

STAR WARS<sup>®</sup>  
**AGE OF  
REBELLION**<sup>™</sup>

UNWELCOME ARRIVAL



Adventure Module

**STAR  
WARS**  
ROLEPLAYING GAME

# UNWELCOME ARRIVAL

The PCs are traveling through hyperspace after barely escaping a planet. Though they had planned to pick up goods to smuggle and rendezvous with their Fulcrum agent, the PCs inadvertently angered a local crime boss and fled the landing bay under a hail of blaster fire. Though they are alive, they didn't get the goods, the Fulcrum information, or kyber crystals for their allies.

After the GM reads the read-aloud text to the players, the adventure begins with the PCs traveling through hyperspace after their narrow escape. Soon enough, though, they abruptly leave hyperspace as their engine room billows out smoke. Their ship has sustained a lot of damage, and things are about to get a whole lot worse as they find themselves orbiting Scarif.

**GM Note:** This adventure is adapted from the supplemental rulebook **DAWN OF REBELLION** and has the Player Characters drawn from **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY**. This takes place in the pre-*Rogue One* timeframe from the Death Star entry in **DAWN OF REBELLION**. The Modular Encounter from page 36 of that book is the main framework for the adventure.

This adventure includes the following parts:

- **Act I: A Narrow Escape (20 Minutes):** Having just escaped a job gone wrong, the PCs take a moment in hyperspace to assess their options.
- **Act II: Welcome to Scarif (20 Minutes):** Unexpectedly leaving hyperspace, the PCs arrive at Scarif in the midst of Star Destroyers and must decide whether to run, fight, or negotiate.
- **Act III: Impound and Incarceration (40 Minutes):** Things continue to look bleak as the PCs are restrained, searched, and interrogated—but this Captain Nurii might be more than just a cold hand of Imperial Law.
- **Act IV: Jailbreak! (60 Minutes):** With the aid of Captain Nurii the PCs make their way through the prison facility, gathering what they need to get their ship and make a break for it!
- **Act V: Battle on the Beach (40 Minutes):** All that stands in the way of the PCs and their ship is a long stretch of beach and some very angry Shore Troopers.
- **Act VI: Departures and Arrivals (20 Minutes, Q&A):** Finally off of the ground, the PCs must make the final repairs on their ship to jump into hyperspace as they collide with TIE/sk Strikers and the Death Star appearing in the distance.

**TOTAL PLAYTIME: 3H20M**

## FEELING OUT THE TABLE

As a GM it's important to keep in mind who is at the table. If there are a lot of new players, make sure to adjust checks to reflect their experience level and what would be the most fun. The GM should feel empowered to make check adjustments as appropriate as the checks outline in this adventure act as guidelines.

GMs should be weary of bogging down the action and Roleplay with excessive rolling!

## ACT I: A NARROW ESCAPE (20 MINUTES)

Read the following aloud to players:

*You have just managed to enter hyperspace after barely escaping an angry crime lord who attempted to blow your group to pieces. Each of you had your own reasons for being on planet, but unforeseen events have caused failure on all fronts. Just managing to get to your ship as a hail of blaster fire rained upon you, you narrowly escaped with your lives.*

The GM should spend about 20 minutes helping players get settled and establishing their motivations for being in their predicament. Below is a brief list of suggestions, but the GM should encourage PCs to think of their own if they'd like.

- Some PCs may have been on planet to smuggle goods off world, which may have prompted the local crime lord to take action and run them out.
- A few PCs may have been looking to meet up with their Fulcrum contact to gather intel on movements in the system or obtain a new mission.
- PCs may also be looking to buy or steal kyber crystals for their off-world allies.

After introductions, if they desire, PCs may make an **Average (◆◆) Mechanics check** to determine how badly the ship is damaged. There are external repairs needed, but PCs also discover the hyperdrive has been hit. This doesn't appear to be a critical problem until they hear a low buzzing—then suddenly a small explosion causes the drive to begin smoking ferociously, leading into the next act.



## ACT II: WELCOME TO SCARIF (20 MINUTES)

Their hyperdrive violently malfunctions and the PCs jolt out of hyperspace in an unknown system. Each PC must succeed at an **Average (◆◆) Resilience** or **Athletics check** or suffer 1 strain from the sudden stop. Read the following aloud to players:

*The engine room erupts in smoke as the ship violently snaps out of hyperspace. You find yourselves before a small blue planet surrounded by dozens of Imperial ships...*

The planet is protected by a massive planetary deflector shield, surrounded by shipyards and huge construction gantries. Zeta-class transports travel in and out of the planet through an access hatch and dozens of Imperial Navy starships—including at least four Imperial-II class Star Destroyers—float in orbit. The Death Star is currently in deep space having its engine and hyperdrive systems tested and tuned, far from prying Rebel eyes.

