, and smaller materials. There are some welders and cutting equipment as well. There are temporary, widely spaced railings at the building edge and floor openings. They will collapse under the weight of combat and won't stop someone from slipping under the rail (such as a prone character pushed toward the edge). Characters falling to the level below take 10 wounds and strain damage for a short range drop (see page 215 of the EoTE Core Rulebook).

If a character falls or is thrown out of the building, the automated worker safety system kicks in. Every three floors, a small tractor beam attempts to pluck falling objects or people out of the air. The character must pass an **Average [◆◆] Coordination check** to angle themselves into the beam.)

If successful, the character's descent is slowed, and he is pulled to the nearest floor of the building. If unsuccessful, the next tractor beam down makes an attempt. If several characters are falling, only one may be rescued per tractor beam, while the others fall to the next beam down. Make a competitive Coordination check, with the best result being rescued by the beam.

If a any tractor beam grabs a character, the character must pass a **Hard [◆◆◆] resilience check**, taking wound per ▼ and one strain per ⚙.

If the characters miss more than two tractor beams (or are forced to due to multiple falling characters, they suffer an automatic critical injury upon landing, adding 10 to the result for every beam they pass.

THE CORE OF CORRUPTION

Collapse and Descent

Just as the last Inquisitor is about to be defeated, he triggers the building's self destruct sequence via comlink, which immediately activates. The fact that the Inquisitors will go to such an extreme to prevent the project's discovery should inspire awe and fear in the heroes. However, they have no time to discuss it because the building immediately begins to collapse, and they are in no position to escape. It is readily apparent that they will not make it back to their speeder or out of the building in time. Even though it looks hopeless, all is not yet lost.

The building is collapsing under the heroes, but even now, all is not lost. The building's superstructure and prefabricated construction methods make the collapse relatively slow and create many voids that the heroes may take refuge in.

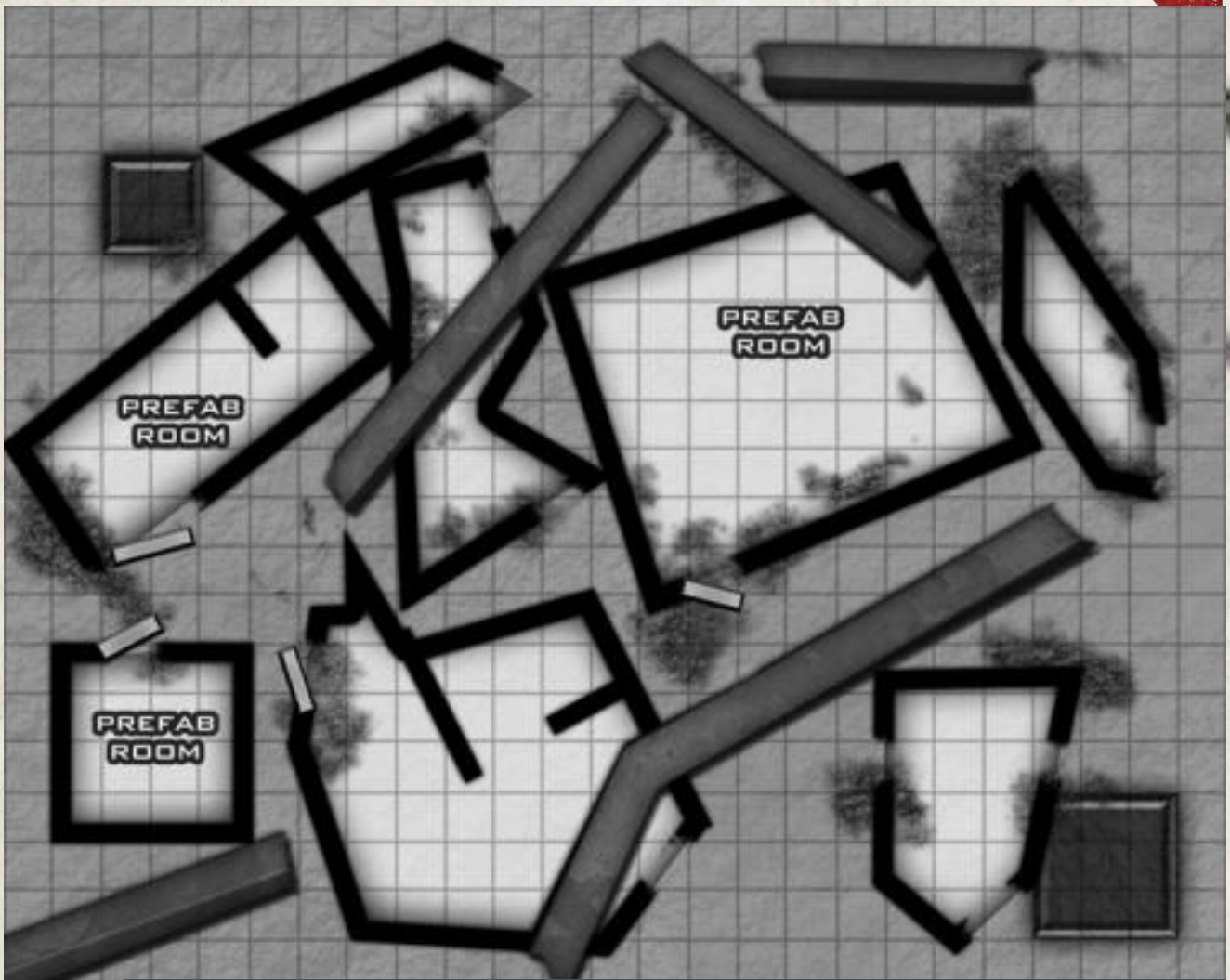
As the building begins to collapse, read or paraphrase the following aloud:

Suddenly, you hear many loud explosions from the base of the building. The entire structure begins to shake and rumble, creating massive clouds of dust and debris as it begins to collapse! All around you, the floors buckle and tilt wildly.

The heroes must move quickly to save themselves. Allow those trained in Knowledge Education or Mechanics to attempt a **Hard [◆◆◆] check** to realize that the prefabricated rooms on any level may be strong enough to survive the collapse, given how slow it is proceeding. Heroes who make a **Formidable [◆◆◆◆] Perception check** realize the same thing, and Force sensitive heroes may use Seek or Sense to try to discover if a particular location will be relatively safe.

Creative heroes may attempt to use one of the building's safety system tractor beams to somehow save themselves or reverse it to provide additional protection. Such attempts require a **Formidable [◆◆◆◆] Mechanics check** and may reduce the damage caused to heroes, depending on how they use the beams.

