

STAR WARS®
**AGE OF
REBELLION™**

Game Chambers of Questal



Adventure Module

STAR
WARS®
ROLEPLAYING

STAR WARS

GAME CHAMBERS OF QUESTAL

It is a time of GALACTIC CIVIL WAR.

REBELS unite against the tyranny of
the evil GALACTIC EMPIRE, whose forces
control the galaxy through fear.

One of the rebel heroes, named Tiree, has gone
missing, lost on the Imperial world of QUESTAL.

Many rebels have disappeared on the world, and
so High Command has forbidden any rescue.

Tiree's friends, however, cannot leave their ally to die
and even now race to Questal in a desperate effort to
rescue their friend from the grip of the evil MOFF BANDOR
who rules the planet through fear and oppression ...

GM: Crowds of people mill around the spaceport, but none seem to have pierced your disguises.

1st Rebel: Do you want to tell me again why we're wearing these stupid outfits?

2nd Rebel: Because we have to get on planet undetected.

3rd Rebel: Couldn't we just fly in?

4th Rebel: With what? You heard what the General said when we asked for a shuttle, "I'm sorry gentlemen. While we can't stop you from going on this wild Mynock chase, we won't give you any equipment. The Rebellion can have no part in this."

5th Rebel: And unfortunately, while our ship isn't Rebellion property, the fuel and supplies we'd need to get her here are, and that means we're grounded for the time being. They wouldn't even give me spare power packs for my blaster ...

6th Rebel: He had good reasons. Tiree disappeared some days ago after flying off on his own "wild Mynock chase." No one knows why. He might even have been captured by the Empire. High Command can't afford to send a rescue party after every Rebel who takes it into his head to go off on a mission of his own ...

3rd Rebel: Besides, that's why we're here!

4th Rebel: Right, to rescue a guy who's more trouble than he's worth.

3rd Rebel: That's not fair!

4th Rebel: Oh no? Have you forgotten our little debacle on Lothal? We hadn't even joined the Rebellion yet and he almost got us killed.

2nd Rebel: That wasn't his fault. The Imperial Security Bureau had his name; he had to go under cover.

1st Rebel: Does he still have that stupid R2 unit with him?

6th Rebel: Last report had Deo with him. And the droid wasn't stupid, he had enough sense to lead us to Tiree.

5th Rebel: You obviously have a selective memory about what happened. The Droid also got us into a lot of trouble.

3rd Rebel: Well, if you want to be technical ...

5th Rebel: I do.

6th Rebel: Pipe down you two. This mission's going to be hard enough without your bickering. We had better hope that Tiree is wearing his locator pendant or we'll never find him.

4th Rebel: If he's not, we can try a bar called "Shilley's." A friend in Intelligence tells me that's the place to buy information on Qwestal.

3rd Rebel: Is that the same friend who promised you there'd be only light resistance when we raided Pyros? I still have the bite marks I got during that fiasco.

2nd Rebel: Shhh, we're coming up on Customs. Somebody's staring at us. Try to act like tourists.

1st Rebel: I left my plaid pressure suit back at HQ.

INTRODUCTION

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

The Game Chambers of Questal is an adventure for four to six players and a gamesmaster (GM). The GM should become familiar with the entire adventure before beginning to ensure seamless play without dramatic pauses. Players should stop reading now. The

information contained herein is for the gamesmaster only.

Kyla's Note: Be forewarned! Once the PCs enter the Game Chambers, this becomes by far one of the most lethal games I have ever been a part of, and a poorly designed, unlucky or unprepared group could very quickly find themselves in deep trouble. This is the closest thing to the infamous "Tomb of Horrors" from D&D fame that I have seen in a Star Wars adventure.

ADVENTURE OVERVIEW

Rebel heroes investigate the disappearance of their comrade Tiree on the planet Questal. He went there without orders and without consulting Rebel High Command. Were it anyone else, the disappearance might have been dismissed as a joke or jaunt. But Tiree is too good a soldier for that ... or was.

The Rebellion has regretfully written him off: there are other priorities. Besides, Questal is a planet to avoided. Rebels there have disappeared and Moff Bandor rules with impunity.

By lining their fuel cells and engines with only a millimeter-thick coating of Ardanium, the Empire was able to create the *Super*-class Star Destroyer. With this new supply, the Emperor knew he could almost double the size of his fleet.

Entrepreneurs and miners by the thousands converged on Questal seeking the valuable ore. With them came the greedy and unscrupulous. Intergalactic mobsters established organizations on the planet. Questal became a planet of rivalries and blaster-play.

ADVENTURE BACKGROUND

Given another million years or so, Questal might have developed its own form of sapient life, but settlers, looking for a planet where they could live in peace, found it and made it their own. They had a quiet existence, cultivating the land and growing crops. Until the day, about 3 years ago. While plowing a field, an Agri-Droid turned over a large rock imbedded with Ardanium.

Refined Ardanium actually grows stronger in the presence of radiation, forming a nearly impenetrable container for the fuel needed to power large starships.

To restore order, the Emperor assigned Moff Bandor to rule Questal. He arrived with heavily armed Imperial troops that quelled the minor battles with typical Imperial methods ... whole-sale slaughter and quick executions.

Though he put an end to the violence, Bandor's rule was anything but benevolent. Bandor did not exterminate the criminals: he gave them positions of power in the government, in fact, letting them rule the very people they had terrorized before he arrived.

Bandor's infamy has spread throughout the galaxy. He had tamed a wild population with limited troops and instilled fear in the hearts of the most hardened prospectors and toughs. There are many wild legends and

rumors about his powers; few guess the truth behind the stories.

Moff Bandor's source of power is the Hurlothrumbic Generator. The generator produces waves simulating the base of the brin, causing unexplainable, but perceptible fear in the victim. Operating at low power, the generator can cause mild anxiety and sweating. In high, it can send any creature screaming for cover. Bandor tests the generator periodically in the Game Chambers, hidden beneath his palace. There he takes his enemies, and toys with them in a hunt before killing them.

The supply of Ardanium on Questal seems to be waning. What new deposits are discovered trigger claim jumps, murder, and bloody fights. The population is dissatisfied and growing edgy. It is the perfect environment to recruit Rebel spies and fighters to bring down the tyranny of the Empire, starting with Moff Bandor.

Rogan, once a farmer, now forced onto a small plot of land that barely maintains his wife and child, set out for Gralleenya, the capital city of Questal, to start a Rebel cell there. Unfortunately, he was captured and brought before Bandor, who threw him into the Game Chambers. After toying with him for a bit and reducing him to a fear-crazed simpleton, Bandor tossed Rogan into the streets as a warning to other Rebels.

After months of searching, Rogan's wife, Tyerle, found him and sent out a distress call to her brother, Tiree. Tiree sped to the planet and, after speaking with Tyerle, concluded that there was something more sinister in the palace than just an odious Moff.

Tiree went in to investigate and he has not been heard from since. Tyerle stays in the city, caring for Rogan and waiting for news of her brother. She grows more afraid every day that she will not see him again.

IMPORTANT CHARACTERS

- **Rogan:** If it weren't for his marriage to Tyerle, Rogan would have joined the Rebellion with Tiree, but responsibility to his family led him to emigrate to the then-peaceful planet of Questal, where he began homesteading. With the arrival of Moff Bandor, Rogan has

been quietly rallying some of the original settlers into Resistance groups. While recruiting new members, Rogan was betrayed and captured. Moff Bandor threw him into the Game Chambers, where he could not withstand the assault of the Hurlothrumbic Generator. His mind has been all but destroyed.

- **Tyrele:** Tyrele is a strong woman, but her priorities are family oriented rather than toward the Rebellion. After Tiree went off to join the Rebellion, she never tried to contact him, fearing she would put him in danger. It would take something very important and frightening to make her call ... and that's just what has happened.
- **Moff Bandor:** If ambition were height, Bandor would stand higher than the mythical peaks of Archais. While many would be satisfied with ruling a rich planet and plundering its wealth, Bandor has greater plans; he wants one day to sit in power next to the Emperor. For years, it bothered him that he could not manipulate the Dark Side. It appealed to him to have the power to make people cringe just by thinking about it. It no longer bothers him, now that he has the Hurlothrumbic Generator. In fact, many think he can use the Force, which only adds to his legend and the fear he inspires.

ADVENTURE SUMMARY

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

EPISODE I: WELCOME TO QUESTAL

The Rebels arrive on Questal with only one slim lead to follow. They learn about the Gala being held for Moff Bandor and get some information about the situation on Questal.

Then they get to tame a Trompa, a species of Wampa attuned to temperate climates.

EPISODE II: TIREE'S TRAIL

After the excitement of the Wompa's rage, the Rebels go to Shilley's for a quiet drink. There they meet some informative NPCs, find Tiree's locator pendant, and discover a Droid in hand can make one bushed.

EPISODE VI: FREEING QUESTAL

The Rebels must destroy the prototype weapon before it drives them and the entire population of the planet mad.

EPISODE III: TIREE'S TALE

With Deo in hand, the Rebels follow a line of clues back through Shilley's eventually leading to the small band of Rebels on Questal who live in fear for their very lives. There they finally get to meet Tyerle and hear the tale of Tiree's arrival and his adventures on Questal.

EPISODE IV: BANDOR'S PALACE

The Rebels get in and explore the Imperial mansion. It is heavily guarded, full of high-tech defenses. The Rebels discover that Bandor promised a powerful weapon to the Emperor to fight the Rebellion; they also learn that, to find Tiree, they must face the Game Chambers.

EPISODE V: THE GAME CHAMBERS

In the Game Chambers, the Rebels becomes the prey in Moff Bandor's latest hunt. The episode is filled with action, suspense and danger as the Rebels try to stay alive and foil the Moff's game. If the Rebels are successful, they find Tiree, left to die in some dark corner of the chambers.

EPISODE 1: WELCOME TO QUESTAL

On a mission not sanctioned by the Alliance, the Rebels arrive to Questal limited in equipment and supplies, searching for a lost friend during a tourism heavy planetary celebration.

STARTING OUT

Knowing what they do about Tiree, they will have certainly brought along a wrist comlink complete with locator to home in on Tiree's pendant. They have access to any personal weapons, however as they are on an Imperial controlled planet during a massive holiday, Imperial forces are on high-alert, and have instituted a "no weapons" policy. To bring any weapons into the city they will need to possess an Imperial sanction Card. These are available at the spaceport with the payment of a "registration fee" of 30 credits and the completion of a security check through Imperial Intelligence and the Bureau of Ships and Services (BoSS). Should a PC desire to "grease the wheels of bureaucracy" a successful **Average** ♦♦ **Charm**, **Coercion**, or **Negotiation** check, along with 100 credits, is required. Failure on this check does not prevent the license from being acquired, but does increase the cost by 50 credits for each failure generated. Should the PCs offend the Customs Official in some way, or they attempt to use **Coercion**, upgrade the difficulty once. A Despair result on this check then results in the target of the bribe continuing to take offense, refusing to accept the bribe and threatening to report them to the Imperials.

The skills of **Charm**, **Coercion**, and **Negotiation** will be incredibly valuable on Questal, where almost anything or anyone can be bought. The only true crime on the planet is being destitute, and money solves all disputes faster than any blaster could.

EVENT 1: CUSTOMS

The staring gentleman is a Questal Imperial Customs Inspector. Behind the agent is are a few unarmored Imperil guards. They are ever watchful and very protective of Customs Inspectors ... especially those who share the bribes they take with them.

The Inspector will ask the Rebels to hand over

their luggage. He sends it through the scanner. If the Rebels have any hidden weapons or equipment in their cases without taking precautions against scanning, it will be discovered. If the Inspector spies anything suspicious, he turns to the Rebel and says in a whisper, "It would be a shame to spoil your visit by getting arrested on your first day here. Can you think of any reason why I shouldn't call the guard?"

The Inspector, of course, is looking for a bribe. Resolve the exchange as you would the Registration Fee at the spaceport, basing the difficulty of the roll on the legality of the items in question. Weapons found or smuggled result in the "Registration Fee" being reiterated (or revealed if the characters weren't openly carrying any) unless they are Restricted. Restricted weapons and items carry a **Hard** ♦♦♦ check, while explosives carry a **Daunting** ♦♦♦♦ difficulty.

Again, only a Despair result (should the difficulty be upgraded or **Coercion** be used) will result in the Customs Officer alerting the guards. Any other failure will only increase the cost of the bribe by 50 credits.



EVENT 2: BANDOR'S BIRTHDAY

As the Rebels make their way through the city, they are caught up in the Grallanya Gala. It is Moff Bandor's birthday, and he has ordered an entire week of parades, parties and celebration. All citizens are to enjoy themselves ... or else.

The streets are filled with masked and costumed citizens. Some wear extravagant, colorful costumes and dance and carouse wildly. Others wear simple masks and slink along the streets. The difference between the two is striking. The obvious merry-makers are all part of the power structure in some way; officials and their families/mistresses and friends, while those who try to stay anonymous are ordinary citizens. Read the following aloud;

Scattered around the city are huge posters featuring the face of Moff Bandor and bearing such slogans as "Long Live Bandor," "The Moff is Tops," "Our Beloved Leader" and the like. As you make your way through the city, you see a young humanoid defacing one of the signs to "Die Soon Bandor." Stormtroopers swoop in quickly, and, after a short case, stun the humanoid with blasters and cart him off while the crown watches in silence and fear.

Curiosity aroused, the Rebels may ask what was going on. What answers (if any) they get depend on who they ask. Should the PC engage a merry-maker in conversation, a **Average** ♦♦ **Charm** or **Coercion** check is needed to get them to stop reveling and answers questions. If the PC's ask one of the skulking fare the same, a **Hard** ♦♦♦ **Charm** check is needed instead, as their first assumption is that the PC is an agent of Moff Bandor and the ISB. Only **Charm** will work, as **Coercion** attempts cause the citizen to flee.

Should two threat be generated on the check, then the PC has fallen victim to a Pickpocket scheme. While distracting the PC, one of the NPC's associates will bump by, stealing an item on their belt, or picking their pocket for their credstick. Make an opposed

Skulduggery check, pitting the Pickpocket's ♦♦♦ against the PC's **Perception**. Should the Pickpocket succeed, then note the loss to relate to the character later on. If the PC's ask as a group, don't reveal the nature of the roll, but ask the group if they would like to watch each others backs by spending a Destiny Point to upgrade the difficulty of any opponent's checks. Should the PC's do so, then the Pickpocket's attempt will be upgrade in difficulty.

Should three threat be generated on the check to engage a merry-maker or skulker in conversation, then instead of a pickpocket, the PC has inadvertently stopped a member of the Nebula Masters swoop gang. When asked a question, he (or she) starts poking the PC in the chest and shouts, "Who do you think you're talking to, Rancor-face? Stepping to a Nebula Master like that, I'm gonna hit you so hard you're gonna wind up in some Space Slug's gut."

If the PC gets tough back, the swoop ganger will pull a vibro-knife and combat begins. If the character backs off, however, the swooper snickers and goes back to either reveling or climbs onto a nearby swoop and takes off. In either case, the swoop ganger will later be in Shilley's during the tussle with the Wookiee. Depending on the actions of the PC's here, may elevate tensions in that scene.

If the PC succeeds on the check, then any Merry-maker will relate that the revelry is in glorious honor to our benefactor and governor, Imperial Moff Bandor. If asked about the troublemaker and the arrest, they will explain that, "certain malcontents are forever trying to besmirch the image of Moff Bandor. They're party poopers trying to ruin the Gala for everyone."

If the PC succeeds on getting one of the skulking masses to explain, the answer is a little different. After the PC calms the citizen's nerves, they relate that Moff Bandor has made many people unhappy with his tactics. More than that won't yield results as they fidget and say, "Look, I don't want to get involved. Leave me alone, please!" before scrabbling away.

Should for some reason a Despair result occur during the rolls (due to critical injury upgrading the social pool or some other circumstance) then the PC's come to the attention of the local Stormtroopers, who are providing security during the Gala. Sensing trouble, a group of five will come over to the PCs and

asking for identification of everyone involved (Merrymaker or Citizen included). Any weapons not registered and licensed will result in arrest or combat, as the Stormtroopers are the only force on the planet not open to bribes.

EVENT 3: THE PARADE

One of the highlights of the Gala has everyone abuzz. Kersh Lauskner's Travelling Animal/Acrobatic Arcadium will be performing in the courtyard of the Moff's Palace over the next few days. On the way to Shilley's, one of the clowns from the circus is handing out leaflets with the following;

"Come one! Come all! The greatest show in three quadrants! Exotic animals! Death-defying stunts! Beautiful females! Kersh Lauskner's Traveling Animal/Acrobatic Arcadium! Bring the family! Entry 1 credit." Read aloud;

The troupe is serving up a preview with a parade. Your way is blocked as it passes. There are tumblers, jugglers, lire-eaters, clowns and trained creatures. The colorful speeders and skiffs float by. Music blares from speakers. It is the first time you have detected real joy since you entered the city.

As the characters watch, a hush falls over the crowd. Approaching is the Amazing Alonzo and his trained Trompa. This distant cousin to the Wampa of Hoth has adapted its biology to temperate climates. Its mien is fierce and Alonzo carries an electric prod (similar to a Gaffi stick, but with an electrical supply to give it a jolt), just in case.

Alonzo puts the creature through several routines involving bending metal beams, walking on its front paws and lifting the Amazing Alonzo's pretty assistants into the air.

Have the PCs make **Average** ♦♦ **Perception** checks. If successful, the PCs notice that the, beneath his smiles, Alonzo looks quite worried. A PC succeeding in a subsequent **Average** ♦♦ **Survival** check will notice that the Trompa appears to be balking Alonzo's

commands. The crowd thinks this is part of the act, but the perceptive Rebel knows better. Read;

There is a couple across the way from your group. He looks very passive and uninterested; the woman is beautiful with jet-black hair. She delights in the parade and tries to fire some enthusiasm in her partner. Suddenly, a small child rushes past the couple into the street, brandishing a laser-pinwheel. He rushes forward, all smiles and giggles, waving it at the Trompa. A look of absolute panic crosses Alonzo's face.

Gralleenya

The Capital City of Questal, Gralleenya is not a happy place, and it's framed by a no-man's land called The Waste. When prospectors came to Questal in search of Ardanium, they started at the city limits and scorched and blasted their way outwards, leaving behind useless land scarred with mines, caves and pits. The countryside surrounding Gralleenya can barely support a blade or two of plant life.