As they take all of this in and realize the gravity of their situation, a sleek corvette-sized vessel moves into their view, hailing them. Read or paraphrase the following aloud to the players:

*Unidentified civilian vessel, you have entered an Imperial Navy exclusive zone. Disable all weaponry immediately and prepare to be boarded.*

The PCs may attempt a **Hard (◆◆◆) Negotiation** or **Deception check** to convince the Imperials that ending up here was an accident due to their damaged ship, which the Imperials are likely to believe unless the PCs try to run or open fire. However, this is a highly secret Imperial facility, so they will be brought in for questioning even if they aren't suspected of rebel or criminal activity, though if they are successful in convincing them it may be more pro forma than accusatory.

### ENCOURAGING THE USE OF ADVANTAGE

Remember to explain to new or returning players how each die symbol works and how advantage, threat, triumph, and despair can be used to flavor their successes and failures.

## UT-60D U-WING TROOP TRANSPORT (PCS' SHIP)

Incom's UT-60D is a small personnel carrier and light attack craft marketed to planetary governments and private military concerns. A cross between a starfighter and a dropship, the UT-60D, also called the U-wing, was designed to carry squad-sized units into combat zones quickly and safely, then take to the air again and provide air support and instant extraction when needed.

4	4	+1	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	2
			HT THRESHOLD	SS THRESHOLD
			20	18

**Hull Type/Model:** Troop Transport/UT-60D.

**Manufacturer:** Incom Corporation.

**Hyperdrive:** Primary: Class 2, Backup: Class 10.

**Navicomputer:** Yes.

**Sensor Range:** Close.

**Ship's Complement:** One pilot, one co-pilot, two door gunners.

**Encumbrance Capacity:** 25.

**Passenger Capacity:** 8 troops with full combat gear and their support equipment.

**Consumables:** Two weeks.

**Price/Rarity:** 65,000 credits/6.

**Customization Hard Points:** 3.

**Weapons:** Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

The port and starboard hatches is fitted with one pintle-mounted weapon manned by door-gunner troops—this mounted weapon's profile uses personal scale, not planetary scale: heavy ion blaster (Fire Arc All; Damage 13; Critical 5; Range [Medium]; Ion; Ranged [Heavy]).

### TRYING TO RUN OR FIGHT

If the PCs try to run, they become keenly aware of how massively damaged their hyperdrive is. They won't get far before they get caught in a tractor beam. Force Users may get a sense that something important is happening here, so they may not want to run even if they can. The PCs may attempt a **Hard (◆◆◆) Mechanics check** to repair their hyperdrive. Upon a successful check, the drive is nearly functional and will save them precious time in **Act VI: Arrivals and Departures**, but for now they are caught in the tractor beam before they are able to flee.

If PCs try to fight, it will be pretty one-sided. They may damage Imperial ships, even blow up a group of two TIE/sk Strikers, but will inevitably be brought down with the tractor beam. The shield around the planet is open so the PCs could also dive for the planet, but will be driven to the ground and brought in for questioning.

Each TIE/sk Striker minion group consists of 2 ships. If the PCs attempt to blast the Strikers and are



successful, they discover dozens more surrounding them. The Imperials don't want the PCs dead, however, as discovering if the Rebellion knows anything about this facility and the Death Star is far more important than blowing a pesky ship to scrap.

### TIE/SK STRIKER MULTI-ROLE FIGHTER

The TIE/sk is a rarity among the many TIE-series fighters. Designed from the ground up as an air superiority fighter, the Striker is optimized to fly and fight in atmosphere. Somewhat larger and faster than a TIE/ln, it is still roughly on par in both speed and firepower with that starfighter. The Striker fills a number of roles—dogfighter, interdiction, and ground attack—and does so extremely well. Striker squadrons are typically deployed to important Imperial planetary facilities and operate alongside other TIE squadrons.



**Hull Type/Model:** Starfighter/TIE series.  
**Manufacturer:** Sienar Fleet Systems.  
**Hyperdrive:** None.  
**Navicomputer:** None.  
**Sensor Range:** Close.  
**Ship's Complement:** One pilot, one gunner/bombardier.  
**Encumbrance Capacity:** 4.  
**Passenger Capacity:** 0.  
**Consumables:** One day.  
**Price/Rarity:** 50,000 credits (R)/6.  
**Customization Hard Points:** 0.  
**Weapons:** Twin forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).  
 Hull and wingtip-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 3).

#### ADDITIONAL RULES

**Optimized for Atmosphere:** While in space, the handling of the TIE/sk switches to (+0) and speed to (4).

### TIE PILOT [MINION]

Commonly disparaged by the Alliance as vastly inferior to Rebellion pilots, in truth the pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, with the possible exception of the Alliance. In fact, the poor reputation TIE pilots have is no fault of their own, but rather a combination of their relatively fragile equipment (TIE fighters are known for relative fragility and weak construction) and their lack of protective amenities (shields being the most notable exclusion).



**Skills (group only):** Gunnery, Piloting (Space).

**Talents:** None.

**Abilities:** None.

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

**NPC Dice Pools:** Each TIE/sk group uses for **Gunnery** and **Piloting checks**. The PCs will find themselves captured on Scarif one way or another, and taking a lot of damage in the process is all the more exciting.