Some heroes may attempt to get down to level 185, hoping to find an airspeeder in the hangar. If they hurry, they may be able to reach that level if they can get past the building hazards (see the Features of the Area sidebar). Unfortunately, only one speeder remains, which the Inquisitors used to get to the spire. Both it and its systems are locked down, and in the time it takes the heroes to break through to start the speeder, the building will have collapsed. However, play up the suspense and danger until the last possible moment, when they must finally run for cover.



FEATURES OF THE AREA

The map for this encounter represents the end result after the collapse. Use the map for level 188 or your own map if the heroes are on another level when the collapse begins. As the building collapses, the entire area becomes difficult terrain.

Crushing Hazard: During the collapse, debris may fall from above or come from other directions as walls crack and floors buckle. Whenever a character is endangered by such debris, they must pass a **Daunting [◆◆◆◆] Coordination check**. Failure results in 5 damage (plus 3 additional per un-cancelled ▾). ☄☄☄ can be used to trigger a critical injury. During the cinematic escape, failure can also add the danger of being slowed down by debris, possibly sealing off exits at the GMs discretion.

Electrical Hazard: The building's electrical system is equally dangerous to the heroes because it is shredded in the collapse. Whenever unsecured electrical wiring endangers a character, they must pass a **Daunting [◆◆◆◆] Coordination or Resilience check**. Failure results in 10 points of stun damage. ☄☄ can also trigger a critical injury.

THE CORE OF CORRUPTION

Escape

With the collapse of the spire, the entire area becomes a chaotic disaster area. Though the building largely collapsed into the sublevels, much debris has fallen into the Crystalline Plaza, shattering the sculptures and spreading crystal shards across the area. Fortunately, the evacuation of the construction workers and the irregular collapse prevented a greater loss of life.

Emergency services and security personnel descend within 10 minutes and begin to search for survivors. If any of the heroes are trapped in a prefabricated room or within the rubble, emergency personnel may dig them out. Otherwise, they must escape the rubble on their own, and once on the “ground,” the heroes must elude Imperial investigators seeking to apprehend them and emergency workers looking to render aid.

They must elude at least two Coruscant trooper patrols and at least three aid worker attempts to provide assistance and take down their information. This requires several Deception checks, Persuasion checks, and/or Stealth checks.

Fortunately for the heroes, all the chaos provides ample cover for slipping through the rubble and finding a way out. The heroes may escape the area by commandeering an emergency vehicle or ambulance or through some other

method. This provides noncombat characters, leaders, and nobles another chance to talk their way out. Not all of the Sarlacc Project designers are accounted for. Gelnar Tol may or may not have escaped with the heroes, but it is certain that some of the designers were killed in the collapse, while others either escaped or were buried in the rubble. It is impossible for the heroes to discover their fate. The last Inquisitor may or may not be accounted for.

CONCLUSION

The heroes are likely to be reluctant to return to their hotel or ship, as they rightfully suspect that the Inquisitors have identified them. Eventually, they should contact Tero Reskan, who is relieved to discover that they are still alive and quickly comes to pick them up in an airspeeder. He takes them to a safehouse that he uses as a headquarters deep in the warehouses of the Works, far away from CoCo Town.

Tero offers to get word back to Senator Organa and even transmit the Sarlacc Project data back to the Resurgence using a pirated Holo-net feed. The heroes are congratulated on their efforts and ordered to stay out of sight and in hiding on Coruscant until Captain Verana and Admiral Varth determine the next course of action.

In our Next Adventure

Reckoning of Wraiths opens in the loyalist safehouse on Coruscant, where the heroes wait for the heat from their recent activities against the Inquisitorius to cool down. Within a day of their arrival at the safehouse, Admiral Varth contacts them via a pirated Holonet signal. Against the odds, one of the captive Sarlacc Project designers, an Incom weapons technician named Pavel Trenol, survived the destruction of the Imeici Spire. Seeking asylum, Trenol contacted the loyalists. He is currently laying low in a hotel in Coruscant's lower levels.

Varth instructs the heroes to contact Trenol at his hotel and provides them with a poor quality holo of the technician. They venture into Coruscant's seedy underbelly, encountering some of its most bestial denizens. When they arrive at the hotel, the heroes find only an empty room registered in the technician's name. Brief investigations lead them to a cantina, where they are ambushed by thugs on the Imperial payroll.


With nothing more to go on, the heroes return to the safehouse. But while they were gone, Imperial troops descended on the hideout and killed or captured the loyalists. The troops also try to put an end to the heroes, who retreat to the landing pad where their ship is located. Unfortunately, it has been impounded and is guarded by an AT-AT.

If the heroes escape Coruscant, they are best served by returning to the Resurgence at the appointed rendezvous. But when they emerge from hyperspace, they find the Resurgence under attack by a large Imperial force. Captain Verana calls for help, leading the heroes to dock with the Resurgence—which has been boarded by stormtroopers—to rescue as many crew as they can. But they can do little when they discover that Inquisitor Valin Draco has captured Jedi Master Denia.

Once off the Resurgence, the heroes are contacted by Admiral Varth, who is again in full Imperial regalia. He only pretended to defect in an attempt to root out insurgents and now demands that the heroes surrender. Instead, the heroes jump into hyperspace and find their way back to Senator Organa.

Index 1: Stat Cards

RIVAL



ISB Agent Talee

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	3 WILLPOWER	3 PRESENCE
2 SOAK	12 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Astrogation ●●● Perception ●●●
 Vigilance ●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Medium]; Stun Setting
 Hand Scanner

EotE 397

Nemesis



Tero Reskan

3 BRAWN	3 AGILITY	3 INTELLECT	3 CUNNING	3 WILLPOWER	3 PRESENCE
3 SOAK	13 WOUNDS	14 STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Charm ●●● Coercion ●●●
 Deception ●●● Ranged [Light] ●●●
 Melee ●●● Streetwise ●●●
 Vigilance ●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Encrypted Datapad, Secure Commlink
 Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Medium]; Stun Setting

AoR 419

Rival



CZ-3T6

1 BRAWN	1 AGILITY	3 INTELLECT	1 CUNNING	1 WILLPOWER	2 PRESENCE
3 SOAK	13 WOUNDS	14 STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Charm ●●● Education ●●●
 Xenology ●●● Negotiation ●●●
 Perception ●●●

TALENTS: None

ABILITIES: Droid

EQUIPMENT: Etiquette and Protocol
 None

AoR 429

Print and cut out for reference during encounters

Index 1: Stat Cards

RIVAL



Coruscant Guard Veteran

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
5 SOAK	15 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Athletics ●● Discipline ●●
 Leadership ●● Melee ●●
 Ranged [Heavy] ●● Ranged [Light] ●●
 Resilience ●● Vigilance ●●