Citizens have very little option than to live in the cities where Moff Bandor rules. No one questions his judgement or decisions.

District Commanders: Assigned by Bandor to handle problems too small for his attention, they're free to govern the district as a corrupt judiciary however they see fit, provided order's kept. This means each can set a different punishment for the same infraction from district to district. One may outlaw gambling while another endorses it.

Turf Bosses: Unofficially, the DC's have agreements with various criminal bosses to handle minor troubles. For example, for keeping Rebel insurgencies down, the boss can have a gambling concession. This system leaves very little resource for a citizen who doesn't have the money or criminal wit to participate in the baksheesh hierarchy.

The Trompa attacks the child. While the Rebels push their way through the crowd, Rogan, the passive man across the street, sees the child in danger and darts forward, pushing the child out of the way. The Trompa swats him as if he were a bug. He crashes into a wall and lays still. Read aloud;

The screaming begins. Soft at first, but growing as people begin to realize that the Trompa's rampage isn't part of the act. The circus people scatter, dropping their equipment and scurrying for safety.

The PCs are the only ones in the crowd brave enough to subdue the Trompa. Everyone else panics and starts scurrying around. If the PCs don't handle the emergency, lots of people and property will be destroyed.

There are several pieces of equipment lying nearby that the characters can use to stop the Trompa. By commandeering a skiff or speeder, they can confuse or ram the Trompa, going for a kill or knockout. By grabbing a fallen lashing line, the PCs can attempt to bind or trip the Trompa.

One character can go for Alonzo's electric prod and try to subdue the Trompa, or the PCs could just use their blasters. During battle, Tylerle leads Rogan away.

If the PCs manage to stop the Trompa with killing it, Alonzo will be grateful and start directing the workers to bring up the force-cage. If they were forced to kill the beast, Alonzo will harbor no ill-will.

In either case, he will talk about how the Trompa never made any trouble until they reached Questal. "They're very touchy and can almost sense danger coming. He's been itchy since we landed. I guess he was picking up on the fear in the people. I've never seen so many people so afraid."

The Trompa's been reacting to random waves from the Hurlothrombic Generator. While humanoids can't feel it at such low intensities over the distance from the palace, the Trompa's highly developed senses were affected.

Enraged Trompa (Nemesis)

6 BRAWN	2 AGILITY	1 INTELLECT	3 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 12	W. THRESHOLD 40	S. THRESHOLD 15	M/R DEFENSE 0 0		

Skills: Brawl 2, Perception 2, Survival 3, Vigilance 2.
Talents: None.
Abilities: Silhouette 2 Sweep attack (The Trompa can spend Ⓢ on a successful Brawl check to hit the target as well as anyone engaged with the target).
Equipment: Massive rending claws (Brawl; Damage 15; Critical 3; Range [Short]; Knockdown, Sunder).



EPISODE 2: TIREE'S TRAIL

The PC's will eventually head to Shilley's to follow up on their only lead, and after their encounter with the Trompa, a stiff drink and some relaxation might be just what they needed.

SHILLEY'S

There must be seamier places in the galaxy than Shilley's, but one doesn't come to mind. In comparison, Mos Eisley Cantina is a country club. The inside is dark with a bar lining two walls and curtained booths lining the other walls. In the center of the room is a 15x15 cage made of steel wire and thick posts the size of tree stumps. Though nothing is occupying it now, the rough chairs and buckets with towels indicate this is meant for pit-fighting. Shilley's is a favorite place for the illegal to meet. It is neutral ground and the owner pays to keep it that way.

Behind the bar, Gor'telp a four-armed Besalisk, keeps the drinks flowing while constantly scanning the bar for the slightest sign of trouble. He is a cagey creature with an eye in the back of his head. If he thinks a patron is about to start trouble, he signals the bouncer, Snufftalon.




Standing well over two meters in height, the Wookiee Snufftalon earns his keep nightly by intimidating the patrons. When called upon to break up a fight, he is just as likely to break up the fighters. Though he carries a blaster, he prefers to use his fists and feet to keep order. It gives the other patrons an entertaining show.

Gor'telp (Rival)



Skills: Brawl 2, Ranged (Light) 2, Survival 2, Vigilance 2.

Talents: None.

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

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), utility belt.

Snufftalon (Rival)






Skills: Athletics 2, Brawl 4, Coordination 2, Melee 4, Ranged (Heavy) 2, Vigilance 2.

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

Abilities: Wookiee Rage (when the Wookiee Gladiator suffers any wounds, he deals +1 damage with Brawl and Melee attacks. When suffering a Critical Injury, he deals +2 damage with Brawl and Melee attacks instead).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), thermal detonator (Ranged [Light]; Damage 20; Critical 2; Range [Short]; Blast 15, Breach 1, Limited Ammo 1, Vicious 4), shock gloves (Brawl; Damage 2; Critical 5; Range [Engaged]; Stun 3).

PATRONS OF SHILLEY'S

Tormax Ardellian: A Corellian sits in the back booth, nursing a drink and trying not to be noticed. He doesn't move his head much, so it will take a **Hard**    **Perception check** to notice that he has a fresh wound on the right side of his face, a very nasty and hastily attended to one. He is part of a Corellian pirate raiding party that was smuggling in some Rebels and equipment to Questal.

The pirates were found out and the Rebels were put to death in a public execution. His comrades are now all locked up in the palace. He knows nothing about Tiree.

Sleeping Twi'lek: In one corner, a Twi'lek snores softly. He has been there since he was left by a party the night before. He will remain asleep for another three days. Even when he wakes, he will have nothing important to add.

The Swoopers: When the Rebels first arrive, they see four swoopers (male and female) sitting at a table. They are noisy and annoying, but not violent ... yet.

The Poker Game: At a table near the back sit a Gamorrean, an Ithorian, a Quarren, an Ugnaught and a humanoid playing sabaac. No one is really ahead, in fact, the game is an ongoing one ... for the last several months.

The participants are always arguing about cheating, but nothing ever comes of it. They can answer most questions about the planet and the Ugnaught knows about the Nebula Masters.

Feel free to add any other patrons you see fit. This scene is designed to be set off when the PC's make themselves noticed, and if a prior established NPC could set this in motion, add them to the scene.

EVENT 4: MEETING SHILLEY

Though Shilley's is a place where people come for information, strangers are treated with some suspicion. Shortly after making themselves noticed, the PC's feel a heavy weight pressing down on their shoulders. It is the hairy paw of Snufftalon. He gives the best imitation of a smile he can and gestures towards the back of the bar.

If the PCs are reluctant to go along, he grabs one or two in a bear hug and drags them along, using them as shields against attack by the rest of the PCs. Once the Rebels are inside, Snufftalon leaves. Read;

The room is spotless, well decorated and stylish. The weak looking door is a facade; this side is very durable metal. There are plants and avian life allowed to roam freely. There is a large desk sits an empty chair, and standing behind it is a beautiful Morganian. Like most of her race, her skin is very fair, almost white.

This is Tan Shilley, owner of Shilley's place. Shilley could be quite useful to the PCs. If the relationship is friendly, she will be able to give the Rebels information and answers they could not get otherwise. If friendly, Shilley explains in detail the mood of the city and planet, confirming the PCs observations.

She hints at some sort of "power" that Moff Bandor wields. "Some say he was granted occult powers by Lord Vader himself. I have seen strong, nasty men taken to the palace and come back broken, but not a mark on their body. No burn points from bring put on a scan grid. No synaptic disruption from a torture probe. Nothing."

If you decide that a mutual sense of trust and interest has been established between Shilley and the PCs, she confides that there is dissent on the planet, fired by the few Rebel elements that have survived Bandor's attention. There was recent talk of one man who was once a farmer who came to town to recruit allies to rebel. He disappeared and nothing more was heard of him.

If the PCs are not suitably polite and friendly to Shilley, she will tell them nothing without getting well paid for the information. Threats are all but useless against her: she's got a lot of muscle in the local underworld. If the PCs damage her or her establishment, they'll wish they hadn't. Moreover, her influence extends to the Black Sun and Hutt cartels across the planet and in the surrounding sectors of space, and the PC's can expect trouble that follows them long after they leave Questal behind.

**Tan Shilley
(Nemesis)**



Skills: Charm 3, Computers 1, Cool 2, Deception 2, Knowledge (Underworld) 2, Melee 2, Negotiation 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Natural Charmer (may reroll the results of one Charm or Deception check once per session).

Abilities: None.

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

EVENT 5: SWOOPER TROUBLE

Toward the end of the conversation, sounds of an argument and struggle can be heard coming from the bar. The monitor screen on the wall will show Snufftalon tussling with five swoopers who are making a lot of trouble. The swoopers aren't quite drunk enough to draw weapons in Shilley's (a very foolish thing to do), but they are drunk enough to try to take out a Wookiee in close combat. Someone, apparently the Swoop gang's leader, stands near the door, egging his men on.

If the PC's intervene to help the Wookiee, he will get the upper hand in short order. Otherwise, there will be a few minutes of combat before it becomes apparent that Snufftalon is going to put down the bikers. In either case, when the situation is clearly no longer going the way of the Nebula Masters, the leader will make a rapid exit.

At that point, the PCs will notice that the locator signal on their comlink is beeping. Tiree's pendant is somewhere close, but according to the signal, moving rapidly away.

The pendant is around the neck of Bim Maldeen, the leader of the Nebula Masters ... who, at this moment, is zooming away on his swoop. If they move quickly, the PCs can zip out the front door and grab swoops from the beaten gang members and take off after Maldeen.

Nebula Masters Swoop



Vehicle Type/Model: Swoop/Flare-S.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 350 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 1.
Cost/Rarity: 6,000 credits/3.
Customization Hard Points: 2.
Weapons: None.

Bim Maldeen (Rival)



Skills: Brawl 1, Piloting (Planetary) 1, Ranged (Light) 1, Streetwise 1.

Talents: None.

Abilities: None.

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

OBSTACLES

Bim knows the city well, and will zip down the streets at perilously rapid speeds, using all of the available terrain—pedestrians, bridges, open buildings—to throw off pursuit. It is impossible to track his progress from high in the air; if the Rebels want to keep up with him, they will have to follow at nap-of-the-earth. This is very dangerous, indeed. Use the following obstacles during any chases through Gralleenya whenever the PCs gain on Bim.

THE HOLO-RANCOR

They certainly build some of these streets very narrow. Not conducive to an easy chase. All the people and vehicles and the Rancor ... The Rancor? From around a corner comes the huge head, teeth agleam with dripping saliva, waiting to engulf the oncoming vehicles.

The Rancor is a holo-projection for a parade. The operator wears a keyboard control on a strap that goes around his neck. Because of the speed of the chase, give the PCs **Hard Vigilance checks** to see if they recognize the Rancor as a hologram. If successful, they can go right through it, if they think it is real, however, they must make a **Piloting (Planetary) check** based on their speed. The heavy traffic and Rancor will give them ■■ Hazard setback dice for the roll. Should they fail, play it up—look grim, ask for the hull trauma threshold of the swoop, etc before letting them off the hook.

TRAFFIDROID

Gralleenya uses the latest technological advancements to keep traffic flowing. That round object with the four arms is the latest TraffiDroid model, designed to register vehicular flow and tell it when to move through crowded intersections. Right now, it's telling you to stop.

The problem isn't so much the Droid as the traffic moving across the intersection. The PC's must again make **Piloting (Planetary) checks** based off of their speed to skim over the traffic (which adds ■ Hazard setback die), flying very close to the TraffiDroid. This upsets the Droid's gyros, sending it spinning, causing any PC's after the first to get an additional ■ Hazard setback die from the Droid's flailing limbs. The Droid will also record the numbers of the swoops going by, in case the PC's are using their own vehicle.

SAIL BARGE

During the Gala, owners of sail barges are making a fortune carrying small parties around the city. The captain provides food and drink (and anything else his passengers require) and then cruises over the lower buildings in the city so the passengers can enjoy the Gala while remaining safe from the dangers of the street.

Have the PC's make a **Piloting (Planetary) check**. There are no setback dice on this roll, but should the check result in ☉☉ or more threat, then the PC has managed to crash into the sails of the barge, ripping the cloth and carrying a portion of it on their head. Until they remove it, they'll be flying blind! Add ■■■ Hazard setback dice to all checks until the debris is cleared.

SQUALSPINNER

Remember when you were young and the star carnivals came to town? You'd line up for hours to get tossed into the SqualSpinner. Once in the spinning column of air, you could spin and turn and tumble to your heart's content. Well, there's one in your path now.

The SqualSpinner sets up a controlled tornado. Patrons are put into it and they have a great time doing gymnastics. It's safe—except when maniacs on swoops fly through it. Then the patrons can be scattered to the winds.

It takes a **Piloting (Planetary) check** with no setback dice to avoid crashing into the column. Note, however, that Bim tore straight through the Spinner, sending several riders into the air (how many is up to you). Make it clear to your players that if they do not rescue the hapless victims, deaths will ensue. In addition to making **Piloting (Planetary) checks** to reach the flying victims, a PC will need to make a successful **Hard ♦♦♦ Brawl** or **Coordination check** to catch them safely. The good news is that they will have two checks on each victim to save them, as they are considerably high in the air.

IMPERIAL ENTANGLEMENTS

After all you've avoided, it looks like you might finally be gaining on the swooper, but what is that wailing sound? Sirens? Uh-oh. A quick look behind you shows an Imperial Biker Scout on an Aratech 74-Z military speeder bike. He looks very determined ...

The last thing the Rebels want to have is the Empire involved. They will now have to lose the Bike Scout before they capture Maldeen. Too easy? Well, the Biker Scout can start firing his Light Repeating Blaster.

Aratech Z-95 Military Speeder Bike



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/Rarity: 3,000 credits/4.
Customization Hard Points: 2.
Weapons: Forward Mounted Light Repeating Blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

Imperial Biker Scout (Rival)



Skills: Gunnery 2, Piloting (Planetary) 2.
Talents: None.
Abilities: None.
Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), trooper uniform and helmet (+1 soak).

EVENT 6: MALDEEN SPEAKS

Assuming the PCs capture Maldeen, they will want to interrogate him.

Maldeen got Tiree's pendant out of a Y-Wing that they found stashed in a burned-out building. "We was takin' blaster practice when a wall collapsed, and there she was under a plasti-shroud. Boy we thought we had it made. We could've been top swoop gang in the quadrant!"

"We just couldn't get the flaming thing running! Every time we tried to get it started, that Droid inhibited the system! 'N we couldn't take out the Droid with-

out blowing the 'wing's compsystems, you know? So we slapped some paint on her and drug her to Honest Ellam's speeder lot. If anyone can get past that Droid, he can."

Maldeen took the pendant because "it looked nift, ya know?" He knows nothing else about Tiree or why he came to Questal.

Whether Maldeen informs the authorities about the Rebels on Questal is up to you, but keep in mind, if the adventure looks like it is becoming too easy, you can always send gang members or local hoods after the Rebels or decide that Maldeen informed the Moff of their presence.

If the PCs fail to overtake and capture Maldeen during the swoop chase, you will have to improvise their attack on the swoop gang's headquarters (the Ugnought back at Shilley's can get them the general location). There are about 20 gang members there, but only 12 of them have blaster pistols, the others will use make-shift clubs from tools or sports equipment.

EVENT 7: HONEST ELLAM

"Turn your speeder into credits!" "Is your cloud car the pits?" "Soaring vehicles, not prices!"

These are just some of the signs posted around Honest Ellam's Used Speeder Lot. Parked throughout the lot are speeders, cloud cars, swoops, skiffs, and other repulsorlift craft in carrying condition and prices.

Overall Honest Ellam lives up to his name when representing the condition of the vehicles he sells. He's not that honest about their histories though; he will cheerfully purchase a stolen speeder and change the numbers and programs to eliminate tracing it to the rightful owner.

Unless running from the law, the PCs can arrive openly at Ellam's. Shortly after they begin looking at the vehicles, a friendly voice booms out.

"You're just in time, friend. I was going to put that baby on sale: 25 percent off. You can't pass up a deal like that!"

A quick look around reveals nobody in sight. You look puzzled; above you, you hear a chuckle. A flying humanoid settles to within about a meter of the ground. A small, blue-skinned Toydarian less than a meter tall with a large head floats on fluttering wings, his large, solid red eyes glistening with good humor.

Ellam will be all smiles as long as he thinks the PCs are here to buy a speeder. If they try to strong-arm him, Ellam signals his Gamorrean bodyguards to deal with the PCs. If he begins to suspect the Rebels are after more than just a new vehicle, he becomes cagey, though he is always open to an "inducement" to talk.

Once a relationship of trust or greed is established, Ellam shows the Rebels the Y-Wing. It is in the back of the lot, hidden safe among some skiffs and cloud cars in disrepair.

On the way back to the Y-Wing, a mouse Droid rolls up. The Droid's retractable manipulator arm extends a datapad, which Ellam looks over and then punches in a few numbers. As the black, box-like Droid drives off, Ellam boasts, "Great little things. Not only are they good for running errands, but they help keep the place safe at night. Them and the caniphants."

He gestures over to a force cage where three creatures can be seen. They are four-legged, with high shoulders and large muzzles. Their noses end in tapered snouts.

The Y-Wing is partially covered with a plastishroud, more to conceal it from discovery than to protect it from the elements. It has been painted a horrendous shade of dark green. When Ellam shows the Y-wing, he will start his spiel;

"You won't find anything like it for sale anywhere else in the system! We've refurbished the entire interior, wiped out the old programming. We'll install whatever navi-program you want. All you need is an astromech Droid and you're set to go!"

Ellam's expert techniques were able to deactivate the links between Tiree's Droid and the Y-Wing to remove the Deo, but they haven't the knowledge or expertise to deprogram him, so they removed his legs and keep him in storage room where he can chirp and whistle to his motivator's content without annoying them.

Ellam is asking 75,000 credits for the Y-Wing, cash only, please. In reality, he's selling it rather cheap, but he doesn't have the contacts to move this kind of specialty item. If the PCs wish to dicker over the price, he'll go as low as 50,000 credits, but that is his final offer. Of course, we don't actually expect the PCs to have enough money to but the Y-Wing, but clever Rebels may wish to pretend to be interested in buying it to gain Ellam's confidence.