## ACT III: IMPOUND AND INCARCERATION (40 MINUTES)

Regardless of their tactics, the PCs are taken from their ship, lose their weapons and gear, and are forcibly escorted to a sandy beach on the planets' surface. Any lightsabers have their kyber crystals removed, the Imperials looking very happy to have found them. The amount of hostility shown to the PCs during this process is dependent on whether they initially cooperated with the Imperial officials.

**If they cooperated,** read the following aloud to the players:

*You are brought down to a pristine sandy beach on the planet's surface, where you are searched swiftly and your equipment taken. Though this process is formal, the Imperials don't seem hostile. As you're led to a facility on one end of the long shoreline you can see your ship being docked at an impound lot at the far end of the beach.*

**If they did not cooperate,** then read the following aloud to the players:

*You are brought down to a pristine sandy beach on the planet's surface, the Imperials glaring at you as you arrive. You are searched, your equipment taken, and then are shoved along the shoreline towards a looming structure. As you trudge through the sand and water, you see your ship being docked at an impound lot on the other end of the beach.*

Despite the high-security detention center the PCs are thrown into, the security on Scarif is fairly lax. They are put in cells next to each other which gives them time to come up with their story if they don't have one already.

Read the following aloud when the PCs enter the facility:

*The facility seems to be a maze of rooms and corridors. You are snaked through hallway after hallway until you arrive at a room with a bank of several cells. Though you are separated, you are close enough to speak to one another as the guards leave you. Cameras peer down at you from the corners of the room, but careful communication would likely go unnoticed.*

If the PCs want to plan, they may each make an **Average** (◆◆) **Deception** or **Skulduggery** check. If two of these checks are failed Captain Nurii arrives to question the PCs, whether they have had time to come up with a story or not. Otherwise, the GM should decide when the most appropriate time for Captain Nurii to arrive is.

Read the following aloud when Captain Nurii enters the room:

*The door slides open and an Imperial steps through. She bears the markings of a Captain on her uniform and she commands to her subordinates with a cool confidence. The guards remove you from your cells and you are taken as a group to a nearby interrogation room. Cameras follow your movements as you are seated, and the Captain finally speaks to you.*

The PCs (as a group) are interrogated by Captain Nurii. See **Interrogation** for sample questions and responses. Some of the questions or answers may not be appropriate depending on PC responses. The GM should feel free to add or modify questions and responses to better suit the PCs roleplay style and time restrictions, as long as the end result is that the PCs discover Captain Nurii is willing to help them escape.

## CAPTAIN FATIMAH NURII [NEMESIS]

Captain Nurii is a sub-commander in the Imperial Navy's Military Police garrison stationed on Scarif. A native of Commenor and a graduate of the Imperial Naval Academy on Prefsbelt IV, Captain Nurii is a no-nonsense officer who is an excellent judge of character with a gift for leadership. Initially, her goal was to join the office of the Navy's barrister advocate as a litigator, but the baked-in bias of the Imperial Navy against those lacking family connections or contacts saw her shuffled into the Military Police corps as a common shore patrol officer. Captain Nurii has been deeply troubled ever since her assignment to Scarif. The Empire's harsh actions to quash resistance, as well as the construction of the Death Star, have opened her eyes to the brutality of the regime. She is currently searching for any excuse to safely escape Scarif and alert the galaxy of the Empire's new superweapon.



**Skills:** Charm 2, Coercion 3, Computers 2, Cool 3, Deception 2, Discipline 3, Perception 4, Piloting (Planetary) 2, Ranged (Light) 2, Stealth 2, Vigilance 3.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once), Command 1 (add  to Leadership checks; targets add  to Discipline checks for twenty-four hours).

**Abilities:** None.

**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), shore patrol uniform (+ 1 soak), binders, secure comlink, datapad.

## INTERROGATION

The following are a series of questions Nurii can pose to the PCs, along with some possible responses and reactions the GM can have Nurii make based on them. There may be times where PCs answer more than one question in a response, and this list is only a series of suggestions. The interrogation shouldn't take up too much play time, but is important for the PCs' discovery of Captain Nurii's waning loyalty to the Empire.

Throughout the interrogation the PCs will notice subtle signals that Captain Nurii is harboring doubts about the Empire. She seems sympathetic to their situation and might be willing to help them escape. Newly stationed on Scarif, the Captain has recognized what the construction of the Death Star represents, and the arrival of the PCs may act as the catalyst for her change of heart.

If the PCs generate despair during a check this will prompt Captain Nurii to take offense. She will order two guards to be stationed outside their rooms at the end of the interrogation. Note that this will only happen if the failure is so complete that Captain Nurii's loyalty would be called into question if she did not act. She will continue the interview after telling the PCs to watch their words.