TALENTS: Adversary 2

ABILITIES: Tactical Direction

EQUIPMENT: Stormtrooper Armour [+2 Soak]
 Heavy Blaster Rifle + Reloads
 Electrostaff
 2 Stun Grenades

EoTE 404

RIVAL



Coruscant Guard

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
5 SOAK	10 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Athletics ●● Discipline ●●
 Melee ●● Ranged [Heavy] ●●
 Resilience ●● Vigilance ●●

TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Stormtrooper Armour [+2 Soak]
 Heavy Blaster Rifle + Reloads
 2 Stun Grenades

DoD



Rapid Deployment Airspeeder

3 SILHOUETTE	4 SPEED	-1 HANDLING	2 HARD POINTS	1 DEFENSE
15 HULL TRAUMA	2 ARMOR	12 SYSTEM STRAIN		

Hull Type/Class: Repulsorlift

Hyperdrive: None

Navicomputer: No

Sensor Range: Short

Ship's Complement: One pilot

Encumbrance Capacity: 10

Passenger Capacity: 6

Consumables: Two days

Manufacturer: Rapid Deployment Airspeeder

Cost: 50,000

Rarity: 4

Weapons: Twin Double Laser Cannon
 (Fire Arc Forward);
 Damage 5; Critical 3;
 Range [Close]; Linked 1;

RIVAL



Compnor Agent

2 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
2 SOAK	12 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Coercion ●● Computers ●●
 Deception ●● Knowledge [C/Worlds] ●●
 Discipline ●● Knowledge [Warfare] ●●
 Ranged [Light] ●●

TALENTS: None

ABILITIES: None


EQUIPMENT: Disruptor Pistol
 Ranged [Light]; Damage 10; Critical 2;
 Range [Short]; Vicious 4
 Military Comlink

AnE 416

Print and cut out for reference during encounters

Index 1: Stat Cards

RIVAL



Rodian Thief

2	3	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	12	-	0 0		
				MELEE	RANGED

SKILLS: Charm (3), Cool (3), Ranged [Light] (3), Piloting [Space] (3), Skulduggery (3), Streetwise (3), Vigilance (2)


TALENTS: Adversary 1, Skilled Jockey [Remove ■ from pilot checks]

ABILITIES: None

EQUIPMENT: Blaster Pistol
Ranged [Light]; Damage 6; Critical 3
Range [Medium]; Stun Setting

Eot E 396

RIVAL



Chokoo Thool

3	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
4	12	-	0 0		
				MELEE	RANGED

SKILLS: Coercion (2), Cool (2), Ranged [Light] (2)

ABILITIES: Dual-Wield

EQUIPMENT: Heavy Clothing [+1 Soak]
2 Modified quick-draw Blaster Pistols
Ranged [Light]; Damage 6; Critical 3;
Range [Medium]; Stun Setting. May be drawn as an incidental

Eot E 425

RIVAL



Etoa Ro

2	2	4	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	12	-	0 0		
				MELEE	RANGED


SKILLS: Deception (2), Perception (2), Knowledge (All) (3), Vigilance (3)

TALENTS: None

ABILITIES: None

EQUIPMENT: Holdout Blaster
Ranged [Light]; Damage 5; Critical 4;
Range [Short]; stun setting
Encrypted Datapad
Comlink

Eot E 393



74-Z SPEEDER BIKE

2	3	+1	2	0	0
SILHOUETTE	SPEED	HANDLING	HAND POINTS	PORT	STARBOARD
HULL TRAUMA	ARMOR	SYSTEM STRAIN			
2	0	4			

Vehicle Type/Model: Speeder Bike/74-Z

Manufacturer: Aratech Repulsor Company

Maximum Altitude: 25 meters

Sensor Range: Close

Crew: One Pilot

Encumbrance Capacity: 5

Passenger Capacity: 1

Cost: 3,000

Rarity: 4

Weapons: Forward mounted light repeating blaster - this weapon's profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto Fire, Pierce 1).

Print and cut out for reference during encounters

Index 1: Stat Cards

Nemesis



Sisla

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

SOAK 6	WOUNDS 20	STRAIN 13	DEFENSE 1 1
			MELLEE RANGED

SKILLS:

Brawl	●●●●	Coercion	●●●●
Cool	●●●●	Ranged [Heavy]	●●●●
Melee	●●●●	Ranged [Light]	●●●●
Perception	●●●●	Piloting [Space]	●●●●
Stealth	●●●●	Vigilance	●●●●

TALENTS: Adversary 2, Lethal Blows 2, Deadly Accuracy 3, Stalker 2 [●] on Coordination and Stealth checks]

EQUIPMENT: Heavy Battle Armour [+2 Soak, +1 Defence]
 Modded Heavy Blaster Rifle
 [Ranged [Heavy]; Damage 13, Critical 3; Range [Long]; Auto-Fire, Cumbersome 3, Pierce 1
 Vibrokife.
 Melee, Damage 5, Critical 2, Pierce 2, Vicious 1

EotE #400

RIVAL



Sisla's Hunters

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

SOAK 5	WOUNDS 15	STRAIN -	DEFENSE 0 0
			MELLEE RANGED

SKILLS:

Brawl	●●●●	Coercion	●●●●
Coordination	●●●●	Ranged (Heavy)	●●●●
Ranged (Light)	●●●●	Survival	●●●●
Vigilance	●●●●		

TALENTS: Adversary 1, Lethal Blows 1

ABILITIES: None

EQUIPMENT: Laminate Armour [+2 Soak]
 Heavy Blaster Pistol
 Ranged [Light]; Damage 7; Critical 3; Range [Medium]
 Blaster Rifle
 Ranged [Heavy]; Damage 9; Critical 3; Range [Long]

EotE #400

RIVAL



Resh

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

SOAK 5	WOUNDS 16	STRAIN -	DEFENSE 0 0
			MELLEE RANGED

SKILLS:

Ranged [Heavy]	●●●●	Melee	●●●●
Perception	●●●●	Survival	●●●●
Vigilance	●●●●		

TALENTS: None

ABILITIES: None

EQUIPMENT: Blaster Carbine
 Ranged [Heavy]; Damage 9; Critical 3;
 Range [Medium]; stun setting
 Combat Knife
 Melee; Damage 5; Critical 3;
 Range [Engaged]

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Print and cut out for reference during encounters

Index 1: Stat Cards

Nemesis



Intelligence Agent

3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	13	14	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED

SKILLS: Charm (3), Deception (3), Melee (3), Vigilance (3), Coercion (3), Ranged [Light] (3), Streetwise (3)