An added large "inducement" or bit of persuasion will get the Rebels access to the Droid; Ellam will throw it in free with any deal to purchase the Y-Wing.

Honest Ellam (Rival)

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

Skills: Charm 2, Cool 2, Deception 3, Negotiation 2, Perception 3, Streetwise 2.

Talents: Natural Negotiator (once per session, the character may reroll any one Cool or Negotiation check), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Toydarian merchant once).

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), loaded chance cubes, dataslate.

Gamorrean Bodyguards (Rival)



Skills: Brawl 3, Melee 3.

Talents: Knockdown (after hitting with a Melee attack, the attacker may spend Ⓢ to knock the target prone).

Abilities: None.

Equipment: Crude Gamorrean vibro-ax (Melee; Damage 7; Critical 4; Range [Engaged]; Pierce 2, Vicious 3).

SKULKING ABOUT ELLAM'S

If they have not gotten the information they are looking for openly, the Rebels can sneak into the lot after hours. They have to contend with the Caniphants and mouse Droids that regularly patrol.

The mouse Droids are modified MSE-5 general purpose Droids, similar to the ones used as messengers on Star Destroyers. They scurry among the vehicles constantly searching for intruders. If they detect anything larger than rat-sized, they signal the Caniphants and a beeper on Ellam's wrist comlink. Ellam will arrive with his Gamorrean bodyguards to investigate within about ten minutes.

The Droids can be jammed, but the jamming device takes time and equipment to build. The equipment is available through a patron at Shilley's, or the Rebels can make their own contacts. Once they have the equipment, the builder must pass a **Hard** ◆◆◆



Mechanics check to build the jammer.

The Caniphants, should they be called, are dangerous beasts indeed. Ellam uses them to keep the speeders clean, as they can use their snouts like high-pressure water hoses. They can use their snouts as weapons as well, spraying with lethal force when they need to.

Caniphants (Rival)



Skills: Athletics 2, Brawl 2, Cool 1, Vigilance 1.

Talents: None.

Abilities: Silhouette 2, Water Blast (spit a stream of water as a ranged attack).

Equipment: Bite (Brawl; Damage 7; Critical 3; Range [Engaged]; Pierce 1), water blast (Ranged [Heavy]; Damage 5; Critical 4; Range [Medium]; Knockdown, Slow-firing).

EVENT 8: R2-D0 I PRESUME?

In the storage room, Tiree's astromech R2-D0 (Artoo-Deo) chirps and whistles his protests over being demobilized and his concern over Tiree. He will recognize the Rebels from their previous encounters, and his dour and urgent chirps will turn to whistles of delight over being found.

Deo (as the Droid is called) lies on its side after an unsuccessful attempt to move using only its retractable tractor leg. Its other legs lean up against the wall of the storage room and must be reattached.

The Rebels can put Deo into the Y-Wing and take off, but it must be done carefully lest they alert the city authorities. They can fly to the burned-out section of the city and hide it in one of the buildings there. Now they must extract the information from Deo to find Tiree.

At your discretion you can have any of the groups the PC's have crossed catch up to them during this process to make it more dramatic.

EPISODE 3: TIREE'S TALE

As the PCs interview Deo, they encounter more snags in their quest to find Tiree, eventually leading to a thrilling chase and escape from a floating party above the city

THE DEO TAPES

The Rebels may hope to get a record of Tiree's actions by activating Deo's memory. When requested, Deo chirps excitedly. His lights flash and he spins his top—and then falls silent.

Ellam's mechanics have jumbled Deo's memory circuits, erasing many of them. If a Rebel passes a **Daunting ♦♦♦♦ Mechanics check** he will diagnose the problem and retrieve what Deo still remembers. After several minutes' work, the following holos appear:

- An attractive Morganian woman sits behind a large desk looking very businesslike. The PC's can identify her as Shilley.
- An attractive humanoid woman with dark hair and eyes. She appears very worried and sad, but suddenly looks up and a radiant smile breaks on her face. She starts to rise with arms extended, but then the image sputters and fades out. This is Tyerle and her reaction at first seeing Tiree. If the PC's don't recognize her as the woman they saw at the Parade, allow them to flip a Destiny Point to remember.
- A rag-tag group of people assembled in a dimly-lit area, some faces fade in and out. In the foreground at one point is the image of the back of a man dressed in a Rebel uniform: Tiree; he is having an argument with another man ... flicker ... fade out.

The Rebels can replay these scenes as often as they like, but the astromech cannot change, augment, or intensify the images because of the damage to his memory. After a few moments of this, Deo will begin beeping impatiently. He is annoyed at his inability to remember; he also wants to go out and find Tiree as quickly as possible.

Deo's personality hasn't changed much since the "Rebel Breakout" adventure. Refer to that module to find out more about how to play Deo. In this adventure, Deo will be obsessed with finding Tiree. The symbiotic relationship between them is strong and Deo doesn't want to have to break in a new master. However, being a Droid, he doesn't understand subtlety. Left on his own, he would travel from building to building throughout the city, pushing open doors and scanning the premises—completely oblivious to the protests of the inhabitants.

FIRST THINGS FIRST

The PCs have three choices: they can attempt to find the black-haired woman, find the group Tiree was speaking with, or go back to Shilley's. The last is most likely (or at least the easiest).

Back at the bar, the PCs can pick up their interrupted conversation with Shilley. The Morganian immediately recognizes Deo; the Droid accompanied Tiree when he came to the bar looking for information about the Imperial Palace. Shilley never went to the palace; as much as it pained her to lose a commission, she suggested that Tiree try to deal with Turf Boss Mosh Pelkan.

If Shilley and the Rebels are getting along, she tells them about a party Pelkan is giving that night and offers to take them on her invitation. She doesn't want to know what the Rebels are after, but they might like to know that Pelkan's parties attract a wide variety of people ... including members of the Imperial Security Bureau. She will also suggest the Rebels do something about their outfits.

"It's a costume gala, darlings ..."

If the Rebels haven't established good relations with Shilley, they will have to cross her palm with some cold hard credits before she will give them the information. It will take quite a bit of money to get her to take them in on her invitation; otherwise they will have to find their own way in.

EVENT 9: PARTYTIME

Mosh Pelkan lives in the large round penthouse of the luxury hotel he operates in his district. Entry is via lifter platform, a small round repulsorlift that moves only vertically. The Gamorrean guards check invitations on the ground and the guests rise to the penthouse.

Once in the lobby, more armed Gamorreans scrutinize the guests, subjecting any suspicious looking ones to a scan for blasters or other weapons. The Rebels will need to make **Easy ♦ Deception checks** to avoid the scan; if anybody fails, the guards will scan the entire party. If they find any weapons, the Gamorreans will be annoyed; it will take a **Average ♦♦ Negotiation** or **Charm check** to get the Gamorreans to let the PCs in anyway (without weapons of course).



Gamorrean Bodyguards (Rival)

4	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 14		M/R DEFENSE 0 0	

Skills: Brawl 3, Melee 3.

Talents: Knockdown (after hitting with a Melee attack, the attacker may spend ⚔ to knock the target prone).

Abilities: None.

Equipment: Crude Gamorrean vibro-ax (Melee; Damage 7; Critical 4; Range [Engaged]; Pierce 2, Vicious 3).

The smooth, 150 meter trip to the penthouse will give the PCs a chance to admire Pelkan's headquarters. The luxury dwelling is a diamond in a junk heap, and the buildings surrounding it pale in comparison.

The mushroom cap of the building is Pelkan's private dwelling, literally a mansion in the sky. Pelkan himself does very well. The multi-floored dwelling sports the finest artworks from at least 16 sectors, including a rare Bespin gas gem with its constantly shifting interior.

When the Rebels arrive the party will be in full swing. There are creatures from at least a hundred planets in all shapes and sizes.

THE GUESTS

The party itself is filled with minor NPCs and local toughs and gangsters. You may play them any way you wish. Some include:

Underworld Recruiters: They come in all shapes and sizes. Some are looking for new blaster talent and will approach any PC who handles themselves well. Others seek attractive members of any race to entertain clients.

Self-Important Toadies: These are gangster lieutenants and bodyguards who try to impress members of the opposite sex with their importance. They also try to show how tough they are by trying to intimidate people larger than they are.

Golddiggers and Gigolos: Usually very attractive and charming, but not too bright, these people live by attaching themselves to rich and/or powerful people. They are experts at flattery and con-artistry.

IMPORTANT PERSONAGES

In addition to the riff-raff, there are a number of important NPC's the Rebels should meet while at the party.

Mosh Pelkan (Nemesis)

Anyone who visits Pelkan's home will have their chance to meet the infamous Mosh Pelkan. This purple tinged Twi'lek originally arrived on Quesal with the intention of prospecting, but Mosh soon found that he could turn a better profit importing certain contraband items for other prospectors. His well established power base earned him a district of the city when Moff Bandor came to the planet.

Though greedy, Pelkan likes his luxurious life-style and will do little to endanger it. He will sell the Rebels information about the Moff, if they can convince him that they aren't undercover ISB agents.



Skills: Astrogation 3, Charm 2, Cool 3, Gunnery 3, Knowledge (Underworld) 3, Ranged (Light) 3, Piloting (Planetary) 3, Piloting (Space) 4, Skulduggery 2, Streetwise 4, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Master Pilot (once per round, suffer two strain to perform one Pilot action as a maneuver), Skilled Jockey 2 (remove ■■ from all Pilot checks).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defense, +1 soak), YT-2400 Freighter (see page 265).

Ref Mawber (Rival)

The Imperial Security Bureau is everywhere. Moff Bandor learned from the Emperor's example: have spies everywhere. Bandor has a network of spies throughout the planet. At this party, it's Ref Marber.

Marber uses his facile tongue and good looks to infiltrate and report on the Turf Bosses. When Tiree showed up at Pelkan's looking for information, Mawber recognized him from reports filed by his friend Mar Barezz (see "Rebel Breakout" for more information). He informed the moff's security officers; when Tiree entered the palace, they were waiting for him.

Since the Rebels are strangers on Quesal, Maw-

ber will be interested in them. He introduces himself as a rich merchant's son who hasn't got time for the family business. He happily imparts useless, mildly treasonous-sounding rumors and information to them, hoping to provoke an equally treasonous response. If they bite, he will report details of the conversation to the Moff.



Skills: Brawl 2, Charm 2, Coercion 2, Deception 2, Ranged (Light) 2, Streetwise 2, Vigilance 2.

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

Abilities: None.

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

Lanni Peggann (Rival)

Ref Mawber isn't the only undercover operative at the party. Lanni Peggann, posing as a servant, noses around for the Rebellion.

If the Rebel characters have a Duty score of 2 or higher, you can give Peggann a **Perception check** to recognize them. Refer to table 9-3 in the Age of Rebellion Core Rulebook. The difficulty of the **Perception check** begins at **Daunting** ♦♦♦♦ and lowers by one for each Contribution Rank bracket the PC's belong to, becoming **Easy** ♦ should the PCs be Members of High Command. If PCs exist in multiple different brackets, use the highest characters Duty to determine to the difficulty.

Even if she does recognize them, Peggann understands the importance and difficulty of maintaining a cover such as hers, and won't blow her cover unless she has to.



Skills: Charm 2, Cool 1, Deception 1, Negotiation 2.

Talents: Kill with Kindness 1 (remove ■ from all Charm and Leadership checks).

Abilities: None.

Equipment: Comlink, datapad, robes (+1 soak).

CHIT CHAT

A steady flow of hors d'oeuvres, drinks, and chatter in about 16 alien languages provide an undercurrent to the music of Mirt Alpitt and the Dust Storms (their name belies the soft, almost classical repertoire they feature).

The party will be in full swing when the penthouse takes off. The entire mushroom cap detaches from the tower, and powerful repulsors lift the penthouse into the air, where it begins a stately tour of the city. The mansion will stay aloft until the wee small hours of the morning, coming back to dock just before dawn. The cuts off any easy escape route for the Rebels (though they can't see anything to escape from).

In addition to the information gleaned from conversations with Pelkin and Mawber, the Rebels can pick up rumors and information by mingling with the other partiers.

- “Moff Bandor is one of the greatest leaders, life quality on Questal has improved greatly!” (False—except for those started out rich and played along to stay that way)
- “The Moff wields the Force and was trained by the Jedi during the Clone Wars.” (False, but the person will describe how they saw Bandor “Melt an assassin.” They never saw it and they shouldn't believe things they read at the market check-out counters)
- “The Rebels have been wiped out on Questal and are surrendering all over the Empire.” (False, but the Rebels would be unwise to get involved in a debate about it)

AN EVENING'S ENTERTAINMENT

There are a lot of rooms in the floating mansion for the PCs to investigate (see the following page). They will find nothing untoward, just a lot of jewels, credits, objects d'art. Nothing about Tiree or where to find him.

If they spend too much time snooping about, throw a couple of drunken guests, servants, Droids, and security guards at them, requiring **Stealth**, **Deception**, **Charm** or **Coercion** checks to fool or avoid them.

When they tire of the unsuccessful searching, or if they seem content to stay at the party without searching, read the following;

A few hours into the party, Pelkan takes over the microphone and announces that the evening's entertainment is about to begin. An excited buzz runs through the crowd; Shilley gives a small shudder.

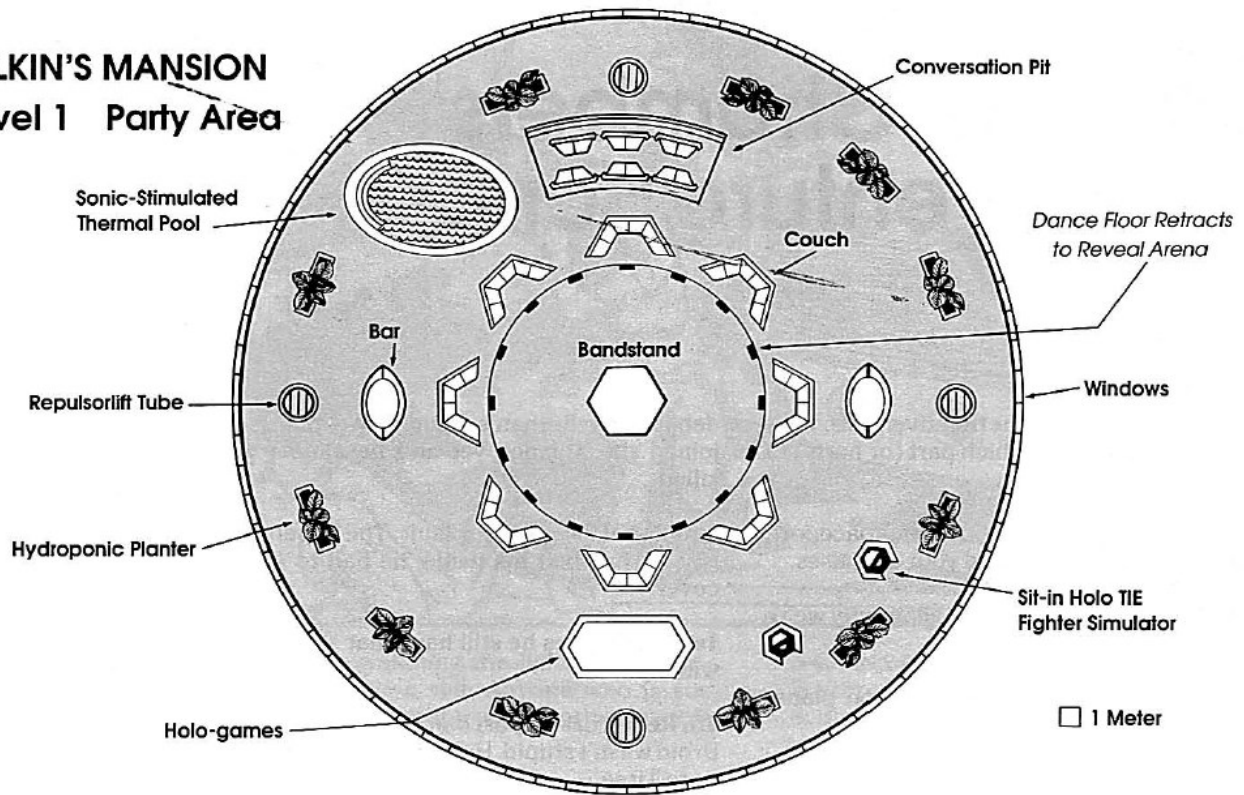
Pelkan continues, “During this time of celebration for our magnificent Moff, the city is alive with entertainment. We are here to drink to his health and wish him well ... even if he can't be here to join us. But when he is here, the Moff delights at our little tournaments.”

The crowd starts to move to the perimeter of the large open air dance floor.

“And tonight we have a special match-up, just for all of you, my special friends!” Cheers ring out, as the furniture in the center of the room rises to the ceiling and the floor irises open.