**Perception** and **Vigilance checks** are suggested at certain points below, but a mixture of good roleplaying and successful **Charm, Negotiation, Perception,** and **Vigilance checks** conclude that Captain Nurii is either a Rebel sympathizer or, at the very least, has had her confidence in the Empire shaken. In order to communicate with Captain Nurii without arousing suspicion, PCs may need to make **Average (◆◆) Deception** or **Skulduggery checks**. All checks are recommended to be of **Average (◆◆) difficulty**, but the GM can adjust as needed.

**GM Note:** While checks are suggested at certain times, keep in mind that it will be fun for the players to read between the lines of what Captain Nurii is saying. **Perception** and **Vigilance checks** should only be used if it seems like the PCs aren't picking up on her subtly.

### WHO ARE YOU? DO YOU KNOW THE NATURE OF THIS FACILITY?

- The PCs will likely lie here, and may claim to be traders, travelers, or myriad other types of people. On successful **Deception checks**, Captain Nurii will accept such answers as long as they aren't ridiculous, though she will be more skeptical if they failed to cooperate in **Act II**.
- This is an excellent opportunity for the GM to let a smaller fumble pass through if the PCs aren't consistent. Anything too large and Nurii will have to call it out, as she is being watched as well, but small slip-ups at any point during the interrogation are ideal opportunities for Captain Nurii to either subtly feed the PCs answers, ignore their errors, and otherwise indicate she might be on their side.
- Such reactions or subtlety would call for **Perception** or **Vigilance checks**. Captain Nurii is attempting to be sneaky, but not so obtuse that the players can't discern her intent.

### WHY ARE YOU IN THE SYSTEM AND WHERE WERE YOU GOING?

- If the PCs chose to lie when they arrived at Scarif, Captain Nurii may already have an idea of why there are in the system. Though if the PC checks failed when deceiving or negotiating in when they arrived, Captain Nurii may press this harder to make the interrogation more convincing.
- Depending on the claim, Captain Nurii will likely ask what traveling the galaxy is like without obligations. She may phrase it as such: "Much of the galaxy is fraught with wild, untamed planets. Tell me, what do you believe the Empire should do with such places? Such chaos?"
- This is a tricky question for PCs, and leads into the next question. Captain Nurii is looking for a window into a world she is no longer a part of, and PCs will be able to see through this question with successful **Perception** or **Vigilance checks**.
- Depending on the PCs' responses, Captain Nurii may act affronted or may be even more obvious

with her intention to help the PCs moving forward in the interrogation.

### HOW DO YOU FEEL ABOUT THE EMPIRE AND ITS ACTIONS TO MAINTAIN AND PROTECT ORDER?

- The PCs could answer in several ways here: if they say they approve of the Empire or otherwise like it and do so convincingly, Captain Nurii may seem disappointed to the discerning eye. Her response will then be fairly bland, something to the effect of, "As all citizens should feel."
- If players aren't convincing, this fuels Captain Nurii. She may respond by saying something along the lines of, "In the Empire, those who rule desire compliance and order regardless of cost." A successful **Perception** or **Vigilance check** tells PCs that Captain Nurii's words hold more weight than she lets on, keying them in to her desire to defect.

### HOW DO YOU FEEL ABOUT THE REBELLION?

- This is another tricky question. The PCs will likely try to lie about how they feel, though if they don't it would trigger Captain Nurii to become terse and order additional guards to be stationed outside their room. Successful **Perception** or **Vigilance checks** can determine that this reaction is for show.
- If the PCs do lie, Captain Nurii may drop subtle hints that she is a Rebel sympathizer. Something she may say to indicate this would be, "The Empire admires strength and dedication. If the Rebels weren't our enemy, they would make excellent soldiers." Again, successful **Perception** or **Vigilance checks** can help PCs read into her words further.

Once the interrogation has gotten to the point where the PCs and Captain Nurii understand one another, Nurii slips either slips them a note expressing her desire to help them escape or offers a comlink covertly. If the PCs really don't understand, the GM could have Captain Nurii get angry at any perceived insult and angrily say that what is about to happen next doesn't need to be recorded—then turn the cameras off and take a couple of minutes to explain things to the PCs. This should be a last resort!

During the interrogation, perhaps in the middle of a sentence, Captain Nurii steps aside to receive an incoming transmission. Read the following aloud to the players:

*"Yes, Director Krennic. Of course. The shipments will be ready when you arrive."*

PCs may make an **Average (◆◆) Perception check** to recognize that Nurii seems very tense when speaking to this person. Read the following after the check is complete:

*The voice on the communicator swells in volume and you hear the following: "If they aren't prepared..." Captain Nurii quickly steps out of the room to finish the brief transmission.*

If the Verpine PC is in play, they may continue to hear the voice through their radio-wave communication ability. They find that Director Krennic is enraged that the PCs ship was able to enter the system and demands to know what information Captain Nurii has gathered. Nurii indicates the interrogation is in progress, and an angry Krennic reminds her that her status can be quickly stripped away if she fails to get results.