TALENTS: None

ABILITIES: None

EQUIPMENT: Encrypted Datapad, Secure Commlink, Light Blaster Pistol, Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting

AoS 419

RIVAL



Military Informant

1	2	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	11	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED

SKILLS: Computers (3), Deception (3), Stealth (3), Vigilance (3)

TALENTS: Indistinguishable 1

ABILITIES: None

EQUIPMENT: Light Blaster Pistol, Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting, Disguise Kit, Disassembly-Capable secure military Commlink

AoS 420

RIVAL



FSD-6D Flying Surveillance Droid

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED

SKILLS: Perception (3), Vigilance (3)

ABILITIES: Droid, Hoverer, Silhouette 0

EQUIPMENT: Recording Holocam

K1P 50

MINION



Imperial Stormtroopers

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	5	-	0	0	
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED


SKILLS: Groups Only (3), Athletics (3), Melee (3), Discipline (3), Ranged [Heavy] (3)

EQUIPMENT: Stormtrooper Armour [+2 Soak], Blaster Rifle, Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun Setting, Vibroknife, Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2; Vicious 1, 2 Frag Grenades, Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1, Utility Belt, Reloads

EoS 404

Print and cut out for reference during encounters

Index 1: Stat Cards




HSP-10 Pursuit Airspeeder

2	4	-1	1	0	0
SILHOUETTE	SPEED	ARMOR	HARD POINTS	DEFENSE	FORWARD
5	2	6		0	0
HULL TRAUMA	ARMOR	SYSTEM STRAIN		PORT	STARBOARD
				0	0
				AFT	

Vehicle Type/Model: Airspeeder / HSP-10
Maximum Altitude: 100 km
Sensor Range: Short
Crew: One pilot
Encumbrance Capacity: 12
Passenger Capacity: 2
Manufacturer: Dromor Motors
Cost: 40,000

Rarity: 6
Weapons: Forward Mounted Twin Blasters Cannons
(Fire Arc Forward);
 Damage 4; Critical 4;
 Range [Close]; Linked 1
 Forward Mounted Light Ion Cannon
(Fire Arc Forward);
 Damage 5; Critical 4;
 Range [Close]; Ion

AoSR #426



Core Craft Technicians

2	2	3	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	12	-	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MILIE	RANGED

SKILLS: Astrogation (3), Computers (3), Mechanics (3), Knowledge [U/World] (3), Streetwise (3)

TALENTS: None

ABILITIES: None

EQUIPMENT: Heavy Hydrospanner
 Melee; Damage 5; Critical 4;
 Range [Engaged]; Inaccurate 1
 Tool Kit

AoSR #426



Core Craft Administrator

2	2	4	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	14	13	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MILIE	RANGED


SKILLS: Charm (3), Cool (3), Ranged [Light] (3), Streetwise (3), Coercion (3), Deception (3), Perception (3), Vigilance (3)

TALENTS: Adversary 1; Nobody's Fool; Plausible Deniability

ABILITIES: Core Craft Leader
 Core Craft staff add 1 to all Vigilance and Perception checks when in the characters presence

EQUIPMENT: Light Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting
 DataPad
 Comlink

EoSr #398



Core Craft Sentries

4	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	15	-	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MILIE	RANGED

SKILLS: Discipline (3), Melee (3), Ranged [Light] (3), Vigilance (3)

TALENTS: Adversary 1

ABILITIES: None


EQUIPMENT: Sentry Armour [+2 Soak]
 Blaster Pistol
 Ranged [Light]; Damage 6; Critical 3
 Range [Medium]; Stun Setting
 Stun Baton
 Melee; Damage 6; Critical 5; Stun 2

RagP 39

Print and cut out for reference during encounters

Index 1: Stat Cards

RIVAL



Workgang Leader

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

4	15	-	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE RANGED

SKILLS: Athletics ●●●● Brawl ●●●●
 Melee ●●●● Coercion ●●●●
 Resilience ●●●● Vigilance ●●●●

TALENTS: Soft Spot
 [After making an attack with a non-starship/vehicle weapon, may spend one Dark side Destiny Point to add 3 damage to hit of a successful attacks]

ABILITIES: None

EQUIPMENT: Space Suit
 3 Vibroknives
 Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2
 Vicious 1
 Breath Mask; Datapad

AoR 441

RIVAL



Incom Engineer

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

2	10	-	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE RANGED

SKILLS: Astrogation ●●●● Computers ●●●●
 Mechanics ●●●●

TALENTS: Gearhead 1
 [Remove ■ from Mechanics checks]

ABILITIES: None

EQUIPMENT: Holdout Blaster Pistol
 Ranged [Light]; Damage 5; Critical 4;
 Range [Short]; Stun Setting
 Datapad with schematics
 Repair Tools

AoE 413

RIVAL



Detention Block Guards

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

4	15	-	2	2
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE RANGED

SKILLS: Discipline ●●●● Ranged [Light] ●●●●
 Melee ●●●● Vigilance ●●●●


TALENTS: Adversary 1

ABILITIES: None

EQUIPMENT: Officer Uniform & Shield [+1 Soak, +2 Defense]
 Blaster Pistol
 Ranged [Light]; Damage 6; Critical 3
 Range [Medium]; Stun Setting)
 Stun Baton
 Melee; Damage 5; Critical 5; Stun 2

RaGP 39

Minion



Prisoner

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

2	5	0	0	0
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE RANGED

SKILLS: Group Only
 Discipline ●●●● Ranged [Heavy] ●●●●
 Ranged [Light] ●●●● Brawl ●●●●

TALENTS: None

ABILITIES: None

EQUIPMENT: Unarmed Combat
 Brawl; Damage 2; Critical 5; Disorient 1
 Stun Damage

Dawn of Defiance

Print and cut out for reference during encounters

Index 1: Stat Cards

Rival



Inquisitor Apprentice

2
3
2
3
2
1

SOAK 3	WOUNDS 14	STRAIN -	DEFENSE 0 0

SKILLS: Coercion (2), Lightsaber (3), Stealth (2), Discipline (3), Resilience (2)

TALENTS: Adversary 1, Soft Spot [Spend a destiny point after a successful attack to add 3 damage]

ABILITIES: Dark Side Force User [Force Rating 2], Force Power: Bind, Force Power: Move, Force Power: Enhance

EQUIPMENT: Black Robes [+1 Soak], Basic Lightsaber [Lightsaber, Damage 6, Critical 2, Range Engaged, Breach 1, Sunder]

F&O
412

Nemesis



Inquisitor Nolor

4
3
3
3
5
2

SOAK 6	WOUNDS 20	STRAIN 20	DEFENSE 1 1

SKILLS: Deception (3), Leadership (3), Melee (3), Survival (3), Discipline (3), Lightsaber (5), Perception (2), Vigilance (2)