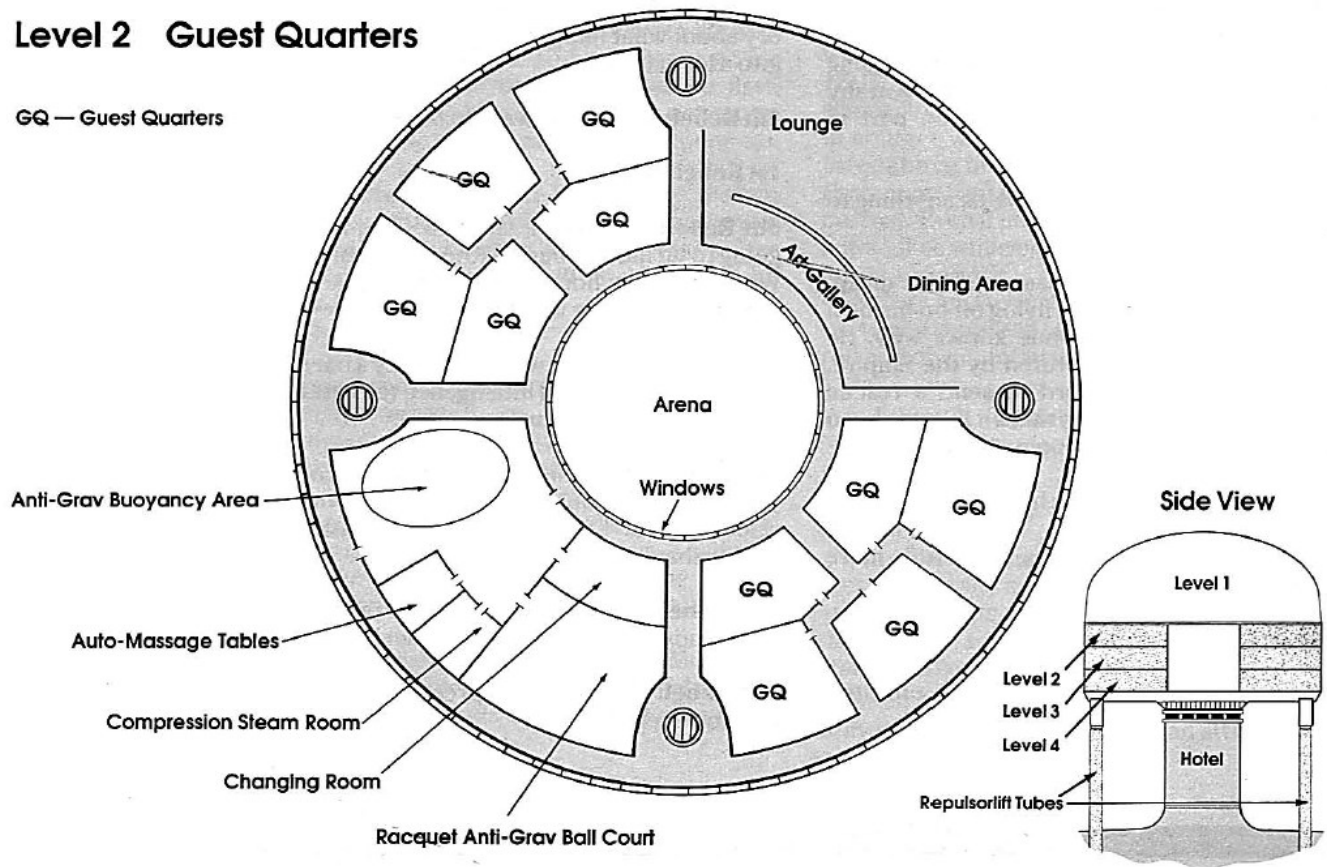
The main attraction of the evening is a battle to the death between Pelkan's champion, Cromag, and two challengers. The fight takes place in the round arena, with floating metal discs ranging in size from one to two meters across. At some point during the evening, one of the Rebels will enter the arena to do battle with Cromag. To give them a chance to evaluate their opponent, read to them the following description of the fight, embellishing where necessary.

PELKIN'S MANSION Level 1 Party Area

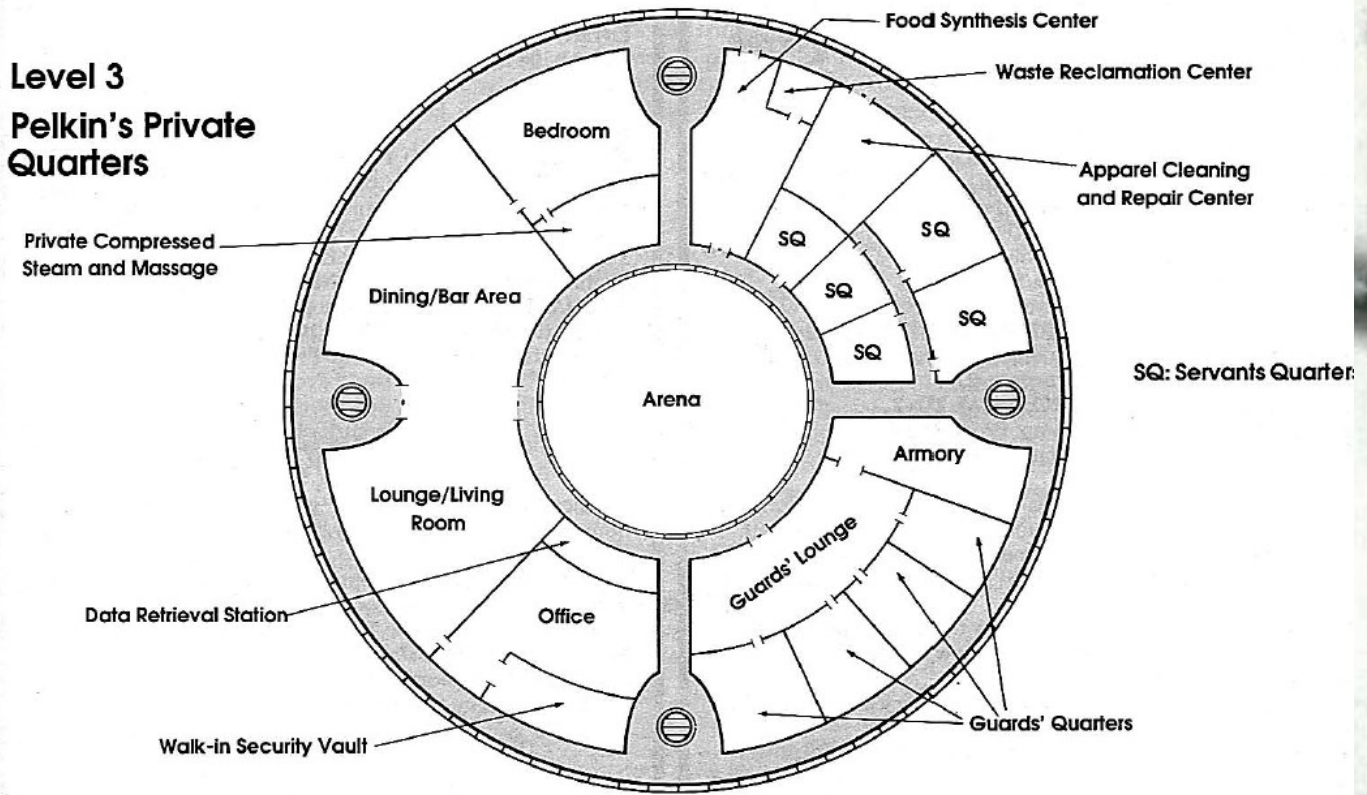


Level 2 Guest Quarters

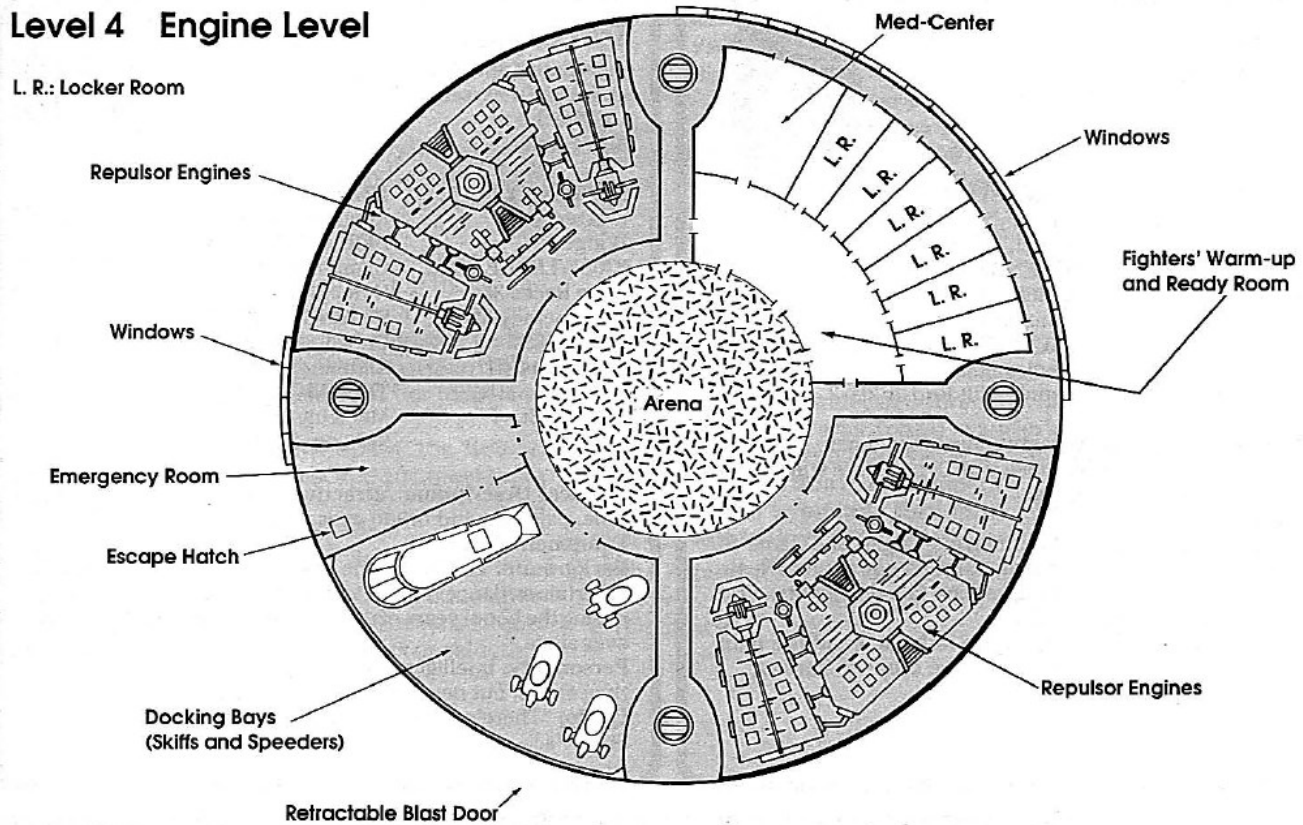
GQ — Guest Quarters



Level 3 Pelkin's Private Quarters



Level 4 Engine Level




The lights dim in the rest of the room and come up on the arena. Pelkan speaks, "Right here—tonight—we have a battle royale!" The discs on the bottom of the arena begin to float in the air and move slowly around the arena.

Suddenly part of the arena wall moves aside and in walks a humanoid. He is two and half meters tall and like a "V", with overdeveloped shoulders and arms. He walks with grace to the center of the arena. Though he is dodging the discs, he makes it appear that they are getting out of his way. The audience murmurs "oohs" and "aahs" of appreciation. "My friends," Pelkan continues, "Cromag!"

The giant raises his hands in the air, bringing forth a loud round of applause from the throng.

Two more doors slide open and in walk a Gamorrean and a Wookiee. Even the Wookiee is dwarfed by Cromag. All three combatants are dressed in abbreviated costumes, and carry no obvious weapons. Wall panels in the arena slide back, revealing a variety of weapons: gaffi sticks, vibroaxes, vibroblades, blaster pistols.

The match begins. The battle is fought from the repulsor discs. No one touches the floor.

Give the PCs a moment to make a **Hard**  **Perception check**. Success detects a hint of ozone in the air, as if the atmosphere was ionized.

The reason no one touches the floor becomes apparent when, while hanging off one side of a disc, the Wookiee's foot brushes the floor. He gives off a pained scream as a loud "crack!" sounds and the whiff of burnt fur wafts through the air. The floor is electrified.

The first victim is the Wookiee. Cromag leaps onto a rising disc and then back flips off onto the Wookiee. He pinions the Wookiee's head between his legs and, with a seemingly effortless flex, snaps the Wookiee's furry neck.

The Gamorrean grabs a blaster off of the wall and fires, but it is empty. He then grabs a gaffi stick and jumps across the discs to Cromag. Cromag nimbly leaps out of range onto another one of the discs and then another. With his powerful legs, he pushes the first disc into the Gamorrean, who is forced off the disc himself, just managing to catch onto the edge at the last second. He hangs there as Cromag approaches. With deliberate slowness, Cromag stomps on the Gamorrean's fingers. The creature, with the crack of broken finger-bones, loses his grip and falls to the floor with a shriek. It is met with a crackle, rising smoke, and then death.

The crowd loves it.

CHIT CHAT

There are two action scenes likely to occur at the party; one or more of the PCs will end up in the arena battle against Cromag, and, following that, the PCs escape from the mansion.

The question arises: Why would the Rebels get into the arena? The short answer is, because you force them in, or con them into wanting to go in. Here are some examples;

- Pelkan will not give them any information or help unless they can defeat Cromag
- The Rebels are recognized (especially if Ref Mawber would have some reason to identify them from Mar Barezz's reports) by the ISB agent and thrown into arena for disposal (and the delight of the party)
- The Rebels, thinking they are in danger from Pelkan or Mawber, offer a challenge in hopes of getting their hands on a few weapons
- In defending Shilley's honor, the Rebels insult another guest and are put in the arena as penance
- The Rebels want to get into the arena. While the Rebels are watching the fight give each PC a chance to succeed at an **Average ♦♦ Vigilance check**. Success indicates that they spot a blaster pistol with an ornate handle on the wall of the arena. They identify it as Tiree's.

THE BATTLE IN THE ARENA

Combat starts out as hand to hand. Cromag has absolute confidence in his ability to kill anyone with his bare hands, so he does not go for weaponry unless his opponent does so first. Besides which, grabbing at weapons is not necessarily a good tactic: not all the weapons are operational.

To make the game "more interesting" Pelkan has arranged that half the blasters have no power packs, half the vibroaxes and vibroblades are inoperable, and half the gaffi sticks cannot be removed from the wall.

The battle in the arena involves a lot of jumping,

leaping, and brawling.

- Jumping from one disc to another empty disc requires an **Average ♦♦ Athletics check**
- Jumping onto an occupied disc requires a **Hard ♦♦♦ Coordination check**. Should the check be successful, then the acting character must immediately make an **Opposed Brawl check** against the current occupant. If the check fails, the acting character is knocked from the disc, if it succeeds the opponent is knocked from the disc. The character knocked from the disc must make a **Hard ♦♦♦ Athletics check** to land safely on a nearby disc. Failure on this check indicates the character falls to the floor
- The floor is electrified. Upon making contact with the floor, a character will take 5 wounds in damage that ignores soak. Additionally, the character must succeed in an **Average ♦♦ Resilience check** or be paralyzed by the coursing current, taking an additional 5 strain damage (also ignoring soak). Each round they maintain in contact with the floor, they continue to receive the damage and make a new **Resilience check**
- Grabbing a weapon off of the wall requires a **Hard ♦♦♦ Coordination check**. The wall panels spin, creating an ever shifting selection of weapons at any given location. This means in order to determine what weapon is available to a character when they reach a given position, roll a Boost die and a Setback die and consult the Boost die to determine the type of weapon, and the setback die to determine the condition;
 - Blank: Vibroblade
 - Advantage: Vibroaxe
 - Success: Blaster Pistol
 - Double Symbol: Gaffi Stick
 - Blank: Normal
 - Failure: Inoperable
 - Threat: Breaks after 1 use

- Getting out requires activating the exit doors from the bottom of the arena. In addition to figuring out a way to not touch floor while doing this, it also requires either a **Hard** ♦♦♦♦ **Mechanics** check or a **Daunting** ♦♦♦♦ **Computer** check and one uninterrupted round to work.

If the PCs want to get to Tiree's blaster, they will need to ascend three discs from their starting position. After they clear the first two discs, Cromag (if he hasn't been distracted) will get wise to their route and land on the final disc to block them. Should they take the third disc, then any "blaster" results automatically result in Tiree's heavy blaster pistol (Damage 8, Crit 2, Stun setting, Superior). Tiree's heavy blaster pistol is fully operable.

Should the PC's defeat Cromag, Pelkan flies into a rage and sends for his guards. Unlike earlier, these are humans (Gamorreans can put such a damper on a nice party) and armed with standard blasters.

If the PC's look to be losing, the other Rebels can jump in and help. If the Rebels are helpless, then they will get help from a surprise source: Peggann will throw a grenade at Cromag, throwing him from his disc and electrocuting him on the floor (which will cause it to short out). Having blown her own, cover, she will leap into the arena with the Rebels and accompany them during their escape.

Cromag (Nemesis)

5	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 6		W. THRESHOLD 20		S. THRESHOLD 13	
			M/R DEFENSE 1 1		

Skills: Athletics 2, Brawl 4, Coordination 2, Melee 4, Ranged (Heavy) 2, Vigilance 2.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Deadly Accuracy (adds his ranks in Brawl to all damage inflicted with fists 3), Lethal Blows 2 (adds +20 to Critical Injury rolls against opponents).

Abilities: None.

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

Security Guards (Minion)

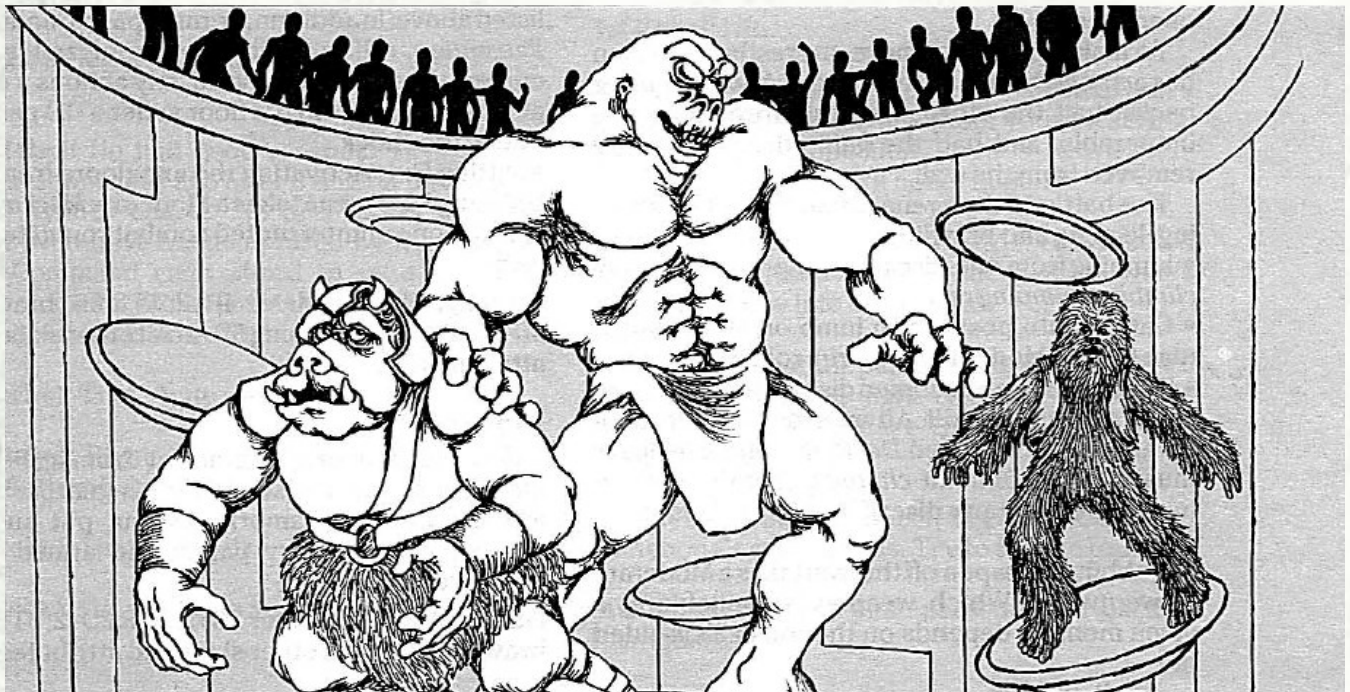
3	2	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 6		M/R DEFENSE 0 0	

Skills (groups only): Brawl, Coercion, Melee, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range: Engaged; Disorient 3).