Nurri stepping out also gives the PCs a moment to speak covertly amongst themselves or try to disable the cameras by making **Hard (◆◆◆) Skullduggery** or **Computers checks**. This should only happen if the PCs prompt it. If they fail, Captain Nurii will post two guards outside of their room in response, though she still wants to escape with the PCs and is only doing this out of obligation.

## ACT IV: JAILBREAK! (60 MINUTES)

After being returned to their cells, they can speak to Captain Nurii and find she is willing to aid the PCs on the condition that she escapes with them, defecting from the Empire. She knows the facility well and knows how to use the planetary shield codes, if they can get to them. She sweetens the deal by suggesting she may know details about the Empire's new battle station and that she will only reveal it once she is safely out of the Empire's grasp.

She will also suggest via comlink that altering the camera feeds to the holding cells would buy them time to escape. Nurii can access the surveillance room but will need a PC to assist verbally through an **Average (◆◆) Computers check**. On a successful check, the footage is looped and Nurii returns to release them from their cells. On an unsuccessful check, the footage appears to be looping, but will only do so for a short amount of time.

In either case, Nurii directs the PCs to their weapons and gear, locked away in a nearby storage room. If any kyber crystals were taken, the PCs may hunt for them. If they successfully looped the footage in their cell room, the PCs must only worry about the occasional security patrol while they search the area for their kyber crystals or clear path to the security console to obtain shield codes. Nurii says there is a special sequence for entering the codes and won't reveal it until they are about to escape.

Regardless of this encounter, if the PCs were looking for them, a successful **Average (◆◆) Perception check** allows them to find the kyber crystals in a room labeled, "Attention: Advanced Weapons Research Division." In this same room the PCs find two strange devices that Nurii says are experimental explosive charges and a remote detonator. The PCs may take the charges, either to sell if they escape or to plant later.

If the footage was unsuccessfully looped and the PCs take time to look for the kyber crystals or are cut off by patrols, they may encounter an angry surveillance

technician and a handful of Stormtroopers. Lucky for the PCs, it doesn't seem like the facility was alerted to the issue. This battle shouldn't be particularly difficult, but too much noise will cause the alarms to trigger (see **Triggering the Alarms** on page 7).

### IMPERIAL STORMTROOPER [MINION]

There is no greater symbol of the Emperor's New Order than the elite stormtrooper legions that enforce his will without remorse, mercy, or compassion.



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

**Talents:** None.

**Abilities:** None.

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

### ENCOUNTERS IN THIS SECTION

To account for time, the encounters listed in the this section are optional where noted. The GM should use discretion on how many encounters are used, how difficult they are, and the frequency and difficulty of checks. Encounters can also occur in any order, depending on PC priorities.

#### STEALING UNIFORMS (OPTIONAL)

Captain Nurii will suggest the PCs attempt to find some uniforms for disguise, either by going to a nearby supply area or stealing them off of patrols. Non-human species may have to pose as prisoners depending on the uniforms.

#### SECURITY CONSOLE (ESSENTIAL)

Captain Nurii leads the PCs to a security room where she begins searching the Imperial database for the current shield codes. If the PCs have been stealthy up to this point, they are able to complete this task on a successful **Average (◆◆) Computers check**. If this is failed, the alarms go off (See **Triggering the Alarms** on page 7).

If they have triggered the alarms, a PC must attempt a **Hard (◆◆◆) Leadership check** to rally Captain Nurii as she searches for the codes under pressure, and any PC assisting with the **Computers check** must also make an **Average (◆◆) Cool check** to stay focused.

Though the PCs might fail some of these checks, the result is that they obtain the codes. If the PCs have found and planted the explosive charges (see page 7)

and time is ticking, this is a great opportunity for the GM to instill a sense of urgency as troopers swarm the halls and the charges tick away nearby.

### PLANTING EXPLOSIVES (OPTIONAL)

The PCs may plant the two explosives with a successful **Hard** (◆◆◆) **Mechanics** check. On a successful check, Nurii is able to help the PCs rig the explosive(s) to a remote detonator that the PCs can use when they see fit. On an unsuccessful check, the charge display indicates they will automatically explode in five minutes. To give PCs a sense of urgency, the GM can remind players how much time they have left after each short scene. The goal isn't to blow the players up but give them a sense of excitement as in-game time ticks by.

To plant these explosives secretly, the PCs will need to perform **Skulduggery** or **Stealth** checks to avoid detection.

### TRIGGERING THE ALARMS (SITUATIONAL)

If the PCs accumulate 3 ● results on any checks they make during their escape, the alarms go off. Any excessive noise, like blaster fire or yelling, will do the same. If the alarms are triggered, the PCs must either try to shoot their way out or sneak past the frantic Troopers swarming the halls with a successful **Hard** (◆◆◆) **Stealth** check.