TALENTS: Adversary 3, Reflect 4

ABILITIES: Dark Side Force User [Force Rating 3], Imperial Valor, Force Power: Bind, Force Power: Harm

EQUIPMENT: Armoured Robes [+2 Soak, +1 Defence], Lightsaber [Lightsaber, Damage 6, Critical 2, Range Engaged, Breach 1, Sunder]

F&O
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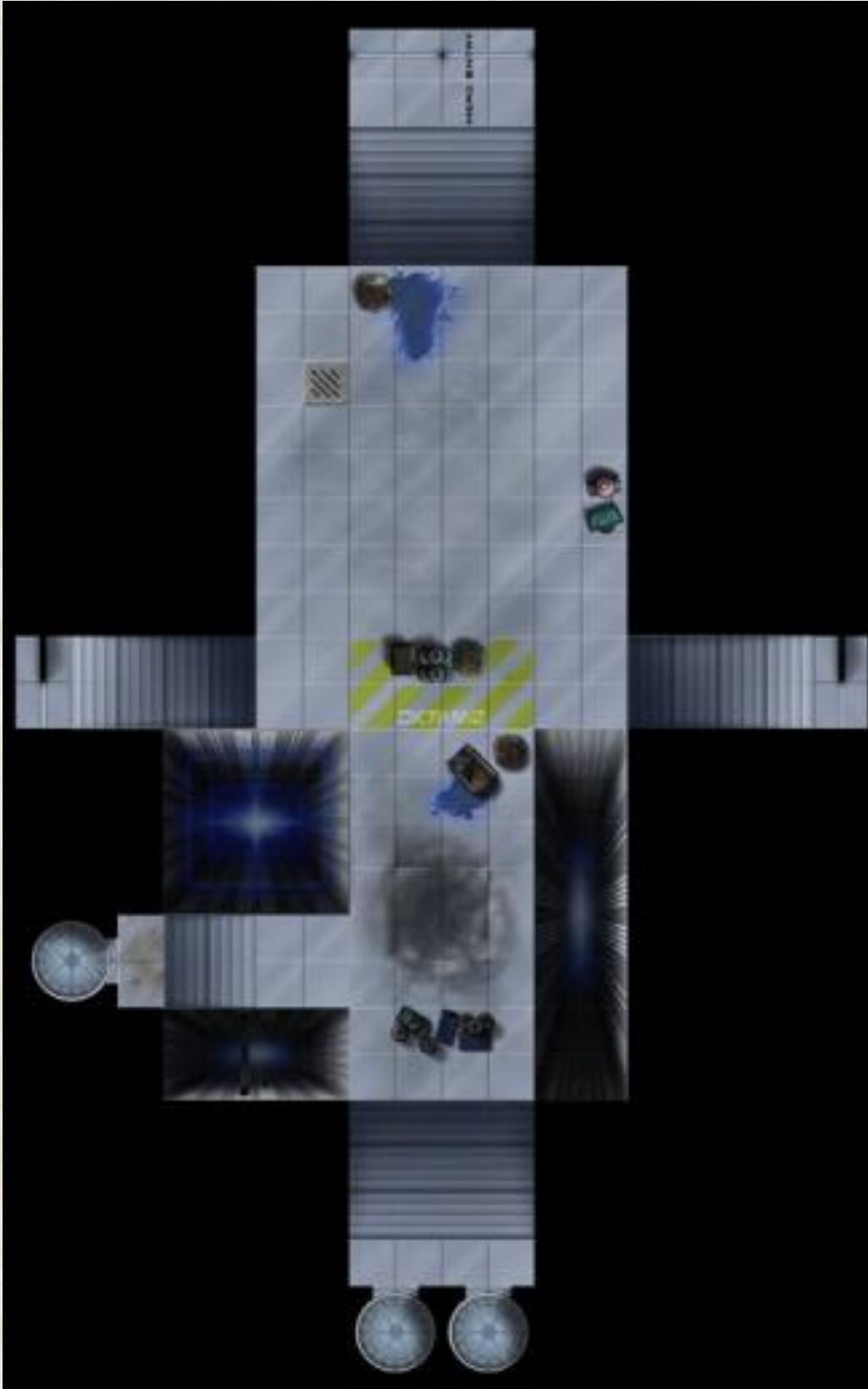
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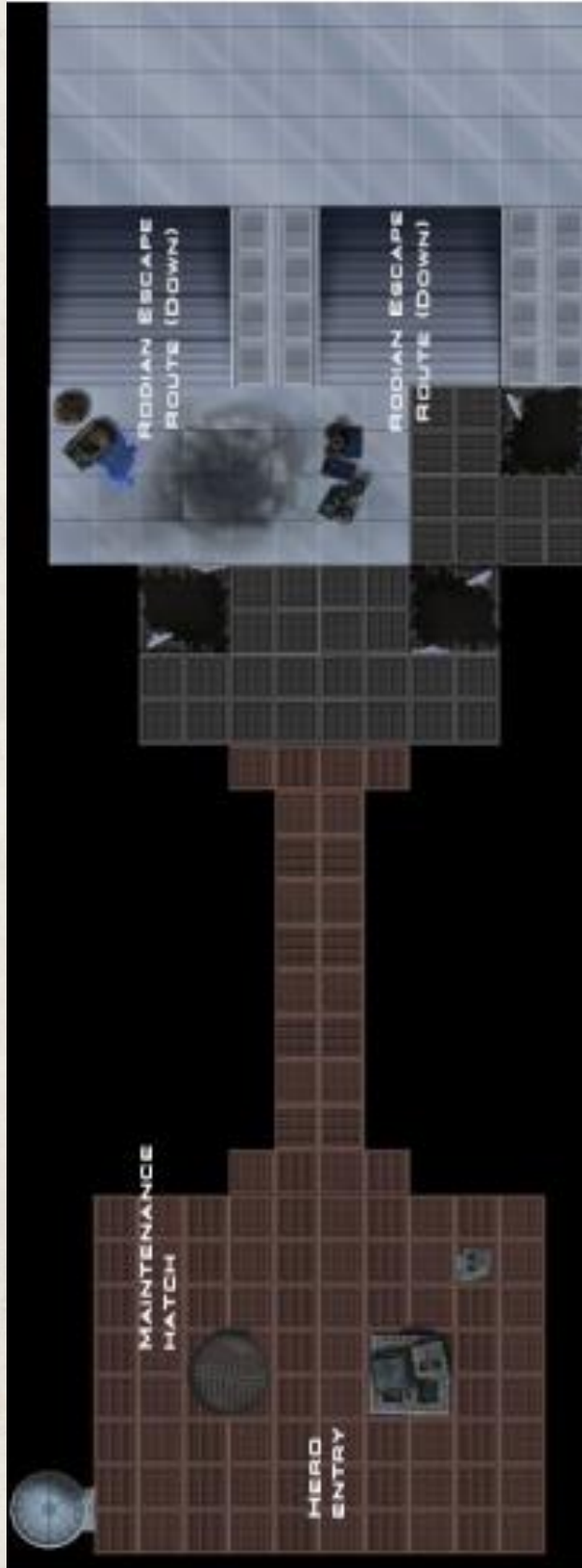
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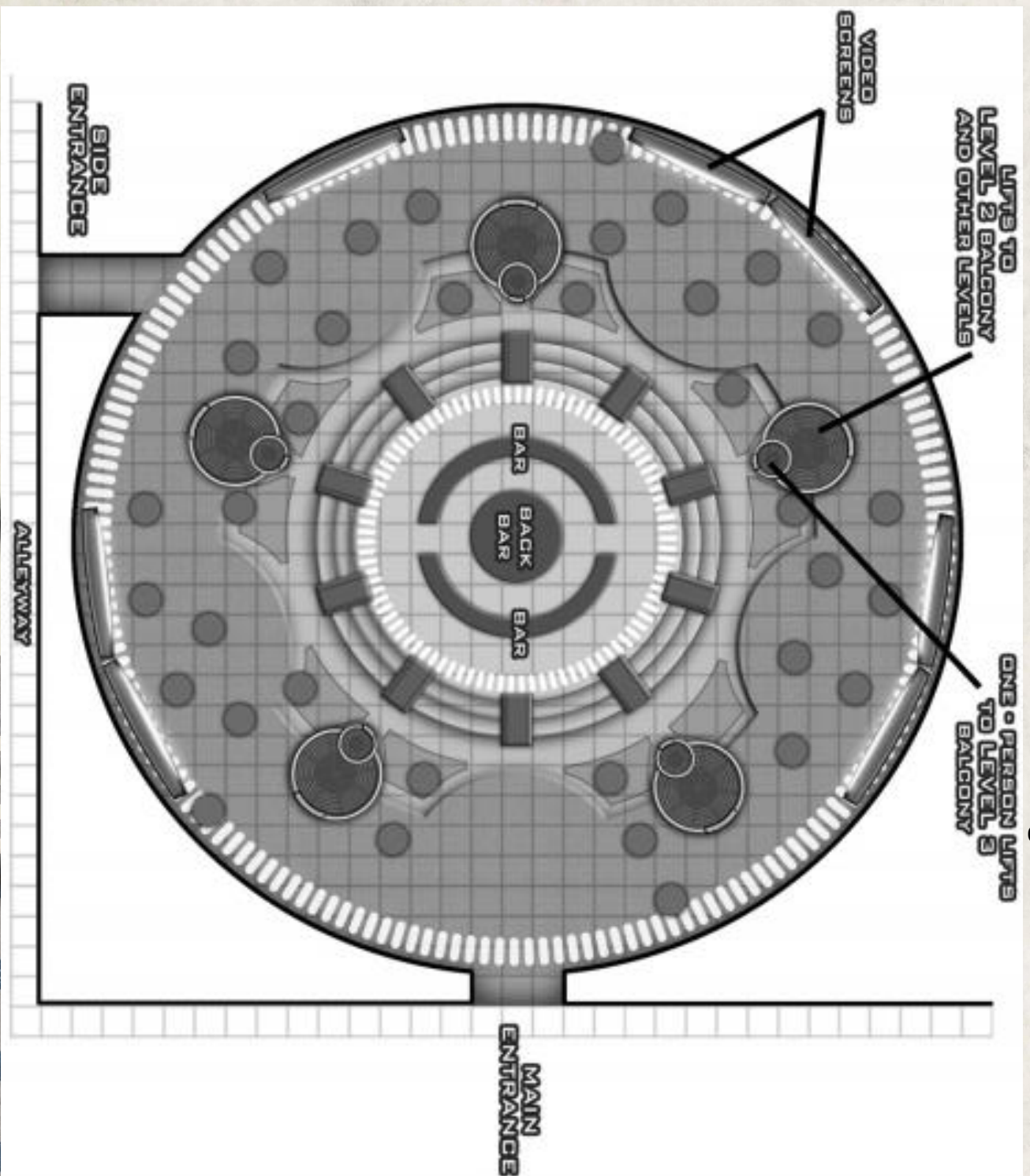