THE CHASE

The guards will chase the PCs through the mansion until the capture is effected or the Rebels get out. There are several ways the PCs can effect their escape and get off the mansion:

- Get to the repulsorlift station and perform a **Daunting** ◆◆◆◆ **Mechanics check** to quickly modify the lift to lower them to the ground
- Make it to the emergency station and grab a repulsor vest. The vest will slow their descent when falling to enable a safe landing
- Jumping into thin air. If it looks like the Rebels are about to be captured, you can have another vehicle (like a skiff or sail barge) pull up, the passengers and crew curious about the activity on the floating mansion. The PCs will have to smash or shoot their way through the window and then make a **Hard** ◆◆◆ **Athletics check** to leap from the mansion to the other vehicle

REMEMBER ME?

As Shilley was the one who brought them into the party, she's in a bit of jeopardy herself. When, after a long and harrowing chase or running gun battle, the Rebels reach their objective—the repulsorlift, escape station, whatever—Shilley is waiting for them. She nonchalantly asks "What took you so long?" and then calmly begins shooting at anyone chasing them (she "borrowed" the blaster pistol from a guard who was paying too much attention to her body and not enough to her fists).

If Peggann does not accompany the Rebels, you can arrange for her to escape and meet them on the ground.

WHAT A WASTE!

Once safely away, Peggann will introduce herself to the characters and offer to take them to the Rebels hideout. If the Rebels are suspicious or reluctant to go with her, she will remind them that Pelkan is one of Moff Bander's District Commanders, and that word will be out to pick them up ... or have them shot on sight. They need a place to hide.

Shilley will insist that they go with Peggann. Shilley is more than a little irritated with the Rebels; she knows there is probably a warrant out for her and she is going to have to get off-planet quick. If the Rebels left Deo at Shilley's she will send word and have Snufftalon meet them with the Droid.

Once out of the city, Peggann will lead the Rebels through the Waste to a cave hidden by some sparse brush. They will descend into a cavern where the Rebels have established a sanctuary. The PCs will recognize the cavern as the scene from Deo's holo-projection.

The Rebels will also find a woman with lustrous black hair accompanied by a passive-looking man. These are the same people they saw at the parade; Tylerle and Rogan.

EVENT 10: TYERLE'S TALE

Once introductions are made, Tylerle will tell her tale;

"We have lived in fear of Moff Bander for years now. Our land was taken and friends arrested ... or just disappeared."

"We took to these caves to save ourselves and try to keep the spirit of Rebellion alive. Peggann here was the most active amongst us. We have often thought of just giving up: we hear every day about how the Rebels throughout the galaxy are surrendering to the Empire."

She will stop for a moment, hoping that the PCs will interject. If they do, she will listen to what they have to say, and any strong narrative or tales of their adventures will be met with hope.

Moff Bander's propaganda has done well in defeating the spirits of the resistance members in the city, and all across Questal. Though the PCs will no doubt defend the Rebellion's actions across the galaxy, they can tell their words only provide hesitant belief in the weary Rebels. Tylerle will continue;

The PCs don't have much choice, do they? They came to find Tiree and the only place to look is the palace.

"My husband," her hand strays to the hair of the passive man, "Rogan also tried to keep our spirits up. He felt he needed one major stand to prove that Bandor was not all powerful. He planned to break in to the Imperial palace and destroy the computer records of Rebel activity on Questal and in the rest of the quadrant. With those records destroyed, we could move about freely and help the Rebellion."

"When he didn't return, I panicked and did the only thing I could. I called on my brother Tiree. He came, of course. By the time he arrived, Rogan was found wandering the street as you see him now. Tiree felt he had to find out what did this to my husband."

"Please, won't you help find Tiree and whatever did this to Rogan?"



Dex Tiree during the Battle of Yavin

EPISODE 4: BANDOR'S PALACE

The PC's infiltrate the Imperial palace only to find themselves tapped with the only way out a mysterious door that leads deeper into the mystery of Moff Bandor's power.

EVENT 11: BANDOR'S GALA

In the center of the city, a giant crown of ebony spikes shoots skyward over the rest of the buildings. Moff Bandor had his palace designed in the style of Imperial City. Thin, sharp spires may resemble the graceful towers of the Emperor's palace, but they miniatures in comparison.

The palace is surrounded by a 15 meter high wall. Anyone planning on blasting through this perimeter will find it as tough as the hull of a starship (Hull Threshold 22, Armor 3). The wall is not impossible to scale, but it will take a **Daunting** ♦♦♦♦ **Athletics** check.

The palace serves as Bandor's home, as well as the seat of government on Questal. On a normal business day, people are always moving in and out. Two officers man the gates, checking all visitors for weapons and verifying their appointments. There are six Imperial Stormtroopers with heavy blaster rifles in an alcove near the gates, ready to join in against intruders.

A garrison of 100 Stormtroopers occupies the palace, providing security and an intimidating presence. They patrol the interior of the perimeter wall and man the look-out towers around the clock.

The courtyard area is also monitored by heat sensitive cameras. The cameras are wall-mounted and rotate constantly, scanning the entire courtyard. The PCs will have to sneak past or neutralize at least three Stormtroopers on patrol.

But there is another way in.

Imperial Stormtroopers (Minion)

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

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

Talents: None.

Abilities: None.

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



THE COURTYARD CARNIVAL

On the day following Pelkan's party, Kersh Lauskner's Traveling Animal/Acrobatic Arcadium will perform in the courtyard of the palace. The carnival is open to the public; it is one of the few chances the people of Questal will get to see the palace that their tax credits built up close.

The Arcadium's performance provides an excellent opportunity for infiltrating the palace. There will be a lot of civilians wandering around the courtyard, making the guards job very difficult indeed. In addition, many of the workers from the palace will be at the carnival, leaving the building almost deserted. Even Moff Bandor himself will be attending the carnival all day, with his usual entourage and six Stormtrooper guards.

Ingenuous PCs may strike a deal with Lauskner to pose as performers in the carnival. It would normally take a **Daunting** ◆◆◆◆ **Charm** or **Negotiation check** to convince Lauskner to let the PC's join the carnival, however there are two methods for reducing this. The first is if they managed to save the Trompa in Episode 1. So thankful is Lauskner for this action, he will agree automatically. The other is if the PCs mentioned they are with the Rebellion; Lauskner is a secret Rebel sympathizer, and can be swayed to help the cause with only an **Average** ◆◆ **check**.

If the PCs manage to convince Lauskner, let the players decide what role their characters will take on in the carnival. The following descriptions of a few of the featured performers may help them decide.

Thew Marstan: Every carnival must have a strong man. In a galaxy where creatures with Brawn of 5 are not uncommon, Marstan is a hit because of his size. Just under one meter in height, he has a Brawn of 7. His act consists of bending metal bars in a knot, lifting a platform with members of the audience on it over his head, and so forth. No one has an explanation of Marstan's strength and he never talks about it.

Madame Suwajda: No one is sure whether this attractive fortuneteller can actually look into minds or is just a good guesser, but her readings are very accurate. In actuality, she has a remarkably high Perception and Cunning (5 Perception, 6 Cunning), allowing her to read people's expressions like a

book.

Sheneel: There may be no more graceful creature in the universe than Sheneel. The spotlights on her turquoise iridescent skin mesmerizes an audience while her long, silver hair moves in tandem with her body. If persuaded, she can distract guards for the Rebels.

The Flying Delmarijes: The group of lithe humanoids perform acrobatics, leaping from floating disks and swinging from anti-grav rods like trapezes. A dexterous Rebel could become part of this act, or use it to swing over some guards to the main door of the palace.

Chirloff: As head clown, Chirloff hires and fires the funnymen of the carnival. While Chirloff is humanoid, the clowns come from all races. They get into make-up and garish costumes and meander around the carnival ground, performing juggling, sleight of hand, and slapstick.

THIS MUST BE THE PALACE

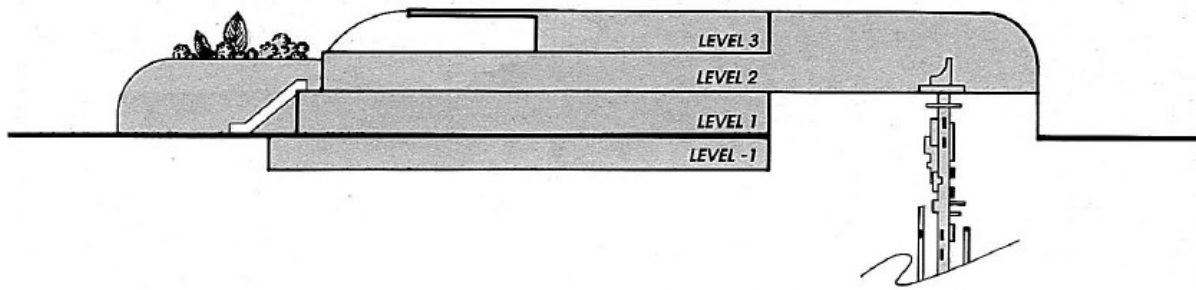
The front door of the palace is recessed and guarded. Someone will have to divert the two Stormtroopers to give the Rebels a chance to get near the door and try to activate the controls. If one of the Rebels provides the diversion, they will have to make an appropriate **Hard** ◆◆◆ **skill check** to divert the guards attention. The specific skill will depend on what aspect of the carnival they have joined.

If requires an **Average** ◆◆ **Computer check** to override the electronic lock and get the door open. The system is hardened, however, and any Rebel attempting the roll will have ■ setback die from the security system. The PCs can attempt to slice the system multiple times, but each attempt requires a new distraction check from the performer distracting the guards.

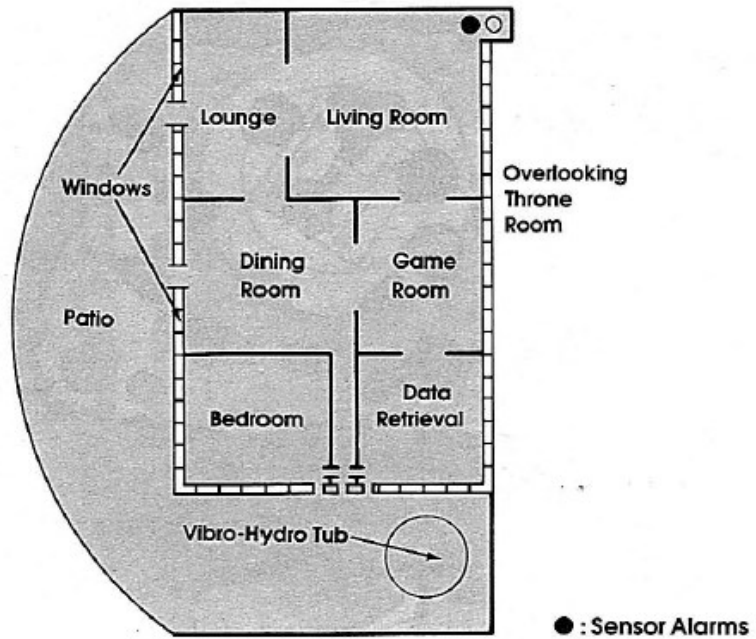
Once inside the palace, the PCs may roam around and investigate to their hearts' content. Sensor alarms are noted on the floorplans on the following page. They can be bypassed with **Hard** ◆◆◆ **Coordination checks**, or deactivated by **Hard** ◆◆◆ **Computer checks**. Again, computer checks will have the same ■ setback die from the security routines. If the PCs deactivate six or more of the

BANDOR'S PALACE

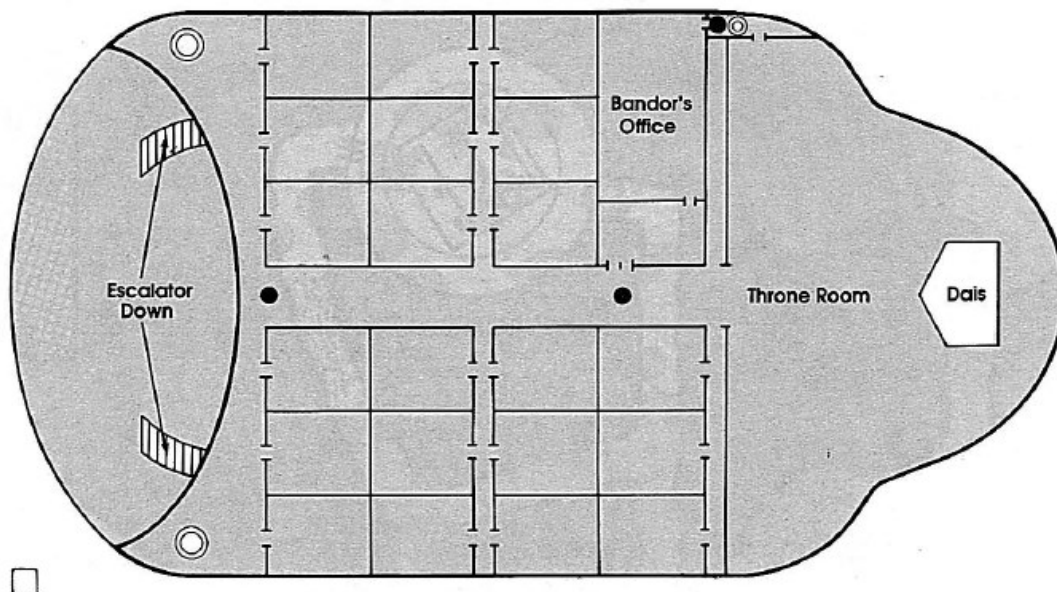
Side View



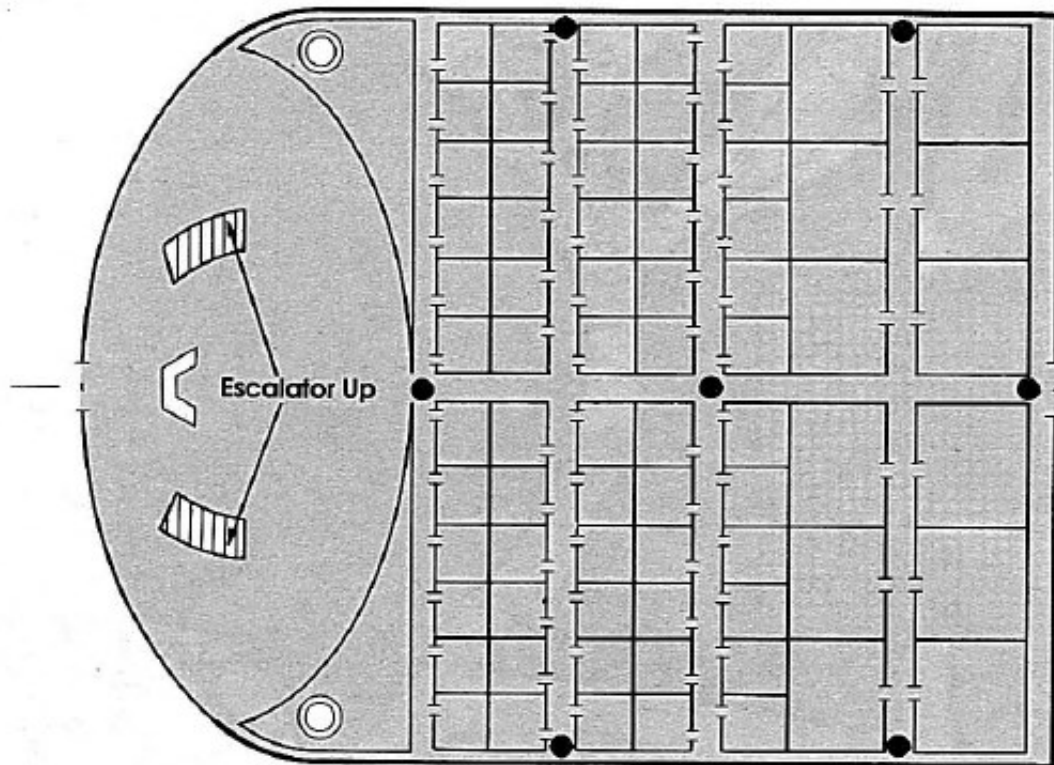
Level 3 Bandor's Private Quarters



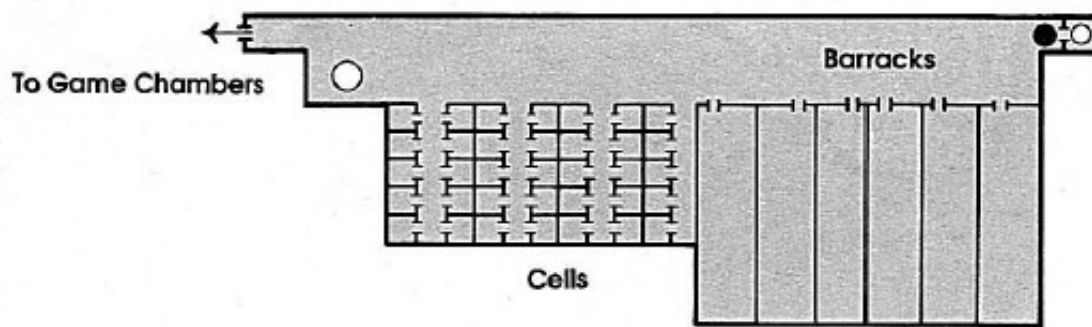
Level 2 Executive Level



Level 1 Office Level



Level -1 Security Center



sensors, the guards in the security room will raise the alarm and Stormtroopers will begin searching the palace.