### SECURITY PATROLS (OPTIONAL)

PCs may encounter security patrols for a variety of reasons including failing to properly loop the security footage, triggering the alarms, failing **Stealth** checks, or simply walking into the wrong place at the wrong time. Depending on the situation, shooting may not be the only option for the PCs. Patrols may consist of Stormtroopers, a KX-Series Droid, and/or a Stormtrooper Sergeant. PCs might be able to avoid some patrols or may be able to successfully use **Deception** checks with Captain Nurii to convince patrols that they are being moved or are otherwise supposed to be there. If the PCs have stolen uniforms, this should make checks easier.

## IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Stormtroopers who survive engagements with high marks are promoted to the position of sergeant.



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

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

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

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

## KX-SERIES ENFORCER DROID [NEMESIS]

Arakyd Industries' KX-series enforcer droids are a rarity in the Empire's armed forces. While droids in general are quite common in the Imperial military, those programmed for combat or other warlike functions are largely unheard of.



**Skills:** Brawl 3, Coercion 4, Computers 3, Cool 3, Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Vigilance 3.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks against this target twice).

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

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

## DEATH STAR TROOPERS (OPTIONAL)

At some point the PCs may come across a small group of Death Star Troopers waiting for their ship to arrive. PCs could take them out and steal their uniforms; if they don't then Nurii suggests getting some of those uniforms to use as disguise for human PCs (she knows of a nearby supply/outfitting room). PCs won't know what these new uniforms are for (Death Star Troopers are being outfitted on Scarif before joining the Death Star). Non-human PCs will have to pose as prisoners.



## DEATH STAR TROOPER [MINION]

Death Star troopers are specially trained Imperial Navy personnel assigned to billets aboard the DS-1 Death Star mobile battle station. Culled from the Imperial Navy's various branches and given extensive training in the operation and maintenance of their new home's many systems, these troopers are proud to ensure that the massive battle station runs at peak efficiency.



**Skills (group only):** Astrogation, Computers, Gunnery, Knowledge (Warfare), Mechanics, Ranged (Light), Perception, Vigilance.

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), Death Star trooper uniform and helmet (+1 soak).


## DEATH STAR TROOPER OFFICER [RIVAL]

The members of the Death Star trooper officer corps have undergone the same combat and technical training as their subordinates, along with a lengthy course in leadership and administration. They are often found in command of squads or sections aboard the station, overseeing operations and making sure everything, including the troopers under their command, is shipshape.



**Skills:** Coercion 3, Computers 2, Cool 3, Discipline 3, Leadership 3, Knowledge (Warfare) 2, Mechanics 2, Ranged (Light) 2, Vigilance 3.





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

**Abilities:** Platoon Leader (may spend a maneuver to allow one minion group of Death Star troopers within medium range to make an immediate maneuver as an out-of-turn incidental, or allow it to add  to its next skill check).




**Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Death Star trooper uniform and helmet (+1 soak), comlink, datapad.

## TERRAIN EFFECTS

The PCs' escape along the beach is a great opportunity to introduce some interesting terrain effects into the adventure.

The most obvious is the shallow water (about knee height) that extends for hundreds of meters from the shoreline. Characters who want to use more than one maneuver for movement in a round through the shallow water must make an **Average** ( ) **Coordination** or **Athletics** check to keep on their feet. Failure means that PC has one less maneuver the next round.  can be spent to have a PC fall prone in the water. It takes a maneuver to stand back up, but while prone the PC gains +1 Ranged Defense but melee attacks against them gain .

If desired, the GM can count the beach sand as this as difficult terrain, and so characters must spend twice as many maneuvers to move the same distance they would in normal terrain.

Waves can also be an issue, either while characters are in the water or along the shoreline. If desired, TIEs or other airborne vessels can crash in the water and create large waves; these act like the shallow water noted above but require characters to make a **Hard** (  ) check to stay on their feet. If the Quarran is present, she may ignore the water terrain effects even if she is not submerged.

## THE HOLOGRAM (RECOMMENDED)



At some point as the PCs are moving through the facility they encounter a room where they can clearly see someone is receiving instructions for troop movements around the planet by the man Captain Nurii has spoken to—Director Krennic. He seems angry, yelling at the subordinate, and if asked Nurii will describe Director Krennic as a prime example of the iron will of the Empire.

If the PCs stick around they find the conversation brief and one-sided, the Director berating an unnamed officer about increasing security around the perimeter of the facility. The communication ends abruptly with Krennic leaving and the officer turns around to exit the room. The PCs must decide how to deal with the incoming officer.

## ACT V: BATTLE ON THE BEACH (40 MINUTES)

Assuming they haven't been discovered yet, just as the PCs exit the compound alarms begin blaring behind them. This may be an opportunity for the PCs to detonate their explosives if they have the remote working to give them a head start down the beach and reduce the number of initial Shoretroopers.

Now on the beach, the PCs must get to their ship. Nurii tells them unauthorized ships are kept in the impound lot across the shoreline. They must also protect Nurii in order to get through the shield. The PCs may attempt a **Hard (◆◆◆) Knowledge (Warfare) check** to give them an edge as they battle on the run.