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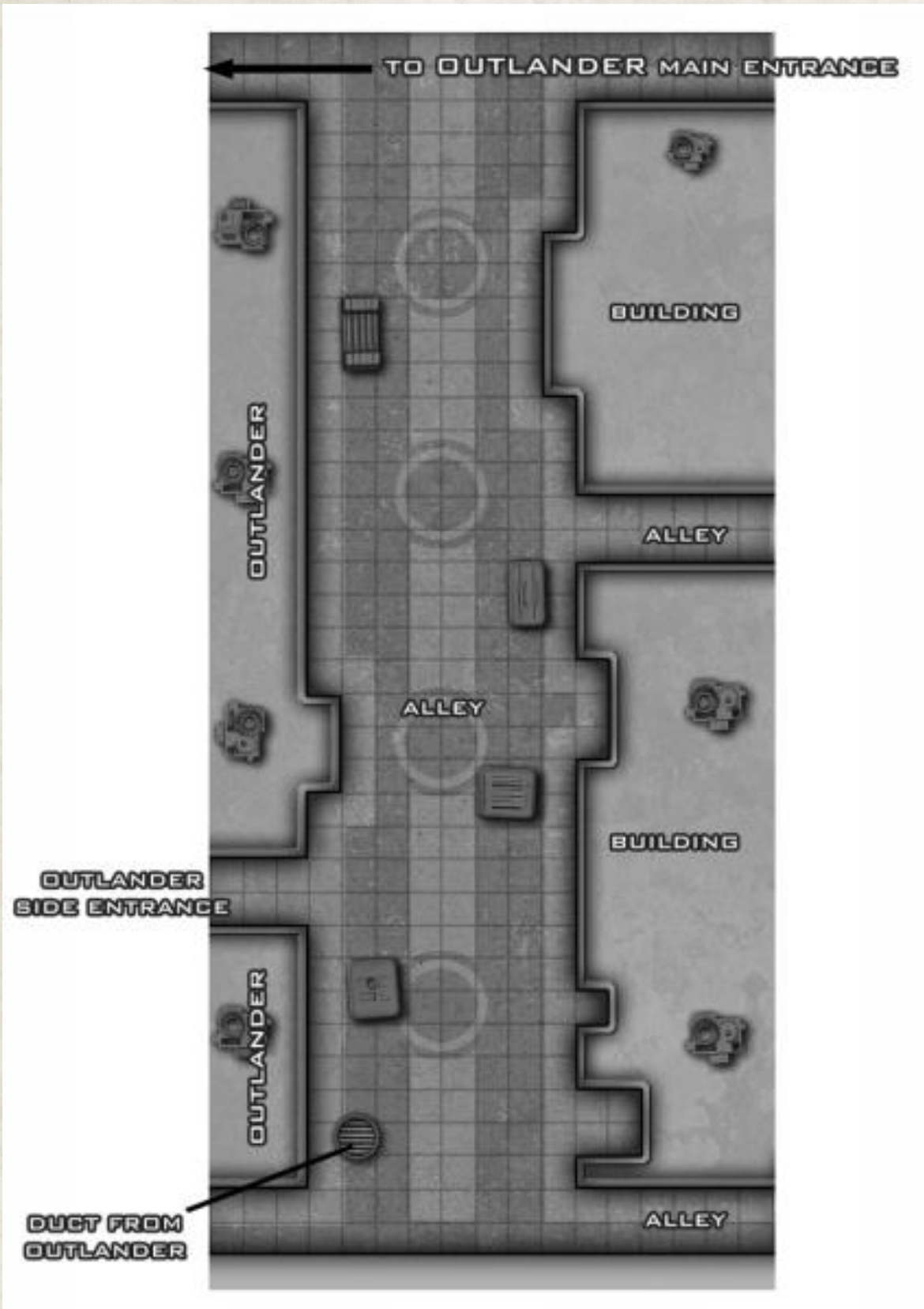
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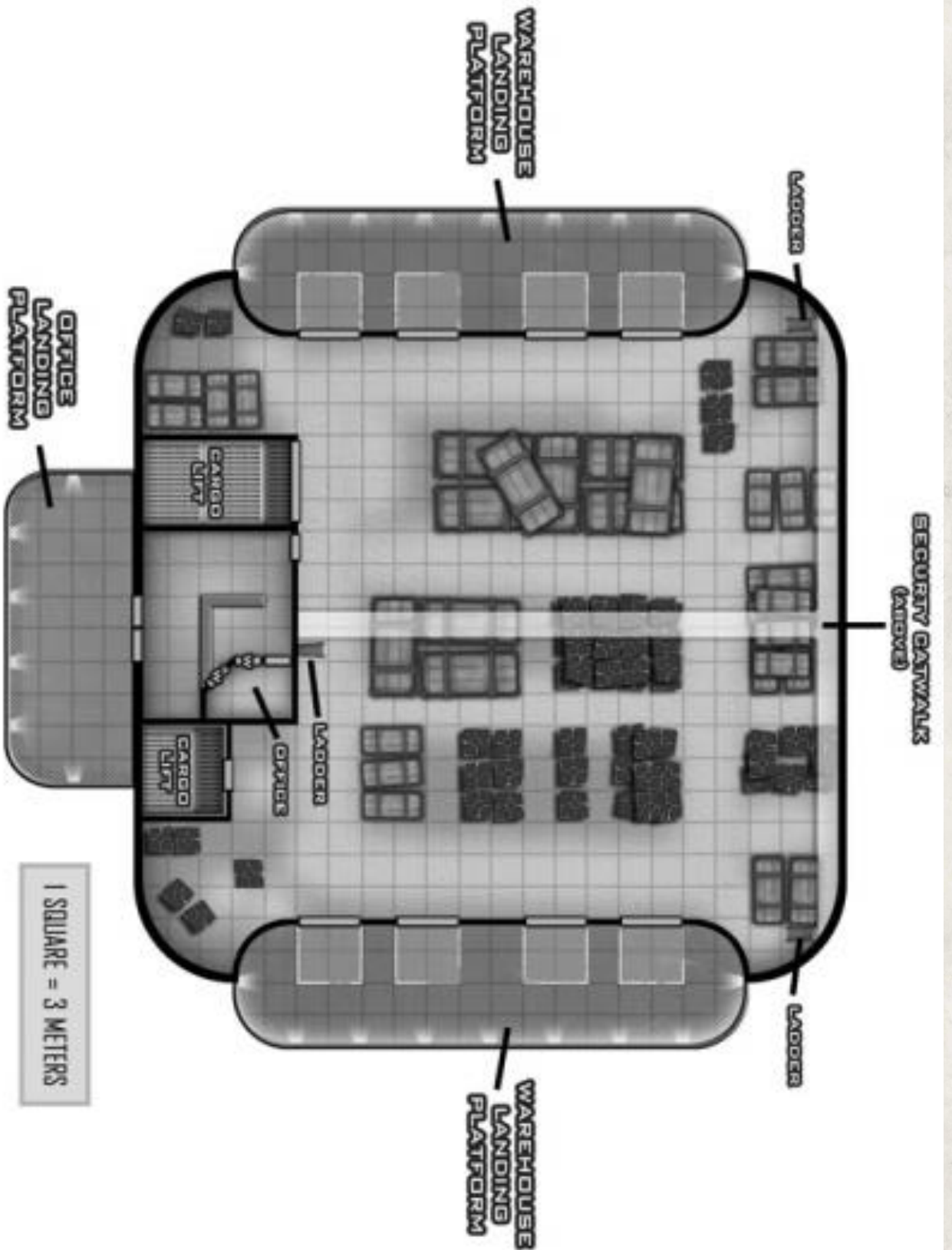
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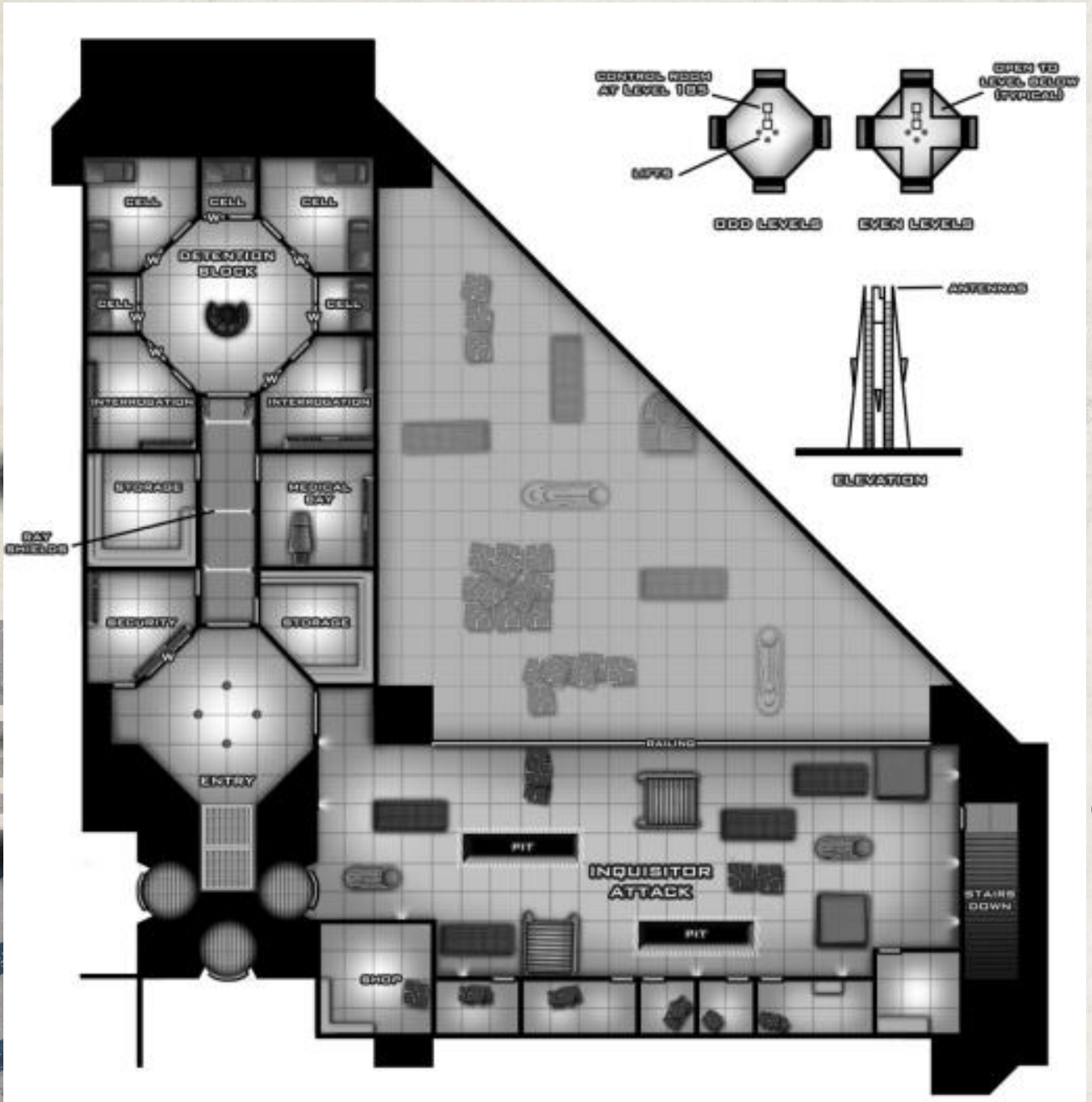