During the PCs' tour, you should roll every ten minutes of playing time to see if they have any encounters. First, roll a **◆** difficulty die, on a **⊗** result, the PC's encounter something. Roll a ten sided die on the following chart.

Roll	Encounter
1	<i>Lone Stormtrooper.</i> This trooper is on a routine patrol
2-3	<i>Protocol Droid.</i> From around the corner comes a Protocol Droid modified to carry memory discs in a tray attached to its waist. The Droid will greet the PCs with a nod. It will answer questions if the PCs can produce indentidiscs. If they can't the Droid announces that they are unescorted in a restricted area; it will have to report them. With another polite nod; it moves on. When it becomes convenient, the Droid will report the PCs presence, unless of course, they do something to stop it.
4-5	<i>Cyborg Administrator.</i> This fussy humanoid pours over a data storage pad while traipsing from office to office. He will ignore them for the most part, but if they do anything to bring attention to themselves (like talking to him) he will demand to see their indentidiscs. If the PCs cannot produce them, he will rush to the nearest emergency station (located at most corridor intersections) to raise the alarm. If they dispatch the administrator, they can then take his indentidisc, allowing access to the Executive and Office levels.
6-7	<i>Mechanic.</i> This maintenance worker is hunting down a defective Droid. If the PCs can con him, the worker will buy their story (whatever it is). If not, he will try to get away and raise the alarm. This worker's indentidisc allows access to the Executive, Office, and Security levels of the palace.
8-9	<i>Corporate Representative.</i> Here trying to finish some business and get down to the carnival, this salesman is very friendly (almost flirtatious) and will assume the PCs belong here. She has only the most superficial information about the palace; her indentidisc allows her access to only the Office level of the palace.
0	<i>Imperial Advisor.</i> This minister is a pompous twit. He demands to see the PCs indentidiscs immediately. He is not friendly. The minister carries a wrist comlink with an emergency alarm button on it. If the minister presses the button, alarms sound immediately, and six Stormtroopers arrive in 4-8 rounds.

Stats for all these figures can be found in the Age of Rebellion core Rulebook.

OFFICE LEVEL

The area descriptions below describe activity for a normal business day at the palace. On the day of the carnival, however, the interior is almost deserted, save for the occasional guard or dedicated bureaucrat.

Reception Area: Visitors check in at the main desk in this large area. Their appointment is verified and a page is called over to escort them to the appropriate office. In a locked desk (**Easy ◆ Skulduggery check** to pick) area supply of visitor indentidiscs, allowing access to the Office level only.

Clerks' Office: These are the cubicles where the minor officials sit at their computer terminals, inputting a steady stream of useless numbers and facts that keep every level of bureaucracy spinning in circles.

Under-Ministers' Office: The first line of red tape on Questal are the under-ministers, who spend most of their time listening to complaints and nodding sympathetically, while checking the computer tapes for rules they can use to pass the decisions on to someone else. The under-ministers are responsible for Geological Claims, Transportation, Planetary Relations, etc. If the PCs wish to make an appointment with one of the under-ministers on some pretext or other, it will normally require an **Average Deception check** to get **◆◆** enough details right to make the under-ministers office care enough to allow a meeting. On Carnival day, however, the difficulty increases to a **Hard check**, as the officials **◆◆◆** must prefer to ignore their duties for a day.

EXECUTIVE LEVEL

This floor contains the offices of the Ministers, Imperial Advisors who are directly answerable to Moff Bandor for the running of the planet.

Ministers' Offices: Nothing here of specific interest to the PCs, just the usual files about quotas, budgets, junkets and so forth. Roll a Setback die for each office they enter, on a blank, no one is in the office. On a threat **⊗** a Protocol Droid is in the room, and on a failure **▼** a Cyborg Administrator is in the room. Use the guidelines to the right to handle

the encounter.

To arrange an appointment with one of the Ministers, it will take a **Daunting** ◆◆◆◆ **Deception check**, or the use of a triumph on a Deception check to set up a meeting with one of the Underministers. However no roll will convince a Minister to work on Carnival day—their rank excludes them from such duties.

Bandor's Outer Office: Of course, the largest, most elegant office belongs to Bandor. The Moff's name is boldly embossed on a plaque next to the sliding doors.

The outer office has a Protocol Desk-Droid always in service (since it is built into the desk, it can't move even if it wanted to). The Droid's six arms are always busy operating control panels, inputting data, storing memory discs, and answering incoming signals and calls.

Unless they have somehow managed an appointment (requiring a **Formidable** ◆◆◆◆ **Deception check** or a very significant sum in bribes) the PCs arrive here uninvited and unescorted. They have to work very quickly indeed to keep the desk Droid from raising the alarm.

It is a **Formidable** ◆◆◆◆ **Deception check** to convince the desk Droid into letting them into the Moff's office; he's not in, and they do not resemble in the slightest the Maintenance Droids who normally clean up around here. It is somewhat easier to simply blast the Droid into slag. However, if the PCs fail to destroy the Droid in a single round, it automatically signals the alarm in the second and a squad of Stormtroopers (9 Imperial Stormtroopers with 1 Imperial Stormtrooper Sergeant in charge) will arrive in four rounds.

Bandor's Private Office: Bandor's desk is completely barren with a mirror-like shine. The chair behind the desk is plush and comfortable; the chairs facing the desk are not.

Allow anyone investigating the desk an **Average** ◆◆ **Perception check**. Success reveals a hidden control panel. The panel's buttons activate the usual office equipment—comlink; wet bar; a datapad that pops out of a compartment on the top of the desk; and so forth.

There are three other buttons on the panel which

Desk Droid (Nemesis)



Skills: Discipline 2, Negotiation 3, Streetwise 2.

Talents: Know Somebody 2 (once per session, when attempting to purchase a legally available item, reduce its rarity by 2), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, and Deception checks targeting the Desk Droid once).

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

Equipment: None.

will interest the PCs even more. One swings open a panel in the wall, revealing Bandor's safe. Locating the alarms to the safe requires the PC to make an **Average** ◆◆ **Skulduggery check**. Deactivating the alarm requires an **Average** ◆◆ **Computers check**, cracking the safe itself requires a **Hard Skulduggery check**. If you don't mind the noise and have access to explosives, it's only an **Average** ◆◆ **Mechanics check** to overpower, but a squad of Stormtroopers will arrive four rounds later.

Inside the safe are Bandor's personal memory discs. Most are filled with the Moff's day-to-day business, but one disc is labeled "LH" and is security locked, requiring an **Average** ◆◆ **Computer check** to decrypt. The disc contains records of the Moff's communications with Dr. Lorenz Hurlothrumb about a "wave machine." Apparently, Dr. Hurlothrumb was working at the Imperial Medi-Center, Encephalo-Research Division; the Moff was negotiating with Hurlothrumb to come to work for him. When the Moff promised to allow the Doctor to work with sentient beings, Hurlothrumb accepted. No further information is available.

The second interesting button activates a communication center hidden in the desk. There is no roll needed to operate the center. The latest memory disc can be activated with little effort. The first holo-figure appears to be a mid-level bureaucrat, judging from his dress. This message deals with getting a communique from Bandor to the Emperor himself.

The next message is of a little more interest;

The image of the bureaucrat flickers and dies. A new flicker appears and grows into a large, pale, drawn face. The evil of the Emperor infects everyone around him, and Imperial Advisors soon take on the appearance of cadavers. The slash of a mouth breaks into a hideous grin. "I have looked over the reports you have sent. They are impressive. The Hurlothrumbic Generator could indeed be a powerful weapon. I will bring this to the attention of the Emperor."

In the next message, the Advisor looks almost pleased. "Greetings, Moff Bandor" - his smile is even more hideous than his grin - "the Emperor is most interested in your machine. I will be in your quadrant soon. Please have all information and the prototype ready to transfer to my Star Destroyer. If it is all you claim, the Rebellion will be crushed even sooner than anticipated."

The third button opens the sliding doors to the repulsorlift that travels to his private chambers and down to the security area.

Throne Room: The room is huge to accommodate the large crowds when Bandor holds court. The ceiling is three stories high, but the dark décor makes it look like it goes on forever. On the far side from the main doors is an elevated dais, rising up over three meters in height, upon which stands a single chair. The dais and chair appear to have carved from a single piece of black marble. Anyone investigating the dais should make a **Hard ◆◆◆ Perception check**. If successful, they will notice some hairline cracks forming a rectangle at the back of the dais. Further searching of that area along with an **Average ◆◆ Mechanics** check reveals the catch to the concealed door. The door leads to an auxiliary transmitter of the Hurlothrumbic Generator.

Read;

The dais is hollow, filled by some kind of exotic machine. Light-tubes and what appear to be transmitting dishes point out in all directions, except straight up. The top of the dais is heavily shielded, though the walls are not.

The machine itself is covered with connections, blinking lights and digital gauges, but no apparent controls.

An **Average ◆◆ Mechanics check** reveals that it is some kind of transmitter. Apparently, this machine gets some kind of signal from another machine through cables and light tubes; it then sends out the signals it receives through the transmitting dishes in walls and dais. Nothing is more discernible without hours of study.

BANDOR'S CHAMBERS

Bandor's chambers are designed for ultimate comfort. There is nothing special about the chambers - no secret safes or hidden memory discs - just a décor that speaks about a man who indulges in his own comforts.

SECURITY LEVEL

With most of the guards on duty in the courtyard, only a skeleton crew is on duty here. There are five Stormtroopers standing ready, while three technicians watch the monitors. Security efforts are focused around preventing intruders from reaching this level, as such, the response times are focused on the upper levels. Once summoned, it takes 10 or more rounds for Stormtroopers in the courtyard to reach this area.

Communications Room: All communications to the palace come through here and are unscrambled, except for ones marked "Private" for Bandor. (If the PCs did not discover the communiqués from the Imperial Advisor in the Bandor's private office, then have copies here for them to discover).

Barracks: The Stormtroopers and security personnel live here (Bandor wants to have armed allies nearby at all times). There is nothing special here, other than a half-dozen extra sets of Stormtrooper armor (+2 Soak, 4 Encumbrance) and a few E-11 blaster rifles.

Cells: Arrested traitors, suspected Rebels and criminals against the Empire are imprisoned here. At the moment, the only ones incarcerated here are some Corellian pirates, compatriots of the pirate back in Shilley's Place. The pirates were already imprisoned when Tiree was brought in. If asked and given a promise of freedom, they will tell the story to the Rebels.

The pirate's leader, complete with eye-patch and outrageous accent, is one Rake Corsail. He tells the tale, read aloud;

"We was just bringing in some necessities, don't ya know? We wasn't expectin' no trouble; we had made this run a couple dozen times and we had a sweet deal with the docking supervisor at port - 'struth, his men would help us unload the bloody stuff!

"What we didn't know was that there was now a new docking supervisor. See, the last guy had offered us a deal - said he needed money fast, if we paid him in advance he'd cut 25% off the cost of doing business in Questal. Last trip, I forked over enough creds to take us into the next four cycles.

"Stupid of me, wasn't it? What he did was shake down a lot of smugglers for advance payment and then took off for ports unknown.

"Anyway, we were caught. I explained our arrangement to the new guy, but he's one o' them 'Straight shootin' types and decided to make an example of us.

If the PCs manage to keep him on track, he will inform them of what he witnessed with Tiree;

"We had been in stir for a couple of days when your friend was dragged in. There was a lot of talk about how he tried to break into the palace. Then they took him down through that door."

The pirate will motion to the door at the end of the cells that leads into the Game Chambers.

"I've seen a couple of people taken in there. None of them ever come back.

Including your friend. Sorry. I guess he's probably dead ... or worse."

Once freed, the pirates will want to leave immediately. How easily the pirates escape depends on the player's decisions. If, after the pirates leave, they are reluctant to investigate the door at the end of the cells, you can have alarms go off. This leaves them with the choice of fighting their way out or trying the door.

The pirates themselves are in for a rough time, with no weapons to speak for. Luckily, with only 5 Stormtroopers on the security level, they will be able to overpower the Imperials, though not without taking heavy losses and allowing the troopers to raise the alarm. If the PC's equip them, through either giving them the gear or alerting them to the spare weapons and Stormtrooper armor, then they will have made allies of the pirates and probably saved the pirates lives.

CHASES

It is quite likely that, at some point in the palace, the PCs will become involved in a chase, possibly after tripping the alarm or not killing somebody quickly enough. The front doors will automatically lock and Stormtroopers, in groups of ten, will comb the palace.

The Stormtroopers aim to capture the PCs, not kill them. They will give fair warning before they open fire, and their weapons will be set to stun. These orders come from Bandor - he likes his prisoners alive and kicking. If pressed, the Stormtroopers will try to herd the PCs into the Game Chambers.

EPISODE 5: THE GAME CHAMBERS

The PCs test their mettle against the Hurlthroubic Generator and find their friend, near death.

GETTING HERE IS HALF THE FUN

This is the climax of the adventure—to test the PCs mettle against the Game Chambers. There are a number of ways to get the Rebels into the Chambers:

- The Rebels are captured: Moff Bandor, always on the lookout for new prey, has them thrown into the Game Chambers
- The Rebels are chased into the chambers by Stormtroopers
- The Rebels walk in on their own, to search for Tiree

Of course, no one can predict what resourceful players will do. It is possible that they will do something completely off the wall - refuse point blank to enter the palace or possibly even raise a revolt and lead the planet's populace against the Moff (it's happened). In a case like that, you may have to change the entry point of the Chambers, or move the Chambers to an entirely new location (perhaps to the Waste), and come up with a way to lure the PCs into the trap.

EVENT 12:

COMMENCEMENT ADDRESS

If the PCs are herded into the Chambers by Stormtroopers, they may well be expecting the traditional Big Speech from the Villain, telling them his evil plans and chortling evilly over their impending doom. Villains do this sort of thing all the time - heroes expect it. However, if the PCs sneak into the Chambers on their own, they will probably be surprised to be immediately captured and subjected to the Big Speech - but such is the fortune of heroes.

When the last PC passes through the door, it slams shut. Then a blast door descends from the ceiling, blocking the way back to the Security Level. Then another one descends in front of them, blocking

off the corridor to the Chambers. There are no controls for these blast doors, and the entire room is magnetically sealed - any blaster shots will bounce around alarmingly, just like in the compactor scene from *Star Wars IV: A New Hope*. Even lightsabers prove to be stymied by the magnetic field - the heroes are trapped here.

After a suitable interval, the PCs hear the Moff's oily voice over speakers hidden in the ceiling:

"Greetings, welcomed guests. You have been trouble since your arrival on my planet, but I am happy you are here, none the less. I appreciate resourcefulness and courage in an opponent. It's rare to meet such fine specimens.

"I'm a hard-working official and I need relaxation. Hunting is my passion, but there's precious little game here, especially since the prospectors began turning the planet into slag. So I built myself a private preserve, where I can hunt the most exciting game of all - sentient beings, such as yourselves.

"But, I'm afraid to say, even this sport grows tiresome after a while: there is hardly anyone around who can offer me any challenge at all! So I had to make the Chambers more of a challenge.

"You see, the Game Chambers themselves will be trying to kill you as I hunt you down. I have placed creatures, assistants, Droids and ... well ... special friends in the Chambers. All of them will do their best to kill you before I do. If they succeed, they get their freedom. If they fail, well, let's just say that they are punished.

“As for you ... if you reach the end of the Chambers before I catch up with you, you will win. Perhaps there is a way back into the palace from there. Perhaps you can escape. Perhaps not. I make no promises.”

“However, I can assure you, if I catch you in the Chambers, you will most assuredly die.”

“You can start now.”

The far blast door opens. The room begins filling with a noxious, mustard-like gas, driving you into the Game Chambers.

The gas is a form of dioxin, and PCs who remain in the room will need to hold their breath as covered in the Core Rulebook or immediately start making **Formidable** ◆◆◆◆ **Resilience checks** to resist the toxin. Success leaves the character choking and Disoriented, failure on the check will inflict 8 wounds which ignore the sufferer's soak in addition to the choking and disorientation.

THE HURLOTHRUMBIC GENERATOR

On the map of the Game Chambers, you will see the location of the Hurlothrumbic Generator. At the start of the chase, Bandor will have it turned on. The closer the PCs move towards the Generator, the more they will feel terror. It will increasingly disrupt their ability to think and act; they will be all but paralyzed by the time they reach the Generator Room.

If you examine the map, you will see concentric circles radiating out from the Generator. Each circle has a number assigned to it. This is the number of upgrades that will be assigned to the **Fear checks** the PCs will need to make. The **Fear check** is made each time the PC crosses into a new circle of the Generator's effect, and before each encounter they face. The first **Fear check** is made when the gas begins and the blast door to the Chambers opens, as this is when the PCs are first exposed to the waves produced by the Hurlothrumbic Generator. This ini-

tial check is only at the base **Average** difficulty, as the first concentric ring isn't crossed until they enter the first encounter area.

The upgrades to difficulty work as standard upgrades (such as Adversary upgrades) but apply to **Fear checks** made while exposed to the Generator. This means that the normal **Average** ◆◆ **Fear check** in the starting area it would remain ◆◆ for the check. Should that PC instead be in the **+1** area, then he would instead use ◆◆ for the check. If he were in the **+5** ring of the Game Chambers, 5 upgrades to the difficulty would upgrade both ◆◆ to ◆◆ with the first two upgrades. The third upgrade would add an ◆ additional and then the fourth upgrade would turn the ◆◆ into another ◆◆ Challenge die.

The effect from failing a fear check is as follows;

- **Failure:** The character adds to each action he takes during the encounter
- **Threat:** The character suffers a number of strain equal to the number of ☹ and ▼ rolled. Additionally, if ☹☹☹ was generated during the roll, the character is staggered for the first round of the encounter
- **Despair:** The character becomes incredibly frightened and upgrades the difficulty of all checks by one until they are no longer under the effects of the Hurlothrumbic Generator. Additionally, should the character be using the Morality rules from Force and Destiny, they accrue Conflict as per the **Fear Leads to Anger ...** section in the Force and Destiny Core Rulebook

Fear checks are resisted using **Discipline** if caught unexpectedly or **Cool** if the PCs have time to prepare for the encounter. While the first check made should definitely be taken using **Discipline**, you may allow the others to be taken with **Cool** if you think it will assist the story. Note also, that Bandor can increase or decrease the power of the Generator at will; so you can alter the difficulty if you feel the PCs warrant a greater or lesser challenge.