A successful check may offer a number of  or remove a number of  relative to how successful they are. This represents the PCs figuring out the best way to avoid enemies or remembering how Troopers might attack in this situation.

While PCs are fighting Shoretroopers, they will need to make **Average (◆◆) Athletics** or **Coordination checks** to get across the loose sand and sloshing waves. See the **Terrain Difficulties** sidebar on page 8 for details on how combat is affected by such conditions.

If PCs are doing really well, 1-3 Death Troopers arrive as well.

If the PCs aren't doing well, they can find a TX-225 GAVW "Occupier" Combat Assault Tank (see page 10) on the beach. A successful **Average (◆◆) Piloting (Planetary) check** allows PCs to drive the tank and use it to help in their fight. A single driver can be found inside, and the PCs must decide to throw them out, shoot them, or convince them to work with them. If Captain Nurii is alive, this may make convincing the driver to help easier.

## DEATH TROOPER [RIVAL]



Death Troopers are among the most elite special forces units in the Imperial Armed Forces. These highly trained, highly motivated warriors operate under the auspices of Imperial Intelligence. They are most often used as strike forces and as VIP protection for vital Imperial officials such as Commander Krennic and Grand Admiral Thrawn.



**Skills:** Athletics 3, Coercion 3, Cool 4, Discipline 4, Gunnery 3, Knowledge (Warfare) 3, Melee 2, Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Stealth 2, Vigilance 3.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once), Enduring 2 (+2 soak, already included in profile), Intimidating 2 (suffer 2 strain to downgrade the difficulty of Coercion checks twice).

**Abilities:** None.

**Equipment:** DLT-19 heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Accurate 2, Auto-fire, Cumbersome 3, Pierce 2), E-11D blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun Setting), frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), death trooper armor (+2 soak, +1 defense. Upgrade Stealth checks once when wearing armor. When making skill checks, death troopers may remove   imposed due to darkness, smoke, or other environmental effects that obscure vision.), encrypted comlink, load-bearing gear, food and water packs.

## SHORETROOPER [MINION]

Shoretroopers are Imperial stormtroopers trained in amphibious landing combat in coastal environments. They wear a modified version of stormtrooper armor over a heat-modulating dry suit that protects them from adverse atmospheric and geographic conditions where land meets water.



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

**Talents:** None.

**Abilities:** None.

**Equipment:** E-22 blaster carbine (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Cumbersome 2, Linked 1, Stun setting), amphibious landing armor (+2 soak; when making skill checks, shoretroopers may remove ■■ on checks imposed due to coastal settings), utility belt, extra reloads, food and water packs.

## TX-225 GAVW "OCCUPIER" COMBAT ASSAULT TANK

Rothana Heavy Engineering's TX-225 GAVw assault tanks are the Imperial Army's premier light urban combat vehicles. These rugged vehicles can be found in mechanized infantry divisions and the Imperial Stormtrooper Corps, where they fill a much-needed support and patrol role in the Empire's order of battle. Remarkably versatile, Occupiers are able to fight, provide supporting fire, and carry troops and cargo with equal ease.



**Vehicle Type/Model:** Tank/TX-225 GAVw Combat Assault Tank.

**Manufacturer:** Rothana Heavy Engineering.

**Sensor Range:** Close.

**Crew:** One vehicle commander, one driver, one gunner.

**Encumbrance Capacity:** 35.

**Passenger Capacity:** 0.

**Price/Rarity:** 45,000 credits (R)/6.

**Weapons:** Two sponson-mounted elevating twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

A dorsal pintle-mounted light repeating blaster is also be installed—this weapon uses personal scale, not planetary scale (Fire Arc All; Damage 11; Critical 3; Range [Long]; Auto-fire, Pierce 1; Ranged [Heavy]).

## IMPERIAL VEHICLE CORPS [RIVAL]

A subsidiary branch of the Imperial Army, the Vehicle Corps is a specialized division of troopers who receive rudimentary infantry training but specialize in piloting the various forms of vehicles utilized by that military organization. This includes not only land and sea vehicles, but aircraft that cannot achieve orbit on their own (any orbital craft falls under the auspices of the Imperial Navy). Repulsorlift operations, ground vehicle operations, and aquatic vehicle operations all fall under this umbrella; however, the lattermost of these is typically grouped in with the subdivision of the Imperial Army known as the lesser Imperial Navy, responsible for waterborne operations on the surfaces of planets throughout the galaxy.



**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).

## NOT EVERYBODY MAKES IT...

If Captain Nurii dies during the battle, she quickly transfers the shield code sequencing to one of the PCs. Read the following aloud:

*Captain Nurii falls to the ground, her wounds grave. With her last bit of life she transfers the shield codes and sequencing to you and struggles to say something, "T-tell everyone, t-tell them about the battle station, warn them about the Dea-" and she perishes.*

They finally make it to the impound lot where they quickly get inside. If Captain Nurii is alive, she puts an override lock on the entry gate, buying them time.