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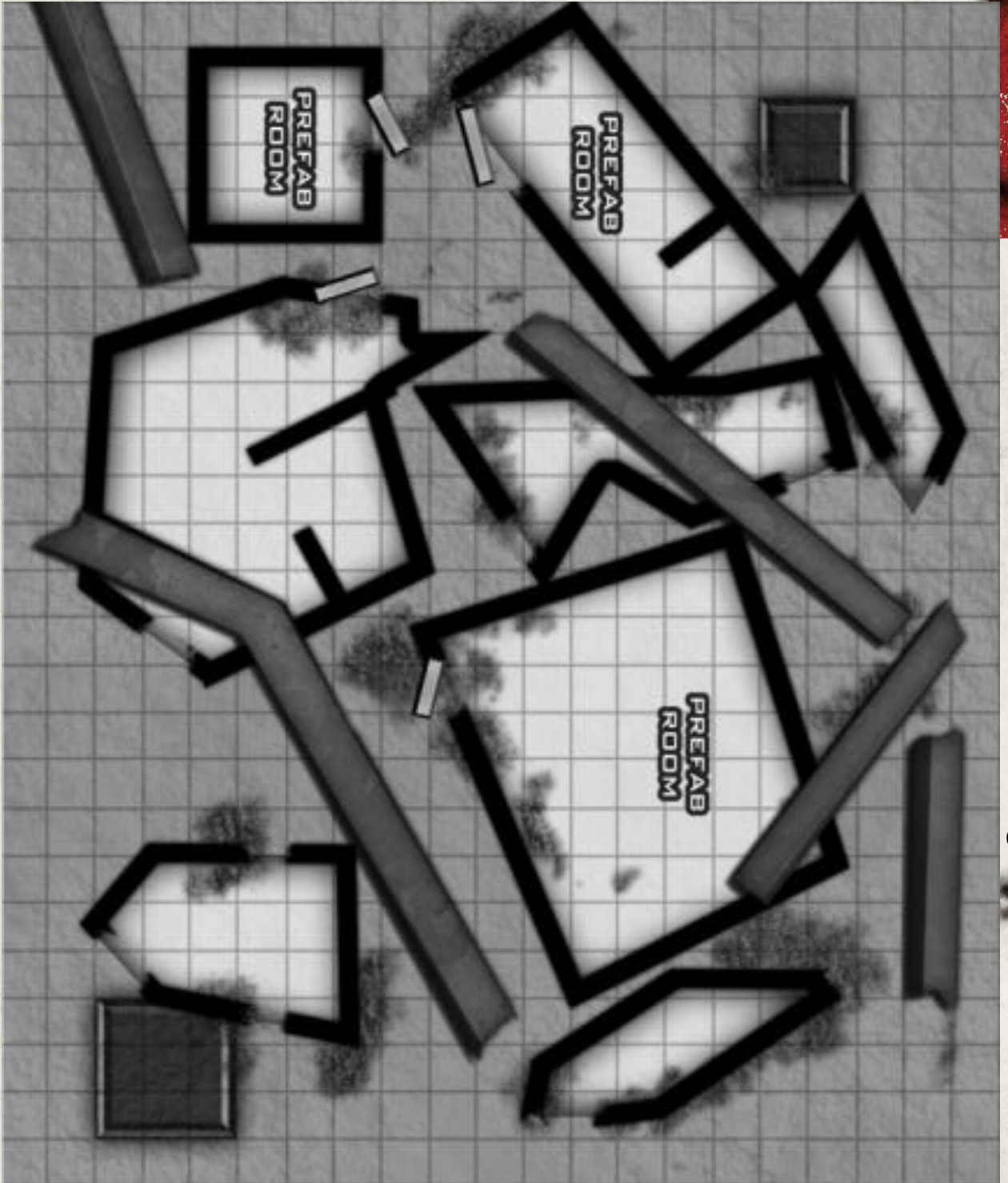
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