The effects of the Hurlothrumbic Generator are incredibly debilitating, and if it looks as though the PCs are struggling, you may want to provide hints about the helmets in the next section, or lower the difficulty if they are especially resistant to figuring things out.

THE HELMETS

There is protection against the generator. The hunters Bandor placed in the Chamber wear close-fitting silver helmets. The helmets block the waves emitted by the Hurlothrumbic Generator altogether. If a PC puts on a helmet, they will no longer be affected by the waves either.

THE FORCE AND THE GENERATOR

After a few moments' exposure to the Generator, any PC sympathetic to the Force can attempt a **Sense Force Power check**. Using a single Force Point reveals the feelings of uneasiness are not coming from the PCs, but instead some external power that is projecting them.

REBEL EQUIPMENT

What kind of equipment the PCs have with them in the Chamber depends on how they got here. If they were captured and thrown into the Chambers, they will be supplied with a Truncheon each for a melee weapon and a single blaster pistol between them. PCs who sneak into the Chamber, or are chased here, have whatever equipment they were carrying when they entered. If the PCs are heavily armed, you may wish to increase the firepower and numbers/Adversary ratings of opponents.

HUNTERS OF THE CHAMBER

Bandor has arranged for some of the most fierce and bloodthirsty killers in the quadrant to inhabit the Chambers. In each area on the map designated an "encounter area" roll a setback die, on a threat, pick a hunter from those listed for the PCs to encounter. On any other result, there is no encounter.

Each hunter will have their own method for defeating the PCs, outlined with the hunters description. Feel free to throw in other hunters from among those NPCs that the PCs may have encountered along the way. This is good opportunity to tie up loose ends.

Tympanic (Rival)



Skills: Computers 1, Deception 2, Piloting (Space) 2, Skulduggery 2, Stealth 2, Vigilance 1.

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

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium], Stun setting), 2 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), electronic lock breaker.

NIL-8 Assassin Droid (Nemesis)



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

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

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).

Equipment: Light repeating blaster (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1), built-in light blaster pistol (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Stun Setting), built-in missile tube (Gunnery; Damage 20; Critical 3; Range [Extreme]; Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6), built in razor-claws (Melee; Damage 6; Critical 4; Range [Engaged]).

HASH-19 Magnaguard (Nemesis)



Skills: Athletics 3, Brawl 3, Coordination 4, Melee 3, Perception 3, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Pin (as an action, upon a successful opposed Athletics check against an engaged opponent, immobilize that opponent until the end of the MagnaGuard's next turn; may spend any ☉ on check to increase duration one round).

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

Equipment: Electrostaff (Melee; Damage 8; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3), built-in armor plating (+2 soak, +1 defense).

Yulcris (Rival)



Skills: Athletics 2, Brawl 4, Coordination 2, Melee 4, Ranged (Heavy) 2, Vigilance 2.

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

Abilities: Wookiee Rage (when the Wookiee Gladiator suffers any wounds, he deals +1 damage with Brawl and Melee attacks. When suffering a Critical Injury, he deals +2 damage with Brawl and Melee attacks instead).

Equipment: Vibro-ax (Melee; Damage 8; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3).

Cralliard, the Hunter (Nemesis)



Skills: Brawl 2, Coercion 2, Cool 2, Ranged (Heavy) 3, Ranged (Light) 2, Melee 2, Perception 3, Piloting (Space) 2, Stealth 2, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Deadly Accuracy (add ranks of Ranged (Heavy) to all damage from attacks using that skill), Lethal Blows 2 (+20 to any Critical Injury rolls made against opponents), Stalker 2 (add ☐☐ to any Coordination and Stealth checks).

Abilities: None.

Equipment: Modded heavy blaster rifle (Ranged [Heavy]; Damage 13; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), rifle flame projector attachment (Ranged [Heavy]; Damage 13; Critical 2; Range [Short]; Burn 5, Blast 8), vibroknife (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 4 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), heavy battle armor (+2 soak, +1 defense).



Lonchant the Protean (Nemesis)



Skills: Athletics 4, Brawl 4, Coordination 2.

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

Abilities: Cloak (add ■■■■ to all checks made to spot or track [this can include Vigilance checks made for Initiative if ambushes a character]).

Equipment: None.

- **Tympanic:** Tympanic tries to convince the PCs that she is also a prisoner of Bandor that was forced into the Chamber. This may be difficult if the PCs have discovered the reasons behind the silver helmet she wears, but she will try anyway. She asks to accompany the PCs, offering to lead them to safety in return for their protection. If they agree, she will lead them into traps, hoping to attack them when they are helpless
- **NIL-8:** NIL-8's battle tested and sturdy construction make it a brutal opponent. It's favorite tactic is to walk straight out into the open and start firing
- **HASH-19:** An old modified Magnaguard, HASH-19 will slowly advance on its prey, ready to turn any organic being into mince meat with its whirring electrostaff
- **Yulcris:** Yulcris will shadow the PCs, letting the Chambers do his work for him. When there are only one or two healthy Rebels left, he will issue a challenge, offering to fight a single PC in close combat, using his hands or vibroaxe. If the PCs win, they live, If they lose, they die. He is especially interested in pitting his axe against a lightsaber
- **Cralliard, the Hunter:** He attempts to pick off the PCs one by one. He tracks them from behind, and then fires from cover, just as they are entering a chamber or trap corridor. If the PCs turn and give chase, he retreats and comes up on the from another direction. Cralliard will always use his Stealth skill to remain hidden

- **Lonchant the Protean:** Proteans can alter the color and texture of their skin to resemble whatever surface they are next to. A Protean standing next to a rock wall can assume the features of that wall, appearing, under cursory examination, to be a lumpy outcropping. Lonchant will flatten itself against a wall and wait for the group to pass. If there are any stragglers, Lonchant will strike, enveloping the victim in its skin using a **Brawl** attack, preventing the victim from crying out. After striking, it will turn back to the wall and resume its disguise with the trapped character inside, smothering the victim. Use the rules for suffocation each round the PC remains inside Lonchant. Attacks against Lonchant from the victim will automatically hit each round. Using raw strength to break free requires the PC to make a Brawl roll opposed by Lonchant's own Brawl (effectively a base ■■■■ before the **Fear** affects from the Generator are factored in).

MISCELLANEOUS TRAPS

Scattered throughout the Chambers are a few simple traps. They are meant more to frighten the PCs than do them injury.

- **Lasertag:** A **Hard** ■■■■ **Perception check** detects the trap's pressure plate and allows the PC's to avoid it. Otherwise, the PCs walk into a barrage of low level automated lasers (Ranged-Light: ■■■■ Damage: 4 Crit: 4). Each PC is targeted by a laser so long as they are in the trap area
- **Earthquake Corridor:** A **Hard** ■■■■ **Vigilance check** avoids the pressure plate that activates this trap. If the lead PC fails, he trips the trap. The floor and walls start to rumble; rocks and boulders fall from the ceiling bouncing around. The Rebels must make **Average** ■■■■ **Coordination checks** to stay on their feet and avoid the rocks. 4 checks are required to clear the space but can be lessened by running to 2. This increases the difficulty of the **Coordination check** to **Daunting** ■■■■ though. The first failure rolled on the check deals 5 damage, and each failure beyond it increases the damage by 1

TRAP ROOMS

Aside from the minor traps and the hunters, to reach the center of the Chambers and the Generator, the PCs will have to deal with one or more of the Trap Rooms. These are special rooms that test the PCs skill and resourcefulness. Each trap is unique; each provides a different kind of challenge. When the PCs enter a Trap Room, a blast door slams shut behind them, shutting off their retreat. The PCs have to pass through or solve the Trap the escape.

The computers controlling the Trap Rooms are programmed not to activate when everyone in the room is wearing a silver helmet.

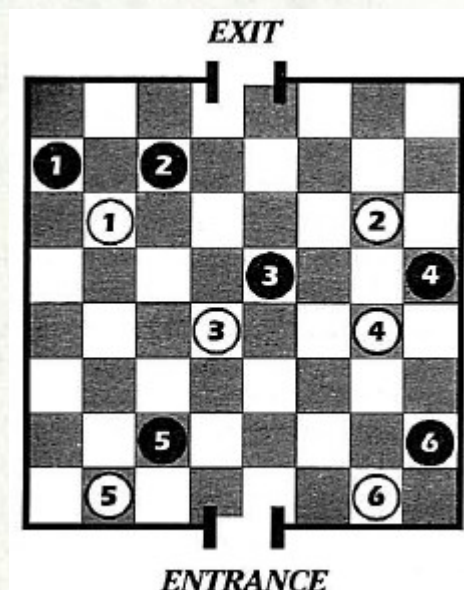
PROPS

One of the rooms, the Lasermaze, requires props; a chess or checkerboard and 16 pieces divided into two groups of eight each (black and white pawns or checkers are perfect).

You will also need something to represent the PCs, miniatures are recommended, but scraps of paper also work fine!

LASERMAZE

This room requires the use of the props described above. When the PCs are ready to enter the room, describe they are on a small landing and set up the board. Place a black and white piece in each of the squares shown below;



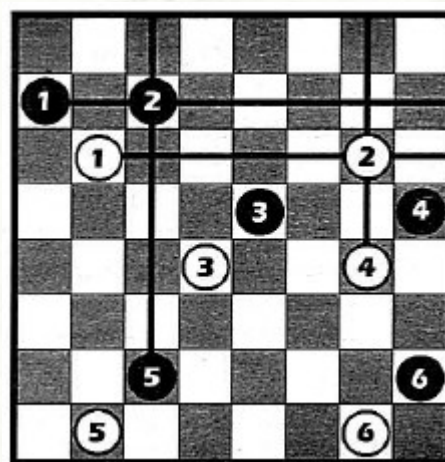
The PCs enter at the two squares marked on the diagram; the exit from the room leads from the two squares directly opposite. Read aloud;

The room is square. The floor appears to be covered with some kind of grid; there are 12 columns running from the floor to the ceiling. Parts of the walls are blackened, as if by laser-fire. As you enter, a pleasant voice, probably computer generated, greets you.

"Welcome to the lasermaze. Each of the columns contains lasers; four sets, to be precise, pointing in four directions, running parallel to the lines in the floor. Watch please."

Four rows of holes suddenly open on a column off to your left. A sharp burst of light, as laser fire shoots out of all the holes.

The voice continues, "Your job is to reach the other side of this room without being killed. The lasers in a pattern, two at a time. Watch carefully, now."



The pattern of the laser-fire is shown on the diagram above (2 is firing). The lasers fire in each line, horizontal and vertical. They are blocked by other columns (necessity of reinforcing the columns less the trap fail after the first firing). Point at the columns in numerical order, describing the firing pattern from sets 1 through 6. Pause 5 seconds between each

set to give players a chance to memorize the sequence. Do not repeat the sequence once you are through; the players have one chance at this.

Continue reading;

Once the sequence is complete, the voice resumes. "I should warn you, there is a tanglefoot field in here. It's only on low intensity, but I suggest that you move rather cautiously - we wouldn't want anyone to fall down in front of one of those laser barrages, now would we?"

"In exactly one minute and thirty seconds, all the lasers will fire simultaneously. You may wish to be out of this room by then."

"Good luck, You may begin now."

Each maneuver a PC spends will move them one square. In order to complete the move, however, a PC must overcome the tanglefoot field by making a **Coordination check** of varying difficulty. Should the PC be using a single maneuver to move one square, the difficulty is **Average** ♦♦ with the difficulty increasing to **Hard** ♦♦♦ for an additional maneuver. Remember to adjust this difficulty for the **Fear** caused by the Hurlothrombic Generator. Should a character fail the roll, they fall in the square that they moved to. If ☹☹☹ is generated as well, then they fall in the square they were moving **from** and do not advance at all! IT takes a maneuver to stand and get moving again, through standing alone doesn't cause a PC to make a **Coordination check** for the tanglefoot field.

After all the PCs have moved, one pair of columns fire. The lasers do 6 damage, Due to the wealth of fire and the strength of the lasers, they are considered to have Pierce 2 and Burn 1 as passive qualities. Any PCs in the firing line will be hit automatically due to the volume of fire.

After all lasers in the sequence have fired twice, all of the lasers in the room will fire continuously for ten seconds. Anyone caught in the room will almost certainly perish.

SPACE SIMULATOR

Read aloud;

The walls of this hemispherical room are perfectly smooth and slightly reflective. The room is empty save for what appears to be a stripped down speeder in the center.

There are three banks of seats in the speeder, each capable of holding three people. The three front seats are equipped with what appear to be standard starship controls: a pilot's a gunner's and shield operator's station.

A pleasant voice, probably computer generated, greets you.

"Welcome to the playroom. Today, we are going to test your ability to operate a starship. Would your best pilot, gunner, and shield operator please take their seats at the appropriate controls, and the rest of you sit in any of the seats behind them. Thank you."

Let the PCs decide who will take the controls. If they refuse, the Game Chambers again begin pumping the nasty yellow, mustard like gas into the room. Once the PCs get into the craft, read;

"Good. Passengers, please watch your arms." Metal bands shoot out from the arm-rests, pinning the passengers in place. The three seats up front do not lock their occupants.

"Struggling is futile, I assure you. If you actually manage to break one of the bonds, a shaped charge in the back of the seat will blow your spine to bits, so please sit back, relax, and enjoy the ride."

The room grows dark and appears to fill with stars. It is a hologram of space; ahead of you are four TIE/LN Starfighters, preparing to attack.

The room is a three-dimensional video game, but with a special penalty. Whenever a hit is scored against the PC's craft, an electric shock doing a single wound that ignores soak to each passenger, but not the PCs at the controls. Before combat begins, one of the TIE/Ins fires and hits, causing a shock (but no actual damage) to the passengers, letting them know what they are in for.

Resolve the battle as if it were a real space combat. The PC's ship has the flight characteristics of a standard two-man Y-Wing Starfighter, save for the controls being split amongst three different stations. Remember as well that the weapons the PCs use are holographic and won't in any help get out of the room.

Note as well that the PCs ship is never damaged - all hits deal shocks to the passengers and do not affect the 'ship' itself no matter how many times it is hit. The enemy ships take damage as normal however.

The simulation continues until all four enemy TIE's are destroyed or the passengers are dead or unconscious. The skill of the TIE pilots can be either the standard Imperial pilot outlined in the Age of Rebellion core rulebook, or upgraded to the TIE Ace from the same (depending on the experience level of the party).

SHORT CUT

When the PCs reach this corridor, read;

Up ahead is a large, wide corridor. Straight and smooth, it heads upwards at a slight angle. The floor is smooth and slightly slick, making your footing unsure. Razorblades extend millimeters from the floor—falling here would be a bad idea. Above the corridor is a sign saying, 'Short Cut'

This is, in fact, a short cut, bypassing the Pit of Wind and the Stairs. However, it is also quite dangerous indeed. The slope of the floor increases the further one moves along it towards the Puzzle Room, and there are no hand or foot holds. If you slip, you will slide back down to the bottom of the corridor, getting slashed to pieces by the blades as you go.

To make it up safely, each PC must succeed in three **Athletics checks** of increasing difficulty. The first is **Easy** ♦ the second is **Average** ♦♦ leading to a final **Hard** ♦♦♦ **Athletics check** at the top. If the PC fails the first roll, they slip down to the bottom, taking a single critical injury. If they fail the second, the critical injury is considered **Vicious**, and if they fail the third, the critical is **Vicious 2**.

A PC may attempt to stop another from sliding down the corridor by grabbing them (or using the Force power **Move**). This is fine, however a PC grabbing another physically risks being jarred loose and brought along. The rescuer must succeed on an **Athletics check** themselves at one difficulty rank higher than the failed one. Failure at this roll sends the rescuer sliding down with the victim.

A PC with a lightsaber may come up with the idea of carving handholds into the floor and walls. Bandor didn't consider a Jedi being trapped in the Game Chambers, and never protected the trap against such a tactic. In this case, the PCs would not have to make any checks at all to clear the obstacle.

If you want to be especially nasty, you could have one of the hunters at the top of the corridor ...

PIT OF WIND

Before you is a 50 centimeter wide walkway leading across to another door. There are other planks across the room at varying heights below the one in front of you. Below the planks you see shining spikes pointing up.

It looks easy, but the PCs by now should know better. As they move across the walkway, a rush of wind starts up; the PCs must make an **Average** ♦♦ **Coordination check** to stay on the beam. An PC who gets knocked off gets 3 **Average** ♦♦ **Athletics**

checks to grab onto one of the platforms below the beam. Should they fail all of these, then the unfortunate PC lands on the spikes below. Though the fall is only Long range, the spikes effectively increase this by one range band to Extreme (should the PC somehow reduce the overall distance fallen, the spikes will increase the final adjusted band by one).

Once aware of their peril, the PCs can crawl along the walkways and make it safely to the other side without a further check. However, any PC who has fallen to a platform below will need to climb up to the beam, succeeding in as many **Average ♦♦ Athletics checks** as he failed previously (one for each missed platform) with a final one to get back onto the original beam.

EQUIPMENT CHAMBER

This room contains a variety of weaponry for the PCs. Unfortunately, they are all inoperable. Read;

The room is perfectly round, with a closed blast door on the opposite wall. In the middle of the room is a table, upon which sit three blasters and blaster packs, two grenades and two vibro-knives.

The weapons simply don't work. If the PCs simply take them without checking them out, they are in for a rude shock when they try to use them.

The blasters work fine for one shot; but their barrels are slightly mis-aligned; that one shot burns them out. It takes an **Average ♦♦ Mechanics check** to spot the defect (and the Rebel *must* state that he is checking the weapon out). To repair it here, a PC must succeed on a **Hard ♦♦♦ Mechanics check**, with failure indicating the weapon (which is designed to break under such tampering) is ruined. The power packs, however, are fine.

The grenades time delay systems are broken. The grenades explode immediately upon triggering them, making the center of impact the PC throwing it. It takes an **Average ♦♦ Ranged (Light) check** to spot the defect (again, only if the PC is checking the weapon out). It only takes an **Average ♦♦ Mechanics check** to repair the weapon, but if it fails there is a 50% chance the grenade detonates immediately.