## ACT VI: DEPARTURES AND ARRIVALS (20 MINUTES)

When they arrive at their ship, there are three Imperial techs covering in the entryway. They had just completed their search and have the hyperdrive open for inspection. With it open, the PCs can see the problem and repair it with the technician's tools and a series of two successful **Hard (◆◆◆) Mechanics checks**. If the PCs succeeded a Mechanics check in **Act I or Act II**, the difficulty is reduced to **Average (◆◆) Mechanics checks**. This is the first check. The PCs must also decide what to do with the technicians.

PCs who are able to man the ship's guns might take up their position now as TIE/sk fighters close in. Up to 3 arrive, subject to GM discretion and time concerns, though this can be skipped if needed.

If there, Captain Nurii lets the other PCs know that it is standard protocol for the Empire to plant a tracking beacon in impounded ships. PCs may search for the beacon with **Hard (◆◆◆) Perception checks**.

With the hyperdrive fixed and the beacon destroyed, the PCs can ascend, guns firing, as they fly towards the shield. The alarms caused the access hatch to close, but Nurii can now begin entering the sequence to open it back up. If Nurii died, the PCs can do this with the information she transferred. As they PCs battle TIE/sk Strikers they zip through the open shield opening with a successful **Average (◆◆) Piloting (Space) check**. Failure means they strike the sides of the shield hatch, and the ship suffers 12 hull trauma. Each PC must make an **Average (◆◆) Resilience check** or suffer 4 strain. No matter what, additional TIE/sk Strikers follow them; one is destroyed in a fiery wreckage as the shield closes on it.

When the PCs get airborne, read the following aloud:

*TIE/sk Strikers follow at your heels as you barely escape the closing shield hatch. One of the ships erupts in flames as it is crushed.*

## TIE/SK STRIKER MULTI-ROLE FIGHTER

The TIE/sk is a rarity among the many TIE-series fighters. Designed from the ground up as an air superiority fighter, the Striker is optimized to fly and fight in atmosphere. Somewhat larger and faster than a TIE/In, it is still roughly on par in both speed and firepower with that starfighter. The Striker fills a number of roles—dogfighter, interdiction, and ground attack—and does so extremely well. Striker squadrons are typically deployed to important Imperial planetary facilities and operate alongside other TIE squadrons.

**NPC Groups:** When determining the difficulty of the TIE/sk Striker battle, the GM may choose how many minion groups are used to attack the PCs. Each minion group of TIE/sk Strikers has 2 ships, with their dice pools described at the bottom of the TIE/sk section.

3	6	+3	DEF: F/DRE/P/DRT/STARBOARD/AFT				2
SILHOUETTE	SPEED	HANDLING	1	-	-	0	ARMOR
			HT THRESHOLD			SS THRESHOLD	
			7			9	

**Hull Type/Model:** Starfighter/TIE series.

**Manufacturer:** Sienar Fleet Systems.

**Hyperdrive:** None.

**Navicomputer:** None.

**Sensor Range:** Close.

**Ship's Complement:** One pilot, one gunner/bombardier.

**Encumbrance Capacity:** 4.

**Passenger Capacity:** 0.

**Consumables:** One day.

**Price/Rarity:** 50,000 credits (R)/6.

**Customization Hard Points:** 0.

**Weapons:** Twin forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Hull and wingtip-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 3).

### ADDITIONAL RULES

**Optimized for Atmosphere:** While in space, the handling of the TIE/sk switches to (+0) and speed to (4).

## TIE PILOT [MINION]

Commonly disparaged by the Alliance as vastly inferior to Rebellion pilots, in truth the pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, with the possible exception of the Alliance).



**Skills (group only):** Gunnery, Piloting (Space).

**Talents:** None.

**Abilities:** None.

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

**NPC Dice Pools:** Each TIE/sk Striker minion group uses for **Gunnery** and **Piloting checks**. The PCs should be able to escape, but taking a lot of damage in the process is all the more exciting.

## PUNCH IT!

Upon escaping the shield, more TIE/sk Strikers attack while the PCs continue to make repairs. The last

**Hard** ( ) or **Average**

( ) **Mechanics check** should happen just as things are beginning to get even more tense. If the PCs fail, Nurii offers to assist if she is alive, making the check one difficulty die less. If Captain Nurii is dead and the PCs are struggling, a successful

**Average** ( ) **Cool** or **Leadership check** reduces the **Mechanics check** by one difficulty die.

Just as the PCs finish repairs and prepare to jump into hyperspace the Death Star arrives in view. Force Users feel a disturbance—a premonition of horrors to come. Read the following aloud:

*Just as your ship is about to jump into hyperspace, you catch a glimpse of something massive appearing in the distance, nearly the size of a small moon. Force users feel a chill of something horrible to come. Surely that thing couldn't be the battle station Captain Nurii was talking about?*

## THE END!

Thank you for running this Star Wars Gen Con adventure! We hope that you and your players had a fantastic time and that you'll continue to enjoy your Gen Con experience!