The vibro-knives simply don't work at all. There is no way to fix them.

These are standard, straight-forward stairs leading up to the Puzzle Room. However, the Moff has placed gravity generators under the stairs; it gets increasingly more difficult to climb the higher one gets.

The PCs must make a series of three **Average ♦♦ Resilience checks** to get through the chamber. As the gravity increases with each check, however, add one to each roll, beginning with ■ at the first roll, up to ■■■ at the third.

A PC who fails one roll will find themselves suffering from the **Winded** critical injury until they rest for an hour. A PC who fails two will find themselves unable to carry on until they rest for an hour immediately. If the PCs rest for an hour, check three times to see if a Hunter catches up to them.

PUZZLE ROOM

Read aloud;

This natural rock room seems bare, but burned and blackened. The metal floor is smooth; there is nothing in the room save a black sphere hanging from the rock ceiling and a complicated sunken control panel directly below it. As you enter, a blast door slams shut behind you.

*The room stays quiet for a moment, then a voice fills the air.
"Congratulations. Very few have ever gotten this far. You have proven yourselves physically able, but what about your other skills?"*

With that, the sphere begins to spin faster and faster. Then one, two, three and more laser beams shoot out from it horizontally. The sound of rock vaporizing fills the room. The sphere lowers.

Give the players a moment to consider the scene before continuing.

"Can you figure out how to turn off the lasers before the sphere reaches ground level and turns you all into cinders?"

"Good luck!"

Only one PC can man the control panel at a time. The hero must try to figure out the plethora of controls and indicators. It takes a series of 3 successful **Computer checks** to fully deactivate the sphere. The first of these checks is a **Daunting** ◆◆◆◆ check, the second is a **Hard** ◆◆◆ check, and the final an **Average** ◆◆ check.

The combined damage from the spinning lasers is 15. Every time the hero manning the controls succeeds at a check, the damage is reduced by 5. In the time it takes for nine rolls, the sphere will descend to have reached the floor, decimating everyone and everything in the room. The speed at which the ball spins makes the lasers impossible to dodge. Once the lasers reach the floor, they will continue to fire for three rounds, hitting all the PCs repeatedly.

The sphere itself is magnetically shielded and made of starship grade durasteel, so any attempt to destroy it on the way down will end in failure. The lasers themselves, however, can be attacked. There are 15 of the lethal devices, each one possessing an Armor of 2 and having 3 Hull threshold.

THE QUARRY ROOM

Read aloud;

This area is huge. The walls and ceilings are made of natural rock, the floor metal with some rock outcroppings and sculpted geometric shapes scattered about. You are ready for anything when a voice comes through the speakers.

"You have proven yourselves well. Now it is time to meet me."

Bandor is a liar and a coward. He never had any intention of hunting the PCs through the Game Chambers. Instead, he watched their progress through hidden cameras and waited for them here.

By the time they reach this room, his victims are

usually tired and probably injured. They may also be frightened out of their wits. He never expects anyone to figure out about the Generator and the helmets, so he will be quite surprised to see the PCs wearing them (if they are). All he usually has to do is walk out and deliver the *coup de grace*.

However, Bandor has never come up against people of the caliber of the PCs. If the PC party is still strong, Bandor will signal for hunters to come to his aid, promising them freedom once the Rebels are killed. The result will be a cat and mouse battle among the stones.

Bandor is armed with a heavy blaster and under his clothing wears the equivalent of Stormtrooper armor. Of course, he also wears a metal helmet on his head. If the helmet is ripped off, he will be overcome by raw terror. He will immediately fall on the floor and beg for mercy.

If Bander is ever wounded, he will through the doors to get to the Hurlothumbic Generator.

Moff Bandor (Nemesis)



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

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

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

Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the Moff to instead hit one ally or helpless enemy he is engaged with, until the beginning of his next turn).

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

BANDOR'S REVENGE

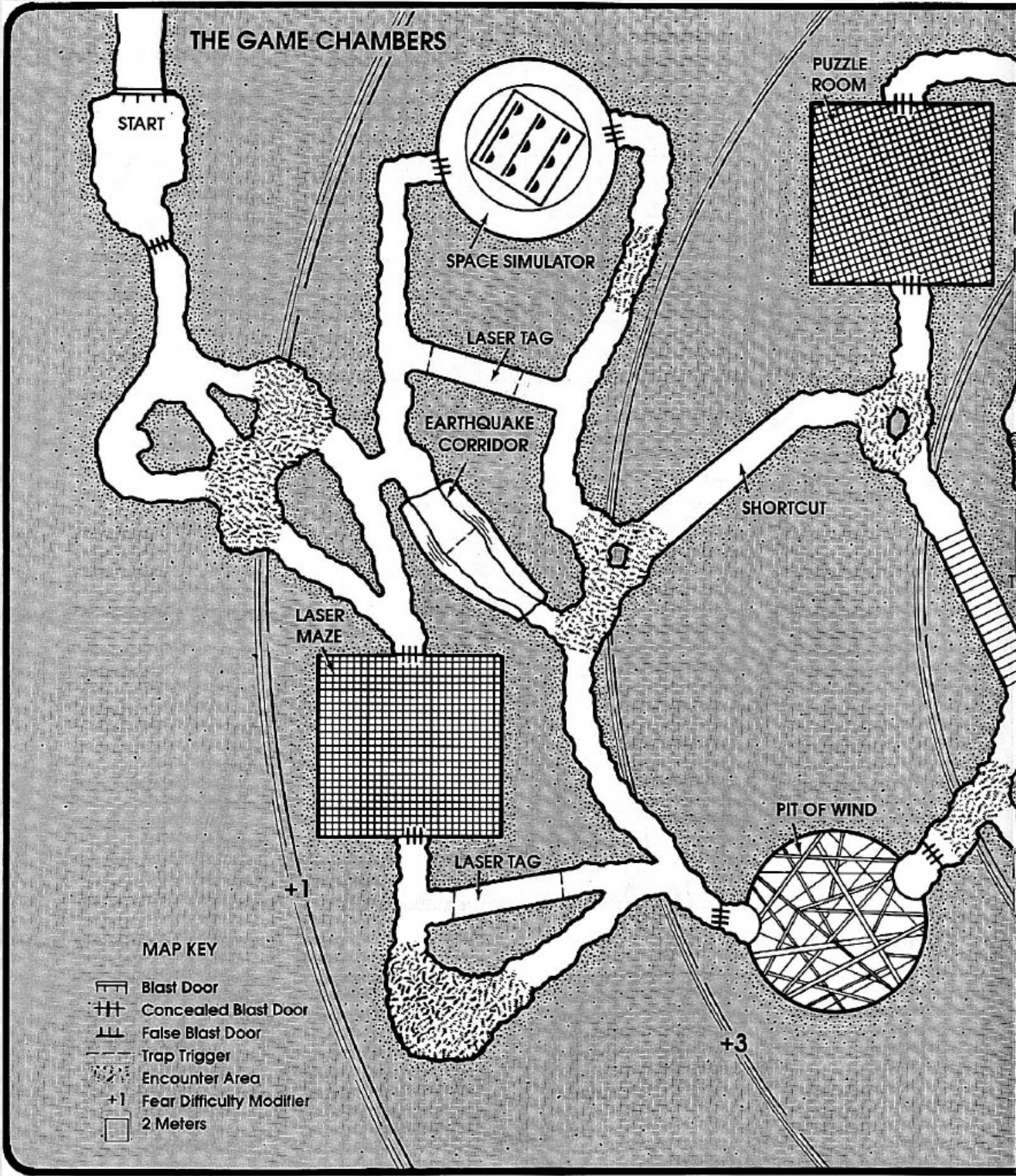
Bandor is a poor loser. If faced with death or loss of his power, he will activate the Generator's Doomsday programming. The Generator will then begin building to maximum output and explode.

How he does it depends on you. If he manages to escape to the Generator room, he will start the sequence from there. If he is hurt or dying in the Quarry Room, he will activate the program from a small control panel on his wrist.








The generator will explode, taking out the palace, but before it does it will bathe the planet with intense fear waves, sending the people into a paranoid mania. The result will be a worldwide riot and wholesale slaughter of every man, woman and child on the planet.

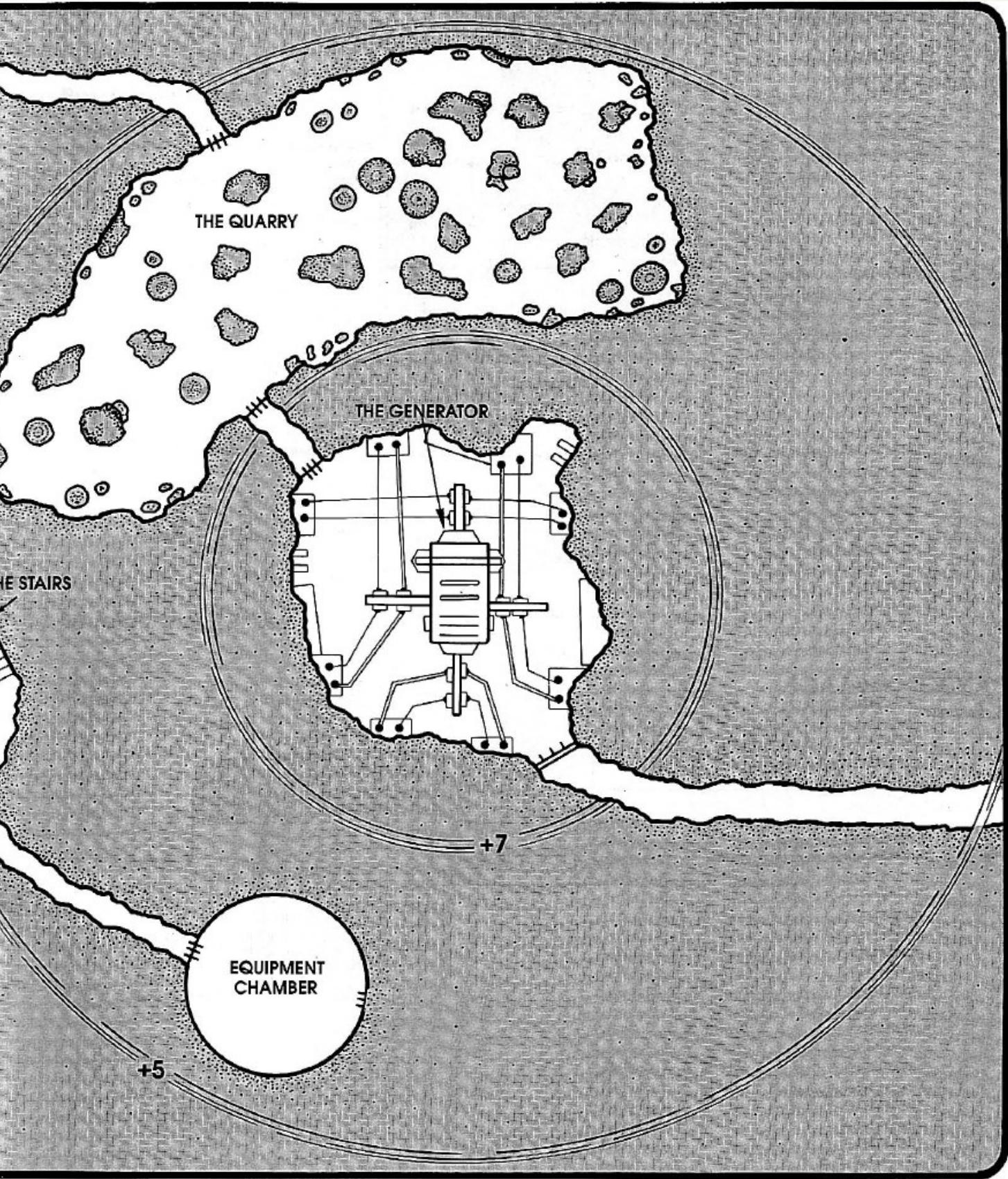
When describing the possible outcome, draw parallels to the Reavers from *Firely*, the rage zombies from *28 Days Later*. Anything to get across to the players the sheer horror of what they are going to be unleashing should they fail in stopping the Moff from his mad Armageddon.

THE GAME CHAMBERS



MAP KEY

-  Blast Door
-  Concealed Blast Door
-  False Blast Door
-  Trap Trigger
-  Encounter Area
-  +1 Fear Difficulty Modifier
-  2 Meters



EPISODE 6: FREEING QUESTAL

This is it. The big finale. The Endgame. The Rebels, faced with the prospect of planetwide madness, must race against the clock to end the threat of the Hurlothrumbic Generator once and for all.

THE GENERATOR ROOM

Read aloud;

This room appears to be tall enough to reach the surface of the planet. In the center of the room is a huge device that disappears into the cavernous heights of the room. Lights flash, circuits hum, power surges. Four dish transmitters face in all directions from the device. The control panel is at the machine's base.

Off in a cranny formed by a fold in the rock wall, you can see the huddled form of Tiree. One of his legs juts out at an impossible angle; he is unconscious.

If Bador escaped the PCs in the Quarry Room, he will be at the controls of the machine, locking in the Doomsday protocols. When finished, he gives a mad triumphant laugh and turns his blaster on himself.

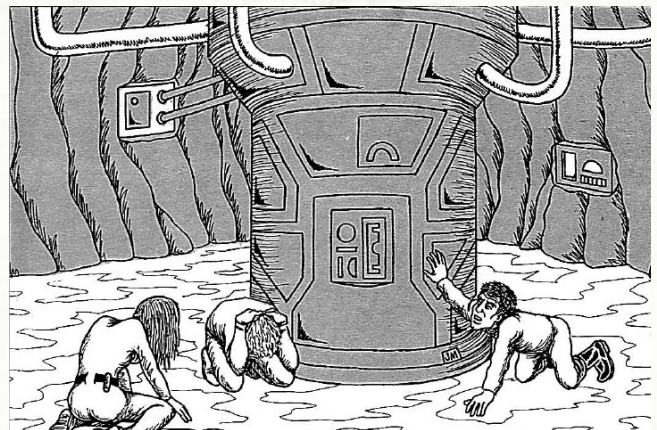
The PCs have to stop the generator themselves. Once the Doomsday countdown begins, they have 10 rounds to turn the machine off before it starts transmitting the heavier waves. The waves will bathe the entire planet, driving countless thousands mad with fear. The wholesale slaughter which will then occur will be exceeded in history only by the destruction of Alderaan. 10 rounds after that, the Generator will overload and explode.

TURNING OFF THE GENERATOR

To stop the Generator, the PCs must succeed at a series of **Mechanics checks**. The initial roll is made at a **Daunting** ◆◆◆◆ difficulty. This check is to enable the PCs to realize how to disable the Hurlothrumbic Generator's Doomsday protocols. Each success on this check beyond the first reduces the difficulty of the following checks by one grade each.

Once the initial check is made to determine the method of reversing the process, 6 additional checks must be made to completely turn off the machine. These checks require a **Daunting** ◆◆◆◆ **Mechanics check** themselves, however this can be reduced based off of the initial result. For instance, if two successes were achieved on the initial check, then the difficulty of the remaining six checks would be **Hard** ◆◆◆ difficulty. If three successes were made on the initial check, the remaining six checks would all be made at **Average** ◆◆ difficulty, and so forth. A ☺ or ☆☆☆☆☆ on the initial check can be spent to immediately shut off the sequence.

The PCs have as many attempts on this roll as they have rounds before the Generator explodes. Each roll takes a single round. This means that should the PCs lower the difficulty enough, then multiple PCs can attempt the subsequent rolls, as opposed to a single PC being required to make all the checks themselves.



GETTING AWAY

Once the PCs have disabled the Generator, they will probably want to make their escape. One the sides of the machine are maintenance ladders going all the way to the top of the Generator. No roll is needed to spot them; they are in plain sight and clearly marked.

If they choose the correct ladder, the PCs will reach a bank of machinery just below the throne room. They can blast through the ceiling with relative ease, ending up just behind the dais with Bandor's throne. From there, they can easily get away in the confusion of the carnival.

QUITTING QUESTAL

The PCs have little trouble getting off the planet. They can hitch a ride with the Corellian pirates if they helped them escape, or, for a small fee, they can arrange transport with Shilley.

AFTERMATH

The Empire will not re-establish a Moff on the planet. With the Ardanium almost depleted and the Generator project deemed a failure, the planet has nothing of real military or political value. The Imperial forces will evacuate the planet, returning it to the hands of its citizens with a "Governor" declared from among its citizens. The citizens themselves will then rise up and depose the Turf Bosses and, while pledging loyalty to the Empire, open secret negotiations with the Rebel Alliance.

Tiree, free from the Generator's control, eventually returns to normal, as does Rogan.

Alliance High Command congratulates the Rebels for rescuing Tiree and destroying the Generator; they are completely forgiven for disobeying orders.

AWARDS

While the Alliance cannot grant the PCs Duty for their rogue action, their names will get out amongst the soldiers and families of the Rebellion (in large part thanks to Tyrele and Tiree). Increase the groups Con-

tribution by 1 should they have rescued Tiree. Increase this by another 1 should they also have stopped the Hurllothrumbic Generator from overloading.

Finally, award the PCs additional experience awards for the following actions:

- Saving the Trompa - 5 XP
- Deactivating the Generator prior to releasing the Heavy Waves - 10 XP

The background of the entire page is a grayscale illustration of a Star Wars scene. In the foreground, a Rebel agent is seen from behind, looking towards a droid. In the background, another Rebel agent is looking at a control panel. The scene is set in a futuristic, industrial environment with various pipes and machinery.

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

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

Defying orders, Rebel agents launch a desperate search for a missing friend. What they find could shatter the Rebellion forever.

Rebel Agent Tiree is missing. He never made it to the rendezvous point. Rebel High Command cannot spare the men to launch a full scale search; Tiree is on his own. One group of heroes owes Tiree more than they can ever repay, however, and they vow to find him.

Retracing Tiree's trail, the Rebels go to the planet Questal. Tiree was on an unsanctioned mission there, hot on the trail of a rumored weapon of fearful proportions. Then he disappeared.

Now something is hunting the Rebels.

Can they avoid Tiree's fate, rescue their friend, and save the Alliance?